

RANGER CONCLAVES

The ideal of the ranger can have many expressions.

LEVIATHAN HUNTER CONCLAVE

Many rangers steal out into the wilds to slay dire beasts that encroach upon civilization, safeguarding cities and towns from their animalistic fury. But some rangers take this further, obsessing over a single kill at a time, and hunting their quarry to the ends of the earth. Rangers that join the loose Leviathan Hunter conclave might track any creature, provided that it is as threatening as it is colossal, but are so named for the brave fools that once fancied to kill the mighty leviathan, a quest that ultimately spelled their demise.

TROPHY

Beginning at 3rd level, you can draw strength from your defeated enemies. Whenever you slay a Large or larger beast, humanoid, monstrosity, or undead, you can take a body part as a trophy. You do not need to have dealt the killing blow, but you must have dealt damage to the creature during the combat that killed it. Harvesting a body part in this way is a process that takes 1 minute. Over the course of a long rest, you can apply a mixture of herbs and preservatives worth 50 gp to the body part, after which it becomes a trophy. You can wear one trophy at a time, and when you take a short or long rest, you can change which trophy you are wearing. While wearing a trophy, you gain the following benefits:

- Creatures of the same type as the trophy are treated as your favored enemy
- You gain a +2 bonus to AC and saving throws against all creatures of the trophy's type.
- You cannot be charmed or frightened by creatures of the trophy's type.

Starting at 6th level, you can make a trophy from an aberration, celestial, construct, dragon, elemental, fiend, or giant you have slain.

EXTRA ATTACK

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

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. Additionally, you gain a +2 bonus to damage rolls with weapon attacks you make against creatures of a trophy's type.



CLEVER WRESTLER

Beginning at 7th level, your experience escaping from gnashing teeth, writhing tentacles, and slashing claws has made you hard to pin down. Whenever you are grappled, you can use a bonus action to end the grapple.

FELL THE LEVIATHAN

At 11th level, you are a master of capitalizing on the weaknesses of larger foes. When you take the Attack action on your turn targeting a Large or larger creature, you can make an additional attack.

MASTERFUL SIDESTEP

At 15th level, you are a blur across the field of battle, avoiding attacks that would fell others. When you are hit by an attack, you can use a reaction to immediately move half your movement without provoking opportunity attacks. Additionally, you gain a +2 bonus to AC until the start of your next turn.