

RANGER

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Hunting Grounds (d4)	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	—	—	—	—
3rd	+2	Ranger Discipline features, Hunting Grounds (d6)	3	3	—	—	—	—
4th	+2	Ability Score improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Hunting Grounds: Primeval Awareness	4	4	2	—	—	—
7th	+3	Ranger Discipline feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Hunting Grounds (d8)	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Hunting Grounds: Land's Stride	6	4	3	2	—	—
11th	+4	Ranger Discipline feature	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Hunting Grounds (d10): Hide in Plain Sight	8	4	3	3	1	—
15th	+5	Ranger Discipline feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Instinctive Mind	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Hunting Grounds (d12), Foe Slayer	11	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 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Medicine, Perception, Stealth, and Survival

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) one simple melee weapon and one martial melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a longbow or (b) shortbow, and a quiver of 20 arrows

HUNTING GROUNDS

At 1st level, you can attune yourself to the local terrain and the creatures that call it home. Choose the one of the following Hunting Grounds: Dark, Exotic, Planar, Temperate, and Urban.

Each Hunting ground is associated with a collection of creatures native to area's described in the the Hunting Grounds description. These are your Favored Enemies.

When in your Hunting Ground or when dealing with your Favored Enemies, you have the following benefits:

- Advantage on Wisdom ability checks.
- Your group can move at a fast pace without a penalty to perception checks, or can make stealth checks while moving at a normal pace.
- Once per turn you deal an additional 1d4 damage against your favored Enemies.

The additional damage granted by this feature increases as you level up to 3rd (1d6), 8th (1d8), 14th (1d10), and 20th (1d12)

Ultimately the DM decides what sort of Hunting Grounds any given terrain is. It is not uncommon for one stretch of land two different types of Hunting Ground. For example a stretch of forest in the feywild could be both Planar and Temperate, the drow city of Menzoberranzan would be both Dark and Urban. The lair of any creature that is your favored enemy is always considered your Hunting Ground.

At the end of a Long Rest spent in a new Hunting Ground, you can change your Hunting Ground to match the new terrain.

DARK

You are acclimated the locations most sane folk stay far away from. You are not especially nocturnal in the safety of the "Overworld", and instead call the truly dark corners of the world your home: swamps, jungles, as well as the vast and varied Underdark. Gloom Stalkers have Dark Hunting Grounds.

Favored Enemies. Abberations, oozes, and plants.

EXOTIC

You have been to the highest peaks and collected trophies from the toughest of creatures. The most extreme climates are home to the most dangerous monsters so deserts, arctic climates, and ancient fortresses are where you have spent most of your time. Monster Slayers have Exotic Hunting Grounds.

Favored Enemies. Dragons and Giants.

PLANAR

You have been to one or more planes of existence beyond the Material. You know the Great Wheel's mechinations and you traverse portals the way other folk walk through doors. Your Hunting Ground is anywhere not on the Material Plane or are in a location where the barrier between the Material and another plane is thin. Planes Walkers have Planar Hunting Grounds.

Favored Enemies. Celestials, elementals, and fiends.

TEMPERATE

You are well traveled in the "Overworld". You are just as at home in the natural, temperate wilderness of forests, grasslands, and coastlines as you are next to a warm hearth in a tavern. Beast Masters have Temperate Hunting Grounds. Your Favored Enemies are the creatures that most commonly call these regions home.

Favored Enemies. Beasts and fey.

URBAN

You are intimately familiar with cities and urban centers. From the hustle and bustle of enormous metropolitan sprawls to small villages; if it has streets and people, you can navigate their dangers and respites with ease. Bounty Hunters have Urban Hunting Grounds. Your Favored Enemies are the things found in and around population centers.

Favored Enemies. Constructs, humanoids, and undead.

FIGHTING STYLE

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.

DUELING

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

GREAT WEAPON FIGHTING

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

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the ranger spell list.

SPELL SLOTS

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

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

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting 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

RANGER DISCIPLINE

At 3rd level, you choose a Discipline to further hone your skills. Beast Master, Bounty Hunter, Gloom Stalker, Monster Slayer, and Planes Walker are all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

HUNTING GROUND: PRIMEVAL AWARENESS

At 6th level you gain the following benefits:

- Advantage on Dexterity(Stealth) checks and initiative rolls within your Hunting Ground.
- Monstrosities are always considered your Favored Enemies when you are within your Hunting Ground.
- Learn 1 additional language.

You also gain an uncanny familiarity with your Hunting Grounds and your favored enemies. During any short rest spent in your Hunting Ground you learn the total number of one type of your favored enemies within 1 mile, as well as the location of one hive, nest, breeding ground, or gathering place of your favored enemies within one day's travel.

As an action, you can mark an a specific creature to learn more about them. Choose one of your favored enemies within 60ft of you. Roll the Intelligence skill check associated with the Hunting Ground of that favored enemy. If you damaged the creature the previous turn, roll with advantage. The DC of the check is 10 + the creatures CR, and if you succeed you learn the creature's current hit points. You also learn if the creature has damage immunities, resistances or vulnerabilities and what they are.

You can use this ability a number of times equal to your Wisdom score (minimum once). You regain al; these uses at the end of a long rest.

Hunting Ground	Intelligence Check
Dark	Intelligence (Arcana)
Exotic	Intelligence (History)
Planar	Intelligence (Religion)
Temperate	Intelligence (Nature),
Urban	Intelligence (Investigation)

HUNTING GROUNDS: LAND'S STRIDE

Starting at 10th level, you are unhindered by nonmagical difficult terrain. You also gain a bonus movement option when within your current Hunting Ground.

If the current terrain could be classified as both the Hunting Ground of your Discipline and from the Hunting Grounds feature you gained at 1st level, pick one. This choice can be changed after a long rest.

DARK

You gain a swim speed equal to your walking speed, and the time you can hold your breath underwater is doubled. In addition you also have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell. Squeezing into tight spaces costs you no additional movement.

EXOTIC

You gain a climb speed equal to your walking speed. You can take a reaction when you fall at least 30ft to arrest your movement by throwing a grappling hook at a nearby surface or any large or larger creature.

PLANAR

As an action you can teleport up to 30ft to an unoccupied space that you can see. Alternatively you can choose a space within range that is occupied by a small or medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature you can't use it again until you finish a short rest or cast a conjuration spell.

TEMPERATE

You can Dash or Disengage as a bonus action and your walking speed increases to 40ft.

URBAN

You can cast *Jump* on yourself at will. You also ignore the first 30ft of falling damage.

HUNTING GROUND: HIDE IN PLAIN SIGHT

Starting at 14th level when you are in your Hunting Ground, you can Hide as a bonus action. You can also hide as an action when actively being observed.

You can spend 1 minute creating camouflage for yourself and up to 5 medium or smaller creatures. You must have access to fresh mud, dirt, plants, refuse, soot, and other materials from your Hunting Ground with which to create your camouflage.

Any creature camouflaged in this way it can try to hide by making itself prone on the ground. You can press yourself against any solid surface such as a tree or a wall, that is at least as tall and wide as you are. Creatures other than you gain a +5 bonus to Dexterity (Stealth) as long as they remain there without moving or taking actions. You can a +10 bonus to Dexterity (Stealth) as long as you take no actions and move no further than 5ft in a turn.

Once the camouflage has been broken by moving too quickly or taking an action, you must spend another minute reapplying the camouflage to regain the benefit.

INSTINCTIVE MIND

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, the bonus damage you deal to your favored enemies can be dealt to the same creature multiple times in a turn. You also have advantage on all ability checks while within your favored terrain or when dealing with your favored enemies.

As a bonus action you can enter a state within your hunting ground that makes you an unparalleled hunter of your enemies. For one minute you have advantage on all attack rolls and saving throws. Once you use this ability you cannot use it again until your next long rest.

RANGER DISCIPLINES

The ideal of the Ranger comes from a lifetime of training in dangerous locations and becoming familiar with them over time. When a Ranger selects a Hunting Ground, they set themselves on the path to learn the skills that come with a particular discipline. While the Hunting Grounds may change over time, the skills learned by the Ranger's Discipline stay with them forever.

BEAST MASTER

The Beast master discipline embodies cooperation and friendship between the civilized races and the beasts of the wild. United in focus, beast and ranger fight monsters that threaten civilization and the wilderness alike.

BEAST MASTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>find familiar (fey)</i>
5th	<i>alter self</i>
9th	<i>fly</i>
13th	<i>polymorph</i>
17th	<i>awaken</i>

EXPANDED HUNTING GROUNDS AND PROFICIENCIES

You are always attuned to Temperate Hunting Grounds and the favored enemies within them, in addition to your Hunting Ground feature gained at 1st level. Monstrosities in the Temperate Hunting Ground are added to your Favored Enemies list.

You also become proficient in Intelligence (Nature) and Wisdom (Animal Handling) checks if you are not already and learn Sylvan.

WILDERNESS COMPANION

At 3rd level you gain the companionship of a woodland beast. The animal regards you as a friend and as long as it can see or hear you, it follows your commands as precisely as it can. You also share a rudimentary communication with any beast that is not hostile to you. Through sounds, gestures and expressions you can communicate basic emotions to a beast.

Choose one type of animal companion from the following.

Raptor

The Raptor is about the size and shape of a bird of prey. Common Raptors: falcon, eagle. Uncommon Raptors: giant hornet, pterosaur.

- Size: Small
- Speed: Fly 40ft.
- Range: 80ft.
- Damage: 1d6 slashing.

Predator

The Predator is about the size and shape of a large canine. Common Predators: wolf, bear. Uncommon Predators: giant scorpion, constrictor snake.

- Size: Medium
- Speed: 20ft.
- Range: 40ft.
- Damage: 1d8 piercing

When your companion has not been called for, it remains at your side. While a companion is at your side, it is safe from harm and does not otherwise affect the world around it.

Your companion has a number of hit points equal to 4 times your ranger level. If your companion's hit points are reduced to 0, it immediately returns to your side.

A companion's AC equals your Spell Save DC. Any saving throw or ability check your animal is forced to make uses your Wisdom (Animal Handling) skill.

While your companion is at your side, you can spend an action to use any number of your own hit dice to restore your companion's hit points. Your companion regains all hit points when you take a short rest.

If you cast *Find Familiar*, you can choose to treat your animal companion as your familiar. Doing so removes your familiar from the turn order and it does not have any of its normal in-game statistics (Hit Points, AC, attributes, etc).

Any suitable effects that are triggered when you damage a creature (Hunting Grounds, Hunters Mark), are also triggered by your companion. Your companion can trigger the bonus damage from your Hunting Grounds once per turn, regardless if you have already triggered the damage in the turn.

COMMANDS

You have several commands you can issue to your animal companion.

Sic

As an action you send an animal companion from your side out a distance equal to its speed. When you use your action on this command, you can immediately give your companion the Attack command. You can only give this command if your companion has at least 1 hit point.

Move

As a bonus action you command your companion to move up to its speed during your turn. You can command your companion to Move up to a maximum distance from you equal to 10 times its Range. This movement does not provoke attacks of opportunity. You can give the Attack command at any point during this movement.

Attack

If the distance between you and your companion is less than its Range, you can give it the Attack command. Your companion makes a melee attack using your spell attack modifier. If the attack hits it deals damage equal to the companion's Damage plus your Wisdom modifier. This attack is considered magical for the purposes of overcoming damage reduction and immunities. When you take the Attack action and would make a weapon attack, you can command your companion to Attack instead. If an enemy provokes an attack of opportunity from your companion, you can use your reaction to give it the Attack command.

Fetch

As a bonus action you command your companion to move up to its speed and perform a simple action, such as picking up an object, at any point during its movement.

Heel

You command your companion to return to your side on your turn (no action required).

COMMAND: HELP

At 7th level, your companion learns the Help Command.

Help

As a bonus action you can direct your companion to move up to its speed and perform the Help command. Select one creature within 5ft of your Companion and within your companion's Range. The next attack against that creature not made by your companion has advantage.

IMPROVED ANIMAL COMPANION

At 11th level, choose one of the following features:

- Gain an additional animal companion. When you use the Sic action, both a Raptor and a Predator move out to their respective ranges and you can immediately issue both companions the Attack command. Any command you give can be received independently by both companions.
- Your companion becomes supernaturally large and strong. Your companion grows one size category larger and deals an additional damage die. Your companion's Hit Points, Range, and Speed are doubled. When you use the Move command, your companion can also make an attack at any point during its movement.

STAND UNITED

At 15th level, your companion will do anything to protect you. When you take damage, you can use your reaction to give your companion the Heal command and it receives the damage in your stead. If this damage reduces your companion's hit points to 0, any leftover damage is dealt to you.

BOUNTY HUNTER

Bounty Hunters are the rat catchers in the criminal underground and vanguard who seek out and destroy uncivilized humanoid raiders. They are adept at sniffing out monsters who might masquerade themselves in human guise.

BOUNTY HUNTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class as shown in the Bounty Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

BOUNTY HUNTER SPELLS

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>zone of truth</i>
9th	<i>fear</i>
13th	<i>arcane eye</i>
17th	<i>animate objects</i>

EXPANDED HUNTING GROUNDS AND PROFICIENCIES

You are always attuned to Urban Hunting Grounds and the favored enemies within them, in addition to your Hunting Ground feature gained at 1st level.

You also become proficient in Intelligence (Investigation) checks if you are not already and learn 1 language from the following list (your choice): Dwarvish, Elvish, Gnoll, Gnomish, Goblin, Halfling, Orc.

You also gain proficiency in one tool or vehicle of your choice.

HUNTER'S QUARRY

Starting at 3rd level, *Hunter's Mark* doesn't count against the ranger spells you know. When used to target one of your Favored Enemies, *Hunter's Mark* no longer requires concentration and when you make a Wisdom (Survival) or Wisdom (Perception) check with advantage to track your target, you can reroll one of the dice once.

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

DEFENSIVE TACTICS

At 7th level, opportunity attacks against you have disadvantage.

Whenever the target of your *Hunter's Mark* forces you to make a saving throw and whenever you make an opposed ability check, add 1d6 to your roll.

MULTIATTACK OPTIONS

At 11th level you can choose to take one of the following actions on your turn.

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

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

SUPERIOR DEFENCE TACTICS

At 15th level, you gain the following features.

Evasion When the target of your *Hunter's Mark* subjects you 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.

Horde Breaker When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat that same attack against another creature (other than itself).

GLOOM STALKER

Gloom Stalkers are at home in the darkest of places: the muck of a thick swamp, the wild and tangled jungle, and deep underground. 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 gloom.

GLOOM STALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

GLOOM STALKER SPELLS

Ranger Level	Spell
3rd	<i>entangle</i>
5th	<i>spider climb</i>
9th	<i>slow</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

EXPANDED HUNTING GROUNDS AND PROFICIENCIES

You are always attuned to Dark Hunting Grounds and the favored enemies within them, in addition to your Hunting Ground feature gained at 1st level.

You also become proficient in Intelligence (Arcana) checks if you are not already and learn Undercommon or Deep Speech.

UMBRAL AMBUSER

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

At the start of your first turn of each combat, your walking speed increases by 10ft, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action.

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

You are 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 that same action. If this second weapon attack hits, it deals an extra 1d8 damage of the weapon's type.

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, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

MONSTER SLAYER

You have dedicated yourself to hunting down the the greatest of monsters, your deeds will one day be woven into song and become legend. You have climbed the highest peaks and crossed vast deserts to collect trophies from the most worthy monsters.

MONSTER SLAYER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class as shown in the Monster Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MONSTER SLAYER SPELLS

Ranger Level	Spell
3rd	<i>thunderous smite</i>
5th	<i>earthbind</i>
9th	<i>haste</i>
13th	<i>deathward</i>
17th	<i>hold monster</i>

EXPANDED HUNTING GROUNDS AND PROFICIENCIES

You are always attuned to Exotic Hunting Grounds and the favored enemies within them, in addition to your Hunting Ground feature gained at 1st level.

You also become proficient in Intelligence (Investigation) checks if you are not already and learn to read and write 2 languages from the following list (your choice): Dwarvish, Elvish, Gnoll, Gnomish, Goblin, Halfling, Orc.

GIANT KILLER

At 3rd level when a large or larger creature within 5ft of you hits or misses you with an attack, you can use your reaction to attack it, provided you can see the creature.

IRON WALL

At 7th level, when a creature hits you with an attack, you gain +4 AC against all subsequent attacks made by that creature for the rest of the turn. You also have advantage on saving throws against being frightened.

When you use the Primeval Awareness feature against you Favored Enemy to detect its immunities, resistances and vulnerabilities you also learn if it has any legendary resistances and how many it has left in the day.

TROPHY HUNTER

Starting at 11th level, you gain two trophies taken from enemies you have slain in the past, such as a tooth or a scale. When you wear a trophy it gives you resistance to one damage type. Your starting trophies each give you resistance to fire and cold damage respectively.

When you slay a creature that has a damage immunity or resistance to a damage type that is not bludgeoning, piercing, or slashing damage; you can harvest a trophy from it and add it to your collection. You can only wear one trophy at a time, and can change which trophy you are wearing during a short rest.

If you have Favored Enemies that would normally disappear from the material plane when slain, a small piece of them is left behind that you can use as a trophy.

SLAYER'S COUNTER

At 15th level, you gain the ability to counter attack when one of your favored enemies tries to use its abilities to harm you. If one of your Favored Enemies forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

PLANES WALKER

Planes Walkers guard the world against threats that originate from other planes that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing into the Inner and Outer Planes as needed to pursue their foes.

PLANES WALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class as shown in the Plains Walker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

PLANES WALKER SPELLS

Ranger Level	Spell
3rd	<i>protection of evil and good</i>
5th	<i>misty step</i>
9th	<i>blink</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

EXPANDED HUNTING GROUNDS AND PROFICIENCIES

You are always attuned to Planar Hunting Grounds and the favored enemies within them, in addition to your Hunting Ground feature gained at 1st level.

You also become proficient in Intelligence(Religion) checks if you are not already and learn a language from the following list (your choice): Abyssal, Celestial, Infernal, Primordial.

PLANAR WARRIOR

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage. When you reach 11th level, the creature takes an extra 1d8 force damage from the attack.

ETHEREAL STEP

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast *etherealness* spell with this feature without expending a spell slot, but the spell ends at the end of the current turn.

Once you use this feature you cannot use it again until you finish a short or long rest.

When you use Primeval Awareness feature, you can also discover the distance and direction of the nearest planar portal. Once you detect a portal this way you cannot do so again until you finish a short or long rest.

DISTANT STRIKE

At 11th level, you gain the ability to pass between the planes in the blink of an eye. when you take the Attack action, you can teleport up to 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 DEFENSE

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