

RANGER CONCLAVES

The ideal of the ranger can have many expressions.

VEILED CONCLAVE

The Veiled Conclave began as a band of elite elven archers, well-versed in stealth, tracking and of course, marksmanship. The tactics and techniques they developed were revolutionary at the time, but efforts to keep them secret failed and the band eventually became a looser conclave that permitted anyone who could show the requisite abilities to join.

The conclave takes its name from the distinctive silken veils that its members wear over their faces - a visual reminder that these rangers value silence above all.

ONE SHOT-ONE KILL

When you choose this conclave at 3rd level, you begin to practice a style of combat that promotes precision over volume of attacks. Once per turn when you hit a creature with a weapon attack, you can deal an additional 1d8 damage to the target if you haven't moved since the beginning of your last turn.

OVERWATCH

Beginning at 5th level, if you are holding a ranged weapon and a hostile creature that you can see moves into or within the normal range of that weapon, you can use your reaction to make an opportunity attack against that creature using your ranged weapon.

CONCEALED POSITION

At 7th level, given enough time, you can prepare hidden sniper nests. A nest takes 10 minutes to construct and occupies a 10-foot square of ground. While inside the nest, you have three-quarter cover and can see out unhindered. Neither you nor the nest can be seen by any creature or sensor more than 30 feet away, even if you make an attack from inside, though you can still be heard and detected by divination spells that penetrate more than one inch of wood.

Once you leave a nest, you can't benefit from it again.

BESO TÓXICO

At 11th level, you have learned special techniques for poisoning your arrows. You gain proficiency in the poisoner's kit, if you didn't have it already, and you can now use a bonus action on your turn to coat a melee weapon or up to ten pieces of ammunition with poison. Additionally, whenever you deal damage with a poisoned weapon, you deal one additional die of poison damage, ignore resistance to poison damage, and treat immunity to poison damage as if it were only resistance.

DISAPPEAR

By 15th level, you are a true master of stealth, able to fade into thin air. When you take damage, you can use this ability to become invisible until the beginning of your next turn and move 5 feet without provoking opportunity attacks.

You can use this ability a number of times equal to your Wisdom modifier (minimum 1), and regain all uses when you finish a long rest.

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.

