

THE RANGER BY LOREMASTER00

Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th	Spells Known
1st	+2	Favored Enemy, Natural Explorer						
2nd	+2	Fighting Style, Spellcasting	2					2
3rd	+2	Ranger Archetype, Primeval Awareness	3					3
4th	+2	Ability Score Improvement	3					3
5th	+3	Extra Attack, Strider	4	2				4
6th	+3	Favored Enemy and Natural Explorer improvements	4	2				4
7th	+3	Ranger Archetype feature, Animal Companion	4	3				5
8th	+3	Ability Score Improvement	4	3				5
9th	+4	—	4	3	2			6
10th	+4	Natural Explorer improvement	4	3	2			6
11th	+4	Ranger Archetype feature	4	3	3			7
12th	+4	Ability Score Improvement	4	3	3			7
13th	+5	—	4	3	3	1		8
14th	+5	Favored Enemy improvement, Feral Senses	4	3	3	1		8
15th	+5	Ranger Archetype feature	4	3	3	2		9
16th	+5	Ability Score Improvement	4	3	3	2		9
17th	+6	—	4	3	3	3	1	10
18th	+6	Horde Breaker	4	3	3	3	1	10
19th	+6	Ability Score Improvement	4	3	3	3	2	11
20th	+6	Foe Slayer	4	3	3	3	2	11

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) + Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapon: 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) scalemail 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

FAVORED ENEMY

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and goblins) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You also gain abilities that help you fight your favored enemies based on your choice:

- **Aberrations:** You gain resistance to Psychic damage.
- **Beasts:** You can cast the Animal Friendship Spell once a day without spending a Spell Slot.
- **Celestials:** You gain resistance to Radiant damage.
- **Constructs:** You gain advantage on Constitution Saving Throws to maintain concentration on spells.
- **Dragons:** You have advantage on saving throws against being Frightened.
- **Elementals:** You gain resistance to type of damage of your choice between Fire, Cold, Lightning or Thunder damage. You can change which type after a Long Rest.
- **Fey:** You have advantage on saving throws against being Charmed.
- **Fiends:** You gain advantage in death saving throws.
- **Giants:** 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.
- **Monstrosities:** 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.
- **Oozes:** you gain resistance to Acid damage.
- **Plants:** You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- **Undead:** You gain resistance to Necrotic damage.
- **Humanoids:** Opportunity Attacks against you are made with disadvantage.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventure.

NATURAL EXPLORER

Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, the Underdark, or urban areas. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You also gain abilities that help you navigate your favored terrain based on your choice:

- **Arctic:** You gain resistance to cold damage.
- **Coast:** You gain a swim speed equal to your speed.
- **Desert:** You gain resistance to fire damage.
- **Forest:** Your passive perception is calculated with the base number of 12 instead of 10.
- **Grassland:** Your speed increases by 10 feet.
- **Mountain:** You gain a climb speed equal to your speed.
- **Swamp:** You gain resistance to poison damage and are immune to disease.
- **Underdark:** You learn Undercommon. If you do not have darkvision, you gain it with a range of 30 feet. If you have darkvision, you instead gain "blindsight" with a range of 5 feet.
- **Urban Areas:** You may select an organization instead of a creature type as a favored enemy option. For example, a character might select a particular thieves' guild, merchant house, or even the city guard. The favored enemy bonuses would apply to all members of the chosen organization as long as you know that they are associated to that organization regardless of their creature type or race and you gain advantage on Charisma (Intimidation) skill checks related to them.

You choose additional favored terrain types at 6th and 10th level.

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 ranger 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.

SPILLS 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

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: the Hunter that is detailed at the end of the class description or one from another source. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

- **Monster Slayer:** as seen in Xanathar's guide to everything.
- **Horizon Walker:** as seen in Xanathar's guide to everything.
- **Gloom Stalker:** as seen in Xanathar's guide to everything.
- **Vigilante:** found in this document.
- **Primeval Guardian:** Found in this document.
- **Seafarer:** Found in this document.
- **Dune Traveller:** Found in this document.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action to focus your awareness on the region around you. For 1 minute you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, beasts, celestials, dragons, elementals, fey, fiends, giants, monstrosities, oozes, and undead. This feature doesn't reveal the creatures' location or number.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1), you regain all uses after a Long Rest.

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. Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

STRIDER

Starting at 5th level, moving through nonmagical difficult terrain costs you no extra movement and you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

ANIMAL COMPANION

At 7th level, choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC and attack rolls and Saving Throws as well as to any skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher. The beast is now a 1st level Animal Companion. A animal companion reaches the 2nd level when you reach the 9th ranger level, it reaches the 3rd level when you reach the 11th ranger level and finally, it reaches the 4th level when you reach the 13th ranger level. Reaching certain Animal Companion levels grant improvements such as extra hit die and extra damage to its attacks as shown on the table.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can obtain another one of the same level by spending 8 hours magically bonding with another beast that isn't hostile to you, it can be of either the same type of beast as before or a different one.

when your best companion reaches its 3rd level, its attacks now count as magical. Additionally, as an action, you can see through your companion's eyes and hear what it hears until the start of your next turn, gaining the benefits of any Special Senses that the companion has. During this time, you are deaf and blind with regard to your own Senses.

Like any creature, the beast can spend Hit Dice during a short rest. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally give a command to the beast.

ANIMAL COMPANION LEVELS

Level	Bonus HD	Extra damage	Ranger Level
1st			7th
2nd	2	1d6	9th
3rd	4	1d8	11th
4th	5	1d10	13th

COMMANDS

- Attack** As a Bonus Action, You point to a particular creature that you wish the animal to attack, and it will comply if able. A 1st level animal companion will attack only humanoids or other animals. Commanding a 1st level animal companion to attack other creatures will impose disadvantage to the attack roll, upon reaching the 2nd animal companion level or higher, the beast no longer suffers such penalty.
- Protect** As a Bonus Action, you command the animal to move to a location within 5 feet of yourself or of a friendly creature of your choice, imposing disadvantage on melee attack rolls made against that creature.
- Follow** No action required. The animal follows you closely, even to places where it normally wouldn't go.
- Guard** No action required. The animal stays in place and prevents others from approaching, attacking any non-allied creature that enters its reach.
- Seek/Scout** No action required. The animal will move into an area as stealthily as it can (The DM may roll for it or require you to make a roll if it seems necessary) and look for **(A)** anything that is obviously alive or animate, **(B)** something that resembles a description given to it or **(C)** a creature it has seen before. The animal comes back and makes a sound if it finds what it was looking for or stays silent in case nothing is found. You can command it to lead you to what it has found.
- Stay** No action required. The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

FERAL SENSES

At 14th 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.

HORDE BREAKER

At 18th level, you learn the following features.

- **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.

FOE SLAYER

At 20th level, when attacking a favored enemy, you may add a +10 damage bonus and your attacks count as a critical hit on rolls of 19-20.

RANGER ARCHETYPES

THE VIGILANTE (URBAN RANGER)

VIGILANTE MAGIC

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

VIGILANTE SPELLS

Ranger Level	Spells
3rd	Feather Fall
5th	Spider Climb
9th	Haste
13th	Greater Invisibility
17th	Passwall

COMMUNE WITH CITY

At 3rd level, when you stay within any urban-type settlement, ranging from a small village to a vast city for over 24 hours, that village or city counts as your favored terrain for the purposes of all your ranger class features such as Natural Explorer and Primeval Awareness.

When using your Primeval Awareness in an Urban environment that is your favored terrain, you briefly become one with the city and gain knowledge of the area within the range of primeval awareness. You learn one of the following informations of your choice:

- You learn the exact location of up to 5 allied creatures of your choice.
- You learn the exact location of a specific hostile creature of your choice that you have been within 30 feet of in the last 24 hours.
- You learn the exact location of the closest member of the city's law enforcement organization.
- In sewers and other underground settings, you gain architectural knowledge of the area within 300 feet of you.

You can still sense the general direction and distance of a creature located within the urban area for 10 minutes after using your Primeval Awareness and if the creature is moving, you know the direction of its Movement.

BACK ALLEY FIGHTING

At 3rd level, when you roll initiative and get a result of 9 or lower, treat your initiative as 11 + your Dexterity Modifier.

Additionally, once per turn, when you attack a creature of lower initiative with a weapon attack, you can choose to deal extra 3d8 damage on a hit or half as much on a miss.

ROOFTOP MOBILITY

At 7th level, You gain climbing speed equal to 15 feet and you learn the ability to cast the spells **Feather Fall** and **Spider Climb** without spending a spell slot. If you know the **Jump** spell from the ranger spell list, you can also cast that spell with this ability.

You can use this ability a number of times equal to your Wisdom modifier (minimum of 1). You regain all uses of this feature after taking a long rest.

SUPERIOR BACK ALLEY FIGHTING

At 11th Level, when you use your special attack from **Back Alley Fighting** and reduce a creature's hit-points to 0, you can attack another creature as a bonus action, also dealing 3d8 extra damage on a hit or half as much on a miss.

MASTER ESCAPE ARTIST

At 15th Level, when a creature misses you with a weapon attack, you can use your reaction to make a weapon attack that creature and if you successfully hit it, you can move up to your speed without provoking opportunity attacks as part of the same reaction. Additionally, you gain advantage on Dexterity skill checks related to escaping restraints, grapples and captivity.

PRIMEVAL GUARDIAN

The Primeval Guardian Rangers follow an ancient tradition rooted in powerful druidic magic. These rangers are also known as **Greenwood Rangers** because they learn to become one with nature, allowing them to channel the aspects of various beasts and plants in order to overcome their foes. These rangers dwell in the elder forests of the world. They venture out only rarely, as they consider it their sacred duty to protect the druidic groves and ancient trees that saw the earliest days of the world.

GUARDIAN MAGIC

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

PRIMEVAL GUARDIAN SPELLS

Ranger Level	Spells
3rd	Entangle
5th	Enhance Ability
9th	Erupting Earth
13th	Hallucinatory Terrain
17th	Awaken

GUARDIAN SOUL

Starting at 3rd level, you gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts for 1 minute or until you are incapacitated. You can end the transformation with a bonus action. You can turn into this form for a number of times equal to your Wisdom Modifier (minimum of 1), you regain uses of this ability after you complete a long rest.

You undergo the following changes while in your guardian form:

- You count as one size larger when determining your carrying capacity and the weight you can push, lift, or drag.
- Any speed you have becomes 10 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- Your AC is increased by 2.
- Once during each of your turns, you can deal an additional piercing damage to one creature you hit with a weapon attack equal to 1d6 + your Wisdom modifier. This damage counts as magical.

WHISPERS IN THE WOOD

At 3rd level, you learn how to speak druidic and can cast the *druidcraft* cantrip, you also gain proficiency with herbalism kit.

ANCIENT FORTITUDE

At 7th level, you have grown to have the endurance of the ancient forests and as such you have gained resistance to some magical effects. You have resistance to non-magical bludgeoning, slashing and piercing damage. Additionally, when you take necrotic damage originated from spells such as **Blight**, the damage is reduced by an value equal to your level.

ROOTED DEFENSE

At 11th level, your natural magic roots you to the ground, making you a immovable object. While you are in your guardian form, you cannot be pushed, pulled or knocked prone.

NATURE'S WARD

Starting at 15th level, you can cast the druid spell **Transport via Plants** once a day.

SEAFARER (MARINER RANGER)

Whether a buccaneer, an experienced sailor, a deep diving hunter of aquatic creatures or a **Triton** scout hailing from realms deep, the seafarer ranger is adapted to waterborne adventures. Those rangers took to the water preferring the freedom of the seas to the constrictions of land.

SEAFARER MAGIC

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

SEAFARER SPELLS

Ranger Level	Spells
3rd	Create Or Destroy Water
5th	Beast Sense
9th	Wall of Water
13th	Control Water
17th	Maelstrom

SHIPWORTHY

Starting at 3rd level, you have proficiency with water vehicles and Navigator's tools and your proficiency bonus is doubled for any checks you make using them. You gain a swim speed equal to your speed, if you already had swim speed, it extends by 10 feet. Additionally, you can hold your breath for a number of minutes equal to your Wisdom modifier (minimum of 1) and you have advantage on rolls to avoid grappling.

MARK OF THE SEA SCOURGE

At 3rd level, if you successfully hit a creature with a weapon attack, you can choose to mark that creature. When you attack a creature that is marked, you can choose to deal extra 1d6 damage to it. There is no limit on the number of creatures you can mark, but you can only deal the extra damage once on each of your turns. The mark ends after a minute.

OCEAN'S EMBRACE

At 7th level, the sea calls to you and says to bring your friends along. You can cast the **Water Breathing** spell from the ranger's spell list once a day, without spending a spell slot. The creatures you cast it on also gain swim speed equal to their walking speed if they didn't already have it. Additionally, When fighting in underwater combat, you have advantage on your attacks.

COLOSSAL WAVE STRIKE

Starting at 11th level, the extra damage from your **Mark of the Sea Scourge** increases to 1d8. Additionally, when you roll a critical hit against a marked creature, it deals extra force damage to equal to your ranger level.

ARMOR OF SALT

At 15th level, your skin has been hardened by all the blows and gusts of salty wind you've endured. When a marked creature attacks you, you can raise your AC by a amount equal to your Wisdom modifier (minimum of 1) as a reaction. When fighting underwater the damage die from your **Mark of the Sea Scourge** deals is maximized.

OPTIONAL RULE: FIREARM PROFICIENCY

The creation and operation of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your DM uses the rules on firearms in the Dungeon Master's Guide (p. 267) and your Seafarer Ranger has been exposed to the operation of such weapons, your Seafarer Ranger is proficient with them.

DUNE TRAVELLER (DESERT RANGER)

The harsh, hot, dusty enviroment of the desert hardened the minds of Dune Traveller rangers and shaped them into masters of mirages and magical illusions. Dune Travellers are more magicians of the desert than warriors of nature.

DUNE TRAVELLER MAGIC

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

DUNE TRAVELLER SPELLS

Ranger Level	Spells
3rd	Identify, Silent Image
5th	Mirror Image, Phantasmal Force
9th	Major Image
13th	Phantasmal Killer
17th	Mislead

MYSTIC SMITE

At 3rd level, you learn to channel the power from the casting of a spell into powerful attacks on the minds of your enemies. When you use your action to cast a spell, you can make one weapon attack as a bonus action, dealing 1d8 extra psychic damage per spell slot level on a hit up to a maximum of 5d8.

MIRAGE SIGHT

At 3rd level, to fall for a oasis mirage is deadly and to know when you're seeing one is a matter of survival. You learn the Minor Illusion Cantrip. Additionally, you have advantage on all ability checks made to identify the true form of a creature or to see through an illusion.

REPLENISH VIGOR

At 7th level, for you and up to 5 allied creatures of your choice, taking long rests remove two levels of exhaustion instead of one.

ILLUSORY RETREAT

At 11th level, when an enemy misses you with an attack you may use your reaction to teleport up to 15 feet away, turning invisible and leaving a duplicate behind. Your invisibility ends at the start of your next turn, when this happens, your duplicate vanishes dealing 1d8 psychic damage to creatures within 5 feet of it. The duplicate vanishes early if anyone attacks it, causing the same effect. You can use this ability once per short or long rest.

SANDSTORM SHROUD

By 15th level, as a bonus action, you can make a illusory sandstorm swirling around you. While this sandstorm swirls around you, when a hostile creature starts its turn while within 10 feet of you, it takes psychic damage equal to your Wisdom modifier (a minimum of 1). The sandstorm lasts 1 minute and you can end it earlier as a bonus action. You can use this ability once per short or long rest.

THE RANGER POUCH (NEW RANGER OPTIONS)

NEW SPELLS:

COOL STRENGTH

1st level Abjuration

Range: Touch

Components: V, S, M (a pinch of sand and a drop of water)

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: 1 creature

Classes: Ranger

Cool strength prevents heat exhaustion, cold exhaustion, Frigid Waters, and other harmful effects associated with hostile environments. The recipient of the spell's need for water is reduced to half the amount it would need in the environmental conditions it is subjected to for the duration of the spell. The effects lasts 6 hours. This spell is useful for desert travel as well as long voyages at sea— anywhere blistering heat is abundant and fresh water is scarce. The spell keeps damp-skinned creatures damp, such as Grungs. However, it does not allow waterbreathing creatures to function on dry land.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

SEA SIGHT

2nd level Divination

Range: Touch

Components: V, S, M (the eye of an octopus or squid, which the spell consumes)

Duration: Concentration, 1 hour

Casting Time: 1 action

Area of Effect: 1 creature

Classes: Ranger, Druid

The recipient of this spell gains the ability to see beneath the waves almost as easily as he can on land. Their range of vision underwater becomes twice what it is normally. (See “underwater visibility” in the Dungeon Master’s Guide, page 117 for details). Modifications because of depth and darkness still apply. Sea Sight enables a recipient who is above the water’s surface to stare down into it without the problems of refraction and reflection. Their range of vision equals his usual base range (doubled by the spell), minus his distance above the water. In this way, the recipient of this spell can watch for attackers swimming up from below.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

ANIMAL EYES

2nd level Divination

Range: 300 feet

Components: V, S, M (a piece of glass)

Duration: Concentration, 1 hour

Casting Time: 1 action

Area of Effect: 1 creature

Classes: Ranger, Druid

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 300 feet, then closes their eyes and remains stationary. In their mind’s eye, they see whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees them and their party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird’s eye view of the area below. The spell has no effect on the subject animal, nor can the caster control the animal’s actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening their eyes. The spell also ends if the animal is killed, or moves more than 1 mile away from the caster.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 4th level or higher, the spell’s range is expanded by 300 feet by.

REVITALIZE ANIMAL

2nd level Necromancy

Range: Touch

Components: V, S,

Duration: instantaneous

Casting Time: 1 action

Area of Effect: 1 creature

Classes: Ranger, Druid

This spell allows the caster to heal a dead animal back to life by transferring life force (hit points) from the caster to the animal. When the animal is touched, it regains 1d8 hit points, just as if it had received a cure wounds spell and the caster loses the same number of hit points that the animal regains. The animal cannot recover hit points beyond its hit points maximum. For instance, an animal that normally has 10 hit points, but has been reduced to 6 due an injury, can’t receive more than 4 hit points from this spell. Also, the caster will have at least 1 hit point remaining after using this spell; if the caster has 6 hit points, he won’t transfer more than 5 to a damaged animal. Revitalize animal works on beast-type creatures only; it has no effect on humanoids, constructs, monstrosities, etc.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the Animal is healed by 1d8 for each slot level above 2nd.

RECOVER TRAIL

3rd level Divination (ritual)

Range: 60 feet around the caster

Components: V, S

Duration: Instantaneous

Casting Time: 1 hour

Classes: Ranger, Druid

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has teleported or plane shifted, for example). If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail.

ANIMAL COMPANIONS

PARROT

Small beast, chaotic good

Armor Class 13

Hit Points 5 (1d8+1)

Speed 10ft., 25ft fly.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dexterity +5

Senses Passive Perception 17

Languages Understands and repeats common.

Challenge 1/8 (10 XP)

Beast Senses. The parrot has advantage on Perception checks.

Sassiness. When questioned, this creature will talk back instead of answering. **Multiattack.** The Parrot makes two attacks with its **Claws** and one with its **Peck**.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Peck. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

MONKEY

Tiny Beast, Chaotic Neutral

Armor Class 12

Hit Points 4(2d4)

Speed 30ft., 30ft climb.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	11 (+0)	4 (-3)	12 (+1)	9 (-1)

Senses passive Perception 11

Languages none

Challenge 0 (10 XP)

Creepy. Sometimes will just stand there and point at people menacingly.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) piercing damage.

DENGUE MOSQUITO

Tiny beast, chaotic evil

Armor Class 13

Hit Points 1(1d4 - 1)

Speed 50ft fly.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	8 (-1)	7 (-2)	4 (-3)	3 (-4)

Languages none.

Challenge 0 (10 XP)

Dengue. a creature hit by a **Bite** must make a DC14 Constitution Saving Throw or be infected by the disease. The creature gain one level of exhaustion for every day with the disease.

Actions

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

EXTRAPLANAR ANIMAL COMPANIONS

RUNE PARROT

Just like a regular parrot, but native to the Feywild.

RUNE PARROT

Medium beast/Fey, narrow-minded neutral

Armor Class 14
Hit Points 8 (1d6 + 5)
Speed 10ft, 40 ft fly.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	10 (+0)	11 (+1)	12 (+1)	19 (+5)

Senses passive Perception 14
Languages Understands and repeats common, elven and sylvan.
Challenge 1/4 (50 XP)

Beast Senses. The parrot has advantage on Perception checks.

Multiattack. The Parrot makes two attacks with its **Claws** and one with its **Peck**.

Sassiness. When questioned, this creature will talk back instead of answering.

Pack Tactics. The Rune Parrot has advantage on an Attack rolls against a creature if at least one of the it's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Actions

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage.

Peck. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.

SHADOWFELL WAR CAT

Thick furred cats from the Shadowfell, they are trained by Shadar-Kai as attack animals.

SHADOWFELL WAR CAT

Small Beast, Neutral Evil

Armor Class 13 (Natural Armor)
Hit Points 15 (3d6 + 6)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
3 (+4)	18 (+4)	14 (+2)	13 (+2)	10 (+0)	9 (-1)

Condition Immunities Frightened
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks
Senses passive Perception 14
Skills Perception +3, Stealth +6
Challenge 1/4 (50 XP)

Keen Senses. The Shadowfell War Cat has advantage on Wisdom (Perception) checks that rely on sight and smell.

Multiattack. The Shadowfell War Cat makes 2 attacks with its **Claws**

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4)