

THE MARTIAL RANGER REMASTERED

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RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ones he knows are planning a raid on a nearby farm. Clutching 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, a 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.

DEADLY HUNTERS

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

INDEPENDENT ADVENTURERS

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of orcs attacks, a ranger might be the first and possibly the last—line of defense.

This fierce independence makes rangers well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, rangers respond with some mixture of amusement, frustration, and compassion.

But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.

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? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and even a magical connection to nature through the necessity of surviving in the wilds.

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 two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

RANGER

Level	Proficiency Bonus	Features	Talents
1st	+2	Talent, Talent	2
2nd	+2	Fighting Style, Talent	3
3rd	+2	Ranger Paths feature, Roaming	3
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack	3
6th	+3	Talent	4
7th	+3	Ranger Paths feature	4
8th	+3	Ability Score Improvement, Explorer	4
9th	+4	Talent	5
10th	+4	Fast Movement, Talent	6
11th	+4	Ranger Paths feature	6
12th	+4	Ability Score Improvement	6
13th	+5	Talent	7
14th	+5	Talent	8
15th	+5	Ranger Paths feature	8
16th	+5	Ability Score Improvement	8
17th	+6	Talent	9
18th	+6	Feral Senses	9
19th	+6	Ability Score Improvement	9
20th	+6	Master Hunter	9

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 (6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Choose one from Carpenter's Tools, Cartographer's Tools, Cobbler's Tools, Cook's Utensils, Leatherworker's Tools, Navigator's tool, Poisoner's Kit, Tinker's Tools, Woodcarver's Tools, or Trapper's kit

Saving Throws: Dexterity, Strength

Skills: Choose three from Acrobatics, 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) two short swords or (b) a long sword and a short sword
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

TALENTS

In your pursuit of exploration and living in nature, you have adapted your body and mind to the uncivilized world. Beginning at 1st level, you gain two talents of your choice. Your talent options are detailed at the end of the class description. When you gain certain ranger levels, you gain additional talents of your choice, as shown in the Talents Known column of the Ranger table.

Additionally, when you gain a level in this class, you can choose one of the talents you know and replace it with another talent that you could learn at that level.

FIGHTING STYLE

At 2nd 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.

Whenever you reach a level in this class that grants the *Ability Score Improvement* feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blind sight 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.

DRUIDIC WARRIOR

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

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 a 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 +2 bonus to the damage roll.

TWO-WEAPON FIGHTING (MODIFIED)

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack and you can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.

In addition, once per turn, your off-hand attack is part of the Attack action.

The Two-Weapon Fighting style modification is for any class that has this fighting style as an option.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

RANGER PATHS

At 3rd level, you choose between the paths. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ROAMING

Beginning at 3rd level, you gain a climbing and swimming speed equal to your walking speed.

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

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

EXPLORER

Beginning at 8th level, moving through nonmagical difficult terrain and plants costs you no extra movement.

In addition, when traveling for one hour or more, difficult terrain does not slow your group's travel.

FAST MOVEMENT

Starting at 10th level, your walking speed increases by 5 feet. This increase also applies to your climbing and swimming speed.

FERAL SENSES (MODIFIED)

Starting at 18th level, you develop keen animal senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it does not impose disadvantage on your attack rolls against it.

Additionally, if you are able to hear or see, you are aware of the location of any invisible creatures within 30 feet of you and any hidden creatures within 10 feet of you.

MASTER HUNTER

At 20th level, rangers strike first and strike hard. You cannot be surprised. When you roll initiative, you take a turn before the first round of combat.

In addition, once on each of your turns you can add your Wisdom modifier, minimum + 1, to the attack roll or the damage roll. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

TALENTS

In your wilderness training, you have learned *Talents* to help you hunt and survive in uncivilized lands.

At 1st level, you gain two talents of your choice. When you gain certain ranger levels, you gain additional talents of your choice, as shown in the Talents Known column of the Ranger table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the talents you know and replace it with another talent that you could learn at that level.

ALACRITY

Prerequisite: 9th level

You add your proficiency bonus to your Initiative checks.

In addition, you have advantage on attack rolls against creatures that have not yet acted.

AMBUSH MASTER

Prerequisite: 17th level

You and your allies within 30 feet of you gain a bonus to Initiative checks equal to your Wisdom modifier (minimum + 1) and a + 10 bonus to movement on the first round of combat.

ANIMAL EMPATHY

Prerequisite: 2nd level

You gain proficiency in the Animal Handling skill.

Using your action, you make a Wisdom (Animal Handling) check to communicate with animals and convince them that your intentions are harmless. 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.

The beast must be within 30 feet of you and within line of sight. If the beast's Intelligence is 4 or greater, you are ignored. You have advantage on your check when attempting to communicate with domesticated beasts. Additionally, you can affect a group of similar beasts. The number of beasts influenced is equal to half of your ranger level, rounded down.

You cannot use this ability against a creature that you have attacked within the past 10 minutes. The effect lasts for 24 hours or ends earlier if you or your allies attempt to cause it any harm.

ASTUTE

Prerequisite: 1st level

Choose two of your skill proficiencies, or one of your skill proficiencies and one of your proficiencies with a tool. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

In addition, you also learn to read, write, and speak two languages of your choice.

CUNNING INSTINCTS

Prerequisite: 6th level

You can use a bonus action to make a Wisdom (Perception) check.

In addition, select two actions from the following: Dash, Disengage, or Hide. You can use either chosen action as a bonus action on your turn.

EVASION

Prerequisite: 9th level

You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* spell. When you are subjected to an effect that allows you to make a 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.

HERBAL HEALING

Prerequisite: 1st level

You gain the Herbalism kit. Using your Survival skill (Foraging PHB ppg183), you can spend 1 hour foraging for herbs and preparing herbal mixtures. The total of number of mixtures you can create is equal to 1 + your Wisdom modifier, minimum + 1. You can replenish expended mixtures after a long rest. After 24 hours, any mixtures that you have not used lose their potency. The mixtures known are listed below.

You spend an action and consume the poultice in the process, unless otherwise noted.

Mixtures Known

Antivenom

Cure Disease

Cure Wounds Elixir

Cure Wounds Poultice

Goodberry Gruel

Antivenom. Neutralizes one poison condition affecting a creature.

Cure Disease. Cures one disease condition affecting a creature.

Cure Wounds Elixir. The creature regains 1d6 hit points. Starting at 5th level and for every five levels in this class, rounded up, the creature regains an additional 1d6 hit points.

Cure Wounds Poultice. You spend 1 minute applying one of your poultices soaked bandages to a wounded creature. That creature regains 1d6 hit points. Starting at 4th level and for every two levels you have in this class, rounded down, the creature regains an additional 1d6 hit points. A creature cannot benefit from this poultice again until after a short or long rest.

Goodberry Gruel. It provides enough nourishment to sustain a number creatures equal to half of your proficiency modifier (rounded up) for 1 day. It also removes 1 level of exhaustion. Once used, a creature must take a long rest before able to gain this benefit again.

HIDE IN PLAIN SIGHT

Prerequisite: 10th level

Using your Wisdom (Survival) skill to hide, you can spend 1 minute using mud, dirt, plants, soot, animal excrement, and other naturally occurring materials to camouflage yourself.

Once you are camouflaged this way, you can try to hide yourself by pressing against a solid surface. You gain a +10 bonus to your Wisdom (Survival) checks to avoid being detected as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

While camouflaged, your first weapon attack against a creature within weapon's reach is made with advantage. On a successful hit, the hit is a critical hit.

HUNTER'S EYE

Prerequisite: 2nd level

You excel in pursuing your prey. You can use a bonus action to make a Wisdom (Survival) check and you can track creatures while traveling at a fast pace.

In addition, your keen eyesight can spot your prey regardless of amount of lighting, granting you one of the following features of your choice:

- You gain darkvision up to 60 feet. If you already have darkvision, the distance increases by 30 feet.
- You don't suffer penalties from *Sunlight Sensitivity*.

NATURAL RESISTANCE

Prerequisite: 10th level

You are immune to disease and poison.

NATURE'S STAMINA

Prerequisite: 14th level

You gain proficiency in either Constitution or Wisdom saving throws, your choice.

PATHFINDER

Prerequisite: 14th level

You are a master at covering your tracks. You can move stealthily at a normal pace and you cannot be tracked by nonmagical means, unless you choose to leave a trail.

In addition, moving through magical difficult terrain and plants costs you no extra movement.

SKIRMISHER

Prerequisite: 13th level

When a creature more than 30 feet from you moves to a space within 30 feet of you, you can use your reaction to move towards it using half your movement speed.

In addition, creatures provoke opportunity attacks from you even if they take the Disengage action or use the Mobile feat before leaving your reach.

SLIPPERY

Prerequisite: 13th level

You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

In addition, creatures within 30 feet of you provoke a ranged opportunity attack from you when they move to a space more than 30 feet away.

TIRELESS

Prerequisite: 6th level

As an action, you can give yourself a number of temporary hit points equal to $1d8 +$ your Constitution modifier, minimum of +1. 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.

Whenever you finish a short rest, your exhaustion level, if any, is decreased by 1. Whenever you finish a long rest, your level of exhaustion, if any, is decreased by 2.

In addition, you have advantage on death saving throws.

VIGILANT

Prerequisite: 6th level

You remain alert to danger even when you are engaged in another activity such as foraging, navigating, or tracking. You gain a +5 bonus to your passive Wisdom (Perception) checks and you can't be surprised while you are sleeping that is not caused by magic.

In addition, you don't suffer penalties on your Wisdom (Perception) checks when traveling at a fast pace and dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

BEAST MASTER

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.

ANIMAL TRAINER

Starting at 3rd level, you gain proficiency in the Animal Handling skill. If you already are proficient, your proficiency bonus is doubled when you use this skill. You also have advantage on Intelligence checks when recalling information about beasts.

In addition, when using your beast companion as a mount, you have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you land on your feet if not incapacitated. Finally, mounting and dismounting costs you only 5 feet of movement.

RANGER'S COMPANION

At 3rd level, you create a powerful bond with one beast of the air, earth, sea, or horse to serve as your faithful companion. You determine its appearance. It is superior to similar beasts and it gains additional benefits while it is bonded to you. It obeys your commands as best it can, communicating using words, sounds, touch, hand gestures, body language and the like. Your animal companion has the following:

- It shares your initiative roll.
- After a short rest, it can spend Hit Dice to regain hit points. After a long rest, it recovers all lost hit points and regains spent Hit Dice, up to a number of dice equal to half of its total number.
- When it starts a turn with 0 hit points, it must make a death saving throw.
- If your beast dies, you can obtain another one by spending up to 8 hours to locate and bond with another animal companion that is not hostile to you. Or you can try to magically restore its life. You gain the ability to cast *Revivify Beast* spell, but only as a ritual, as described in chapter 10, "Spellcasting."

Your companion has a personality trait and a flaw that you can roll for or select from the tables below. It shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

d6 Trait

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.
- 3 I stay on alert so others can rest.
- 4 People see an animal and underestimate me. I use that to my advantage.
- 5 I have a knack for showing up in the nick of time.
- 6 I put my friends' needs before my own in all things.

d6 Flaw

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my ranger are strangers to me.
- 3 Any time is a good time for a belly rub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

EXCEPTIONAL TRAINING

At 7th level, your training together has strengthened your bond. You gain one of the following features of your choice.

Beast's Defense. Your companion has advantage on all saving throws while you are in line of its sight.

Keen Senses. You and your companion have advantage on saving throws against Enchantments and Illusions.

STORM OF CLAWS AND FANGS

At 11th level, it is a free action to command your beast companion to take the Attack or Help action.

In addition, your beast companion can make two attacks, or it can take the multi-attack action if it has that action.

SUPERIOR DEFENSE

At 15th level, when both of you are within 30 feet of one another, attackers rarely gain the upper hand. No attack roll has advantage against either one of you if neither of you are incapacitated.

In addition, if you are able to cast spells, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

RANGER'S COMPANION

Beast, neutral

Armor Class 13 + your proficiency bonus

Hit Points - equal to 5 +

Tiny - three times your ranger level. (the beast has a number of Hit Dice [d4s] equal to your ranger level)

Small - four times your ranger level. (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Medium - five times your ranger level. (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Horse - five times your ranger level. (the beast has a number of Hit Dice [d10s] equal to your ranger level)

Speed as listed for beast type, and either a climbing or swimming speed (your choice)

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

Str, Dex, and Con as listed for beast selected.

Primal Bond Add your proficiency bonus modifier to any saving throws and ability checks your companion makes.

Senses darkvision 60 ft., passive Perception 12 + your proficiency bonus

Languages understands the languages you speak

Ability Score Improvement Whenever you gain an ASI in the ranger class, you can increase one of the beast's ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Traits. As listed for the beast.

Challenge CR 1/2 or less

Kinship. As a free action, you can command the beast to dash, disengage, dodge, or hide. It never requires a command to take a reaction, such as an opportunity attack. The beast acts freely if you are absent and will protect you or take you away from harm if you are incapacitated.

Ready Companion. As a bonus action, you can command the beast to take Attack or Help action.

Compatriot. When you gain *Explorer*, *Evasion*, *Light-Footed*, and *Pathfinder* features, your beast gains these benefits as well.

Actions

Attack. As listed for beast type with following changes: your proficiency bonus + beast's modifier to hit, one target. Hit: damage type + beast's modifier + your proficiency bonus.

Primal Strike. Starting at 6th level, your companion's attacks are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

BLOOD RITE

These rangers were created by the union of a druid and a vampire. These rangers were raised in the woods to avoid being destroyed by those of the world of the living and of the dead who would see their existence as an abomination. Being raised in nature, these rangers learned to be as one with the land and be at peace with those who welcomed them.

HERITAGE

When you select this path, you can roll or select what aspects your lineage has left you with.

d10 Trait

- 1 Prominent canine teeth.
- 2 You fidget and are irritable when you are in a place of worship.
- 3 Youthful appearance.
Sensitivity to daylight. You have disadvantage on attack rolls and on Intelligence (Investigation) and
- 4 Wisdom (Perception) checks that rely on sight when you, your target, or whatever you are trying to perceive is in direct sunlight.
- 5 You are icy cold to the touch.
- 6 You undergo no physical change.
- 7 You do not eat or drink, but require blood.
- 8 You cannot enter a residence without an invitation from one of the occupants.
- 9 You fidget and are irritable when you are in the sunlight.
You don't need to sleep. Instead you meditate deeply,
- 10 remaining semiconscious, for 4 hours a day. You gain the same benefit as from 8 hours of sleep.

In addition, you have advantage on Intelligence checks when recalling information about undead. You also always know the number of hours left before the next sunrise or sunset.

LIMITED REGENERATION

At 3rd level, your heritage grants a limited form of healing. On your turn, you can use a bonus action to regain hit points equal to 10 + your Ranger level. If you take radiant damage or you are in direct sunlight, you cannot use this ability on your next turn. Once you use this feature, you must finish a short or long rest before you can use it again.

PRIMORDIAL STRIKE

Starting at 3rd level, you can use unarmed strikes. You gain the following benefits:

- You can use either Dexterity or Strength for the attack and damage rolls of your unarmed strikes.
- You roll a 1d6 for the damage of your unarmed strikes. The damage increases to 1d8 at 7th level, 1d10 at 11th level, and 1d12 at 17th level in this class.
- When you use the Attack action with an unarmed strike or a weapon attack on your turn, you can make one unarmed strike as a bonus action.

When you reach 6th level in this class, the unarmed attacks you make count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

HEIGHTENED AGILITY

At 7th level, your heritage grants you the ability to climb up, down, and across vertical walls and even difficult surfaces with advantage if you are not wearing heavy armor. You automatically succeed if you are not wearing medium (excluding chain shirt or hide armor) or heavy armor.

Additionally, you are able to climb along the ceiling if you are not wearing medium (excluding chain shirt and hide armor) or heavy armor.

EMISSARY OF DESTRUCTION

Starting at 11th level, you have learned to control the monster that dwells deep inside your soul and unleash the strength and speed of your blood line when needed. Using a bonus action, you gain the following abilities for 1 minute:

- You have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- You have resistance to all damage except radiant damage.
- You gain advantage on Dexterity and Strength ability checks and saving throws.
- After you take the Attack action on your turn, you can either:
 - Make two unarmed attacks as a bonus action or
 - Make a single weapon attack as a bonus action.

This ability ends early if you are unconscious for more than one turn or if you choose to end it.

You can use this feature four times and regain all expended uses after a long rest. You gain an additional usage at 13th and at 17th level in this class.

VAMPIRE'S LIFEblood

At 15th level, you have reached the pinnacle of corporeal harmony. You age more slowly and suffer none of the fragility of old age. You forever remain youthful in appearance. For every 10 years that pass, your body ages only 1 year.

In addition, you have advantage on saving throws against disease, paralysis, and effects that reduce your hit point maximum.

DARK MOON

Dark Moon Rangers are those who have undergone a ritual to join with the animal spirits from the *Beastlands* plane to better serve and protect the lands and those that dwell there. This mutual connection allows the Dark Moon Rangers to call upon whatever animal spirit they need to come and aid them, combining both spirits into one more powerful being to overcome challenges. Having friends always makes you stronger.

NATURAL WEAPONS

Beginning at 3rd level, you can grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes and you can make one unarmed strike as a bonus action. You can use either Dexterity or Strength for the attack and damage rolls of your unarmed strikes, your choice. You can dismiss as a free action.

At 6th level, the natural weapons are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

The damage increases to 1d8 at 7th level, 1d10 at 11th level, and 1d12 at 17th level in this class.

PRIMAL CONNECTION

Beginning at 3rd level, you can speak with any beast, as though you are under the effect of the spell *Speak with Animals*.

In addition, you have advantage on Intelligence checks when recalling information about beasts and on Charisma checks when interacting with beasts.

WILD SHAPE (MODIFIED)

At 3rd level, you can use your bonus action to magically assume the shape of a beast type you have seen before. You can use this feature **three** times. You regain expended uses when you finish a short or long rest. Also, you can use a bonus action to expend Wild Shape to regain hit points. You regain 1d10 hit points for each Wild Shape you expend.

You can remain in beast shape for as many hours equal to half your ranger level, rounded down. You can revert earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

You can transform into a beast with a maximum CR as high as your Ranger level divided by 3, rounded up.

Beast Shapes

Level	Limitation
3rd	No flying or swimming speed
6th	No flying speed
8th	None

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can not use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you are not knocked unconscious.
- Your ability to speak or take any action that requires hands is limited to the capabilities of your beast form.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Starting at 6th level in this class, the attacks you make in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ANIMAL INSTINCTS

Starting at 7th level, you have advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

In addition, you can choose to sprout gills and grow webbing between your fingers and toes as a bonus action. You can breathe underwater. You can dismiss this as a free action.

LYCANTHROPIC WILD SHAPE

Beginning at 11th level, you can expend two uses of Wild Shape at the same time to transform into a lycanthrope.

You gain the following when in lycanthropic form:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- You retain all the benefits and special features of your class, race, or other source such as speech, armor, weapons, spell casting, darkvision, etc..
- The attacks you make in lycanthropic form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- Your total hit points equal your maximum hit points.
- You can use a bonus action to transform into a beast form that is based from your lycanthropic form without expending a Wild Shape use. Once you use this ability, you cannot not do so again until after a long rest.
- You cannot transmit lycanthropy as your condition is not a curse or disease.

WEREBAT

- You gain Echolocation (blindsight) out to 30 feet. You can not use this feature while deafened.
- Abilities:
 - **Flying** You have a flying speed equal to your current walking speed. You can only attack with your bite when flying. You cannot be wearing medium or heavy armor, except hide or chain shirt. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You can also choose to make a weapon attack when you are falling.
 - **Slow Fall** Your falling rate decreases to 60 feet per round and you take no damage, as the *Feather Fall* spell. You gain this benefit if you are not wearing medium or heavy armor, excluding hide or chain shirt.
- **Attack Action.** You can use your weapons or bite. The bite can only be used once per turn.
 - **Bite.** Reach 5 feet, one target, 1d8 + your Dexterity modifier piercing damage

WEREBEAR

- Your AC increases by + 1
- Your Strength is 19 if not already higher.
- Your movement and climbing speed increases by 10 ft.
- **Attack Action.** You can use your weapons, bite, claws or any combination. The bite can only be done once per turn.
 - **Bite.** Melee Weapon Attack: Reach 5 feet, one target, 2d10 + your Strength modifier piercing damage
 - **Claw.** Melee Weapon Attack: Reach 5 feet, one target, 2d8 + your Strength modifier slashing damage

WEREBOAR

- Your AC increases by + 1
- Your Strength is 17 if not already higher.
- Abilities:
 - **Charge** If you move at least 15 feet straight toward a target and then hit it with your tusks on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone.
 - **Relentless (Recharges after a Short or Long Rest)** If you take damage that would reduce you to 0 hit points, you are reduced to 1 hit point instead.
- **Attack Action.** You can use your weapons, tusks, or any combination. The tusks can only be used once per turn.
 - **Tusk.** Melee Weapon Attack: Reach 5 feet, one target, 2d6 + your Strength modifier slashing damage

WEREEAGLE (WEREHAWK)

- Your Dexterity is 16 if not already higher.
- Abilities:
 - **Flying** You have a flying speed equal to your current walking speed. You can only attack with your talons when flying. You cannot be wearing medium or heavy armor, except hide or chain shirt. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft. You can also choose to make a weapon attack when you are falling.
 - **Slow Fall** Your falling rate decreases to 60 feet per round and you take no damage, as the *Feather Fall* spell. You gain this benefit if you are not wearing medium or heavy armor, excluding hide or chain shirt.
- **Attack Action.** You can use your weapons, talons, beak, or any combination. The beak can only be used once per turn.
 - **Beak.** Reach 5 feet, one target, 1d8 + your Dexterity modifier slashing damage
 - **Talon.** Reach 5 feet, one target, 1d8 + your Dexterity modifier slashing damage

WEREPANGOLIN (WEREAARDVARK)

- Your AC increases by + 2
- You have a burrowing speed equal to your movement speed.
- **Attack Action.** You can use your weapons, claws, or any combination.
 - **Claw.** Reach 5 feet, one target, 1d8 + your Strength modifier slashing damage

WERERAT (WEREFERRET)

- Your Dexterity is 15 if not already higher.
- **Attack Action.** You can use your weapons, bite, or any combination. The bite can only be used once per turn.
 - **Bite.** Reach 5 feet, one target, 1d8 + your Dexterity or Strength modifier (your choice) slashing damage

WERESHARK

- Your AC increases by + 2
- Your Strength is 19 if not already higher.
- Your land movement speed decreases by 20 ft.
- Your swim speed increases by 20 ft. if you are not wearing heavy armor.
- You can breathe underwater.
- **Attack Action.** You can use your weapons, bite, or any combination.
 - **Bite.** Reach 5 feet, one target, 2d12 + your Strength modifier piercing damage

WERETIGER

- Your Strength is 17 if not already higher.
- Abilities:
 - **Pounce** If you move at least 15 feet straight toward a target and then hit it with your claw attack on the same turn, the target takes an extra 2d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw DC equal to 8 + your Strength modifier + your proficiency bonus or be knocked prone. If the target is knocked prone, you can make one bite attack against it as a bonus action.
- **Attack Action.** You can use your weapons, bite, claws, or any combination. The bite can only be used once per turn.
 - **Bite.** Melee Weapon Attack: Reach 5 feet, one target, 1d10 + your Strength modifier piercing damage
 - **Claw.** Melee Weapon Attack: Reach 5 feet, one target, 1d8 + your Strength modifier slashing damage

WEREWOLF

- Your Strength is 15 if not already higher.
- **Attack Action.** You can use your weapons, bite, claws, or any combination. The bite can only be used once per turn.
 - **Bite.** Melee Weapon Attack: Reach 5 feet, one target, 1d8 + your Strength modifier piercing damage
 - **Claw.** Melee Weapon Attack: Reach 5 feet, one target, 2d4 + your Strength modifier slashing damage

BEAST SHAPES

Beginning at 15th level, you can use Wild Shape a number of times equal to your ranger level.

DEEP STALKER

Adventurers descending into the depths on desperate quests or in response to the promise of vast riches quickly come face to face with the evil that festers beneath the earth. Though many such adventurers are only too happy to escape back to the surface world again, Deep Stalkers welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface.

Deep Stalkers scout for new passages into the Underdark, carefully mapping them and working to ensure they remain watched at all times. They venture into the depths on long, dangerous patrols, disappearing for months at a time. Many of them never return.

Deep Stalkers are masters in navigating the Underdark, and their combat tactics focus on ambush, surprise, and stealth. They fight alone or in small groups in hostile territory, relying on clever tactics to carry the day.

HELL'S VISION

At 3rd level, you can see normally in darkness, both magical and non-magical darkness, to a distance of 60 feet.

STALKER'S STRIKE

Beginning at 3rd level, you are a master in the art of ambush. You know how to strike subtly and exploit a foe's weaknesses. Once per turn, you can deal an extra 1d8 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse, light, ranged, or thrown weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

In addition, you don't need advantage on the attack roll to use your Stalker's Strike against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, no other creature is within 30 feet of it, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Stalker's Strike column of the Deep Stalker table.

The damage from this feature and the Rogue's Sneak Attack do not stack, though you can use the damage interchangeably.

ESCAPE THE HORDE

Beginning at 7th level, opportunity attacks against you are made with disadvantage.

STALKER'S STRIKE

Level	Sneak Attack
3rd	1d8
4th	1d8
5th	1d8
6th	1d8
7th	2d8
8th	2d8
9th	2d8
10th	2d8
11th	3d8
12th	3d8
13th	3d8
14th	3d8
15th	4d8
16th	4d8
17th	4d8
18th	4d8
19th	5d8
20th	5d8

STALKER'S REITERATION

At 11th level, you can strike with deadly speed. If you take the attack action on your turn, your extra attack can benefit from your Stalker's Strike even if have already used it this turn, but you can't use your Stalker's Strike against the same target more than once in a turn.

STALKER'S 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, you can use your reaction to halve the attack's damage against you.

DRAGON BLOOD

When humanoids first began walking the land, some dragons saw the frailty of these creatures and offered protection and tutelage. In return, through a blood pact, these humanoids vowed to serve them and swore to also protect other creatures who were unable to do so. Through the blood pledge, these humanoids gained various abilities. Under the dragons guidance, they learned to control these new found abilities and utilize them to better their cause in helping the weak and oppressed. They eventually formed the Dragon Blood Rangers. To become a Dragon Blood Ranger, you must be a descendant of those original humanoids.

DRACONIC LINEAGE

At 3rd level, when you select this path, you can roll or select which transformation has occurred to your body due to your lineage.

d6 Trait

- 1 Pupils of a dragon.
- 2 Parts of your skin are covered by a thin layer of dragon-like scales.
- 3 When interacting with dragons, they can sense the dragon blood within you.
- 4 Your teeth are prominent and sharp.
- 5 You retain your physical appearance.
- 6 You physically transform into a Dragonborn, though you retain the statistics of your original race.

You can read, speak, and write Draconic or one other language of your choice if you already know Draconic. In addition, you have advantage on Intelligence checks when recalling information about dragons.

Additionally, you have the ability to project the fearsome presence of a dragon. As an action, you can cause each creature in a 10-ft-cube originating from you to make a Wisdom saving throw DC = 8 + your proficiency bonus modifier + your Wisdom modifier. The creatures that fail their saving throw are all frightened by you until the end of your next turn. The range increases by 5 ft for every 5 levels you have in this class.

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

DRAGON WARRIOR

Starting at 3rd level, through your blood pact, you possess some of a dragon's innate legendary powers. As a bonus action, choose one damage type: acid, cold, fire, lightning, poison, or thunder. Once per turn, whenever you hit a creature with a weapon attack, the creature takes an extra 1d6 damage of the chosen damage type. You can use a bonus action to change the damage type. This ability lasts for one minute or until you dismiss it as a free action, whichever occurs first.

The extra damage is applied to each weapon attack at 7th level in this class. The extra damage increases to 1d8 at 11th level and 1d10 at 17th level in this class.

DRAGON'S RESILIENCE

Starting at 7th level, the blood of dragons magically strengthens your body and soul. You are immune to a dragon's *Frightful Presence*.

In addition, when you take acid, cold, fire, lightning, poison, or thunder damage, you can use your reaction to gain resistance to that instance of damage.

DRAGON'S ESSENCE

Starting at 11th level, when you hit a creature with a weapon attack, in addition to the original damage, you can choose to deal an extra 4d8 acid, cold, fire, lightning, poison, or thunder damage to the target. If you are under the affect of the *Dragon Warrior* feature, you must use the damage type you selected.

You can do this a number of times equal to half of your proficiency bonus modifier, rounded up. You regain all expended uses after a long rest.

DRAGON WINGS

At 15th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRAKEWARDEN

Your connection to the natural world takes the form of a draconic spirit, which can manifest in physical form as a drake. As your powers grow, your drake grows as well, blossoming from a small four-legged companion to a majestic winged creature large and strong enough for you to ride. Along the way, you gain an increasing share of the awe-inspiring power of dragons.

Consider the source of the draconic spirit you have bonded with. The Drakewarden Origin table offers examples.

d6 Drakenwarden Origin

- 1 You studied a dragon's scale or claw, or a trinket from a dragon's hoard, creating your bond through that token's lingering draconic magic.
- 2 A secret order of rangers who collect and guard draconic lore taught you their ways.
- 3 A dragon gave you a geode or gemstone to care for. To your surprise, the drake hatched from that stone.
- 4 You ingested a few drops of dragon blood, forever infusing you with draconic power.
- 5 An ancient Draconic inscription on a standing stone empowered you when you read it aloud.
- 6 You had a vivid dream of a mysterious figure accompanied by seven yellow canaries, who warned you of impending doom. When you awoke, your drake was there, watching you.

DRAGONIC CLAW (NEW)

Beginning at 3rd level, the bond you share with your drake empowers your attacks. Once per turn, whenever you hit a creature with a weapon attack, the target takes an extra 1d6 of damage associated with your Drake's *Draconic Essence*.

The extra damage is applied to each weapon attack at 7th level in this class.

DRAGONIC GIFT (MODIFIED)

Beginning at 3rd level, the bond you share with your drake creates a connection to dragonkind, granting you understanding and empowering your presence. You have advantage on Intelligence checks when recalling information about dragons.

In addition, you can read, speak, and write Draconic or one other language of your choice if you already know Draconic.

DRAKE COMPANION (MODIFIED)

Starting at 3rd level as an action, you can magically summon the drake that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The drake is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Drake Companion stat block, which uses your proficiency bonus (PB) in several places. Whenever you summon the drake, choose a damage type listed in its Draconic Essence trait. You can determine the cosmetic characteristics of the drake, such as its color, its scale texture, or any visible effect of its Draconic Essence; your choice has no effect on its game statistics.

In combat, the drake shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn 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 or some other action. If you are incapacitated, the drake can take any action of its choice, not just Dodge.

The drake remains until it is reduced to 0 hit points, until you use this feature to summon the drake again, or until you die. Anything the drake was wearing or carrying is left behind when the drake vanishes.

You can summon the drake a number of times equal to your proficiency bonus modifier. You regain all expended uses after a long rest.

BOND OF FANG AND SCALE

Starting at 7th level, the bond you share with your drake intensifies, protecting you and stoking the drake's fury. When you summon your drake, it grows wings on its back and gains a flying speed equal to its walking speed.

In addition, while your drake is summoned, you and the drake gain the following benefits:

Drake Mount. The drake grows to Medium size. Reflecting your special bond, you can use the drake as a mount if your size is Medium or smaller. While you are riding your drake, it can't use the flying speed of this feature.

Magic Fang. The drake's Bite attack deals an extra 1d6 damage of the type chosen for the drake's Draconic Essence.

Resistance. You gain resistance to the damage type chosen for the drake's Draconic Essence.

DRAKE'S BREATH (MODIFIED)

Beginning at 11th level as an action, your drake can exhale a 30-foot cone of damaging breath. Choose acid, cold, fire, lightning, or poison damage (your choice matches your drake's Draconic Essence). Each creature in the cone must make an appropriate saving throw against DC 8 + your proficiency bonus + your Wisdom modifier, taking 8d6 damage on a failed save, or half as much damage on a successful one.

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

You can use this feature a number of times equal to half of your proficiency bonus modifier, rounded down. You regain all expended uses after you finish a long rest.

Dragon	Damage Type	Saving Throw
Black	Acid	Dexterity
Blue	Lightning	Dexterity
Brass	Fire	Dexterity
Bronze	Lightning	Dexterity
Copper	Acid	Dexterity
Gold	Fire	Dexterity
Green	Poison	Constitution
Red	Fire	Dexterity
Silver	Cold	Constitution
White	Cold	Constitution

PERFECTED BOND

Beginning at 15th level, your bond to your drake reaches the pinnacle of its power. While your drake is summoned, you and the drake gain the following benefits:

Empowered Bite. The drake's Bite attack deals an extra 1d6 damage of the type chosen for its Draconic Essence (for a total of 2d6 extra damage).

Large Drake. The drake grows to Large size. When you ride your drake, it is no longer prohibited from using the flying speed of Bond of Fang and Scale.

Reflexive Resistance. When either you or the drake takes damage while you're within 30 feet of each other, you can use your reaction to give yourself or the drake resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DRAKE COMPANION

Small Dragon, Neutral

Armor Class AC 14 + your proficiency bonus (PB)

Hit Points 5 + five times your ranger level (the drake has a number of Hit Dice (d10) equal to your ranger level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex + 1 plus PB, Wis +2 plus PB
Skills skills

Damage Immunities Determined by the drake's Draconic Essence trait

Senses Darkvision 60 ft., passive Perception 12

Languages Draconic

Draconic Essence. When you summon the drake, choose a damage type: acid, cold, fire, lightning, or poison. The chosen type determines the drake's damage immunity and the damage of its Infused Strikes trait.

Kinship. As a free action, you can command the drake to dash, disengage, dodge, or hide. It never requires a command to take a reaction, such as an opportunity attack. The drake acts freely if you are absent and will protect you or take you away from harm if you are incapacitated.

Ready Companion. As a bonus action, you can command the drake to take Attack or Help action.

Actions

Bite. Melee Weapon Attack: +3 plus PB to hit, reach 5 ft., one target. Hit: 1d6 plus PB piercing damage.

Reactions

Infused Strikes. When another creature within 30 feet of the drake that it can see hits a target with a weapon attack, the drake infuses the strike with its essence, causing the target to take an extra 1d6 damage of the type determined by its Draconic Essence.

FEY WANDERER

A fey mystique surrounds you, thanks to the boon of an archfey, the shining fruit you ate from a talking tree, the magic spring you swam in, or some other auspicious event. However you acquired your fey magic, you are now a Fey Wanderer, a ranger who represents both the mortal and the fey realms. As you wander the multiverse, your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

DREADFUL STRIKES (MODIFIED)

Beginning at 3rd level you can augment your weapon strikes with mind-scarring magic, drawn from the gloomy hollows of the Feywild. Once per turn, whenever you hit a target with a weapon attack, you can deal an extra 1d6 psychic damage.

The extra damage is applied to each weapon attack at 7th level in this class. The extra damage increases to 1d8 at 11th level and 1d10 at 17th level in this class.

FEY WILD GIFTS

Starting at 3rd level, you also possess a preternatural blessing from a fey ally or a place of fey power. Choose your blessing from the Feywild Gifts table or determine it randomly.

d6 Gifts

- 1 Illusory butterflies flutter around you while you take a short or long rest.
- 2 Fresh, seasonal flowers sprout from your hair each dawn.
- 3 You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
- 4 Your shadow dances while no one is looking directly at it.
- 5 Horns or antlers sprout from your head.
- 6 Your skin and hair change color to match the season at each dawn.

In addition, you have advantage on Intelligence checks when recalling information about fey and you can read, speak, and write Sylvan or one other language of your choice if you already know Sylvan.

OTHERWORDLY GLAMOUR (MODIFIED)

Starting 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 1.

In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion. If you are already proficient in the chosen skill, your proficiency bonus is doubled whenever you use that skill.

BEGUILING TWIST

Starting 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 your spell save DC. If the save fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

FEY REINFORCEMENTS (MODIFIED)

Starting at 11th level, the royal courts of the Feywild have blessed you with the ability to call for assistance from the fey. You know the spells *Conjure Woodland Beings* and *Summon Fey* and they be cast without concentration and spell components. The spells are cast as though you have cast them with a 5th level spell slot. You can only have 1 spell in effect at one time.

You can use this feature three times. You regain all expended uses when you finish a long rest.

MISTY WANDERER (MODIFIED)

Starting at 15th level, you can slip in and out of the Feywild to move in a blink of an eye. You can use a bonus action to teleport up to 30 feet to an unoccupied space you can see. You can do so a number of times equal to your proficiency bonus modifier, and you regain all expended uses when you finish a short or long rest.

In addition, whenever you use this ability, 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.

GHOST

When a covert operation is necessary to ensure success, these specialized rangers are called in. Ghost rangers are highly specialized soldiers who are trained to remain unnoticed while carrying out their orders. When a mission requires secrecy and a quick resolution, Ghost Rangers are the ones called into action. There is no mission that is impossible.

PHANTOM

Beginning at 3rd level, you gain proficiency in the Stealth skill. If you already are proficient, your proficiency bonus is doubled when you use this skill.

In addition, you can try to hide when you are lightly obscured or in dim light. When you are hidden and miss a creature with a weapon attack, making the attack doesn't reveal your position.

SURE STRIKE

At 3rd level, you learn to take advantage of your stealth to make your attacks more effective. Once per turn, when you make a successful weapon attack against a target, the target takes an additional 2d6 damage from the attack.

This damage increases to 3d6 at 7th level, 4d6 at 11th level, and 5d6 at 17th level in this class.

EVASIVE

Beginning at 7th level, you learn how to evade your enemies and escape dire situations. You gain the following abilities:

- You can use the bonus action to use your trapper's kit or thieves' tools to disarm a trap or open a lock.
- You can take the Disengage action as a bonus action.
- You can take the Dodge action as a bonus action. You can use this feature a number of times equal to once for every 5 levels you have in this class, rounded up. You regain expended uses after a long rest.

CRITICAL STRIKE

Starting at 11th level, when you hit a creature with a weapon attack, you can choose to have the creature make a Constitution saving throw $DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. On a fail, the creature is stunned until the end of your next turn. On a success, the target takes an extra 3d4 damage.

You can do this a number of times equal to your proficiency bonus modifier. You regain all expended uses after a long rest.

ELUSIVE

Beginning at 15th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

GLOOM STALKER

Gloom Stalkers are at borne 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.

DREADLORD (MODIFIED)

At 3rd level, once per turn, whenever you hit a target with a weapon attack, the target takes an extra 1d8 damage of the weapon's damage type.

Beginning at 7th level in this class, the damage can be applied to each weapon attack. The extra damage increases to 1d10 at 11th level and 1d12 at 17th level in this class.

UMBRAL SIGHT (MODIFIED)

At 3rd level, nonmagical darkness doesn't impede your sight.

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 can choose to use this feature after the creature makes its attack roll, but before the outcome is determined.

HELL'S WARRIOR

Many have ventured into the Abyss, but few have survived and fewer still have returned. These rangers have been trained specifically for these missions. Knowing the risks of their profession, rangers who wish to pursue this vocation must undergo intense training and participate in a ritual. Those who survive the ritual are granted extraordinary abilities, but may also change their bodies. Once you join, there is no turning back.

LINEAGE OF THE ABYSS

At 3rd level, when you select this path, you can roll or select which transformation has occurred to your body.

d10 Trait

- 1 Your eyes are black.
- 2 Parts of your skin become thick and hardened as leather.
- 3 When interacting with fiends, they can sense their blood within you. In addition, you emit an aura of being a fiend if you are in range of an ability or spell is used to detect the presence of fiends.
- 4 You grow horns on your head.
- 5 You retain your physical appearance.
- 6 You physically transform into a Tiefling, though you retain the statistics of your original race.
- 7 Your skin becomes rust red in color.
- 8 You have disadvantage on Charisma (Persuasion) checks but gain advantage on Charisma (Intimidation) checks.
- 9 You physically transform into a wingless Cambion, though you retain the statistics of your original race.
- 10 Part (or parts) of your body change. Examples include one arm is much larger than the other.

You can speak, read, and write Abyssal and Infernal or one other language of your choice if you already know Abyssal or Infernal. In addition, you have advantage on Intelligence checks when recalling information about fiends.

Additionally, magical and nonmagical darkness doesn't impede your sight.

FIENDISH POWER

The ritual increases your strength and speed. Once per turn, when you make an unarmed or weapon attack, the target takes an extra 1d8 damage.

Beginning at 7th level in this class, the damage can be applied to each weapon attack. The extra damage increases to 1d10 at 11th level and 1d12 at 17th level in this class.

DEMONIC RESISTANCE

Starting at 7th level, you gain resistance to fire damage. If you already have resistance to fire damage, you gain resistance to cold damage.

DEMONIC HERITAGE

Starting at 11th level, through the ritual, you have gained the following abilities possessed by fiends:

Aurora of Fear. You can channel the dread presence of the abyss, causing those around you to become frightened. As an action, for 1 minute you exude an aura of fear to a distance of 30 feet. Each creature of your choice that starts its turn in this aura must succeed on a Wisdom saving throw DC = 8 + your proficiency bonus modifier + your Wisdom modifier, or be frightened until the aura ends. A creature can attempt a saving throw at the end of each its turn. On a success, the effect ends. A creature that succeeds on its saving throw is immune to your aura for 24 hours.

Fiendish Charm. Choose one creature you can see within 60 feet of you must succeed a Wisdom saving throw DC = 8 + your proficiency bonus modifier + your Wisdom modifier, or become charmed for 8 hours. The charmed target obeys your spoken commands. If the target suffers any harm or you command it to harm itself, the target can repeat the saving throw, ending the effect on a success. If a creature succeeds on its saving throw, it is immune to your charm for 24 hours and the creature has no hint that you tried to charm it.

You can only have one target charmed at a time. If you charm another, the effect on the previous target ends.

Hellish Strike. As a bonus action, for 1 minute you can either:

- Imbue your hands or objects held in your hand with either cold or fire (your choice). You deal an extra 1d6 damage of the selected type to each weapon or unarmed attack. Or
- Once per turn, you can choose to fire a bolt of cold or fire (your choice) from your hand in place of a weapon attack. The bolt has a range of 60 feet and on a successful ranged spell attack (your proficiency bonus + your Wisdom modifier), the target takes an additional 3d6 cold or fire damage, depending on type you selected.

You can dismiss *Demonic Heritage* as a free action. In addition, you can use *Demonic Heritage* three times, and you regain all expended uses when you finish a long rest.

HELLISH HERITAGE

At 15th level, you gain resistance to cold damage. If you already have resistance to cold damage, you are immune to disease and poison.

In addition, you are immune to exhaustion.

HORIZON WALKER

Horizon Walker Rangers guard the world against threats that originate from other planes. They seek out planar portals and keep watch over them, venturing to the outer and inner planes as needed to defeat threats.

PRIMEVAL AWARENESS (MODIFIED)

Beginning at 3rd level, you can use your action to focus your awareness on the area around you. Until the end of your next turn, you know the location of any aberration, celestial, dragon, elemental, fey, fiend, and undead within 60 feet of you. You know the type (aberration or undead) of any being whose presence you sense, but not its identity (the vampire *Count Strahd von Zarovich*, for instance).

You can use this feature a number of times equal to 1 + your Wisdom modifier, minimum + 1. You regain all expended uses after a long rest.

PORTAL LORE (MODIFIED)

At 3rd level, you gain the ability to magically sense the presence of planar portals. As an action, you detect the distance and direction to the closest planar portals within 1 mile of you. You also sense which plane of existence each portal leads to.

You can do this a number of times equal to 1 + your Wisdom modifier, minimum + 1. You regain all expended uses after you finish a long rest.

See the “Planar Travel” section in chapter 2 of the *Dungeon Master’s Guide* for examples of planar portals.

PLANAR WARRIOR (MODIFIED)

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. When you make a weapon attack against a target, the target takes an extra 1d6 force damage from the attack.

The extra damage is applied to each weapon attack at 7th level in this class. The extra damage increases to 1d8 at 11th level and 1d10 at 17th level in this class.

ETHEREAL STEP (MODIFIED)

At 7th level, as a bonus action, you can step into the Ethereal Plane, as though you cast the *Etherealness* spell. The effect ends at the end of the current turn.

You can use this feature a number of times equal to your proficiency bonus modifier. You regain all expended uses after a long rest.

In addition, you can select an additional target or willing creature to enter the Ethereal Plane with you. The cost is one additional usage per target or creature. The target or creature must be within 5 feet of you.

DISTANT STRIKE

At 11th level, you gain the ability to step between the planes in a blink of an eye. When you use the Attack action, you can teleport up to 10 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.

PURITY OF SPIRIT (NEW)

At 15th level, you are always under the effects of a *Protection from Evil and Good* spell.

HUNTER

Emulating the Hunter path 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 (NEW)

Beginning at 3rd level, your tenacity can wear down the most powerful of foes, regardless of their number. Once per turn, whenever you hit a target with a weapon attack, it takes an extra 1d8 damage. If each weapon attack is against a different target, each target takes the extra damage.

Beginning at 7th level in this class, the extra damage can be applied to each weapon attack.

The extra damage for each weapon attack increases to 1d10 at 11th level and 1d12 at 17th level in this class.

TACTICIAN (MODIFIED)

Beginning at 3rd level, you gain proficiency in the Perception skill. If you already are proficient, your proficiency bonus is doubled when you use this skill.

In addition, your tenacity can wear down the most powerful of foes. You gain one of the following features of your choice.

Art of War. Your skill in combat with hordes allows you to move through numbers without fear of reprisal. During your turn, when you make a melee weapon attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Retaliate. When a 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 against a different creature that is within 5 feet of the original target and within range of your weapon.

Marksman. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. Also, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to make a ranged weapon attack rather than a melee weapon attack.

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 cannot be frightened.

MULTIATTACK (CHANGED)

At 11th level, you excel in fighting against a horde of creatures. When you take the Attack action, you can choose to use one of the following instead:

Volley. A ranged weapon 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. Move up to half of your movement speed and make a melee weapon attack against any number of creatures within your reach, with a separate attack roll for each target.

When you use this feature, each weapon attack deals an extra 2d6 damage. The damage increases to 2d8 at 17th level in this class.

SUPERIOR HUNTER'S DEFENSE

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

Elusive. You are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

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.

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.

PLANES WALKER

Planes Walkers Rangers explore the inner and outer planes. They seek to gain knowledge and to understand those creatures who live in those worlds. They realize that all life is important and not to judge others based on appearance or their origin. However, they will engage in combat if necessary.

ADAPTATION

At 3rd level, your body has changed to survive in hostile environments. You can use your reaction to no longer require air to breathe for a number of hours equal to 1 + your Constitution modifier, minimum + 1. You can do this a number of times equal to proficiency bonus modifier. You regain all expended uses after a long rest.

In addition, you gain proficiency in the Survival skill. If you already are proficient, your proficiency bonus is doubled when you use this skill.

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. Once per turn, when you make a weapon attack against a target, the target takes an extra 1d6 psychic damage from the attack.

The extra damage is applied to each weapon attack at 7th level in this class. The extra damage increases to 1d8 at 11th level and 1d10 at 17th level in this class.

WORLD TRAVELER

You have learned to survive in worlds with inhabited with hostile beings. Starting at 7th level, when you take force, necrotic, psychic, or radiant damage, you can use your reaction to gain resistance to that instance of damage.

In addition, after listening to creature speak for 1 minute, you learn their language and you are able to communicate with them, as if you are under the effects of the *Tongues* spell.

ETHEREAL STRIKE

Your movements seem to phase in and out of existence, allowing you to sever a creature's connection to planar travel. Beginning at 11th level, if a creature is in another plane, but visible on the Material Plane, your weapon attacks can affect that creature. In addition to the damage, the creature must make a Wisdom saving throw DC = 8 + your proficiency bonus + your Wisdom modifier. On a fail, the creature is drawn back to the Prime Material Plane until the beginning of your next turn.

In addition, if a creature attempts to teleport, you can use your reaction to make a weapon attack against that creature. On a hit, the creature takes the damage and must make a Constitution saving throw DC = 8 + proficiency bonus + your Wisdom modifier. On a fail, the teleportation fails and the spell or the ability is consumed.

PLANAR DEFENSE

You have strengthened your fortitude against creatures who have various manipulative abilities. Beginning at 15th level, you cannot be charmed, frightened, or possessed.

PRIMAL MYSTIC

Primal Mystics are a hybrid type of Ranger. They originally lacked magical powers but later were infused with gifts to further aid them in their endeavors. These Rangers revere nature above all, gaining their spells and other magical powers from the force of nature itself. Many rangers pursue a mystic spirituality of transcendent union with nature. Ranger spells are oriented toward nature and animals. Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

SPELLCASTING FEATURE

RANGER

Level	Spell Points	Max Spell Level
3rd	6	1st
4th	6	1st
5th	14	2nd
6th	14	2nd
7th	17	2nd
8th	17	2nd
9th	27	3rd
10th	27	3rd
11th	32	3rd
12th	32	3rd
13th	38	4th
14th	38	4th
15th	44	4th
16th	44	4th
17th	57	5th
18th	57	5th
19th	64	5th
20th	64	5th

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spell casting, chapter 11 for the druid and ranger spell list in the PHB, and ppg 288-289 for spell points in the DMG.

SPELL POINTS

The Ranger table shows how many spell points you have to cast your spells. To cast one of your Ranger spells of 1st level or higher, you expend a number of spell points to create a spell slot of a given level, and then you use that slot to cast a spell. You can't reduce your spell point total to less than 0, and you regain all expended Spell Points when you finish a long rest.

The Creating Spell Slots table shows the cost of creating a spell slot of a given level.

CREATING SPELL SLOTS

Spell Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

MAXIMUM SPELL LEVEL

The Ranger table shows your maximum spell level you have to cast your spells of 1st level and higher. To cast one of these ranger spells, you must expend an appropriate number of spell points to cast the spell at its level or higher. For example, if you know the 1st-level spell *hunter's mark* and have enough spell points to cast the spell as either a 1st-level and a 2nd-level, you can cast *hunter's mark* using either level when you expend the appropriate number of Spell Points.

PREPARING AND CASTING SPELLS (MODIFIED)

You prepare the list of Ranger spells that are available for you to cast, choosing from the **druid and ranger** spell list. When you do so, choose a number of Ranger spells equal to your Wisdom modifier + half your Ranger level, rounded down (minimum of one spell). Your level determines the maximum-level spell slot you can create.

For example, if you are a 5th-level Ranger, you have four 1st-level and two 2nd-level spell slots. With Wisdom of 14, your list of prepared spells can include four 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 a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Ranger spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spell casting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spell casting 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 ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

PRIMAL MYSTIC PATH SPELLS

You gain access to these spells at the levels specified. Once you gain access to a path spell, you always have it prepared. Path spells don't count against the number of spells you can prepare each day. If you gain a path spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Ranger level	Spells
3rd	Create or Destroy Water, Purify Food and Drink
5th	Locate Animals or Plants, Misty Step
9th	Create Food and Water, Fly
13th	Control Water, Find Greater Steed
17th	Creation, Greater Restoration

BATTLE OF THE SPIRIT

Starting at 3rd level, you can use your spellcasting ability instead of Dexterity or Strength for the attack and damage rolls of your weapon attacks.

INSTINCTIVE

Beginning at 3rd level, when you can cast the *Hunter's Mark* spell using spell points, you can choose to cast it without the concentration requirement. The duration of the spell is 1 minute. You can use this feature a number of times equal to half of your level in this class, rounded up. You regain all expended uses when you finish a long rest.

The damage from the *Hunter's Mark* spell increases to 1d8 at 11th level and 1d10 at 17th in this class.

NATURE'S RECOVERY

At 7th level, you are able to regain some of your magical energy. Once per day when you finish a short rest, you can choose to regain expended spell points equal to half of your level in this class, rounded up.

For example, if you are a 6th-level ranger, you can recover 3 spell points.

SUMMON SPIRITUAL COMPANION

At 11th level, as a bonus action you can summon one of three spiritual beasts to aid you for 1 minute. The animal spirit appears silhouetting your form and mimicking your movements. Your attacks or cries are accompanied by the echoes of the beast's roar or sounds of the winds. The summoned spirits cannot be dispelled. You can use this feature a number of times equal to your Wisdom modifier, minimum + 1. You regain any expended uses when you finish a long rest.

Bear. The bear spirit charges towards the creatures with teeth bared and heated breath escaping its mouth as it roars. You can use your action to move up to half of your movement speed and make a single melee weapon attack against any number of creatures within your reach, with a separate attack roll for each target.

In addition, you have resistance to all damage except force and psychic damage.

Eagle. As you draw your bow and let the arrow fly, the eagle spirit stands tall and flaps its wings, shooting its feathers towards the creatures.

You can use your action to make a ranged weapon attack against any number of creatures within 15 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and make a separate attack roll for each target.

In addition, you have a flying speed equal to your current walking speed.

Wolf. A Dire Wolf silhouettes your form, rushing towards and lunges at the creature. Your movement speed is doubled. You have advantage on all weapon attack rolls against a creature if at least one ally is within 5 feet of the creature.

In addition, on a successful hit with a weapon attack, you can use a bonus action to force a Large or smaller creature to make a Strength saving throw against your DC spell saving throw. If the creature fails, it is knocked prone.

BATTLE MASTER

At 15th level, having cast spells in the midst of combat, you have learned techniques to maintain your focus. While you are concentrating on a spell, your concentration cannot be broken as a result of taking damage.

In addition, you can use the *Instinctive* feature an unlimited number of times.

RAVAGER

Ravagers are rangers who are the true survivalist of the natural world through training their bodies, pushing their limits to become the strongest in the wilderness. Civilization is a sign of weakness. Ravagers thrive in the wilds; tundra, desert, or the Underdark. Combat drives them, allowing them to embrace their primal nature. Those who are weak are the prey. Ravagers will always be the hunter.

ENDURANCE TRAINING

Your hard training and exposure to the elements have strengthened your body. Starting at 3rd level, you gain proficiency in the Athletics skill. If you are already proficient, your proficiency bonus is doubled when you are using this skill.

In addition, you have advantage on ability checks and saving throws against exhaustion. Whenever you finish a short rest, your exhaustion level, if any, is decreased by 1 and whenever you finish a long rest, your exhaustion level, if any, decreases by 2.

NATURE'S FURY

Beginning at 3rd level, once per turn, when you hit a target with a weapon attack, it takes extra damage equal to $1d6 +$ half of your ranger level, rounded up.

When you reach 11th level in this class, the extra damage die increases to $1d6 +$ your ranger level.

BATTLE AWARENESS

You do not hesitate in battle, as you face your enemies directly, focusing on their movements to effectively counter their strikes. Starting at 7th level, while you are not incapacitated, other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

In addition, any critical hits against you become normal hits.

WRATH

Starting at 11th level, when your weapon attack reduces a creature to 0 hit points, any excess damage from that attack might carry over to another nearby creature. You target another creature within 5 feet of the original creature and, if the original attack roll can hit it, apply any remaining damage to it.

In addition, once per turn, when you score a critical hit or reduce a creature to 0 hit points with a weapon attack, you can make one weapon attack as a bonus action.

HARDENED WARRIOR

You can harden your body to withstand the constant onslaught of battle. Starting at 15th level, using a bonus action, you gain resistance to all damage except psychic damage for 1 minute.

This ability immediately ends if you are unconscious for more than one turn. You can also end this feature on your turn as a free action.

The number of uses is equal to your proficiency bonus modifier + your Constitution modifier, minimum 1. You regain expended uses after you finish a long rest.

SEAFARER

Seafarers are Rangers who thrive sailing the seven seas. These rangers make the dangers of the ocean into their home. Seafarers make their living exploring, transporting people and supplies, piracy, or a little of everything. There is no fixed route or destination. Life is where the wind takes their sails.

ART OF PIRACY

At 3rd level, you gain proficiency in the Navigator's Tools, Thieves' Tools, Vehicles (water), and 1 Gaming Set of your choice.

In addition, being in water or underwater imposes no penalties on your movement or attacks.

BRAVADO

Starting at 3rd level, your boldness in your attacks takes your opponents by surprise, allowing you to strike more accurately at your opponents weak spots. Once per turn, when you hit a target with a weapon attack, you can deal an extra 1d8 damage.

Beginning at 7th level in this class, the damage can be applied to each weapon attack. The extra damage increases to 1d10 at 11th level and 1d12 at 17th level in this class.

SEA LEGS

Starting at 7th level, you have learned to keep your balance and maneuverability in the rough seas. You cannot be knocked prone and you have advantage on ability checks and saving throws against being grappled and restrained.

PIRATE'S RETRIBUTION

Starting at 11th level, when a creature makes a successful weapon attack against you or an ally within 5 feet of you, you can use your reaction to immediately make a weapon attack against the attacking creature. If the attack is successful, in addition to the damage, the creature's movement becomes 0 for the rest of its turn. You can make this attack even if the attacking creature has a feature or ability to avoid the attack, such as *Disengage*, *Fancy Footwork*, or the *Mobile feat*.

COMMANDER

Beginning at 15th level, your leadership and attention to detail allow you to excel in various situations. 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).

SPELLBREAKER

Spellbreaker rangers are born with the innate ability to overcome magic itself. They are trained to counter those who choose to abuse their magical gifts. However, there are Spellbreakers who see magic itself as corruption and seek to destroy anyone who wields such power.

ELDRITCH SIGHT

At 3rd level, you can cast "Detect Magic" at will.

In addition, you gain proficiency in the Arcana skill. If you already are proficient, your proficiency bonus is doubled when you use this skill.

DISSIPATE

At 3rd level, when you hit a target with a weapon attack, you can attempt to dispel magic on the target as the "Dispel Magic" spell. You make an ability check using Wisdom. The DC equals 10 + the spell's level. On a success, the magic effect or spell ends.

You can use this feature a number of times equal to your proficiency bonus modifier. You regain all expended uses after a long rest.

MYSTIC SLAYER

Beginning at 3rd level, once per turn, when you successfully make a weapon attack against a target, you deal an extra 1d8 damage.

Beginning at 7th level in this class, the damage can be applied to each weapon attack. The extra damage increases to 1d10 at 11th level and 1d12 at 17th level in this class.

DEFLECT SPELLS

Starting at 7th level, when you roll a 19-20 and succeed on a saving throw against a spell that only targets you, the spell has no effect on you and you can use your reaction to attempt to target the caster with that spell. The caster must make the saving throw using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

In addition, if a spell attack misses you with an attack roll of 3 or less, you can use your reaction to attempt to direct it target the caster. The spell attack is equal to 8 + your proficiency bonus modifier + your Dexterity or Strength modifier, your choice.

UNHINDERED ASSAULT

Your training against spell casters has allowed you to learn how to pierce through weaves of magic. Beginning at 11th level, when you make a weapon attack against a target that is protected with magic such as the *Shield* or *Otiluke's Resilient Sphere* spells, your weapon attacks ignore the bonus to AC.

In addition, your attacks ignore resistance to bludgeoning, piercing, and slashing damage.

MAGICAL RESISTANCE

Beginning at 15th level, you have advantage on saving throws against spells and other magical effect.

In addition, spell attacks have disadvantage against you.

WAYFINDER

Unlike other rangers who travel alone, Wayfinders welcome the company of others. Wayfinders usually serve as guides for explorations, scouts for caravans, or reconnaissance for the military. Their skills and talents focus on defending, inspiring, and strengthening their comrades.

JOURNEYER

Beginning at 3rd level, you gain proficiency in Cartographer's Tools and Vehicles (land). You also learn to read, speak, and write one language of your choice.

In addition, you have advantage on Intelligence checks when recalling information about humanoids.

RETRIBUTION

Starting at 3rd level, when a creature within your weapons reach makes an attack against an ally, you can use your reaction to make a weapon attack against that creature. If your attack hits, you deal normal damage plus an extra 1d6 damage. In addition, on a successful hit, the attacked ally can use their reaction to make one weapon attack against the attacking creature.

The extra damage increases to 1d8 at 7th level, 2d6 at 11th level and 2d8 at 17th level in this class.

RELIABLE TALENT

By 7th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

EXPLOIT WEAKNESS

Starting at 11th level, when you make a successful weapon attack against a creature during the first round of combat, you make it easier for you and others to attack it. You and your allies attack rolls against that creature have advantage until the start of your next turn.

RECONNAISSANCE

You are able to convey information to help your allies.

Beginning at 15th level, you and allies within 30 feet of you have advantage on saving throws and ability checks against enchantments and illusions. You must be conscious to grant this bonus.

In addition, after traveling for an hour or more, you and up to eight creatures within 30 feet of you gain the following benefits if you are conscious:

- You and your allies within 30 feet of you have with advantage on Dexterity (Stealth) checks.
- You and your allies have advantage on saving throws and ability checks to identify and avoid natural hazards (such as Brown Mold, Quicksand, Thin Ice, or Yellow Mold).
- You and your allies have advantage on saving throws and ability checks made to avoid or resist mechanical traps.

SPELLS ADDED TO RANGER SPELL LIST

1ST LEVEL

- Calm Beasts (new spell)
- Comprehend Languages
- Primeval Awareness (new spell)
- Protection from Evil and Good

2ND LEVEL

- Dayvision (new spell)
- Revivify Beast (new spell)
- See Invisibility
- Warding Bond

3RD LEVEL

- Dispel Magic
- Elemental Weapon
- Leomund's Tiny Hut

5TH LEVEL

- Swift Attack (replaces Swift Quiver)

SPELLS

BEAST SENSE

2nd-level divination (ritual)

Casting Time: 1 action

Range: Touch. 3 miles if Beast Companion.

Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. You can cast this spell on your Beast Companion if you are both within 3 miles of one another.

For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

While perceiving through the beast's senses, you gain the benefits of any special senses possessed by that creature, though you are blinded and deafened to your own surroundings.

Also on Druids spell list.

CALM BEAST

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to suppress strong emotions in a group of beasts. Each beast in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a beast can choose to fail this saving throw if it wishes. If a beast fails its saving throw, choose one of the following two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the beast becomes hostile again, unless the DM rules otherwise.

Also on Druid's spell list.

DAYVISION

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (either a pinch of dried carrot or any black gem or pearl)

Duration: 8 hours

You touch a willing creature to grant it the ability to ignore the penalties of *Sunlight Sensitivity*. For the duration, that creature can see in the sunlight out to a range of 60 feet.

Also on Druid's and Sorcerer's spell list

PRIMEVAL AWARENESS

1st-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (diamonds worth 100 gp)

Duration: Instantaneous

You can attune your senses to determine if any of your enemies lurk nearby. By spending 1 uninterrupted minute in concentration, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fiends, and undead.

This feature reveals which of the enemies are present, the general direction, and approximate distance from you. If there are multiple groups of your enemies within range, you learn this information for each group.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 1 mile for each slot above 1st.

REVIVIFY BEAST

2nd-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (diamonds worth 100 gp, which the spell consumes)

Duration: Instantaneous

You touch a beast that has died within the last 30 minutes. That beast returns to life with 1 hit point. This spell can't return to life a beast that has died of old age, nor can it restore any missing body parts.

Also on Druid's spell list.

SWIFT ATTACK

5th-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a quiver containing at least one piece of ammunition or a melee weapon)

Duration: Concentration, up to 1 minute

There are two forms of transformations that can occur.

Swift Quiver: You may transmute your quiver so it produces an endless supply of non-magical ammunition, which seems to leap into your hand when you reach for it. On each of your turns until the spell ends, you can use a bonus action to make two attacks with a weapon that uses ammunition from the quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with a similar piece of non-magical ammunition. Any pieces of ammunition created by this spell disintegrate when the spell ends. If the quiver leaves your possession, the spell ends.

Whirling Blades: Your magic flows through your body and into your melee weapon(s), becoming as one. As long as the melee weapon(s) remains in your hand(s), on each of your turns until the spell ends, you can use a bonus action to make two attacks. t.

TOOLS

TRAPPER'S KIT

Trapper's Kit is a tool designed for setting and disarming traps. Proficiency with the tool also grants you a general knowledge of traps. You use your Wisdom modifier when using this tool. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to set up or disarm traps.

Components. Trapper's Kit include a small file, 50 ft silken rope, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, hunting knife, and a pair of pliers.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps and what traps are best suited against what prey.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as bear trap or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

TRAPPER'S KIT

Activity	DC
Disable a Trap	Varies
Set a Trap	Varies

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a melee weapon that you're holding in one hand, you can use a bonus action to attack with a light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it

CAMOUFLAGE

You can use your Wisdom (Survival) checks to spend 1 minute using mud, dirt, plants, soot, animal excrement, and other naturally occurring materials to camouflage yourself. You benefit from this benefit as long as you don't move at your full speed or take any actions.

FEATS

ANIMAL INSTINCTS

Your connection to the uncivilized world has sharpened your senses to survive in the world of beasts. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You no longer suffer disadvantage on your Wisdom (Perception) checks imposed by lightly obscured areas (such as dim light, patchy fog, or moderate foliage).
- You have advantage on Wisdom (Perception) and Wisdom (Survival) checks that rely on sound or smell.
- You have advantage on ability checks to detect, avoid, and resist natural and dungeon hazards (e.g. Brown mold, Razorvine, Slippery ice, Thin ice, Quicksand).

SURVIVALIST

You know how to survive in the wilderness, even in the harshest environments. You gain the following benefits:

- Your Constitution score increases by 1, to a maximum of 20.
- You gain proficiency in the Wisdom (Survival) skill. If you are already proficient, your proficiency bonus is doubled when you are using this skill.
- You have advantage on saving throws that you make to resist extreme temperatures.

TWO-WEAPON FIGHTING EXPERT

Prerequisite Two-Weapon Fighting Style, Extra Attack

You master fighting with two weapons, gaining the following benefits:

- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- When you make an opportunity attack and you are wielding a weapon in each hand, you may also make an additional weapon attack with the weapon in your off-hand.
- When you reach 11th level, once per turn, you gain an additional off-hand attack that is part of the Attack action.



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