

RANGER CONCLAVES

The Ranger Conclaves presented here assume that you are using the Unearthed Arcana Revised Ranger. If you are using the Ranger rules presented in the Player's Handbook, simply ignore the fifth level features presented here.

LANDSTRIDER CONCLAVE

Rangers of the Landstrider Conclave are comfortable traversing long distances at great speed. Typically outriders and scouts who decided to augment their martial training with primeval magic, these individuals are undeterred by foreboding terrain or magical obstacles.

LANDSTRIDER FEATURES

Ranger Level	Features
3rd	Mounted Training, Unstoppable
5th	Extra Attack
7th	Outrider
11th	Scout's Expertise

MOUNTED TRAINING

Starting when you take this Conclave at third level, you gain proficiency in the Animal Handling skill. If you were already proficient with Animal Handling, you double your proficiency bonus for any check you make using it.

UNSTOPPABLE

Starting at third level, your speed increases by a number of feet equal to five times your proficiency bonus.

In addition, a number of times per long rest equal to your Wisdom modifier, you may take a bonus action to prepare to move with supernatural grace on your turn. Until the start of your next turn, your movement ignores difficult terrain, you gain immunity to the prone condition, and opportunity attacks against you are made with disadvantage.

If you are using the Unearthed Arcana Revised Ranger, this ability grants you a +5 foot bonus to your speed, instead of the ability to ignore difficult terrain.

EXTRA ATTACK

Starting at 5th level, when you take the attack action on your turn, you may make two attacks instead of one.

OUTRIDER

Starting at seventh level, you can move stealthily at a fast pace.

In addition, while hidden, you can move up to your speed without revealing yourself as long as you meet the requirements for hiding at the end of your turn.

Finally, when you take the dash action on your turn, you may make a single weapon attack as a bonus action.

SCOUT'S EXPERTISE

Starting at eleventh level, you gain proficiency in the Survival skill, or one other Ranger skill of your choice if you were already proficient in Survival. Regardless of which skill proficiency you gain from this feature, you double your proficiency bonus for checks made with the Survival skill.

LANDSTRIDER'S GRACE

The Huntsman's Expanded Subclasses
Ranger Conclaves

Starting at fifteenth level, your ability to move rivals even master monks. You may move along vertical surfaces and across liquid surfaces with your normal movement.

RIDER CONCLAVE

Rider Conclave Rangers are incredibly similar to Beastmaster Rangers. However, where a Beastmaster fights side-by-side with their animal companion, a Rider fights mounted on theirs, a pair of creatures functioning as one.

RIDER FEATURES

Ranger Level	Features
3rd	Companion Mount, Mounted Combat, Mount Spirit
5th	War Mount
7th	Mounted Agility
11th	Cavalryman's Strike
15th	Master Tamer

COMPANION MOUNT

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

With eight 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 mount. The forms available for you to choose from are determined by your DM, based on the balance of the creature and the area you are in.

At the end of the eight hours, your companion mount appears and gains the benefits described below. You can only have one companion mount at a time.

If your companion mount is ever slain, the magical bond you share allows you to return it to life. With eight 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 a companion mount 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 companion mount, your current companion leaves you and is replaced by the restore companion.

MOUNT SPIRIT

Your mount gains a variety of changes while it is linked to you.

You have advantage on any check to remain mounted while riding it, and you do not require an exotic saddle to ride your mount if it is aquatic or flying. Your connection to the wild allows you to magically control your mount even if it hasn't been trained. You can also command your mount to take the attack or help actions as a bonus action on your turn, which it may do using its reaction.

The mount loses its Multiattack action, if it has one.

The companion mount acts on your turns while you are riding it. If you dismount, it rolls initiative and acts on its own turns.

In either case, you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your mount acts on its own.

Your companion has abilities determined in part by your character level. It uses your proficiency bonus in place of its own. In addition, your mount adds its proficiency bonus to its AC.

Your mount gains proficiency in all saving throws, and has double proficiency in Dexterity saving throws.

For each level you gain after third, your mount gains an additional hit die and increases its hit points accordingly.

Your mount gains the benefits of your Favored Enemy feature, as well as of any feature that improves upon that feature.

Your companion shares your alignment, and has a personality trait and flaw as in the tables presented in the Beastmaster subclass of the Unearthed Arcana Revised Ranger. It 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."

WAR MOUNT

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

MOUNTED AGILITY

Starting at 7th level, your mount can sense and defend you from danger.

If your mount is within ten feet of you when you are the target of an attack, it can use its reaction to move closer to you to allow you to expend your reaction to swing up onto it. If it does, all attacks made against you until the start of your next turn, including the triggering attack, suffer disadvantage.

In addition, if you are the target of a melee attack while mounted, your mount can use its reaction to impose disadvantage on that attack, rearing up on its hind legs or performing a similar act to throw the attacker onto the defensive.

Finally, whenever your mount is the target of an attack, you can use your reaction to force the attack to target you instead.



CAVALRYMAN'S STRIKE

Starting at 11th level, while you are mounted, you are a master of hit and run tactics. If you move more than half your mount's total movement, you may attack one hostile creature along your path as part of the move action. If this attack hits, you do not provoke an opportunity attack from the target.

MASTER TAMER

Starting at 15th level, your mount is blessed by the bond that you share with it and the pure nature magic that you channel through your veins.

Your mount, irrespective of the form that you chose for it, gains either a flying speed of sixty feet or a flying speed of thirty feet and a swimming speed of thirty feet.

This change should reflect an evolution for your mount. A giant lizard might become a minor dragon, a horse a Pegasus, or something similar.

STORMBRINGER CONCLAVE

Stormbringers are uniquely aggressive among rangers, often serving to wreak havoc on those that they deem dangerous to nature.

Their souls are as turbulent as the storms that they channel, churning with anger and frustration at the lack of respect that many "civilised" individuals have for the natural world.

However, once a Stormbringer has deemed an individual a friend, they become an ally that will move heaven and earth to protect that individual. More often than not, a Stormbringer's coarse exterior belies a warm interior.

STORMBRINGER FEATURES

Ranger Level Features

3rd	Storm Strike, Stormbringer Magic
5th	Extra Attack
7th	Steadfast in the Storm
11th	Storm's Fury
15th	Whim of the Storm

STORM STRIKE

Starting at third level, once per turn, when you hit with a weapon attack, you can choose to add 1d6 damage to the attack's damage. You choose whether the additional damage is lightning, thunder, or cold type each time you use this feature.

STORMBRINGER MAGIC

At 3rd level, you learn one cantrip from the following list. You may cast this cantrip a number of times equal to your Wisdom modifier. You regain all expended uses of this cantrip when you finish a long rest.

- *Frostbite*
- *Ray of Frost*
- *Shocking Grasp*
- *Thunderclap*

In addition, you gain access to additional spells at 3rd, 5th, 9th, 13th, and 15th level. Once you gain a Stormbringer spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

STORMBRINGER SPELLS

Ranger Level	Spells
3rd	<i>Thunderwave</i>
5th	<i>Gust of Wind</i>
9th	<i>Call Lightning</i>
13th	<i>Storm Sphere</i>
15th	<i>Control Winds</i>

EXTRA ATTACK

Starting at 5th level, when you take the attack action on your turn, you may make two attacks instead of one.

STEADFAST IN THE STORM

At 7th level you gain proficiency in Wisdom saving throws.

In addition, when you make a Strength or Dexterity saving throw against a thunder, ice, or wind based effect to avoid being moved against your will or falling prone, you have advantage on the saving throw.

STORM'S FURY

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.



BLESSING OF THE STORM

Starting at fifteenth level, you are permanently marked by the magic that suffuses the storms you channel. The extra damage done by your Storm Strike feature increases to 2d6.

In addition, when you take lightning, thunder, or cold damage, you regain a spell slot of a level equal to one sixth of the damage done, rounded down (maximum of third level).

If the spell level would be zero after rounding down, you instead regain an expended use of your Stormbringer Magic cantrip.

TRAILMASTER CONCLAVE

Known to many simply as Rangers, Trailmasters are those who invite others into their natural domain. They protect and teach those they deem worthy, and teach all to honor the natural world.

TRAILMASTER FEATURES

Ranger Level	Features
3rd	Defender, Trailmaster Magic
5th	Extra Attack
7th	Aided Attack
11th	Aura of Naturalism
15th	Master Guide

DEFENDER

At 3rd level, you gain the Protection Fighting Style from the Fighter class. You do not need to be wielding a shield to be able to use it, though you must be wearing armour or wielding a weapon.

TRAILMASTER MAGIC

Also at 3rd level, and again at 5th, 9th, 13th, and 15th level, you gain Trailmaster spells. Once you gain a Trailmaster spell, it counts as a ranger spell for you but doesn't count against the number of ranger spells you know.

TRAILMASTER SPELLS

Ranger Level	Spells
3rd	<i>Protection from Evil and Good</i>
5th	<i>Aid</i>
9th	<i>Counterspell</i>
13th	<i>Death Ward</i>
15th	<i>Greater Restoration</i>

EXTRA ATTACK

Starting at 5th level, when you take the attack action on your turn, you may make two attacks instead of one.

AIDED ATTACK

Starting at 7th level, you learn to strike in such a way as to create openings for your allies. You may forgo one of your two attacks per attack action to allow one friendly creature within five feet of your target to immediately make an attack with advantage, using their reaction.

AURA OF NATURALISM

At 11th level, you are able to instruct those near you in the best way to navigate the land around them.

If you are using the Ranger rules from the Player's Handbook, all friendly creatures you can see within 30 feet of you gain the benefits of your Favored Terrain feature.

If you are using the Unearthed Arcana revised Ranger rules, all friendly creatures that you can see within 30 feet of you gain the benefits of your Natural Explorer feature.

MASTER GUIDE

When you reach 15th level, you are thoroughly adept at protecting those who travel with you. You may cast the *Pass Without Trace* and *Sanctuary* spells innately, without expending material components or spell slots.





NEW FIGHTING STYLES

The following Fighting Styles are added to the options available for the various Fighting Style features.

BRAWLING

When you take the Attack action and make at least one Unarmed Strikes, you may make one additional Unarmed Strike as a bonus action.

IMMOVABLE ARCHER

Having a creature within five feet of your doesn't impose disadvantage on your ranged attack rolls, and you may use a bow or an arrow as a martial melee weapon with which you are proficient, using the following profiles:

Item	Damage	Properties
Bow	1d6 bludgeoning	Versatile (1d8)
Arrow	1d6 piercing	Finesse, Light

LIGHT-FOOTED FIGHTING

While not wearing medium or heavy armour, you have a +1 bonus to AC and a +10 bonus to your movement speed.

OFF-HANDED FIGHTING

Your esoteric Fighting Style — using either an esoteric weapon or a strange style, such as holding a sword in a reverse grip — catches others unawares. During the first three rounds of combat, you have a +1 bonus to attack and damage rolls against creatures who go after you in the Initiative order.

PRECISION FIGHTING

You gain a +2 bonus to attack rolls with weapons that have the finesse property as long as you use your Dexterity for the attack and damage rolls.

STREET FIGHTING

You gain a +2 bonus to attack rolls with simple melee weapons, improvised weapons, and your unarmed strike.

SWORDPLAY

You gain a +2 bonus to attack rolls with short swords, rapiers, scimitars, longswords, and great swords. This bonus may also apply to other sword-like weapons (DM's discretion).

THROWN ARMS SPECIALIST

You gain a +2 bonus to attack rolls for weapons with the thrown property.

SHAMELESS PLUGS

First of all, thank you for buying this bundle! I know that \$1.00 doesn't seem like much, but if this gets downloaded one hundred times, it will be enough for me to get myself the Dungeon Master's Guide.

However, I know that sometimes even a commitment of \$1.00 can seem like a lot. So, going forward, if you would like to help me out without breaking out your wallet, here are some ideas:

Artists. Finding public domain fantasy art is really hard, and most of it seems to end up being ancient and rather creepy — not quite appropriate for Dungeons and Dragons. If you produce art, I would love to feature your work in my documents! I would, of course, be willing to compensate you with complimentary copies of future products, credits, and links to your websites, if applicable.

CREDITS

The subclasses presented in this document draw significant inspiration from Marvel Comics, DC Comics, Assassin's Creed, Warhammer 40k, and several other preexisting fictional works. This is in no way meant to be an infringement upon copyrighted works; rather, it is my way of paying tribute to the stories I have loved.

This document was formatted using the [Homebrewery](#). I highly recommend it. It takes some getting used to, but once you figure it out, it is quite simple to use.

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Reviewers. The best thing any of you can do is review my mechanics! If you like something but think it's underpowered, if your player comes to you with something of mine and it's way broken, or if you just can't stand the way I'm wording something, let me know in the survey that is linked in the preface. Every bit of feedback helps me balance and refine my mechanics, and helps me create ideas for my future projects.

Again, thank you so much for your support, and remember, enjoy your hunt.