

RANGER CONCLAVES

The ideal of the ranger can have many expressions.

DRAGONSLAYER CONCLAVE

Long ago, dragons ruled the earth and the skies, subjugating and warring with all other mortal races. Their time was cut short, however, as some mortals learned ways to counter the dragons' natural advantages. These fearless heroes became known as Dragonslayers. Over time, they became known for hunting and slaying any large monsters that proved a threat to their communities, but the name Dragonslayer stuck, becoming more of an honorific than a job description. As a Dragonslayer, you use your specialized skills to defend others from dragons and their ilk.

SCALE-PIERCER

Starting at 3rd level, you are skilled at finding chinks in a creature's armor. Once on each of your turns, you can reroll the damage for a single attack and select the higher result.

EXTRA ATTACK

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

FEARLESS

Starting at 7th level, you can't be frightened by a creature you can see.

COLOSSUS CLIMBER

At 11th level, you can grab hold of a much larger foe and scale its body. As a bonus action on your turn, you can grab hold of a creature that is at least two sizes larger than you. Make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If you succeed, you become able to climb the target's body. While climbing a target, you move with it and have advantage on attack rolls against it, and you can move within its space as if it was difficult terrain. The target has disadvantage on attack rolls against you while you are climbing it.

On each of its turns, the target can make a Dexterity (Acrobatics) check contested by your Strength (Athletics) or Dexterity (Acrobatics) check to shake you off. If you are shaken off, you fall from the creature's height and land prone in an unoccupied space around the creature.

EVASION

Beginning at 15th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an *ice storm* 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.

Revised Ranger

This archetype makes use of the Revised Ranger class. If you wish to use it with the SRD Ranger class, remove the 5th level feature.

