



BY FLAME, STORM, AND THORN

THREE RANGER ARCHETYPES FOR FIFTH EDITION



WHAT STIRS IN THE DARKENED WOOD?

In The Lord of the Rings, a poem describes Aragorn with the lines "Not all those who wander are lost" and "From the ashes a fire shall be woken,/A light from the shadows shall spring..." These lines inspire the following archetypes for the Ranger class, for characters who travel the wilds without fear – be they watchful guardian or cunning predator. Use the archetypes below to give your secretive wayfarers some tricks up their sleeves. Each offers a playstyle that suits melee or ranged combat, or shifting between the two, equally well.

These archetypes also make worthy and dangerous adversaries. A sinister Lantern-bearer lures travelers to their deaths with the promise of safety. Some Stormcloaks turn back to the destructive ways of the first of their kind. A Thornguard that gets to pick the field of battle is a terrible foe indeed.



LANTERN-BEARER RANGER ARCHETYPE

A Lantern-Bearer ranger guides travelers in the darkest places, when all other lights go out. Their sturdy brass lanterns may be a weapon in the hand or a way to bolster their allies' morale. The first Lantern-bearers were guides for travelers in a haunted land; only in the bright, pure light of these lanterns could they find sanctuary and rest. These rangers learned ways to leave their lanterns behind, keeping their charges safe, while they scouted the countryside under the cover of night. In battle, their lanterns serve as off-hand weapons in themselves, or as beacons of safety for the ranger's allies.

THE BRASS LANTERN

At 3rd level when you choose this Archetype, you receive or fashion a sturdy brass lantern, and modify it according to the traditions of the Lantern-bearers. (You may modify magical lanterns in this way without damaging them.) You may treat the brass lantern as a light finesse weapon that deals 1d4 bludgeoning damage. While your lantern is lit, you may:

- Deal additional damage with it by expending spell slots. When you hit a creature by using the lantern as a weapon, you may expend one ranger spell slot to deal fire damage to the target, in addition to the lantern's damage. The extra damage is 2d6 for a 1st-level slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage increases by 1d6 if the target is a beast, a monstrosity, or an undead.
- As a bonus action, place the lantern on the ground, or hang it from something high up. Once placed in this way, any creature other than you must roll a Strength check against your saving throw DC to

move the lantern. Expend a first-level spell slot to cast bright light in a 10-foot radius. For each spell level higher than first that you expend, its radius extends another 10 feet. Allies within this radius gain advantage on saving throws against the charmed and frightened conditions, and gain resistance against cold damage and necrotic damage. Creatures that take a short rest in this area regain two additional hit points per level of the spell slot used for each Hit Die they expend. These effects end if you move the lantern or wield it as a weapon, or at the end of 8 hours. The lantern provides dim light, but no other effect, in an additional radius of equal size.

SHADOWED PATHS

Starting at 7th level, you gain two mystical powers. Once you use either of these features, you may not use either of them again until you complete a short or long rest.

- As part of a melee attack using your lantern, you may attempt to dispel any magical effect causing the space your target stands in to be lightly or heavily obscured. This functions as a limited application of dispel magic, and does not cost a spell slot. Alternately, you may use this effect as an action without making an attack.
- As a bonus action, while standing in a heavily obscured area, you may teleport to the edge of your lantern's bright light radius, as long as it is within one mile.



A LIGHT BRIGHT AND PURE

Starting at 11th level, your brass lantern becomes all the more potent.

- *When you make an attack using your brass lantern while it is lit, it deals 1d8 bludgeoning damage and 1d8 fire damage.*
- *When you set the lantern in place and empower it by expending a spell slot, any hostile creature of the beast, monstrosity, or undead types takes damage equal to 2 per level of the spell slot you expended if it starts its turn within the lantern's bright light.*

HEALING LIGHT

Starting at 15th level, when you or an ally cast a spell or channel divinity to heal a creature within the bright light of the lantern, you may designate up to two additional targets that are also within the lantern's bright light. This effect can ignore normal range limitations for healing effects, such as the touch range of cure wounds. Once you use this feature, you may not do so again until you complete a short rest. For healing spells and effects such as mass heal that allow the caster to distribute a pool of healing energy, Healing Light instead boosts the overall pool of points to be distributed by 10 per spell level that the ranger expended to place the lantern.



STORMCLOAK RANGER ARCHETYPE

Those who wander the wilds must make its dangers into their own weapons. Stormcloak rangers wield lightning and thunder to a mighty effect, whether they favor melee weapons or ranged. The first Stormcloak rangers were orcs, who relished the dread that their powers inspired and gained some protection from the wizardry of the elves; from the orcs it passed to their half-orc children, some of whom turned it to the nobler cause of guardianship, and even taught these arts to other humanoid.

Some Stormcloak rangers literally wear a cloak or long coat that courses with lightning when they use their powers. For others, it is a more figurative sense of being cloaked in power.

TEMPEST'S LASH

At 3rd level when you adopt this archetype, when you hit a creature with a weapon attack, you can expend one ranger spell slot to deal lightning or thunder damage to the target, in addition to the weapon's damage. The extra damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage increases by 1d6 if the target is wearing predominantly-metal armor.

When you are grappled or swallowed whole, you can spend spell slots to deal the lightning or thunder damage specified above without making a weapon attack. The target may avoid this damage automatically by releasing you. (As usual, this does not require an action.)

THE POWER OF THE CLOAK

Starting at 7th level, you gain resistance to lightning damage and resistance to thunder damage. Whenever you suffer damage of either type, you may spend your reaction to absorb some of its power into your weapons. One weapon of your choice becomes empowered until the end of your next turn. The first

time you deal damage with the empowered weapon, it deals an additional 2d6 points of lightning or thunder damage (whichever you absorbed). If you combine this effect with your Tempest's Lash feature, you instead deal 1d6 more damage than your expended spell slot would grant.

Furthermore, whenever you would suffer disadvantage on Perception checks due to heavy rain, snow, or sleet, you gain advantage instead.

STORMWRACK

Starting at 11th level, the lightning and thunder that you command become all the more deadly when you strike twice. When you deal damage with two weapon attacks in a single turn, one target that you damaged in this round suffers an additional 3d6 thunder damage.

IN THE STORM I RISE

Starting at 15th level, when you use the Power of the Cloak feature to empower weapons, you also gain temporary hit points equal to the damage suffered or 10 hit points, whichever is less. These temporary hit points last up to 1 minute. While these temporary hit points remain, you can spend a bonus action to fly up to your speed. If you move during the round as part of your action, this move can also be flight. If you do not land on a surface that can support you at the end of your move, you fall. If you lose your temporary hit points in the midst of a move (perhaps from an opportunity attack), you fall.



THORNGUARD RANGER ARCHETYPE

A Thornguard ranger looks to cunning traps as a first line of defense and the best way to turn an enemy's aggression into a deadly mistake. They weave magic into their traps to make them all the more devastating. Many such rangers have a reputation for eccentricity or paranoia, but in truth this is common to all who tinker with small, deadly pieces of metal. Just look at the rock gnomes and tinkering goblins. Though kobolds do not become rangers often, those that do tend toward becoming Thornguards.

The saving throw DC for your Thornguard features is 8 + your proficiency bonus + your Wisdom modifier.

SNARE MASTERY

At 3rd level when you choose this archetype, you may construct a deployable trap as part of a long rest. You may only have one trap ready to deploy at a time, as it requires patience and delicate care to make something so dangerous safe to transport. At the time you construct the trap, describe it to the DM and choose the effect or condition it imposes:

- **Blinded.** Constitution saving throw, lasts 1 minute. If it fails, the victim gets a new saving throw at the end of its turn to end the blinded effect.
- **Poisoned.** Constitution saving throw, lasts 1 minute. If it fails, the victim gets a new saving throw at the end of its turn to end the poisoned effect.
- **Pushed 10 feet and knocked prone.** Strength or Dexterity saving throw (whichever is better). A prone target may stand again on its turn.
- **Restrained.** Strength or Dexterity saving throw (whichever is better), lasts 1 minute. The victim gets a new saving throw at the end of its turn to end the restrained effect.
- **Stunned.** Constitution saving throw, lasts until the end of the victim's next turn.

To deploy the trap, spend a bonus action while standing in or adjacent to the five-foot square you wish to trap. You may safely deploy a trap in an area occupied by an ally, but not by an enemy; an enemy in that space or within 5 feet when you deploy a trap can automatically disrupt it harmlessly. Once a trap is deployed, a character can detect it with a Wisdom (Perception) against your saving throw DC, and disarm it with a Dexterity (thieves' tools) check against your saving throw DC.

If a non-flying enemy enters or starts its turn in a space with an active trap, you can spend your reaction to activate the trap. A creature in a trapped area rolls a saving throw appropriate to the trap effect. On a failure, the creature takes 2d6 piercing damage and the effect you chose for the trap. On a success, the creature takes half damage and avoids the effect.

When you deploy a trap, you may invest a spell slot into it. If you do so, detonating the trap deals an additional 2d10 damage for a first-level slot, plus 1d10 for every spell level higher than first. This damage may be lightning, thunder, or poison, as you choose. The damage is halved if the target succeeds its saving throw against the primary effect.

You can disarm and regain the use of any trap you deploy, as long as you have not activated it, by spending an action. A trap that has been triggered takes one minute of work to reassemble for use. You recover any spell slot invested in the trap. If not activated or disarmed, a deployed trap is active for a week.

EXPANDED SNARES

At 7th level, you can expand the area that your deployed traps affect. For each additional action or bonus action that you spend expanding a trap's area, you may add one 5-foot square to its area of effect, to a maximum of six 5-foot squares. The final area of effect must be contiguous. All trapped squares activate together - you cannot activate just one or two portions of the overall trap. When you invest a spell slot into an expanded snare, it deals 2d6 damage with a first-level spell slot, plus 1d6 for every spell level higher than first. To disarm an expanded snare, each five-foot square must be disarmed separately.

Further, you gain resistance against all damage dealt by traps or glyphs of warding.

STAGGERING STRIKES

At 11th level, when you deal damage twice in a single turn, with any combination of weapon attacks or spells, you may shove that creature up to 10 feet as well. A creature that you shove in this way has disadvantage on saving throws against your traps until the end of its next turn. A creature more than once size category larger than you is not shoved, but has disadvantage on saving throws against your traps.

Further, the base damage of your traps increases from 2d6 to 4d6.

SECOND SNARE

At 15th level, you can prepare and safely store a second deployable trap each time you complete a long rest, and you can reassemble two expended traps in one minute after combat.





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