



THE SPELL-LESS RANGER



D&D HOMEBREW

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RANGER

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.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization: humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

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, perhaps by the same kind of monster that became your favored enemy? 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.

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Either Strength or Dexterity your highest ability score, followed by Wisdom. Your constitution should be above the average too if you wish to fight melee. Second, choose the outlander background.

THE RANGER

Level	Proficiency Bonus	Features
1st	+2	Natural Explorer, Favored Enemy
2nd	+2	Fighting Style, Hunter's Mark
3rd	+2	Ranger Archetype
4th	+2	Ability Score Improvement, Pouches
5th	+3	Ranger Archetype Feature, Camouflage
6th	+3	Endurance
7th	+3	Ranger Archetype Feature
8th	+3	Ability Score Improvement
9th	+4	Natural Explorer Improvements
10th	+4	Hunter's Mark Improvements
11th	+4	Ranger Archetype Feature
12th	+4	Ability Score Improvement
13th	+5	Ambuscade (one use)
14th	+5	Ability Score Improvement
15th	+5	Ranger Archetype Feature
16th	+5	Ability Score Improvement
17th	+6	Natural Explorer Mastery
18th	+6	Ambuscade (two uses)
19th	+6	Ability Score Improvement
20th	+6	Unparalleled Hunter

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: Herbalism kit and cartographer's tools

Saving Throws: Strength, Dexterity

Skills: Choose two from Animal Handling, Athletics, Insight, Investigation, Medicine, Perception, and Stealth.

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

Alternatively, you can ignore the equipment here and in your background, and buy 5d4 × 10 gp worth of equipment.

NATURAL EXPLORER

You are a master of navigating the natural world. You gain proficiency in the Nature and Survival skills. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies. In addition, you gain the following benefits while you are in the wilderness.

- If you are traveling alone (or while accompanied only by an animal companion), you can move stealthily at a normal pace.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- 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.

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of 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 orcs) as favored enemies. You gain the following benefits.

- You have advantage against being frightened by your favored enemies.
- You have advantage against being charmed by your favored enemies.
- Your favored enemies have disadvantage on Charisma (Intimidation) checks against you.
- 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.

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.

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, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

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

HUNTER'S MARK

As a bonus action, you can designate a creature you can see within 100 feet of you as the target of your Hunter's Mark. Alternatively, when you attack a creature, you can choose it as the target of your Hunter's Mark. Regardless of how you designate a target, you can use this ability once during your turn. The creature remains the target of your Hunter's Mark until you use this ability again. During this time, you gain the following benefits:

- You gain advantage on all Wisdom (Perception) checks to detect your the creature and Wisdom (Insight) checks to determine its motives.

- You deal an extra 1d6 damage to the target whenever you hit it with a weapon attack (or 1d8 if the target of Hunter's Mark is a favored enemy).

You can use this feature twice. You regain any expended uses when you finish a long rest.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate from the list of available archetypes. Your choice grants features at 3rd level, and again at 5th, 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 14th, 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.

POULTICES

At 4th level, you can create special herbal poultices that have healing power comparable to some potions. You can make a Wisdom (Survival) check (DC decided by the DM) and spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1).

You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

When you take a short rest, you can apply your poultices on friendly creatures and on yourself. At the end of the short rest, you and the creatures regains extra hit points equal to 1d6 + your Wisdom modifier.

CAMOUFLAGE

At 5th level, you gain proficiency in the Stealth skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Athletics, Intimidation, or Perception.

Your proficiency bonus is doubled for any ability check you make that uses Stealth while you are in the wilderness. You receive this benefit regardless of the skill proficiency you gain from this feature.

GAINING NEW FAVORED ENEMIES

You can gain new favored enemies as a downtime activity. If you spend 250 days tracking, studying, fighting and interacting with a type of creature, you can add it to your list of favored enemies. If you choose humanoid, you can only take one humanoid race as your new favored enemy. You have to spend 1 gp for each day invested in gaining a new favored enemy.

ENDURANCE

At 6th level, you become capable of amazing feats of stamina. You gain proficiency in Constitution saving throws; in addition, you have advantage on any Strength, Dexterity or Constitution saving throw against dangerous natural phenomena, such as extreme cold, extreme heat or any wilderness hazards.

NATURAL EXPLORER IMPROVEMENTS

As you gain experience, you learn more about the wilderness and your ability to explore the world improves. At 9th level you gain the following benefits while you are in the wilderness.

- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.
- You can't be tracked by nonmagical means, unless you choose to leave a trail.
- You can take a bonus action on each of your turns in combat. This action can be used only to take the Hide action.

HUNTER'S MARK IMPROVEMENT

Starting at 10th level, your ability to slay your foes improves. You gain the following benefits.

- You regain all of your expended uses of Hunter's Mark when you finish a short or long rest.
- Your hunter's mark extra damage increases to 2d6, or 2d8 if the target of Hunter's Mark is a favored enemy.
- Whenever you have advantage on an attack roll against the Hunter's Mark target, using Strength, Dexterity, or Wisdom, you can reroll one of the dice once.

AMBUSCADE

Starting at 13th level, when you roll initiative, you gain a special turn that takes place before other creatures can act. On this turn, you can use your action to take either the Attack, Dash or Hide action. If more than one creature in an encounter has this feature, they all act first in order of initiative, then the regular initiative order begins. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain this extra turn.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 18th level, you can use it twice before a rest, but only once per combat.

NATURAL EXPLORER MASTERY

Starting at 17th level your exploration abilities reach its pinnacle. You gain the following benefits while you are in the wilderness.

- You can't be surprised while you are conscious.
- You can treat a d20 roll of 9 or lower as a 10 whenever you make an ability check that uses the Nature and Survival skills.
- You have advantage on initiative rolls.
- You ignore difficult terrain.

UNPARALLELED HUNTER

At 20th level, you can use your Hunter's Mark feature an unlimited number of times, and your extra damage increases to 2d8 (or 2d10 if the target of Hunter's Mark is a favored enemy).

RANGER ARCHETYPES

The ideal of the ranger has the following archetypes: the Strider, the Hunter, the Beast Master, the Gloom Stalker, the Horizon Walker and the Monster Slayer.

HUNTER

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Hunters 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'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.

EXTRA ATTACK

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

DEFENSIVE TACTICS

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

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

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

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

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

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

BEAST MASTER

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

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. You normally select your companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

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.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

KEEPING TRACK OF PROFICIENCY

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.

WHY NO MULTIATTACK?

Multiattack is a useful design tool that keeps monsters simple for the DM. It provides a boost in offense, but that boost is meant to make a beast threatening for one battle: a notion that doesn't mesh well with a beast intended to fight with the party, rather than against it. Project Multiattack across an entire adventure, and an animal companion runs the risk of outclassing the fighters and barbarians in the party.

So in story terms, your animal companion has traded in some of its ferocity (in the form of Multiattack) for better awareness and the ability to fight more effectively in concert with you.

EXPANDING COMPANION OPTIONS

Depending on the nature of your campaign, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

ANIMAL COMPANION TRAITS

d6 Trait

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

ANIMAL COMPANION FLAWS

d6 Flaw

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

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. 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.

When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

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.

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

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

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

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

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.

HORIZON WALKER

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.

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.

EXTRA ATTACK

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

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.

GLOOM STALKER

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

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

You gain darkvision out to a range of 120 feet. If you already have darkvision, its range increases to 120 feet or by 30 feet if it already has a range of 120 feet. Also, you don't have disadvantage on Wisdom (Perception) checks that rely on sight in darkness.

EXTRA ATTACK

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

UMBRAL STEALTH

At 7th level, you become 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.

STALKER'S FLURRY

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

SHADOWY DODGE

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

MONSTER SLAYER

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.



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 1d8 damage from the weapon.

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

EXTRA ATTACK

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

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.

NEW RULES

The last part of this handbook includes a new feat and a revision for the Outlander background feature to complement the Spell-less Ranger.

NEW FEAT

Here is presented a new feat called *Two-Weapon Mastery*. Any character can choose this feat.

TWO-WEAPON MASTERY

You have mastered the combat style that use two weapons at the same time. You gain the following benefits.

- You gain a +2 bonus to AC against Opportunity attacks while you are wielding a separate melee weapon in each hand.
- Before you make a melee attack with a melee one-handed weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. You can only use this feature if you are holding one weapon in each hand.

REVISED OUTLANDER

The revision to the Outlander background presented here contains only the background feature. Everything else regarding the background remains the same.

FEATURE: WANDERER

You choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, underground, or wetland. While you are in your chosen terrain, you can find food and fresh water for yourself each day, provided that the land offers berries, small game, water, and so forth.

ART CREDITS

COVER

Drizzt Do'Urden (Wizard of the Coat character)

Art by Ilich Henriquez

Found here: <https://www.deviantart.com/ilacha/art/Drizzt-DoUrden-Ranger-Ilich-Henriquez-632298534>

ICONIC RANGER

Drizzt Do'Urden (Wizard of the Coat character)

Art by Ilich Henriquez

BACKGROUND

Rivendell (Lord of the Rings)

Art by Ted Nasmith

Found here: <https://www.tednasmith.com/tolkien/rivendell/>

GLOOM STALKER

HEX-Shards of Fate

Art by Steppen Wolf

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