

THE RANGER

Level	Proficiency Bonus	Features	—Spell Slots Per Level—				
			1st	2nd	3rd	4th	5th
1st	+2	Ranger's Lore, Natural Explorer	—	—	—	—	—
2nd	+2	Fighting Style, Ranger's Precision, Spellcasting	2	—	—	—	—
3rd	+2	Rugged Wanderer, Ranger Conclave	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Rugged Wanderer improvement, Ranger's Lore improvement	4	2	—	—	—
7th	+3	Conclave feature	4	3	—	—	—
8th	+3	Ability Score Improvement, Fleet of Foot	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Ability Score Improvement, Hide in Plain Sight	4	3	2	—	—
11th	+4	Conclave feature	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Vanish, Ranger's Precision improvement	4	3	3	1	—
15th	+5	Conclave feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Honed Senses	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Foe Slayer	4	3	3	3	2

RANGER 2: RANGER IN THE CITY

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

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: Two type's of artisan's tools or any two musical instruments of your choice

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Medicine, 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 armour
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a longbow and quiver of 20 arrows or (b) light cross bow and a case of 20 bolts
- (a) a dungeoneer's pack or (b) an explorer's pack
- a hunting trap

RANGER'S LORE

Through your extensive travels and experiences, you've become a living font of knowledge for lore natural and unnatural. When you make an Arcana, History, Nature or Religion check, you can add half your Wisdom modifier (rounded up) to the result.

Starting at 6th level, you instead add your Wisdom modifier.

Version 1.1: 14/10/18 Written by u/VampireBagel_, The Sanguine Conclave was written by u/lobstaris a big thanks to them for letting me include it in this document. Others who have helped me with this project include: u/SargeBriar, u/Rain-Junkie, u/ImFromNASA and u/Cometdance.

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NATURAL EXPLORER

You are a master of navigating the natural world, and you react with swift and decisive action when attacked. This grants you the following benefits:

- You ignore nonmagical difficult terrain.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.

In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- 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.

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.

ARBALIST

You gain a +1 bonus to attack rolls you make with crossbows. You also ignore the loading quality of crossbows with which you are proficient, and being prone doesn't impose disadvantage on ranged attack rolls made with crossbows.

ARCHERY

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

DEFENSE

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

DUELLING

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

GREAT WEAPON FIGHTING

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

HARDY

As a reaction when you take damage, you gain a number of temporary hit points equal to your Constitution modifier, which last until the end of your next turn.

MARINER

While not wearing heavy armour, you have a swimming speed and a climbing speed equal to your normal speed.

TWO-WEAPON FIGHTING

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

RANGER'S PRECISION

At 2nd level, your accuracy turns misses into grazes and cuts that can wear down an opponent. When you miss a creature you can see with an attack roll, you can cause the creature to take damage equal your Wisdom modifier. This damage is the same type dealt by the weapon used to make the attack.

Starting at 14th level, when you score a critical hit, you gain a bonus to the damage roll equal to your ranger level.

SPELLCASTING

By 2nd level, you have learned to draw on your cunning and instinct to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

PREPARING AND CASTING SPELLS

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

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

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

$$\text{Spell Save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Wisdom modifier}$$

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 an arcane focus or a druidic focus (found in chapter 5) as a spellcasting focus for your ranger spells.

RANGER CONCLAVE

At 3rd level, you choose a Ranger Conclave that you strive to emulate. Pick one from, Hunter, Beast, Sanguine, Occultist or Mirage. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

CONCLAVE SPELLS

Each conclave has a list of spells—its conclave spells—that you gain at the ranger levels noted in the conclave description. Once you gain a conclave spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a conclave spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

RUGGED WANDERER

Also at 3rd level, you can shrug off injuries with greater ease. When you finish a short rest you regain hit points equal to your ranger level + your Constitution modifier.

When you reach 6th level, any time you spend a hit dice you gain additional hit points equal to your Constitution modifier.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

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

FLEET OF FOOT

Beginning at 8th level, you can use the Dash action as a bonus action on your turn.

Additionally, you now ignore all difficult terrain.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can take the Hide action as a bonus action. Additionally, when prone on mud, dirt, soil or other natural surface, you can attempt to hide even if you aren't obscured, and remain hidden until you move.

VANISH

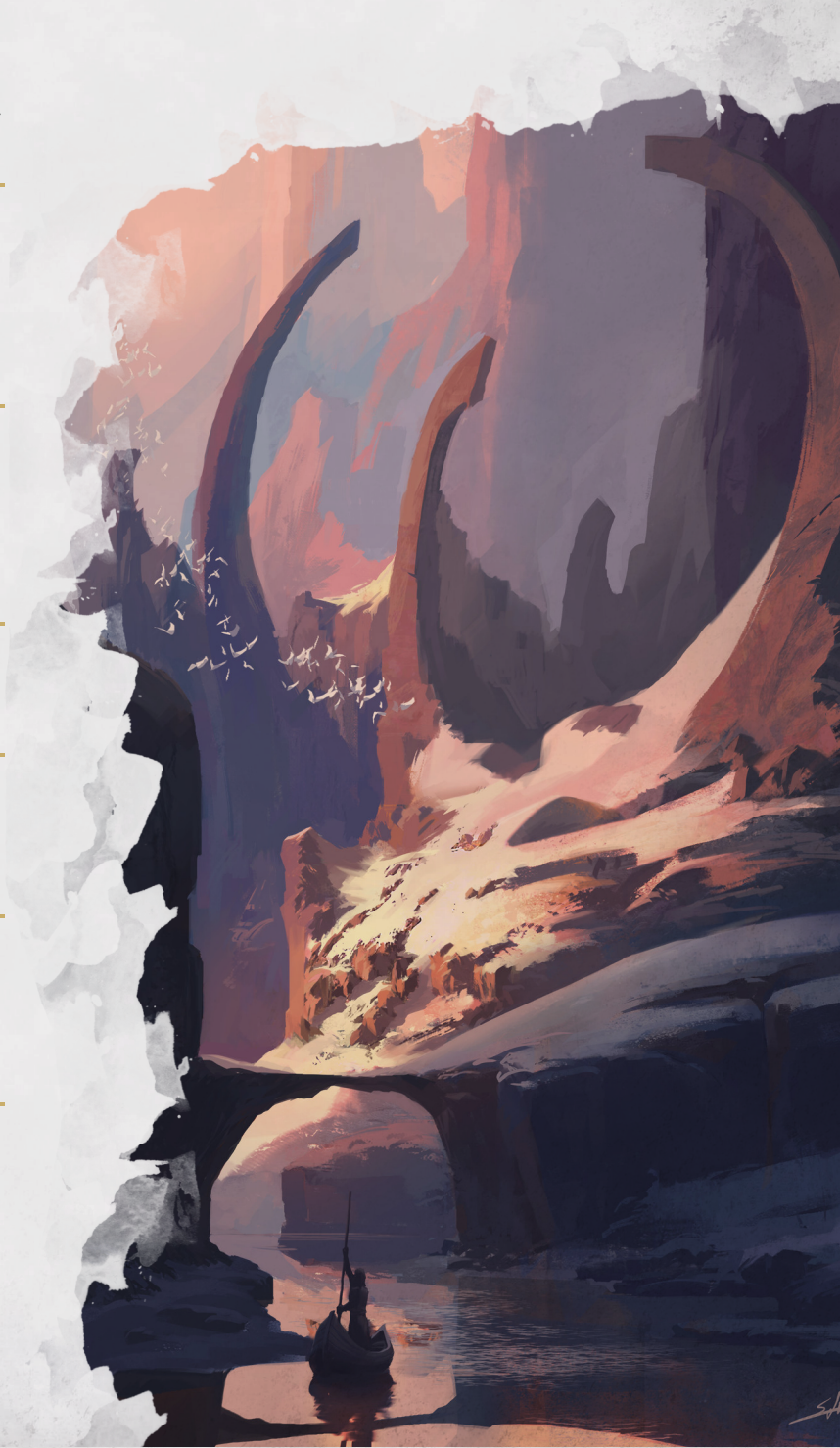
Starting at 14th level, when you roll a Dexterity (Stealth) check, the result can't be lower than your ranger level. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

HONED SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded and deafened.

FOE SLAYER

At 20th level, you become a master at slaying your foes. Once per turn, when you hit a creature with a weapon attack, it takes an additional 2d8 damage. If this attack would leave it with 20 or fewer hit points, it immediately dies.





HUNTER CONCLAVE

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

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

HUNTER CONCLAVE SPELLS

Ranger Level	Spell
3rd	<i>hunters mark</i>
5th	<i>pass without trace</i>
9th	<i>leomund's tiny hut</i>
13th	<i>freedom of movement</i>
17th	<i>commune with nature</i>

HUNTER'S PREY

At 3rd level, pick two creature types from beasts, dragons, giants, monstrosities, oozes or plants. You can also choose two races of humanoid (such as gnolls and orcs) in place of one or both of your choices. You have advantage on Wisdom (Survival) checks to track creature of these types, as well as on Intelligence checks to recall information about them.

HUNTER'S TACTICS

Also at 3rd level, you gain one of the following features of your choice: Colossus Slayer, Giant Killer, or Horde Breaker.

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, Multiattack Defense, or Steel Will.

Escape the Horde. Opportunity attacks against you are made with disadvantage. Additionally your speed increases by 10 feet.

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 against being charmed or frightened. Additionally, you have advantage on ability checks to discern illusions and saving throws against illusions.

MULTIATTACK

At 11th level, you gain one of the following features of your choice: Volley or Whirlwind Attack.

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 your reach, 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, Stand Against the Tide, or Uncanny Dodge.

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 CONCLAVE

The Beast conclave embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast conclave means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

BEAST CONCLAVE SPELLS

Ranger Level	Spell
3rd	<i>beast bond</i>
5th	<i>warding bond</i>
9th	<i>catnap</i>
13th	<i>dominate beast</i>
17th	<i>awaken</i>

COMPANION BOND

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Select your companion from among the following animals: a boar, a draft horse, an elk, a giant lizard, a mastiff, a mule, a panther, or a wolf.

Your companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. While not wearing barding, your companion has a natural AC of 10 + your proficiency bonus + its Constitution modifier or its Dexterity modifier.

Your companion gains proficiency in 2 skills of your choice. It is also proficient in all the saving throws you're proficient in. Also, your companion can't attune to or activate magical items.

For each level after 3rd, your companion has a number of hit dice equal to your ranger level, which are d8s. The companion has hit points equal to 15 + three times its Constitution modifier, each time you gain a level in this class its hit point maximum increases by 5 + its Constitution modifier. Your companion is reduced to 0 hit points, it makes death saving throws as a player would.

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.

ALTERNATE BEASTS

The Beast Conclave lists a number of beasts to choose from. At your DM's discretions you may be able to take another beast as your companion.

To be eligible to be a companion, the beast must have a CR of 1/4 or less. If it has a multiattack action, it loses it upon becoming your companion.

BEAST MASTER

Your companion obeys your commands as best it can. It takes its turn on your initiative, though it doesn't take an action unless you command it. On your turn, you can verbally command the beast where to move and to command it to take the Attack, Dash, Disengage, Dodge, or Help action (no action required by you).

If you are incapacitated or absent, your companion 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.

If your companion is ever slain, the 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 can call forth your companion's spirit and use your magic to create a new body for it. You can return a companion to life in this manner even if you do not possess any part of its body.

Returning your companion to life is a grueling process, and you must expend some of your own life force to compel the companion back to life. You can choose to expend any number of hit dice when you finish the ritual. Make a Wisdom check, with the DC being equal to 15 minus the number of hit dice you expended. The DC can't be lowered below 5 in this way.

On a failed ability check, the companion is restored to life, but you aren't able to regain any of the hit dice you expended for the ritual until 7 days have passed. Additionally, you and your companion both suffer three points of exhaustion. On a successful ability check, the companion is restored to life, and you can regain the spent hit dice as normal.

ANIMAL EMPATHY

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. 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 can't use this ability against a creature that you have attacked within the past 10 minutes.

STRENGTHEN BOND

At 7th 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.

Additionally, your beast's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

TOOTH AND CLAW

Starting at 11th level, once on each of its turns when your companion hits a creature with an attack, it can make another attack against the same creature.

BEAST'S HEART

At 15th level, while your companion can see you, it has advantage on all saving throws.



SANGUINE CONCLAVE

To hunt down a monster, one must become a monster. That is the path picked by those of the Sanguinary conclave. You draw malevolent magic from the blood that flows through your veins, to imbue your weaponry with your life force or to curse your foes with unbridled hatred. If you strive to emulate the Sanguinary archetype, you must be ever vigilant, or risk being corrupted, risk being the monster hunted by another.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

SANGUINE CONCLAVE SPELLS

Ranger Level	Spell
3rd	<i>bane</i>
5th	<i>hold person</i>
9th	<i>bestow curse</i>
13th	<i>elemental bane</i>
17th	<i>enervation</i>

CHANNEL VITALITY

At 3rd level, you gain the ability to channel malevolent energy from your life force, using that energy to fuel magical effects.

When you use your Channel Vitality, you can choose which effect to use. You must then finish a short or long rest to use your Channel Vitality again.

On your turn, if you have no uses of your Channel Vitality, you can generate another use (no action required) by taking necrotic damage equal to twice your character level. This damage ignores resistance and immunity, reduces your hit point maximum by an amount equal to the damage taken, and the reduction lasts until you finish a long rest. You can't generate a use again until you finish a long rest.

Infusion. As an action, you empower your weaponry with your life force, manifest as elemental energy. Choose acid, cold, fire, lightning, necrotic, or thunder. For the next minute, your weapon attacks deal an extra 1d6 damage of the chosen type when they hit. This effect ends if you are incapacitated or if you choose to end it. Additionally, you can make one weapon attack as part of the same action.

Malediction. You can cast one of your conclave spells at its lowest level without expending a spell slot.

INFUSED SENSES

Also at 3rd level, you can sense when curses take root in the living. As an action, you can touch a creature to learn if it is under an effect that can be ended with a *remove curse* spell.

Additionally, when a creature is affected by one of your conclave spells or has taken damage from your Infusion, you have advantage on any Wisdom (Perception) or Wisdom (Survival) check to find it until the end of a short or long rest.

DESPERATE STRUGGLE

Starting at 7th level, you reinforce your body with magic to prevent yourself from a sudden death. Whenever you cast a ranger spell of 1st level or higher, you gain temporary hit points equal to half your ranger level + your Wisdom modifier.

SACRIFICE VITALITY

At 11th level, you dig deeper towards oblivion. The effects of your Channel Vitality are improved. When you use your Channel Vitality, you can choose to take necrotic damage equal to your character level to amplify its effects. This damage ignores resistance and immunity, and does not cause a Constitution saving throw to maintain concentration.

Lethal Infusion. The extra damage dealt by Infusion is increased to 2d6, and you have resistance to the chosen type.

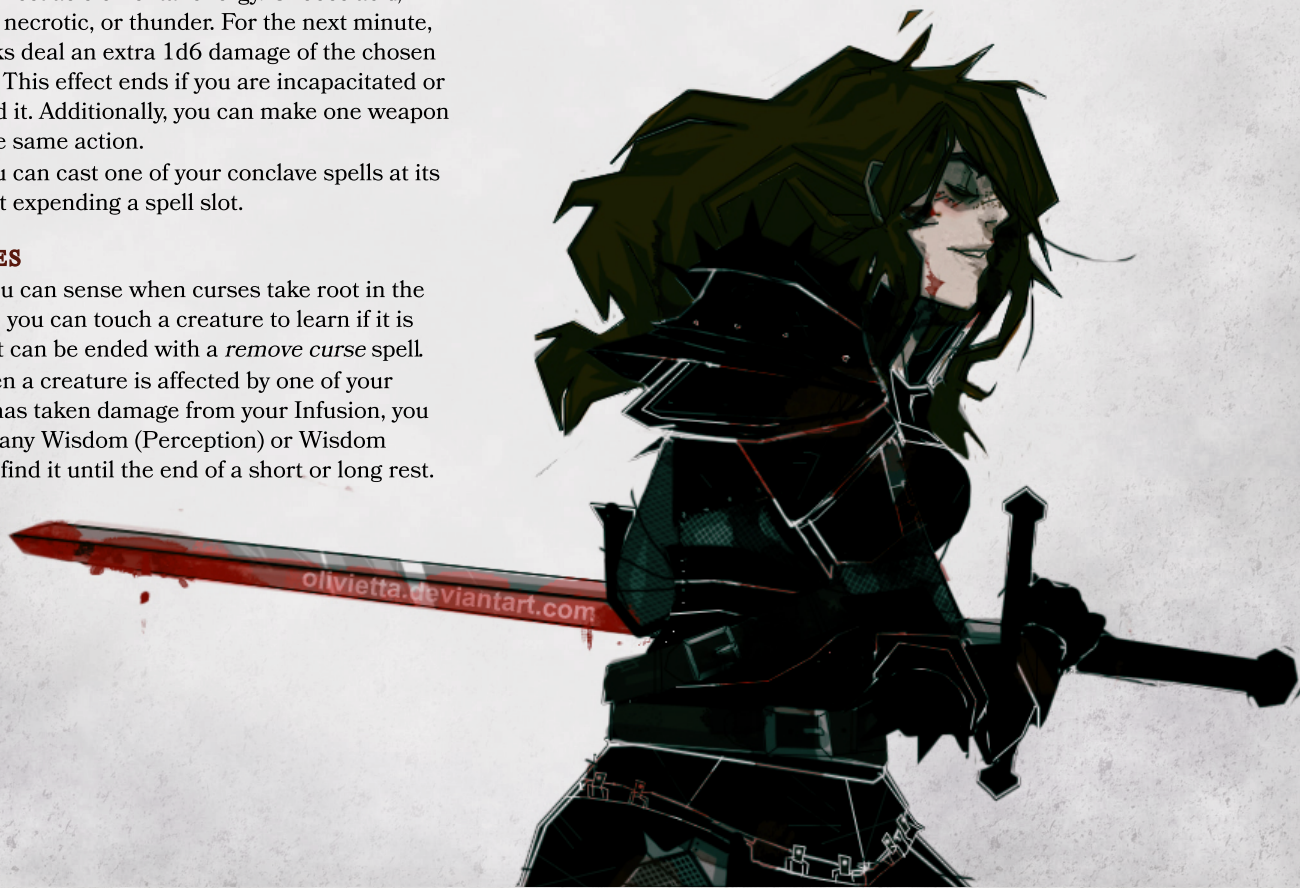
If you choose to take damage on use, you can make three weapon attacks as part of the same action instead of one.

Maledict Terror. If a creature fails the saving throw on the spell you cast with Malediction, you can cause the target to be frightened of you until the end of your next turn.

If you choose to take damage on use, you have advantage on Constitution saving throws to maintain concentration on the spell you cast with Malediction.

RITE OF PAIN

At 15th level, you can share the pain you suffer constantly with your enemy. Whenever you take damage, you can use your reaction to force a creature that you can see within 30 feet of you to make a Constitution saving throw or take necrotic damage equal to the damage taken. This damage can't exceed your ranger level, and ignores resistance.



OCCULTIST CONCLAVE

An Occultist undergoes special training to better prepare them to fight the otherworldly threats. When witches, demons and monsters come knocking, an occultist is better prepared than most and will use these talents to protect others whether for a price or from the goodness of their hearts.

COMBAT SUPERIORITY

At 3rd level, you gain a set of abilities that are fueled by special dice called superiority dice.

Superiority Dice. You have three superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 11th level.

Using Superiority Dice. You can expend superiority dice to gain a number of different benefits, you can't use the same effect more than once on a single weapon attack:

- When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll, this attack counts as magical for the purposes of overcoming resistances and immunities. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
- When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.
- When you make an Intelligence or a Charisma saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.
- When you make a Wisdom (Perception) check to detect a hidden creature or object, or a Wisdom (Insight) check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

OCCULTIST CONCLAVE SPELLS

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

MONSTER HUNTER

Also at 3rd level, pick two creature types from aberrations, celestials, elementals, fey, fiends, or undead. You have advantage on Wisdom (Survival) checks to track creatures of these types, as well as on Intelligence checks to recall information about them.

MONSTER SLAYER

At 7th level, whenever you expend superiority dice to add to a damage roll against an aberration, elemental, fey, fiend or undead, you deal an additional d6 damage.

Additionally, when you make a Wisdom saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.

FELLING BLOWS

At 11th level, you strike with great power and speed, taking your foes apart in a flurry of attacks. Once per turn, when you expend superiority dice as part of an attack, you can make an additional attack against the same target.

SLAYER'S COUNTER

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If a creature forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately before making the saving throw. If your attack hits, you have advantage on the saving throw.



MIRAGE CONCLAVE

Deep in the heart of the desert, where sand shimmers and the sun scorches the very air, there are those who embrace the way of the sands.

These rangers embrace the spirit of the desert, being light on their feet and summoning great storms of dust and sand. Their magic talents lay mostly in the field of illusions, following the practices of their name sake the mirage.

Using this unique blend of skills, they fight against the myriad threats that emerge from the desert; greedy bandits, conquering hobgoblins, malicious Yuan-Ti, and even evil dragons.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

MIRAGE CONCLAVE SPELLS

Ranger Level	Spell
3rd	<i>silent image</i>
5th	<i>dust devil</i>
9th	<i>wall of sand</i>
13th	<i>hallucinatory terrain</i>
17th	<i>mislead</i>

CHILD OF THE DUNES

Also at 3rd level, the desert folds before you, allowing you to plunder its secrets. You ignore difficult terrain made from sand or soft earth, your vision isn't obscured by sand and you're also naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide.

WIND OF THE WASTES

Finally at 3rd level, the desert sands are at your beck and call. The first time you hit a creature with a melee weapon attack on your turn, sand and wind swirl to create a sandstorm in a 5 foot radius around you. Each melee weapon attack you hit beyond the first on your turn increases the radius by 5 feet, to a maximum of 15 feet. The sandstorm ends when you end your turn without attacking a creature.

The area inside of your sandstorm is lightly obscured, and when creatures of your choice enter the sandstorms area for the first time on a turn, or start their turn there, they take slashing damage equal to your Wisdom modifier.

KISS OF THE DESERT

At 7th level, your winds rage ever stronger, granting you protection and mental clarity. While your sandstorm is raging, ranged attacks against you or creatures of your choice inside your sandstorm have disadvantage. Additionally, you have advantage on ability checks to discern illusions and saving throws against illusions.

LASHING SANDS

Starting at 11th level, you can cause your winds to further harm your foes. Once per turn, if you hit at least two melee attacks, you can make an additional melee attack against a creature within 5 feet of your sandstorm. This attack does not increase the radius of your sandstorm if it hits.

SAHARAN GRASP

Starting at 15th level, your sands rage ever harder hindering your foes. Creatures of your choice inside your storm have disadvantage on Constitution saving throws to maintain concentration on spells, and must expend 2 feet of movement for every 1 foot they move.



RANGER SPELL LIST

1ST LEVEL

- absorb elements
- alarm
- animal friendship
- beast bond
- detect magic
- detect poison and disease
- ensnaring strike
- expeditious retreat
- fog cloud
- grasping root*
- good berry
- hail of thorns*
- healing elixir*
- hunters mark
- jump
- longstrider
- snare
- speak with animals
- wild cunning*
- zephyr strike*

2ND LEVEL

- animal messenger
- barkskin
- beast sense
- cordon of arrows*
- darkvision
- enhance ability
- find traps
- lesser restoration
- locate animals or plant
- locate object

- pass without trace
- protection from poison
- silence
- spike growth

3RD LEVEL

- arctic infusion*
- conjure animals
- conjure barrage*
- daylight
- flame infusion*
- lightning infusion*
- nondetection
- plant growth
- water breathing
- water walk
- wind wall

4TH LEVEL

- conjure woodland beings
- dominate beast
- freedom of movement
- grasping vine*
- guardian of nature
- locate creature
- stoneskin

5TH LEVEL

- commune with nature
- conjure volley
- skill empowerment
- steel wind strike
- swift strike*
- tree stride
- wrath of nature

*Indicates new spells, or spells which have been altered. These spells can be found below.

NEW SPELLS

Presented here is a list of new and edited spells for the ranger.

ARCTIC INFUSION

3rd-level transmutation

Casting Time: 1 action

Range: self

Components: V, S, M (a shard of glass, a drop of water and a weapon)

Duration: Concentration, 1 minute

You infuse your weapon with chilling ice. As part of casting this spell and as an action on each turn thereafter, you can unleash a hail of freezing air from your weapon in a 30 foot cone. Each creature within the area must make a Constitution saving throw. A creature takes 2d12 cold damage on a failed save, or half as much damage on a successful one.

CORDON OF ARROWS

2nd-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (four or more arrows or bolts)

Duration: 8 hours

You plant four pieces of nonmagical ammunition—arrows or crossbow bolts—in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 2d6 + your spell casting modifier piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by four for each slot level above 2nd.

CONJURE BARRAGE

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (one piece of ammunition or a thrown weapon)

Duration: Instantaneous

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a shower of identical weapons that hail downward and then disappear. Choose a point within range. Dozens of copies of the weapons or ammunition hail down in a 10-foot radius centred on that point. Any creature in this radius must succeed on a Dexterity saving throw or take 4d8 piercing damage, or half as much on a failure. The targets gains no benefit from cover for this saving throw.



FLAME INFUSION

3rd-level transmutation

Casting Time: 1 action

Range: self

Components: V, S, M (a ball of moss, a shard of flint and a weapon)

Duration: Concentration, 1 minute

You infuse your weapon with blazing flames. As part of casting this spell and as an action on each turn thereafter, you can fire a blast of fire from your weapon at a point within 30 feet of you, flames erupt in a 10 foot radius centred on that point. Each creature within the area must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

GRASPING ROOT

1st level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 minute

You conjure a root that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature within 60 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 30 feet directly toward the root.

Until the spell ends, you can direct the root to lash out at the same creature or another one as a bonus action on each of your turns.

GRASPING VINE

4th level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Concentration, 1 minute

You conjure a vine that erupts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out at a creature large or smaller within 60 feet of it that you can see. That creature must succeed on a Dexterity saving throw or grappled, take 3d8 bludgeoning damage and be pulled 30 feet directly toward the vine. While the vine is grappling a creature, you can use a bonus action to deal 3d8 bludgeoning damage to it. At the end of each of its turn the creature can repeat the saving throw, escaping the grapple on a success.

Until the spell ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

HAIL OF THORNS

1st level conjuration

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Concentration, 1 minute

Once on each of your turns when you hit a creature with a weapon attack a hail of barbs and thorns burst forth from it. The target of the attack and each creature within 5 feet of it take piercing damage equal to your spell casting ability modifier.

HEALING ELIXIR

1st-level conjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (alchemist's supplies or a herbalist kit)

Duration: 8 hours

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points. The creature can't regain hit points from this spell again until it finishes a short or long rest.

LIGHTNING INFUSION

3rd-level transmutation

Casting Time: 1 action

Range: self

Components: V, S, M (a length of wire, a small key and a weapon)

Duration: Concentration, 1 minute

You infuse your weapon with electrical energy. As part of casting this spell and as an action on each turn thereafter, you can fire a bolt of lightning from your weapon, creating a line 5ft wide and 30 feet long. Each creature in the line must make a Dexterity saving throw. A creature takes 4d6 lightning damage on a failed save, or half as much damage on a successful one.

SWIFT STRIKES

5th-level transmutation

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Concentration, 1 minute

On each of your turns until the spell ends, you can use a bonus action to make two attacks with a weapon you are holding.

WILD CUNNING

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects:

- If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.
- If there is edible forage within range, you know it and where to find it.
- If there is clean drinking water within range, you know it and where to find it.
- If there is suitable shelter for you and your companions with range, you know it and where to find.
- Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.
- Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

ZEPHYR STRIKE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, 1 minute

You move like the wind. Until the spell ends, creatures have disadvantage on opportunity attack rolls against you and your speed increases by 15 feet.

You have advantage on the first melee attack roll you make on each of your turns until the spell ends.

DESIGN NOTES

A lot of work has gone into this ranger variant and I think I'm fairly happy with the result. The main drive behind this wasn't any issues with rangers flavour or role, but more so that both its core features at level 1 just felt hollow?

The main changes in this version over PHB are adding and altering rangers lower level features to add a little more concrete substance to it while keeping the flavour of PHB ranger. The other big area of change was Spell casting, a few new options have been added as alternates to using hunters mark and many spells have been edited to be more stream lined or potent.

Lastly, an important thing I kept in mind while writing this was to keep it Strength friendly, as all too many options are over run with Dexterity.

Both the Gloom Stalker and Horizon Walker ranger archetypes from Xanathar's Guide to Everything are fully compatible with this ranger. The Monster Slayer archetype is also compatible, but the Occultist conclave is essentially a replacement for Monster Slayer, so it is not recommended to allow both.

ALTERNATE SPELL CASTING ABILITY

I was asked by a few people about how to edit the Ranger's Lore feature to work with a ranger who uses either Charisma as their casting ability (Perhaps a fey blooded ranger with an innate connection to the world) or a ranger who uses Intelligence as their casting ability (maybe a more scholarly wizard like ranger who studies the natural world).

For a ranger that uses Charisma, no direct changes need to be made to Ranger's Lore other than replacing Wisdom with Charisma. For a ranger who uses Intelligence use the following variant:

RANGER'S LORE

Through your extensive travels and experiences, you've become a living font of knowledge for lore natural and unnatural. When you make an Animal Handling, Insight, Medicine or Survival check, you can add half your Intelligence modifier (rounded up) to the result.

Starting at 6th level, you instead add your Intelligence modifier.