

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

ABYSSWALKER

Rangers that reflect the abysswalker archetype have traveled to the Lower Planes, either physically or spiritually, and witnessed its darkness firsthand. Such a deep evil imprints itself on those who visit there, and abysswalkers manifest some of its traits.

INFERNAL LASH

Starting when you choose this archetype at 3rd level, when you take the Attack action on your turn, you can use your bonus action to strike out at an enemy with a whip of necrotic energy. Make a ranged spell attack roll against a creature within 15 feet. This attack does not have disadvantage due to being within reach of a hostile creature. On a hit, the target takes 1d8 necrotic damage. At 10th level, you can add your Wisdom modifier to this damage.

SHIELD OF SHADOWS

At 7th level, you can manifest or dismiss a shield composed of shadowstuff as a bonus action. This shield has no weight, and attaches to one of your arms, leaving the arm free to wield weapons or perform other actions.

FIEND'S FURY

At 11th level, once per turn, when you take the Attack action against a hostile creature you started your turn adjacent to, you can make an additional attack against it.

WRAITH STEP

By 15th level, when a creature makes a melee attack against you, you can use your reaction to become briefly immaterial, interrupting the attack. You can move up to 10 feet in any direction without provoking Opportunity Attacks. The attacker can choose a new target for the attack, if one is available.

