

The Watch

BY MICAH MULDOWNEY

*A RANGER CONCLAVE THAT REWARDS
THE VIGILENT SENTINEL*



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ON THE COVER

Tath'uan Strongbow watches over and safeguards the ancestral waterways of his homeland against all comers, just as his fathers have done time out of mind.

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THE WATCH

Natural sentinels, Rangers of the watch conclave are trained to find a strategic, commanding position and keep an eagle eye on the field of battle.

Nothing passes a member of the vigilance undetected, and they leverage their superior view and awareness of their surroundings to bring their allies into action and forestall their enemies.

EAGLE'S VANTAGE

At 3rd level, when you use the Search action, you can designate your current location as your eagle's vantage. It remains so until you use this ability again to choose another eagle's vantage. When you are in your eagle's vantage, you gain the following benefits:

- You get a +5 bonus to your passive perception.
- You gain proficiency in the perception, investigation, and insight skills and they are all wisdom checks for you.
- You treat lightly obscured areas as if it were in bright light and heavily obscured areas as if they were lightly obscured for purposes of perception checks that rely on sight as long as there is not a solid barrier.
- You have advantage on any perception checks using other senses.
- You may establish line of sight with on a creature that you cannot see (heavily obscured, invisible etc.) as long as there is not a solid barrier between you and the creature by rolling a perception check for sight (when obscured by foliage or fog, etc.), hearing, or smell as appropriate with a DC assigned by your DM.

If you move away from your eagle's vantage location, you lose all the benefits tied to it, but any time you return to the location, you regain access to them.

DEADEYE

At the 3rd level, operating from your eagle's vantage gives you an edge in combat:

- You may choose to give yourself advantage *or* an additional 1d4 damage on attacks – you choose which when you establish the eagle's vantage. At the 11th level the additional damage becomes 2d4.
- All your weapons operate throughout their full range without penalty, ignore half and three quarters cover, and your melee attacks have reach.

CALL THE SHOT

At the 7th level, you learn to use your vantage point to call out dangers or prime targets to your allies. While you are in your eagle's vantage, you may use your bonus action to do one of the following actions, provided the ally you are aiding is within 60 feet:

- Use the help action for any one ally that you can see.



- Grant an ally line of sight on any creature you have line of sight on. They continue to have line of sight as long as you do.
- Grant allies advantage on attacks or spells against a single creature you have line of sight on.
- Grant an ally superior placement of a spell or effect with a dexterity save, imposing disadvantage on saves made against it.
- Grant advantage to allies on all checks made to hide.

VIGILANCE

Your vantage allows you to see threats coming before they arrive. Beginning at 11th level, you can use the search action as a bonus action or a reaction, though you still need to use a full action to establish an eagle's vantage. You and any ally within 20 feet of you while you are in your eagle's vantage gains +2 to their AC and advantage on dexterity saves.

HAVEN

At 15th level, you may designate your eagle's vantage as a bonus action, and may make an additional attack as a part of your attack action on the turn you designate it. You have advantage to all checks to hide while in your eagle's vantage, and attacking while hidden at your eagle's vantage does not give away your position.

