

RANGER REMASTERED

BY WANDERERS

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RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ores 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	1st	2nd	3rd	4th	5th
1st	+2	Natural Explorer, Scout	—	—	—	—	—
2nd	+2	Cover of Darkness, Fighting Style, Spellcasting	2	—	—	—	—
3rd	+2	Animal Empathy, Ranger Conclave feature	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Ambuscade	4	2	—	—	—
7th	+3	Ranger Conclave feature	4	3	—	—	—
8th	+3	Ability Score Improvement, Athletic Prowess	4	3	—	—	—
9th	+4		4	3	2	—	—
10th	+4	Hide in Plain Sight, Land's Crossing	4	3	2	—	—
11th	+4	Ranger Conclave feature	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5		4	3	3	1	—
14th	+5	Cunning Action	4	3	3	1	—
15th	+5	Ranger Conclave feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6		4	3	3	3	1
18th	+6	Feral Senses	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Master Scout	4	3	3	3	2

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: Trapper's Kit

Languages: select any three

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

NATURAL EXPLORER

You are a master of navigating and surviving. This grants you the following abilities:

- You don't suffer a penalty to your passive Wisdom (Perception) checks while moving at a fast pace.
- You can follow tracks at a fast pace without penalty.

In addition, while traveling for an hour or more, you gain the following benefits:

- Difficult terrain does not slow your group's travel.
- If you are traveling alone, you can move stealthily at a normal pace.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

SCOUT

At 1st level, if you are proficient in Survival, your proficiency bonus is doubled for any ability check you make that uses the Survival skill.

In addition, you can choose Trapper's Kit or one skill from the following that you are already proficient in: Animal Handling, Nature, Perception, or Stealth. Your proficiency bonus is doubled for any ability check you make that uses Trapper's Kit or the selected skill.

COVER OF DARKNESS

At 2nd level, your sense has sharpened from traveling in variable amounts of light. You gain Darkvision up to 60 feet. If you already possess this ability, the distance increases by 30 feet. Or you can choose to nullify Sunlight Sensitivity, eliminating all disadvantages attached to it.

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.

ARCHERY

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

DEFENSE

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

DEULING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

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

TWO-WEAPON FIGHTING

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

If you are wearing no or light armor, your additional attack does not cost you your bonus action.

NATURE'S BLESSING

At 2nd level, you can choose to either retain the Spell Casting feature or forgo spells and choose to follow the Herbalist feature which includes compensatory abilities. Each feature is detailed on ppgs 7 and 8.

ANIMAL EMPATHY

At 3rd level, using your action, you make a successful 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. 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.

RANGER CONCLAVE

At 3rd level, you choose between the conclaves detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th, 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.

AMBUSCADE

Starting at 6th level, you possess innate instincts that enable you to react with swift and decisive action. This grants you the following benefits:

- You add your proficiency bonus to your Initiative checks.
- You have advantage on attack rolls against creatures that have not yet acted.
- Your movement speed increases by 10 feet.

ATHLETIC PROWESS

At 8th level swimming and climbing costs you no extra movement.

HIDE IN PLAIN SIGHT

At 10th level, you are an expert in concealment. You can use dirt, rocks, plants, animal excrements, and other naturally occurring materials to camouflage yourself or your campsite. You can spend 1 minute to camouflage yourself or 30 minutes to camouflage a campsite or small area for up to 8 medium size creatures.

Creatures that attempt to detect you take a -10 penalty to their Wisdom (Perception) checks until the start of your next turn. Creatures attempting to detect your allies take a -5 penalty to their Wisdom (Perception) check. You are still automatically detected if any effect or action causes you to reveal yourself or your campsite such as moving or building a campfire. If you are still hidden until the start of your next turn, then you or your campsite can continue to gain this benefit until you are detected.

LAND'S CROSSING

At 10th level, your time spent tracking, skulking, and maneuvering around dangerous situations has improved both your physical prowess.

- Moving through nonmagical and magical difficult terrain costs you no extra movement.
- You can pass through nonmagical plants without being slowed by them.
- You cannot be tracked by nonmagical means, unless you choose to leave a trail.

CUNNING ACTION

Starting at 14th level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

FERAL SENSES

At 18th level, if you are able to hear or see, you can perceive your surroundings and aware of the location of any hidden or invisible creature to a range of 30 feet.

In addition, when you attack a creature you can't see, your inability to see it does not impose disadvantage on your attack rolls against it.

MASTER SCOUT

At 20th level, you are an expert with all types of natural environments and are adept at traveling and surviving in regions which include the arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check while traveling in natural terrains, your proficiency bonus is doubled if you are using a skill that you are proficient in, excluding skills that already include double proficiency.

In addition, rangers strike first and strike hard. When you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack, Dash, or Hide action. If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

HERBALIST FEATURES

NATURE'S GIFT

At 2nd level, you gain the Herbalism kit as a tool.

You can create special herbal liquids, poultices, and salves that have power comparable to some potions and spells. You are assumed to be carrying or able to forage sufficient ingredients to prepare your mixtures. Using your Survival skill (Foraging PHB ppg183), you can spend 1 hour gathering herbs and prepare herbal mixtures to create a maximum number of mixtures equal to your Wisdom modifier (minimum 1).

For example, if your Wisdom modifier is 2, you could have a Cure Wounds poultice and a Goodberry Gruel. If you needed a second Cure Wounds poultice, you would need a long rest to create another.

These mixtures you create cannot be applied by anyone but you. After 24 hours, any mixtures that you have not used lose their potency.

MIXTURES KNOWN

The table below shows the types of mixtures you can create and at what Ranger level they become available. Choose your known mixtures from the table below.

RANGER LEVEL

2nd level	5th level
Cure Wounds Elixir	Lesser Restoration
Cure Wounds Poultice	
Detect Poison and Disease	
Goodberry Gruel	

Cure Wounds Poultice. If you spend 1 minute applying one of your bandages treated with one of your poultices to a wounded creature, thereby expending its use, that creature regains 1d6 hit points for every two Ranger levels you have, rounded up. Once used, a creature cannot benefit from this poultice until after a short or long rest.

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

Detect Poison and Disease. If you spend 1 minute applying this liquid to a creature or object, thereby expending its usage, the effect that occurs can help you determine if the creature or object is poisoned or diseased. You have advantage on Wisdom (nature) check to identify the poison or disease if it is found in nature. If not natural, you can roll a Wisdom (medicine) check to attempt to identify it.

Goodberry Gruel. You can spend an action to imbibe this gruel. It provides enough nourishment to sustain a creature for 1 day. It also heals 1 hit point for every ranger level you have. The number of creatures that can benefit from the gruel is equal to your Proficiency modifier. Once used, a creature needs a long rest before able to gain this benefit again.

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

EVASION

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

NATURE'S STAMINA

At 13th level, you gain one of the following features of your choice.

- Your ability to endure harsh climates and survive encounters with aberrations, beasts, celestials, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, and undead have strengthened your core. You gain proficiency in Constitution saving throws.
- You have developed great mental strength in your interactions with aberrations, celestials, dragons, elementals, fey, fiends, monstrosities, and undead who have attempted to charm, frighten, or possess you. You gain proficiency in Wisdom saving throws.

AMBUSH MASTER

Starting at 17th level, you excel at leading ambushes. You can use a bonus action on your turn in the first round of the combat to grant each ally within 30 feet of you a bonus to their initiative roll that lasts until the end of their next turn. The bonus is equal to your Wisdom modifier, minimum 1.

If the bonus causes an ally's initiative to be greater than yours, the ally's initiative instead equals your initiative. However, you would still act before your ally.

Each ally also receives a 10 foot increase to speed that lasts until the beginning of the their next turn.

SPELL CASTING FEATURES

SPELL CASTING

At 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spell casting and chapter 11 for the ranger spell list in the PHB.

PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your spells. To cast one of your Ranger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Ranger spells that are available for you to cast, choosing from the 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). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level Ranger, you have four 1st-level and two 2nd-level spell slots. With 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

NEW SPELLS

Spell

Level Spells added to ranger's spell list

- | | |
|---|--|
| 1 | Calm Beasts (new spell), Comprehend Languages, Protection from Evil and Good |
| 2 | Primeval Awareness (new spell), Revivify Beast (new spell), See Invisibility, Warding Bond |
| 3 | Dispel Magic, Elemental Weapon, Tongues |
| 5 | Swift Attack (originally Swift Quiver) |

BEAST MASTER – HERBALIST

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 COMPANION

At 3rd level, you create a powerful bond with a creature from the wilderness to serve as your faithful companion. Choose a beast that is either no larger than Medium and that has a challenge rating of 1/2 or lower or a riding horse. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area. You can have only one animal companion at a time.

The animal companion can spend one or more hit dice after a short rest, up to its maximum number of Hit Dice, which is equal to the animal companion's Hit Dice. For each Hit Dice spent in this way, the animal companion rolls the die and adds its constitution modifier to it. The animal companion regains hit points equal to the total. After a long rest, the animal companion regains all lost hit points and regains spent Hit Dice, up to a number of dice equal to half of the animal companion's total number of them.

If the animal companion's hit points fall below 0 and it fails to be killed, it can roll death saving throws. If the animal companion dies, you can try to magically restore its life with Revivify, Revivify Beast, Raise Dead, Resurrection, or True Resurrection spell. Or you can obtain another one by spending 24 hours in meditation to locate and bond with another animal companion that is not hostile to you.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you. The animal companion loses its Multiattack action, if it has one. The companion obeys your commands as best it can. The two of you share a special bond and communicate using sounds, touch, hand gestures, body language and the like. You determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your animal companion has abilities and game statistics determined in part by your Ranger level. Your Animal Companion:

- Must be no larger than Medium and be a CR of 1/2 or less. Or a riding horse.
- Loses its multi-attack feature, if any.
- Shares your initiative roll.
- Obeys your verbal or somatic commands. You use a bonus action to command your beast to take the Attack action and a free action to command it to take the dash, disengage, dodge, help, or hide actions.
- Acts freely if you are absent or incapacitated. It will protect you or take you away from harm if you are incapacitated.
- Shares all your Ranger features you gain, such as Cover of Darkness, Evasion, etc., if applicable.
- Adds your proficiency modifier to its AC, attack rolls, and damage rolls.
- Gains proficiency in all saving throws and adds your proficiency bonus modifier to them.
- Intelligence and Wisdom becomes 6 if it has an Intelligence and Wisdom score of 5 or lower.
- Gains proficiency in two skills of your choice and adds your proficiency modifier to them.
- Gains a HD for every Ranger level you have and increases its hit points accordingly by either taking the average or rolling for hit points.
- Can increase one ability score by 2 or two ability scores by 1 when you gain an ability score improvement feature in the Ranger class. As normal, it can't raise its ability scores above 20.
- Shares your alignment.

Your companion has a personality trait and a flaw that you can roll for or select from the tables below. Your companion 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.

EXTRA ATTACK

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

In addition, it is a free action to command your animal companion to take the Attack action.

BEAST'S DEFENSE

At 7th level, the animal companion's attacks are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

In addition, you and your animal companion have advantage on saving throws against Enchantment and Illusion spells.

STORM OF CLAWS AND FANGS

At 11th level, when you use the Attack action on your turn and your animal companion can see you, it can use its reaction to make an attack against the same creature.

SUPERIOR DEFENSE

At 15th level, you and your beast each gain Uncanny Dodge. Once per turn, whenever an attacker that you (animal companion) can see hits you (animal companion) with an attack, you (animal companion) can use a reaction to halve the attack's damage.

BEAST MASTER - SPELL CASTER

BEAST MASTER PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger Level	Spells
3rd	Beast Bond, Hunter's Mark
5th	Calm Beasts, Warding Bond
9th	Conjure Animals, Revivify Beast
13th	Find Greater Steed, Locate Creature
17th	Commune with Nature, Rary's Telepathic Bond

BEAST ATTACK - REPLACES EXTRA ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. It is a free action to command the beast to take the Attack action.

If either your animal companion or you are deceased, you or your animal companion, respectively, can attack twice, instead of once, whenever the Attack action occurs on your or your beast companions' turn. This ends once your beast or you are revived.

STORM OF CLAWS AND FANGS - CHANGE

Both you and your beast excel in combat. At 11th level, either you or your animal companion can attack twice, instead of once, whenever you take the attack action on your turn.

SHARE SPELLS - REPLACES SUPERIOR DEFENSE

At 15th level, when you cast a spell targeting yourself, you can also affect your animal companion with the spell if the beast is within 30 feet of you.

BLOOD RITE - HERBALIST

These rangers were created by the unholy union of a druid and a vampire. The most common explanation is that a vampire and druid inhabited the same lands and a mutual respect and attraction developed between the two. This unholy union resulted in the unexpected birth of a Blood Rite Ranger.

These rangers were raised by the druid parent to avoid being destroyed by those of the world of the living and of the dead who would see the existence as an abomination. Being raised in the nature, these rangers learned to be as one with the land and be at peace with the animals. However that peace would be challenged many times due to the encroachment of civilization and the invasion of many creatures that wish to destroy or control the land.

HERITAGE

When you select this archetype, you can select what aspects your lineage has left you with.

d10 Trait

- 1 Porcelain-like skin and red eyes.
- 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 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 appear completely normal.
- 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, remaining semiconscious, for 4 hours a day. You gain the same benefit as from 8 hours of sleep.
- 10

In addition, your very existence elicits contempt from other vampires. When you encounter vampires, they will prefer to attack you above anyone else.

LIMITED REGENERATION

At 3rd level, your heritage grants a limited form of healing. During a short rest, you regain hit points equal to 10 + your ranger level.

PRIMORDIAL STRIKE

Starting at 3rd level, the unarmed attacks you make count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BLOOD LUST

Your heritage has blessed you with many unworldly abilities, but it has also cursed you.

At 3rd level, when your hit points have decreased to half of your total number of hit points or lower, you must succeed a DC 15 Wisdom saving throw or begin to immediately attack the closest creature. At the end of your turn, you can make another Wisdom saving throw. Once you succeed, you regain control of yourself.

If you begin another combat and you sustain more damage while you are at or below half of your total hit points, you will need to make a DC 15 Wisdom saving throw or enter into a Blood Lust.

- **Actions:** When in blood lust, or if you wish to use as your normal attack action, you can make 2 attacks, only one of which can be a bite, or you can make attacks in combination with your weapon attacks:

- **Unarmed Strike.** Reach 5 feet, one target, 1d8 + your Dexterity or Strength modifier, your choice, bludgeoning damage. Instead of damage, you can opt to grapple the target instead.

- **Bite:** Reach 5 feet, one target who is grappled, incapacitated, or restrained, 1d6 + your Strength modifier slashing damage + 1d4 necrotic damage for every 5 ranger levels, rounded down.

The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. If you use this feature when not in Blood Lust, you must immediately roll your Blood Lust saving throws at disadvantage.

EXTRA ATTACK

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

CONTROLLED BLOOD LUST

At 7th level, you are better able to control your blood lust. When your hit points have decreased to half your total hit points or lower, you must succeed a DC 10 Wisdom saving throw or begin to immediately attack the closest creature. At the end of your turn, you can make another Wisdom saving throw. Once you succeed, you regain control of yourself.

If you begin another combat and your total hit points are less than one quarter of your total hit points, you will need to make a DC 10 Wisdom saving throw or enter into a Blood Lust. At the end of your turn, you can make another Wisdom saving throw. Once you succeed, you regain control of yourself.

HEIGHTENDED AGILITY

Your heritage grants you capabilities that enhance your nimbleness.

At 7th level, you can climb up, down, and across vertical walls, even difficult surfaces, without needing to make an ability check if you are not wearing heavy armor. Your climbing speed is equal to your normal movement speed.

You are also able to climb along the ceiling if you are not wearing medium or heavy armor. You make a Strength (Athletics) ability check with advantage when climbing along the ceiling.

EMISSARY OF DESTRUCTION

You have learned to control the monster that dwells deep inside your soul. However, in times of need, you have learned how to unleash the monster within. For brief moments, you can tap into the very power of your heritage and call forth the strength and speed of your blood line.

Using this feature weakens you as it draws this power from your very essence. You expend a d10 hit dice from your total Hit Dice. This reduction can only be restored after a long rest. If your Hit Dice is reduced to 0, you are dead. Your maximum hit points are reduced by a number equal to half your level, rounded up. Your maximum hit point reduction is eliminated when you end this this feature, however, the loss of hit points sustained remain.

Beginning at 11th level, using a bonus action you have the following capabilities 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.
- Your Dexterity and Strength ability scores increase to 18 if your scores are not already higher.
- 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. If you are already able to make a single weapon attack as a bonus action, you can now make two weapon attacks as a bonus action.

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

The maximum number of times you can use this feature is once for every 4 ranger levels, rounded up. You regain expended uses after a short or long rest.

VAMPIRE'S LIFEBLOOD

At 15th level, your heritage confers upon you the corporeal benefit that is inherent in every vampire. You gain the following attributes:

TIMELESS BODY: 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 20 years that pass, your body ages only 1 year.

INNATE RESISTANCE: You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

BOUNTY HUNTER – HERBALIST

Whether you have been hired or whether you are seeking a reward, it doesn't matter as long as the end result is that your target is apprehended, dead or alive. Bounty Hunters are usually solitary figures who track and study their mark to learn its strength and weakness. Or when the target is unknown, they investigate the crime scene and interrogate and follow the suspects to determine who the perpetrator is or are. Whether studying from afar or using a disguise and infiltrating its gang or its hangouts, you always formulate a plan before making the final move. Bounty Hunters may have contacts who offer information, but friends are both a burden and a liability in their profession.

URBAN EXPLORER

At 3rd level, you are an expert in the civilized world and are adept at communicating and blending in with the local society. When you make a Charisma or Intelligence check related to areas with a population greater than 50, your proficiency bonus is doubled if you are using a skill that you are proficient in, excluding skills that already include double proficiency.

ADVANCED TRAINING

You improve your knowledge in your core abilities and skills to overcome obstacles to apprehend your target.

At 3rd level, when you make a running jump, the distance you cover increases by a number of feet equal to either your Dexterity or Strength modifier, your choice.

You can use your Trapper's Kit to pick locks and you can add your proficiency bonus modifier to the number of liquids, poultices, and salves that you can know and carry when you use Nature's Gift.

The table below shows the additional types of mixtures you can create and at what Ranger level they become available.

RANGER LEVEL

2nd level	5th level	9th level
Detect Magic	Beast Sense	Dispel Magic
Fog Cloud	Blindness or Deafness	
Sleep	See Invisibility	
	Spider Climb	
	Web	

Beast Sense. If you spend 1 minute to imbibe one of your liquids, thereby expending its usage, you can see through your beast's eyes and hear what it hears for up to one hour. You and your Beast Companion must be within one mile of one another. 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.

Blindness or Deafness. You can spend an action to throw this vial up to 30 feet from you containing liquids that, when exposed to air, will explode in a 5 foot radius affecting one creature. This explosion will cause the target to be either blind or deaf for 1 minute unless it succeeds on a Constitution saving throw vs DC 8 + your proficiency bonus + your Wisdom modifier. At the end of each turn, the creature can make a constitution saving throw to end the effect.

Detect Magic. If you spend 1 minute applying this liquid to an object, thereby expending its usage, the effect that occurs helps determine if the object is magical. Each vial has five uses.

Dispel Magic. If you spend 1 minute applying this liquid to a creature, object, or person, thereby expending its usage, the effect is to dispel a spell or magical effect. Make an ability check using your Wisdom modifier. The DC equals 10 + the spell's level. On a successful check, the effect ends.

Fog Cloud. You can spend an action to throw this vial up to 60 feet from you containing liquids that, when exposed to air, will release a 20 foot radius sphere of fog. This fog spreads around corners and the area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 mph) disperses it.

See Invisibility. You can spend 1 action applying one of your poultices to your eyes or your beast's eyes, thereby expending its use, you or your beast can see invisible creatures and objects as if they were visible for 1 hour.

Sleep. You can spend an action to throw this vial up to 60 feet from you containing liquids that, when exposed to air, will release a 10 foot radius sphere of sleeping gas. It can also be placed into a drink or with food. The total number of hit points of creatures it affects is 2d8 plus 1d8 for every five Ranger levels, rounded down. It lasts for 1 minute.

Spider Climb. You can spend 1 action applying one of your poultices to your hands and feet or your beast's paws, thereby expending its use. You or your beast can move up, down, and across vertical surfaces and upside down along ceilings. The climbing speed is equal to the walking speed. It lasts for 1 hour. You are unable to attack and it takes 1 action to remove the poultice from your hands and feet.

Web. You can spend an action to throw this vial up to 60 feet from you containing liquids that, when successfully rolling an attack roll against a creature, explodes into a mass of thick, sticking webbing. The creature is restrained for 1 minute unless it succeeds on a Strength saving throw DC 8 + your proficiency bonus + your Wisdom modifier. Creatures whose size is larger or larger automatically succeed on its saving throw. The creature can use its action using a Strength check to break free. It lasts for 1 minute.

EXTRA ATTACK

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

KNOW YOUR ENEMY

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice (you can choose more than one)
- Armor Class
- Current hit points
- Total class levels or CR rating (if any)
- A class (if any)
- Martial class levels (if any)
- Spell caster levels (if any)

Or you can instead gain advantage on Wisdom (Insight) checks of that creature.

TENACIOUS ATTACKER - CHANGE

At 11th level, using a bonus action, you can choose a creature you can see within 90 feet and mark it as your quarry. You have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find it. You can have no more than one quarry at a time. It lasts for as many hours equal to your ranger level. You can dismiss this effect at any time as a free action.

Your in depth study of your target has imparted knowledge to you about your target's defenses. You have advantage on each weapon attack you make against that creature.

Additionally, once per turn when you hit your Hunter's Quarry with a weapon attack, the creature takes an additional 2d6 damage.

SUPERIOR 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.

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

Stalker's Dodge You master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You can choose to use this feature after seeing the roll the creature makes, but before you knowing whether it hits or misses.

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.

BOUNTY HUNTER - SPELL CASTER

BOUNTY HUNTER PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger Level	Spells
3rd	Charm Person, Hunter's Mark
5th	Knock, Zone of Truth
9th	Clairvoyance, Nondetection
13th	Arcane Eye, Fabricate
17th	Circle of Power, Creation

ADVANCED TRAINING - CHANGE

Remove "In addition, you can add your proficiency bonus modifier to the number of liquids, poultices, and salves that you can know and carry when you use Nature's Gift."

TENACIOUS ATTACKER - CHANGE

Your in depth study of your target has imparted knowledge to you about your target's defenses.

At 11th level, once on each of your turns, you have advantage on the attack roll you make against a creature you marked with Hunter's Mark.

In addition, once per turn when you hit a creature with a weapon attack, the creature takes an additional 1d8 damage.

DARK MOON - HERBALIST

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 a friend always makes you stronger.

WILD SHAPE

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 twice. You regain expended uses when you finish a short or long rest.

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 half your Ranger level, rounded down.

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't 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 aren't 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.

EXTRA ATTACK

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

PRIMAL STRIKE

Starting at 7th level, the attacks you make in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LYCANTHROPIC WILD SHAPE

At 11th level, you can expend two uses of Wild Shape at the same time to transform into a lycanthrope. You retain all your game statistics, with the following changes:

Werebear. Your Strength becomes 19 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Strength modifier. Add a bonus +1 to AC while in hybrid form. The +1 AC bonus applies whenever you take the bear form.

Wereboar. Your Strength becomes 17 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Strength modifier. Add a bonus +1 to AC while in hybrid form. The +1 AC bonus applies whenever you take the boar form.

Charge. (Boar or Hybrid form) Refer to Monster Manual **Save DC** + 8 + your proficiency bonus + Strength modifier.

Wererat (Wereferret). Your Dexterity becomes 15 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Dexterity modifier.

Weretiger. Your Strength becomes 17 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Strength modifier. For the Pounce trait, the save DC is 8 + your proficiency bonus + Strength modifier.

Werewolf. Your Strength becomes 15 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Strength modifier. Add a bonus +1 to AC while in hybrid form. The +1 AC bonus applies whenever you take the wolf form.

Wereeagle (Werehawk). Your Dexterity becomes 16 if your score isn't already higher. Attack and damage rolls for the natural weapons are based on your Dexterity modifier. You transform into an eagle (hawk). When falling in hybrid form, your falling rate decreases to 60 feet per round and you take no damage, as the Feather Fall spell. You are restricted to wearing only light armor for this benefit.

- **Actions:** In hybrid form, you can use your weapons and/or one of the following in combination:
 - **Beak.** (Eagle or Hybrid Form only): Reach 5 feet, one target, 1d6 + your Dexterity modifier piercing damage
 - **Talons.** (Eagle or Hybrid only): Reach 5 feet, one target, 1d8 + your Dexterity modifier slashing damage

When in lycanthropic form, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

You retain the benefit of any feature of your class, race, or other source and can use them if the new form is physically capable of doing so. You can retain and use your equipment, armor, and weapons. You can use special senses, such as darkvision.

If you are reduced to 0 hit points while in lycanthropic form, you revert to your normal form and are unconscious at 0 hit points.

Additionally, Dark Moon Rangers are not cursed. Therefore, you cannot transmit lycanthropy to others.

BEAST SHAPES

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

DEEP STALKER – HERBALIST

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 characters are only too happy to escape back to the surface world again, rangers with the Deep Stalker archetype welcome each foray into the world below, striving to uncover and defeat the threats of the Underdark before those threats can reach the surface.

Many Deep Stalkers are elves, as those folk know all too well the threat posed by the drow. 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 master spells useful 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 gain devil's sight, enabling you to see in 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. You prefer to attack alone and strike from the shadows before your target realizes you are there.

On your first turn during combat, you gain a +10 bonus to your speed. You have advantage on attack rolls against creatures that have not yet acted.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with a weapon attack if you have advantage on the attack roll. The attack must use a finesse, light, versatile, or ranged weapon.

You don't need advantage on the attack roll to use Stalker's Strike if you don't have disadvantage on the attack roll and

- That enemy is incapacitated.
- No other creature is within 20 feet of the target.
- Another enemy of the target is within 5 feet of it
- No creature other than you is within 5 feet of your target.

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.

DEEP STALKER

Level	Stalker's Strike
1st	-
2nd	-
3rd	1d6
4th	1d6
5th	2d6
6th	2d6
7th	2d6
8th	2d6
9th	3d6
10th	3d6
11th	3d6
12th	3d6
13th	4d6
14th	4d6
15th	4d6
16th	4d6
17th	5d6
18th	5d6
19th	5d6
20th	5d6

EXTRA ATTACK

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

DEFENSIVE TACTICS

Beginning 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.

STALKER'S FLURRY

At 11th level, you have the ability to make your attacks count. If you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

STALKER'S DODGE

At 15th level, you master the ability to disrupt an opponent's attacks. If a creature attacks you and does not have advantage on the attack roll, you can use your reaction to grant it disadvantage on the attack roll. You can choose to use this feature after seeing the roll the creature makes, but before you knowing whether it hits or misses.

DEEP STALKER - SPELL CASTER

DEEP STALKER PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger Level Spells

3rd	Disguise Self, Hunter's Mark
5th	Pass Without Trace, Rope Trick
9th	Glyph of Warding, Meld into Stone
13th	Freedom of Movement, Greater Invisibility
17th	Passwall, Swift Attack

UNDERDARK SCOUT - REPLACES STALKER'S STRIKE

At 3rd level, you master the art of the ambush. On your first turn during combat, you gain a +10 bonus to your speed, and if you use the Attack action, you can make one additional attack.

You deal an additional 2d6 damage to one creature you hit with a weapon attack once per turn if you have advantage on the attack roll. The attack must use a finesse, light, versatile, or ranged weapon. You don't need advantage if you don't have disadvantage on the attack roll and

- The target is incapacitated.
- No friendly creature is within 10 feet of the target.
- No creature other than you is within 5 feet of your target

In addition, any hit you score against a creature that is surprised is a critical hit.

IRON MIND - REPLACES DEFENSIVE TACTICS

At 7th level, you gain proficiency in Wisdom saving throws.

HORIZON WALKERS – HERBALIST

Horizon Walker Rangers of the Horizon Conclave 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.

PORTAL LORE

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.

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

See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. Your attacks ignore a creature's damage resistance.

Once per turn, when you make a weapon attack against a target, the creature takes an additional 1d6 force damage from the attack.

When you reach 11th level, the bonus damage increases to 1d8 and can be applied more than once per turn.

EXTRA ATTACK

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

SPECTRAL DEFENSE

At 7th level, your ability to move between planes enables you to slip through planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to halve the attack's damage against 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.

SPECTRAL VISION

Creatures from other planes can alter their forms to impersonate others while others can influence the minds of creatures and compel them to follow their every command.

At 15th level, you can see the true form of any shape changer or creature concealed by illusion or transmutation magic while the creature is within 60 feet of you and within line of sight.

In addition, you are able to determine if creatures are controlled or charmed by magic or magic-like ability. The creature's eyes appear to glow and when the creature speaks, the words and mouth movement are out of sync.

HUNTER - HERBALIST

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

HUNTER'S PREY

Beginning at 3rd level, your tenacity can wear down the most powerful of foes, regardless of their number.

Whenever you hit a target with a weapon attack, it takes an additional 1d6 damage, but you can't use this extra damage against the same target more than once per turn.

When you reach 11th level, the bonus damage increases to 2d4 and can be applied to the same target more than once per turn.

SKIRMISHER

Beginning at 3rd level, 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 attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

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

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

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 as opposed to a melee weapon attack.

EXTRA ATTACK

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

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.

MULTIATTACK

At 11th level, you excel in fighting against a large number of creatures.

As an action, you designate any number of creatures in a 10-foot-radius sphere or a 20-foot-line centered on a point you can see. Until the end of your turn, you can make a single ranged or melee weapon attack against each of those creatures. You make a separate attack roll for each target. You must have ammunition for each target, as normal, for your ranged attacks.

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.

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

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

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.

HUNTER - SPELL CASTER

HUNTER PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger Level	Spells
3rd	Hunter's Mark, Protection from Evil and Good
5th	Locate Animals or Plants, Misty Step
9th	Haste, Leomund's Tiny Hut
13th	Freedom of Movement, Mordenkainen's Faithful Hound
17th	Destructive Wave, Swift Attack

HUNTER'S PREY - REMOVE

SKIRMISHER - ADD

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

DEFENSIVE TACTICS - ADD

Iron Mind. You have proficiency in Wisdom saving throws.

MULTIATTACK - ADD

Each target takes an additional 1d4 damage.

MYSTIC HUNTER - HERBALIST

Rangers have been trained for the sole purpose to hunt and defeat creatures with magical abilities. Very few have the innate ability to circumvent spells and powers that creatures use to control and lay waste to the lands that are meant for all living creatures. These rangers are not made, but born into this area of expertise. They are the first and best line of defense against those who wield powers, whether from the prime material plane, or from heaven or hell.

ELDRITCH SIGHT

At 3rd level, while concentrating for 1 minute, you can sense the presence of magic within 30 feet of you. You can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

You can do this a number of times equal to your Wisdom modifier (minimum 1). You regain expended uses after a short or long rest.

UNHINDERED ASSAULT

At 3rd level, when a creature within 60 feet and in line of sight casts a spell, you can use your reaction to make a weapon attack against that creature.

Additionally, once per turn when you successfully make a weapon attack against a target, you deal an additional 1d6 psychic damage.

When you reach 11th level, the bonus damage increases to 1d8 and is applied to each weapon attack you make.

EXTRA ATTACK

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

MYSTIC SLAYER

Your training against spell casters has allowed you to learn how to pierce through weaves of magic.

At 7th level, when you make a weapon attack against a target that is protected with a magical barrier such as the *Shield* spell or *Otiluke's Resilient Sphere* spell, you can disregard the bonus to AC or any other protection it grants.

SPELL RESISTANCE

At 11th level, you have advantage on saving throws against spells and spell attacks have disadvantage against you.

MYSTIC SIGHT

At 15th level, your constant battles with those who wield magic have made your senses keener than others without the aid of magic or a gods' blessing. Your vision adjusts to the magical world around you, letting you see what very few are able to see. You gain a limited and variant form of True Sight.

- Your Eldritch Sight increases to 60 feet and it has unlimited uses.
- You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 60 feet of you and within line of sight.
- You notice secret doors and objects hidden by magic to a range of 60 feet.

MYSTIC HUNTER - SPELL CASTER

MYSTIC HUNTER PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger Level Spells

3rd	Identify, Magic Missile
5th	Misty Step, Shadow Blade
9th	Dispel Magic, Magic Circle
13th	Arcane Eye, Otiluke's Resilient Sphere
17th	Circle of Power, Teleportation Circle

UNHINDERED ASSAULT - CHANGE

When you reach 11th level, the bonus damage increases to 2d6.

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.

ANIMAL EMPATHY

At 2nd level, using your action, you make a successful 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. 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.

SPELL CASTING

At 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. Refer to page 26 regarding spell casting.

PRIMAL MYSTIC PATH SPELLS

You gain bonus spells at the ranger levels listed.

Ranger level	Spells
3rd	Hunter's Mark, Purify Food and Drink
5th	Enhance Ability, Misty Step
9th	Create Food and Water, Haste
13th	Control Water, Polymorph
17th	Greater Restoration, Passwall

NATURE'S RECOVERY

At 3rd level, you are able to regain some of your magical energy. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than a third of your ranger level (rounded up) and none of the slots can be of 4th level or higher.

For example, if you are a 6th-level ranger, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

EXTRA ATTACK

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

HUNTER'S QUARRY

Beginning at 7th level, you can cast Hunter's Mark without expending a spell slot. The duration is 1 minute and it does not require concentration to maintain. You can use this feature twice before needing a long rest.

EVASION

Beginning at 9th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make 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.

SUMMON SPIRITUAL COMPANION

At 11th level, you can summon one of three spiritual beasts to aid you as a bonus action. 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.

The summoning requires concentration and the spirit remains with you for up to 1 minute. You can use this ability once before needing a short or 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 make a melee attack against any number of creatures with a separate attack roll for each target. Using half of your movement speed, you attack each creature that is in your path. Each creature you attack must not be more than 10 feet from the next creature you attack.

In addition, when you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

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 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.

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.

NATURE'S STAMINA

At 13th level, you gain one of the following features of your choice.

- Your ability to endure harsh climates and survive encounters with aberrations, beasts, celestials, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, and undead have strengthened your core. You gain proficiency in Constitution saving throws.
- You have developed great mental strength in your interactions with aberrations, celestials, dragons, elementals, fey, fiends, monstrosities, and undead who have attempted to charm, frighten, or possess you. You gain proficiency in Wisdom saving throws.

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.

AMBUSH MASTER

Starting at 17th level, you excel at leading ambushes. If any of your enemies are surprised, you can use a bonus action on your turn in the first round of the combat to grant each ally who can see you a bonus to their initiative roll that lasts until the end of their next turn. The bonus is equal to your Wisdom modifier, minimum 1.

If the bonus causes an ally's initiative to be greater than yours, the ally's initiative instead equals your initiative. However, you would still act before your ally.

Each ally also receives a 10 foot increase to speed that lasts until the end of the their next turn.

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.

On Druids and Rangers spell list.

CALM BEASTS

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.

On Druid's and Ranger'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 see in the day light without negative effects. For the duration, that creature can see in the sunlight out to a range of 60 feet.

On Druid's, Ranger's, Sorcerer's, and Wizard'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.

If you have the favored enemy feature, you can sense if your favored enemies are present within 1 mile of you.

This feature reveals which of the enemies are present, the approximate number, the general direction, and approximate distance (in miles) 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 when sensing for your favored enemies.

On Ranger's spell list.

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 10 minute. 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.

On Druid's and Ranger'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.

On Ranger's spell list.

TOOLS

TRAPPER'S KIT

This set of tools is used to help set up or disarm traps. Being a hunter requires you to be proficient in traps that not only deal with beasts but also sophisticated creatures such as humanoids. This set of tools includes a small file, 5 ft silken rope, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, hunting knife, and a pair of pliers.

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.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a ~~light~~ melee weapon that you're holding in one hand, you can use a bonus action to attack with a ~~different~~ 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.

FEATURES REMOVED

HUNTER'S QUARRY (HERBALIST)

Beginning at 2nd level, as a bonus action you can choose a creature you can see within 90 feet and mark it as your quarry. You have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. Whenever you follow the tracks of your quarry, you can track, Wisdom (Survival) check, while moving at a fast pace without penalty.

You can have no more than one quarry at a time. It lasts for as many hours equal to your ranger level. You can dismiss this effect at any time as a free action.

NATURAL EXPLORER IMPROVEMENT

At 10th level, your time spent tracking, skulking, and maneuvering around dangerous situations has improved both your physical and mental prowess.

- You cannot become lost except by magical means.