

RANGER

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

ONE WITH NATURE

Completely in tune with their own connection with nature, rangers do not draw a line between nature and civilization. They recognize that everyone and everything is as part of the environment as anything else, including themselves. They learn to adapt to any environment, taking in their surroundings and becoming masters of it. Rangers focus their combat training on techniques that can be used in a wide variety of situations.

Thanks to their natural immersion to 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 wilds or borderlands.

ON THE FRONTIER OF LIFE

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to explore new ecosystems, learn new cultures, and find new challenges. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing they can always adapt and survive in almost any situation, and others might simply slow them down.

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, dangerous jungle, or harrowing ruins 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 and you were forced to learn the rest on your own? 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. What's the source of your drive for discovery? Did summit a hill or mountain and find what was on the other side enticing? Or did you commit yourself to self improvement through travel and harrowing challenges? Is your adventuring career a lifestyle that came naturally or do you set out with a goal or challenge in mind?

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.

THE RANGER

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th
1st	+2	Natural Explorer, Sense Prey	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	—	—	—	—
3rd	+2	Natural Immersion, Ranger Conclave	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Healing Salves	4	2	—	—	—
7th	+3	Ranger Conclave Feature	4	3	—	—	—
8th	+3	Ability Score Improvement, Feral Senses	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Improved Natural Immersion	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	Improved Healing Salves, Improved Sense Prey	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	Survivor of the Fittest	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Transcendant Nature	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, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons

- (a) a dungeoneer's pack or (b) an explorer's pack
- a longbow and a quiver of 20 arrows

NATURAL EXPLORER

At first level, when the ranger has spent an hour or more in any environment they gain the following benefits while staying in that environment.

- Expertise on Survival, Stealth, and Nature checks
- You and your group 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.

SENSE PREY

Beginning at 1st level, through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. 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. You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, the ranger can choose one type of creature (Fey, Monstrosity, Beast, Dragon, Plant, Ooze, Aberration,) or one group of humanoids (orc, goblinoid, human, etc) and search the area for them. You identify how many are in an area of Ranger level X miles, their general locations (down to 100 feet radius), their sizes, and how long they passed through the area. Alternatively if you have seen a particular creature, you can search for them instead, even if it is not of the creature types listed. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

At 14th level you can narrow down creatures you track with Sense Prey to their exact location.

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.

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.

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.

PREPARING AND CASTING SPELLS

The Ranger Table shows how many spell slots you have to cast your ranger 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 a 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 prayer and meditation: at least 1 minute per spell level for each spell on your list.

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.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a druidic focus (see the Adventuring Gear section) as a spellcasting focus for your ranger spells.

ADDED SPELLS TO RANGER'S SPELL LIST

New spells added to the ranger's spell list. New spells detailed at the end of document.

1st level Bleeding Strike

2nd level Choking Sand, Find Steed

3rd level Freezing Arrow, Elemental Weapon

4th level Venom Drench, Find Greater Steed

NATURAL IMMERSION

Starting at 3rd level the Ranger can use a bonus action to enter a heightened state of awareness and instinct which lasts for 1 hour or until the ranger disrupts it no action required. While this ability is active the ranger gains additional benefits:

- You have advantage on all Wisdom(Perception) checks and any Wisdom(Survival) checks to track creatures.
- You have advantage on initiative rolls
- You ignore difficult terrain
- Your movement speeds increase by 10 feet and your jump distances are doubled.
- You gain a +1 bonus to attack and damage rolls
- You can take the Dodge action as a bonus action
- Whenever you reduce a hostile creature to 0 hit points, you can move up to 10 feet without provoking attacks of opportunity.

You can use this ability twice. Whenever you take a short or long rest you regain all uses of this ability.

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Master Conclave, the Gloom Stalker Conclave, the Horizon Walker Conclave, the Hunter Conclave, the Monster Slayer Conclave, the Savage Warrior Conclave, or the Shadow Strider Conclave 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.

CONCLAVE MAGIC

Each conclave has a list of associated spells. You gain access to these spells at the levels specified in the conclave's description. Once you gain access to a conclave spell, you always have it prepared. Conclave spells don't count against the number of spells you can prepare each day. If you gain an oath spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

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. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

EXTRA ATTACK

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

HEALING SALVES

Beginning at level 6, you have a number of healing salves that you can make during a short rest. Each Healing Salve heals 1d4 + your wisdom modifier in hit points. You can hold a maximum of healing salves equal to half your level (rounded up).

Applying a healing salve takes an action and requires the target to be within 5ft. Your healing salves expire after 24 hours. Others can hold and apply them, and they count towards your maximum amount held.

At level 14 your healing salves heal for an additional 1d4.

FERAL SENSES

At 8th 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.

IMPROVED NATURAL IMMERSION

Your Natural Immersion ability improves. Starting at 10th level, in addition to its normal benefits, your bonus to attack and damage rolls increases to +2, and you can keep concentration on one ranger spell without losing concentration on another ranger spell while your Natural Immersion is active. However, if you lose concentration, you stop concentrating on both spells. Whenever you roll for a concentration check, you roll for both spell separately and if either spell breaks concentration, both do.

SURVIVOR OF THE FITTEST

At 18th level, your body naturally adapts to worthy threats. Whenever you are damaged by an enemy, you gain resistance to that type of damage. You can only have up to your wisdom modifier in damage types resisted with this ability, and each resistance lasts up to your wisdom modifier in rounds or until you dismiss this effect (no action required).

TRANSCENDENT NATURE

At 20th level, you can use your Natural Immersion ability an unlimited number of times.

RANGER CONCLAVES

Across the wilds, rangers come together to form conclaves—loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it.

BEAST MASTER CONCLAVE

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beasts, then further strengthen that bond through the use of magic.

BEAST MASTER MAGIC

You gain conclave spells at the ranger level listed.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>shiel of faith</i>
5th	<i>enhance ability</i>
9th	<i>haste</i>
13th	<i>dominate beast</i>
17th	<i>awaken</i>

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world. With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. Choose a beast that is no larger than Large and that has a challenge rating of 1/2 or lower it gains the following:

- If it has Multiattack it loses the ability.
- It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.
- It gains your Natural Explorer Ability
- Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- When you gain your animal companion at 3rd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency bonus, remember that your companion's proficiency bonus improves as well, and is applied to the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.
- When you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 5 feet of you.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

At 7th level your Animal Companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PACKMASTER

Also at 3rd level, you can have multiple Animal Companions, but only one can be active at a time. Non active Animal Companions are reserved in a separate pocket dimension created by your bond and are represented on your person as a token (your choice of description).

Losing said token for more than 1 week loosens the bond you have, releasing the Animal Companion within 5ft of the token and from your bond returning it to a normal creature of its kind.

Switching between Animal Companions is a 1 minute long ritual that requires concentration, as if you were concentrating on a ranger spell. It involved returning the current active Animal Companion (which takes place halfway through) and Summoning the next. You can only have up to your proficiency bonus in Animal Companions bonded at a single time. Bonding more releases an animal companion of your choice.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws

BEASTIAL FURY

At 11th level your Animal Companion regains its Multiattack if it lost it previously, or it can gain the following action. Companion Attack: Make two attacks using any action it would be able to an attack with.

SUPERIOR BEAST'S DEFENSE

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

GLOOM STALKER CONCLAVE

Gloom Stalkers are at home in the darkest of places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a Gloomstalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

GLOOM STALKER MAGIC

You gain conclave spells at the ranger level listed.

GLOOM STALKER SPELLS

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>fear</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

DREAD 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 10 feet, 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. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, 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 also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

IRON MIND

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

STALKERS FLURRY

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

SHADOWY DODGE

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

HORIZON WALKER CONCLAVE

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse—especially benevolent dragons, fey, and elementals—that work to preserve life and the order of the planes.

HORIZON WALKER MAGIC

You gain conclave spells at the ranger level listed.

HORIZON WALKER SPELLS

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

DETECT PORTAL

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

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. 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, and the creature takes an extra 1d8 force damage from the attack.

When you reach 11th level in this class, the extra damage increases to 2d8.

ETHEREAL STEP

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the *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 can't use it 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 attack's damage on this turn.

HUNTER CONCLAVE

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

HUNTER MAGIC

You gain conclave spells at the ranger level listed.

HUNTER SPELLS

Ranger Level	Spell
3rd	<i>bane</i>
5th	<i>enhance ability</i>
9th	<i>haste</i>
13th	<i>elemental bane</i> ^{XGTE}
17th	<i>passwall</i>

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

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. **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.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

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 melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

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

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a 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.

MONSTER SLAYER CONCLAVE

You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A Monster Slayer seeks out vampires, dragons, evil fey, fiends, and other magical threats. Trained in supernatural techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

MONSTER SLAYER MAGIC

You gain conclave spells at the ranger level listed.

MONSTER SLAYER SPELLS

Ranger Level	Spell
3rd	<i>protection from evil and good</i>
5th	<i>zone of truth</i>
9th	<i>magic circle</i>
13th	<i>banishment</i>
17th	<i>hold monster</i>

HUNTER'S SENSE

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

SLAYER'S PREY

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature

SUPERNATURAL DEFENSE

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

MAGIC-USER'S NEMESIS

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

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

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Prey 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.

SAVAGE WARRIOR CONCLAVE

Feral combatants, primal persons, the Savage Warriors are more beast than man, letting their primal instincts surface and change their very form. In some ways they are closest to nature, the ultimate apex predator.

SAVAGE WARRIOR MAGIC

You gain conclave spells at the ranger level listed.

SAVAGE WARRIOR SPELLS

Ranger Level	Spell
3rd	<i>wrathful smite</i>
5th	<i>alter self</i>
9th	<i>meld into stone</i>
13th	<i>dominate beast</i>
17th	<i>anti-life shell</i>

WILD CHILD

Living completely attuned with your primal self has transformed you. At 3rd level you gain all of the following:

- Your unarmed strikes damage die are now 1d4, and can be piercing or slashing or bludgeoning damage, and your spells and effects that affect melee weapons can affect your unarmed strikes.
- If you are wearing no armor your Armor Class is equal to 10+Dexterity modifier+Constitution modifier. You can use this while using shields.

At 7th level your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ENHANCED SENSES

Living life as an animal has allowed your body to sharpen its senses not unlike the beasts you imitate. At 3rd level you gain your choice of advantage on Wisdom(Perception) checks with a particular sense: Hearing, Sight, or Smell.

You can also detect natural and unnatural phenomena that would spook wildlife up to your wisdom modifier miles away.

ANIMAL INSTINCTS

At 7th level your awareness to threats increase, giving you the ability to react faster than most.

You have advantage on Dexterity saving throws against effects that you can see, hear, or smell, such as traps and spells. To gain this benefit, at least one of your senses (sight, smell, or hearing) needs to not be impaired and you cannot be incapacitated.

APEX PREDATOR

At 11th level your body undergoes a sudden and dramatic evolution. You gain the following:

Rend. Once per turn if you hit a creature twice with any melee attack, you can rend that same creature dealing 1d6 additional damage.

Ravage. Your unarmed strikes now deal 1d6 + your strength modifier bludgeoning, piercing or slashing damage instead of 1d4 + strength modifier previously.

Rake. If you move 15 feet in a straight line before making a melee attack and hit, you can use a bonus action to attack with your unarmed strike.

ACTIVE CAMOUFLAGE

At 15th level your body changes to conform to the environment around you as a form of protection. Whenever you end your turn without moving you can attempt to hide as a reaction, providing disadvantage to attack rolls against you. This ability lasts until the end of your next turn.

SHADOW STRIDER CONCLAVE

One who walks the line between dusk and dawn, controlling not only their own but their prey's shadows too. While the Gloomstalker merely adopted the darkness, the Shadow Strider was born in it, molded by it. It is even said that their shadow walks beside them into battle.

SHADOW STRIDER MAGIC

You gain conclave spells at the ranger level listed.

SHADOW STRIDER SPELLS

Ranger Level	Spell
3rd	<i>silent image</i>
5th	<i>shadowblade</i> ^{XGTE}
9th	<i>blink</i>
13th	<i>shadow of moi</i> ^{XGTE}
17th	<i>passwall</i>

DARK REFLECTION

Starting at 3rd level, you can separate your shadow from your body, creating an ebon reflection of yourself and causing you to no longer cast a shadow. This reflection is almost completely opaque, and looks like a three-dimensional silhouette of yourself and whatever you are wearing. As an action, you may separate your shadow and then move it up to 30 feet as part of the same action.

The shadow shares your statistics though it cannot speak, and can perform all movements that you would be able to, making ability checks for any movements that would normally require them, and the following:

- It can only take the Help action.
- The shadow is susceptible to saving throws and attacks, including opportunity attacks.
- It's AC is yours + your wisdom modifier.
- It shares its turn and initiative with you.
- If it takes any damage it instantly disappears, forming behind you again like a normal shadow.
- The space it occupies counts as dim light.
- Your shadow can occupy the space of an ally and give that ally the benefit of the Dodge action that round.
- Whenever you cast a ranger spell of 1st level or higher, you can switch locations with your shadow, before or after casting the spell.
- On subsequent turns while you are separated from your shadow by less than 120 feet, you may move it another 30 feet (no action required).

You also gain Darkvision out to a range of 60 feet (or 120 if you already have darkvision) and whenever your shadow is attached to you, you advantage on Dexterity(Stealth) checks.

EBON SENSES

After reaching 7th level, whenever you are in an area of dim light or darkness and your shadow is attached to you, your shadow envelops the whole area, granting you advantage on all saving throws and granting all allies the benefit of the Dodge action.

Whenever your shadow is attached to you, you can see perfectly in darkness, magical darkness and dim light as well as all invisible creatures in those areas.

SHADOW STRIDE

Starting at 11th level your shadow can mimic your attacks. It gains the Attack action can perform any attack you would be able to make with the Attack action using any weapon you're carrying or unarmed strikes that you have. The attack roll is the same as yours and its damage is always 1d8+ your wisdom modifier psychic damage.

It will attack any creature you order on your shared turn (no action required by you) but cannot take a reaction to make an opportunity attack. In addition, you can switch locations with your shadow as a bonus action instead of by casting a ranger spell of 1st level or higher.

UMBRAL POSSESSION

At 15th level you gain the ability to control other people's shadow through your own. Your shadow can now occupy the space of enemy creatures and attempt to control their movements.

Using both your and your Dark Reflection's action, you can force the creature to make a Charisma saving throw using your spell save DC. On a success they push the you shadow out and are frightened for 1 round. On a failure they lose their ability to control body, and you gain control that requires concentration as if concentrating on a ranger spell. Losing concentration gives control back to the creature immediately.

On the creatures turn you can control their movement and as a reaction force them to make a single Action. At the end of their turn they can make an additional saving throw to break free from your control.

Any creature that successfully saves from this ability is immune for 24 hours.

DARK REFLECTION AND OTHER RULES.

Your separated shadow can count as an enemy of a hostile creature for the purpose of granting sneak attack, flanking (if using optional flanking rules) and other effects that require or affect hostile creatures.

RANGER COMPLETE SPELL LIST

1ST LEVEL

Absorb Elements^{XGTE}

Alarm

Animal Friendship

Beast Bond^{XGTE}

Bleeding Strike^{new}

Cure Wounds

Detect Magic

Detect Poison and Disease

Ensnaring Strike

Fog Cloud

Goodberry

Hail of Thorns

Hunter's Mark

Jump

Longstrider

Snare^{XGTE}

Speak with Animals

Zephyr Strike^{XGTE}

2ND LEVEL

Animal Messenger

Barkskin

Beast Sense

Choking Sand

Cordon of Arrows

Darkvision

Find Steed⁺

Find Traps

Healing Spirit^{XGTE}

Lesser Restoration

Locate Animals or Plants

Locate Object

Pass without Trace

Protection from Poison

Silence

Spike Growth

3RD LEVEL

Conjure Animals

Conjure Barrage

Daylight

Elemental Weapon⁺

Flame Arrows^{XGTE}

Freezing Arrow^{new}

Lightning Arrow

Nondetection

Plant Growth

Protection from Energy

Speak with Plants

Water Breathing

Water Walking

Wind Wall

4TH LEVEL

Conjure Woodland Beings

Find Greater Steed^{+XGTE}

Freedom of Movement

Grasping Vine

Guardian of Nature^{XGTE}

Locate Creature

Stoneskin

Venom Drench^{new}

5TH LEVEL

Commune with Nature

Conjure Volley

Steel Wind Strike^{XGTE}

Swift Quiver

Tree stride

Wrath of Nature^{XGTE}

KEY

If the spell is not listed in the PHB ranger spell list then it is noted with any of the following:

XGTE: Spell can be found in Xanathar's Guide to Everything

+: Existing spell that is added to ranger list

new: New spell detailed at end of document

You reach into your pocket, or for the ground and launch coarse, rough, and irritating sand all over your enemies. Pick a point within range. Each creature within a 20 ft radius of that point takes 2d4 magical slashing damage and must make a Dexterity saving throw or be blinded. A creature can make a Constitution saving throw at the beginning of their turn, ending the blinded condition on a success.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the radius increases by 10ft and the damage by 1d4 for each level above 2nd.

NEW RANGER SPELLS

BLEEDING STRIKE

1st-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

The next time you hit with a weapon attack during this spell's duration, your weapon leaves its victim with a vicious wound, causing it to bleed. Until the spell ends the target of the attack takes 1d4 necrotic damage at the start of its turn. The target or any creature that can touch the target, can take an action to end the spell with a Medicine check with the DC being the casters spell DC.

At Higher Levels. If you cast this spell using a spell slot of 2nd or higher the damage dice increases in size, to a maximum of 1d12 necrotic damage with a 5th level spell slot.

CHOKING SAND

2nd-level conjuration

Casting Time: 1 action

Range: 60ft.

Components: V, S (pocket sand)

Duration: 1 minute

FREEZING ARROW

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You condense the air into a frozen orb around your weapon and it bursts upon impact. The next time you attack with a ranged weapon attack during this spell's duration, the weapon's ammunition or the weapon itself if it's a thrown weapon, transforms into a frozen orb of ice. Make the attack roll as normal. The target takes 3d6 cold damage on a hit, or half as much as damage on a miss, instead of the weapons normal damage.

Weather hit or miss, each creature within 20 feet of the target, including the target, must succeed a Dexterity saving throw or take 2d6 cold damage and be restrained by ice until the spell ends.. A creature restrained in this way may use an action to break the ice making a Strength saving throw to end the effect. Additionally the ground within a 20 foot radius centered on the target is difficult terrain, and any creature moving 5ft or more in the radius must make a Dexterity saving throw or fall prone. The difficult terrain lasts until the spell ends.

VENOM DRENCH

4th-level transmutation(ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You envenom your weapons in poison. Choose up to 4 melee weapons or ammunition in range, if using ammunition you affect up to 12 arrows, bolts, or bullets, or 20 blow darts all of which must use the same poison. Until the end of the spell, whenever you damage a creature with such weapons the envenomed weapons apply their effects.

- **Nux Vomica.** This poison causes severely painful muscle contractions. Creatures hit with this take a bonus +2d6 poison damage and must succeed on a Constitution saving throw or not take reactions for 1 round.
- **Foxglove.** A crippling poison. Target must make a Constitution saving throw. On a failed save, the target's speed is halved, is poisoned, and cannot take reactions. At the end of the targets turn it can make another Constitution saving throw, removing these effects. Once used on a creature, this poison is expended.
- **Nightshade.** A slow but insidious death. Once hit with the weapon, target must make a Constitution saving throw at the end of its turn for the next 3 rounds. On a failure the poison forces another round where they must make a save. If the target fails 3 saves it is paralyzed for 1 minute. On a successful save no more rounds are added, but the target must continue to make the remaining amount of saving throws. Once used the poison is expended.
- **Mandrake Root.** This poison causes the target to see frightening visions. Target must succeed on an Intelligence saving throw or be frightened of you. In addition to the conditions normal effects the target also must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once used this poison is expended.

CREDITS:

I did it. Woot. @ me on reddit. Draeysine

Just some things to note. Gloom Stalker, Horizon walker, and Monster slayer are all unchanged from XGTE, the Beast Master is almost completely redone, the Hunter was merely given a spell list like the rest of them, and the Shadow Strider was inspired in large part by The Shadow rogue and the Nightstalker ranger archetypes from the Dark Arts Player's Companion. Link to that here:

<https://www.reddit.com/r/UnearthedArcana/comments/c1o1o1/>

Everything else was either inspired by WoTC or completely new. Testing done by me and my group (who will be unlisted for privacy reasons.)