

ARCANA REVISED

THE RANGER



HOMEBREW

A modification of Unearthed Arcana: Ranger Revised

THE RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the orcs he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

DEADLY HUNTERS

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

INDEPENDENT ADVENTURERS

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of orcs attacks, a ranger might be the first—and possibly the last—line of defense.

This fierce independence makes rangers well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, rangers respond with some mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.



THE RANGER

Level	Proficiency Bonus	Favored Enemy	Features	— Spell Slots per Spell Level —				
				1st	2nd	3rd	4th	5th
1st	+2	d4	Favored Enemy, Natural Explorer, Beast Kinship	—	—	—	—	—
2nd	+2	d4	Primeval Awareness, Fighting Style, Spellcasting	2	—	—	—	—
3rd	+2	d4	Watchful Eye, Ranger Conclave	3	—	—	—	—
4th	+2	d4	Ability Score Improvement	3	—	—	—	—
5th	+3	d4	Ranger Conclave Feature	4	2	—	—	—
6th	+3	d6	Primal Instincts, Greater Favored Enemy	4	2	—	—	—
7th	+3	d6	Ranger Conclave Feature	4	3	—	—	—
8th	+3	d6	Ability Score Improvement, Fleet of Foot	4	3	—	—	—
9th	+4	d6	—	4	3	2	—	—
10th	+4	d6	Hide in Plain Sight	4	3	2	—	—
11th	+4	d6	Ranger Conclave Feature	4	3	3	—	—
12th	+4	d6	Ability Score Improvement	4	3	3	—	—
13th	+5	d6	—	4	3	3	1	—
14th	+5	d8	Vanish	4	3	3	1	—
15th	+5	d8	Ranger Conclave Feature	4	3	3	2	—
16th	+5	d8	Ability Score Improvement	4	3	3	2	—
17th	+6	d8	—	4	3	3	3	1
18th	+6	d8	Feral Senses	4	3	3	3	1
19th	+6	d8	Ability Score Improvement	4	3	3	3	2
20th	+6	d8	Foe Slayer	4	3	3	3	2

CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and even a magical connection to nature through the necessity of surviving in the wilds.

What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change? What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

CLASS FEATURES

As a Ranger you gain the following class features.

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a longbow and a quiver of 20 arrows

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. When you make weapon attacks against creatures of the chosen type, you gain an additional 1d4 damage of the weapon's type. This bonus changes as you gain ranger levels, as shown in the Favored Enemy column of the Ranger table. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

NATURAL EXPLORER

As a ranger you have a mystic connection with the natural world. By taking time in quiet concentration, you can attune yourself to one type of natural environment, granting you heightened senses and unimpeded movement.

Whenever you complete a long rest, choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the underdark. When you make an Intelligence or Wisdom check, related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While within your favored terrain, you gain the following benefits:

- You ignore nonmagical difficult terrain.
- If you are traveling alone, you can move stealthily at a normal pace.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

BEAST KINSHIP

At first level, you have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability on a creature that you have attacked within the past 10 minutes.

PRIMEVAL AWARENESS

Beginning at 2nd level, your connection with the beasts and land around you allows you to focus your senses to determine if any of your favored enemies lurk nearby. By concentrating for 1 minute, you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, as well as their approximate numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information for each group, though the information gathered may be less specific when sensing many different groups, or when detecting a large quantity, such as sensing humanoids within a city.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one use). When you finish a long rest, you regain all expended uses.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

By 2nd level, you have learned to draw on the primal magic which permeates the natural world to cast Spells as a Druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your spells. To cast one of your ranger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *hunter's mark*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent communing with nature: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

WATCHFUL EYE

Beginning at 3rd level, you are always on alert, making you much harder to catch by surprise. You gain the following benefits:

- You gain proficiency in the Perception skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Being in a lightly obscured area doesn't impose disadvantage on your Perception checks if you can both see and hear.

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Gloom Stalker Conclave, the Horizon Walker Conclave, the Hunter Conclave, or the Monster Slayer Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

CONCLAVE SPELLS

Each conclave has a list of associated spells. You gain access to these spells at the levels specified in the conclave description. Once you gain access to a conclave spell, you always have it prepared. Conclave spells don't count against the number of spells you can prepare each day.

If you gain a conclave spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PRIMAL INSTINCTS

Starting at 6th level you are quick to spring into combat. You have advantage on initiative rolls. On your first turn during combat, you have advantage on attack rolls against any creature that hasn't taken a turn yet.

GREATER FAVORED ENEMY

At 6th level, you are ready to hunt even deadlier game. Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language.

Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

FLEET OF FOOT

When you reach 8th level, you are always light on your feet and ready to move. You gain the following benefits:

- You can use the Dash or Disengage action as a bonus action on your turn.
- Moving through difficult terrain, magical or otherwise, costs you no extra movement.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

HIDE IN PLAIN SIGHT

Starting at 10th level, your ability to use the natural environment to hide is unparalleled. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

In addition, you learn to harness your magical connection with the land and extend a portion of that power to your allies. You can spend 10 minutes casting a special ritual using fresh mud, dirt, plants, soot, and other naturally occurring materials as the material component for the ritual. Once completed, you and up to 6 creatures of your choice gain a magical camouflage. The camouflage imposes disadvantage on any Wisdom (Perception) check made to detect a camouflaged creature, as long as the creature is within your favored terrain. The benefit lasts for 8 hours.

Once you use this feature, you can't use it again until you complete a long rest.

VANISH

Starting at 14th level, your ability to evade your enemies and hide grants you the following benefits:

- You can use the Hide action as a bonus action on your turn.
- You can't be tracked by nonmagical means, unless you choose to leave a trail.
- If you are hidden, you can move up to 10 feet in the open without revealing yourself if you end the move in a position where you're not clearly visible.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied. If the target of your attack is a favored enemy, your favored enemy die deals maximum damage, instead of rolling. If the target is not a favored enemy, you can add your favored enemy die to the damage.

RANGER CONCLAVES

Across the wilds, rangers come together to form conclaves—loose associations whose members share a similar outlook on how best to protect nature from those who would despoil it.

BEAST CONCLAVE

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beast, then further strengthen that bond through the use of magic.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

Ranger Level	Spell
3rd	<i>heroism</i>
5th	<i>enlarge/reduce</i>
9th	<i>haste</i>
13th	<i>death ward</i>
17th	<i>awaken</i>

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select a companion from among the following animals: an **ape**, a **black bear**, a **boar**, a **giant badger**, a **giant weasel**, a **mule**, a **panther**, or a **wolf**. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area.

At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

EXPANDING COMPANION OPTIONS

Depending on the nature of your campaign, the DM might choose to expand the options for your animal companion. As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is linked to you.

The animal companion loses its Multiattack action, if it has one.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

Your animal companion shares the benefits of your Favored Terrain, and you and your animal companion can both move stealthily at a normal pace while traveling in your Favored Terrain.



Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls.

Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly. Whenever your ranger level grants you the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise.

MODIFYING THE COMPANION'S STATISTICS

When you gain your animal companion at 3rd level, its proficiency bonus matches yours, and its ability scores match those found in its original statblock. As you gain levels, your proficiency bonus increases, remember that your companion's statistics are effected in the following areas: Armor Class, skills, saving throws, attack bonus, and damage rolls.

Your companion's ability scores affect its statistics in the same way as your own, such as hit point maximum increasing according to Constitution modifier increases, and skill modifiers increasing when the relevant ability modifier is increased.

Work with your DM to determine which ability score is used for your companion's attack rolls as well as any saving throw DC listed under an ability. A creature may use the same score for both its attack rolls and DC, or it may use a different score for each.

Determining which score is used can be accomplished by working backwards from the original statblock. A saving throw DC is equal to 8 + the proficiency bonus + an ability modifier. You can subtract the creature's damage bonus from the attack bonus to determine its proficiency bonus. Once you know the proficiency bonus it can be used to determine whether Strength or Dexterity is used in the creature's attacks, and what ability is used for a saving throw. If the creature has the same bonus for different abilities then the DM determines which ability is used.

Generally, a creature's Armor Class is calculated as 10 + its Dexterity modifier, however some creatures have natural armor, which is calculated as the Natural Armor value + its Dexterity modifier. If your companion has natural armor it will be indicated in its original statblock. If so, simply subtract its Dexterity modifier from the Armor Class in the original statblock to determine the Natural Armor value.

Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life."

Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

d6 Trait

- 1 I'm dauntless in the face of adversity.
- 2 Threaten my friends, threaten me.
- 3 I stay on alert so others can rest.
- 4 People see an animal and underestimate me. I use that to my advantage.
- 5 I have a knack for showing up in the nick of time.
- 6 I put my friends' needs before my own in all things.

d6 Flaw

- 1 If there's food left unattended, I'll eat it.
- 2 I growl at strangers, and all people except my ranger are strangers to me.
- 3 Any time is a good time for a belly rub.
- 4 I'm deathly afraid of water.
- 5 My idea of hello is a flurry of licks to the face.
- 6 I jump on creatures to tell them how much I love them.

COORDINATED ATTACK

Beginning at 5th level, you and your animal companion form a more potent fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

PRIMAL MAGIC

Starting at 7th level, your animal companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

STORM OF CLAWS AND FANGS

At 11th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

GLOOM STALKER CONCLAVE

There are rangers who delve into the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but Rangers of the Gloom Stalker Conclave venture boldly into the darkness, seeking to ambush threats before they can reach the broader world. Such rangers are often found in the Underdark, but they will go any place where evil lurks in the shadows.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>rope trick</i>
9th	<i>fear</i>
13th	<i>greater invisibility</i>
17th	<i>seeming</i>

DREAD AMBUSER

At 3rd level, you gain a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

EXTRA ATTACK

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

IRON MIND

By 7th level, you gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

STALKER'S FLURRY

At 11th level, once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

SHADOWY DODGE

Starting at 15th level, whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

HORIZON WALKER CONCLAVE

Rangers who guard the world against threats that originate from other planes, or that seek to ravage the mortal realm with otherworldly magic, belong to the Horizon Walker Conclave. They seek out planar portals and keep watch over them, venturing across the places as needed to pursue their foes. Such rangers find allies in any forces that work to preserve life and the order of the planes.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

Ranger Level	Spell
3rd	<i>protection from evil and good</i>
5th	<i>misty step</i>
9th	<i>haste</i>
13th	<i>banishment</i>
17th	<i>teleportation circle</i>

DETECT PORTAL

At 3rd level, as an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

Once you use this feature, you can't use it again until you finish a short or long rest.

PLANAR WARRIOR

At 3rd level, as a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

EXTRA ATTACK

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

ETHEREAL STEP

At 7th level, as a bonus action, you can cast *Etherealness* with this feature, without expending a spell slot, but the spell ends at the end of the current turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

DISTANT STRIKE

At 11th level, when you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

SPECTRAL DEFENSE

At 15th level, when you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.

HUNTER CONCLAVE

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

Ranger Level	Spell
3rd	<i>faerie fire</i>
5th	<i>misty step</i>
9th	<i>slow</i>
13th	<i>greater invisibility</i>
17th	<i>hold monster</i>

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon Attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

HUNTER'S EXPERIENCE

Beginning at 3rd level, your experience in hunting all manner of prey grants you the choice of an additional favored enemy from the choices offered in the Favored Enemy class feature. The chosen creature type counts as a favored enemy in all the same ways as your original choice.



EXTRA ATTACK

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

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged Attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate Attack roll for each target.

Whirlwind Attack. You can use your action to make a melee Attack against any number of creatures within 5 feet of you, with a separate Attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a Lightning Bolt spell, 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.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same Attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an Attack, you can use your reaction to halve the attack's damage against you.

MONSTER SLAYER CONCLAVE

Rangers who dedicate themselves to hunting down creatures of the night and wielders of grim magic, are members of the Monster Slayer Conclave. These rangers seek out vampires, dragons, evil fey, fiends, and other magical threats. Trained in supernatural techniques to overcome such monsters, they are experts at unearthing and defeating mighty, mystical foes.

CONCLAVE SPELLS

You gain conclave spells at the ranger levels listed.

Ranger Level	Spell
3rd	<i>protection from evil and good</i>
5th	<i>zone of truth</i>
9th	<i>magic circle</i>
13th	<i>banishment</i>
17th	<i>hold monster</i>

HUNTER'S SENSE

At 3rd level, as an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

SLAYER'S PREY

Starting at 3rd level, as a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

EXTRA ATTACK

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

SUPERNATURAL DEFENSE

At 7th level, whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that targets grapple, add 1d6 to your roll.

MAGIC-USER'S NEMESIS

At 11th level, when you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

Once you use this feature, you can't use it again until you finish a short or long rest.

SLAYER'S COUNTER

At 15th level, if the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

ART CREDITS (IN ORDER OF APPEARANCE)

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