

ELF RANGER 1

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 15

Hit Points 11 (Hit Dice 1d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	16 (+3)	13 (+1)

INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +5; advantage on saves against being charmed.

Skills Athletics +3, Insight +5, Nature +2, Perception +5, Stealth +5, Survival +5

Armor Light, medium.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons. You have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 15

Languages Common, Elvish, Draconic, Orc.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

OPTIONS

Fey Ancestry. Wood Elf trait

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

EQUIPMENT

Studded leather, shortsword, longbow (with 60 arrows), explorer's kit, hunting trap, flute, money (25 gp)

ELF RANGER 2

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 15

Hit Points 18 (Hit Dice 2d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	16 (+3)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +5; advantage on saves against being charmed.

Skills Athletics +3, Insight +5, Nature +2, Perception +5, Stealth +5, Survival +5

Armor Light, medium.

Weapons Simple weapons, martial weapons.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons. You have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Tools Flute.

Senses Darkvision, Passive Perception 15

Languages Common, Elvish, Draconic, Orc.

ACTIONS

Attack. You can attack when you take this action, using the following:
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage.
Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

OPTIONS

Fey Ancestry. Wood Elf trait

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

SPELLS KNOWN

1st-level spells: *goodberry, hunter's mark*

EQUIPMENT

Studded leather, shortsword, longbow (with 60 arrows), explorer's kit, hunting trap, flute, money (25 gp)

ELF RANGER 3

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 15

Hit Points 25 (Hit Dice 3d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	16 (+3)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +5; advantage on saves against being charmed.

Skills Athletics +3, Insight +5, Nature +2, Perception +5, Stealth +5, Survival +5

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 15

Languages Common, Elvish, Draconic, Orc.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 3 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons. You have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their

sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

EQUIPMENT

Studded leather, shortsword, longbow (with 60 arrows), explorer's kit, hunting trap, flute, money (25 gp)

ELF RANGER 4

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 32 (Hit Dice 4d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Str +3, Dex +6; advantage on saves against being charmed.

Skills Athletics +3, Insight +5, Nature +2, Perception +5, Stealth +6, Survival +5

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 15

Languages Common, Elvish, Draconic, Orc.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons. You have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their

sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

EQUIPMENT

Studded leather, shortsword, longbow (with 60 arrows), explorer's kit, hunting trap, flute, money (25 gp)

ELF RANGER 5

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 39 (Hit Dice 5d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Dex +7; advantage on saves against being charmed.

Skills Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +7, Survival +6

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 16

Languages Common, Elvish, Draconic, Orc.

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons. You have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest terrain. When you make an Intelligence or Wisdom check related to forest terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their

ACTIONS

Attack. You can attack **twice** when you take this action, using the following: **Silvered Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

2nd-level spells: *pass without trace*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)

ELF RANGER 6

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 46 (Hit Dice 6d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Dex +7; advantage on saves against being charmed.

Skills Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +7, Survival +6

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 16

Languages Common, Draconic, Elvish, Giant, Orc

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest or Underdark terrain. When you make an Intelligence or Wisdom check related to forest or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their

sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

2nd-level spells: *pass without trace*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)

ELF RANGER 7

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 53 (Hit Dice 7d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	18 (+4)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Dex +7; advantage on saves against being charmed.

Skills Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +7, Survival +6

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 16

Languages Common, Draconic, Elvish, Giant, Orc

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest or Underdark terrain. When you make an Intelligence or Wisdom check related to forest or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 piercing damage.

Longbow. *Ranged Weapon Attack:*

+9 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 4 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Escape the Horde. Hunter feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This

feature doesn't reveal the creatures' location or number.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

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

SPELLS KNOWN

1st-level spells: *goodberry, hunter's mark, longstrider*

2nd-level spells: *lesser restoration, pass without trace*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)

ELF RANGER 8

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 60 (Hit Dice 8d10)

Speed 35 ft.

STR 12 (+1)	DEX 20 (+5)	CON 13 (+1)
INT 10 (0)	WIS 16 (+3)	CHA 8 (-1)

Proficiencies (+3 proficiency bonus)

Saving Throws Str +4, Dex +8; advantage on saves against being charmed.

Skills Athletics +4, Insight +6, Nature +3, Perception +6, Stealth +8, Survival +6

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 16

Languages Common, Draconic, Elvish, Giant, Orc

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest or Underdark terrain. When you make an Intelligence or Wisdom check related to forest or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 1d6 + 5 piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Escape the Horde. Hunter feature.

Land's Stride. Ranger feature.

Spellcasting. Ranger feature.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This

feature doesn't reveal the creatures' location or number.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also 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 as those created by the *entangle* spell.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

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

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

2nd-level spells: *lesser restoration*, *pass without trace*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)

ELF RANGER 9

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 67 (Hit Dice 9d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	20 (+5)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +5, Dex +9; advantage on saves against being charmed.

Skills Athletics +5, Insight +7, Nature +4, Perception +7, Stealth +9, Survival +7

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 17

Languages Common, Draconic, Elvish, Giant, Orc

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest or Underdark terrain. When you make an Intelligence or Wisdom check related to forest or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 1d6 + 5 piercing damage.

Longbow. *Ranged Weapon Attack:*

+11 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Escape the Horde. Hunter feature.

Land's Stride. Ranger feature.

Spellcasting. Ranger feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This

feature doesn't reveal the creatures' location or number.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also 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 as those created by the *entangle* spell.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

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

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

2nd-level spells: *lesser restoration*, *pass without trace*

3rd-level spells: *lightning arrow*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)

ELF RANGER 10

“Once I choose my prey, I never lose the trail or miss my mark. The hunt is all.”



The last remaining member of your tribe, you are the epitome of the rugged individualist. You know better than to ascribe qualities such as mercy or bounty to the forests of your youth. There are a thousand ways to die in the wilderness, and you have survived through muscle, wits, and will.

BACKGROUND (OUTLANDER)

You grew up in the wilds, far from civilization and the comforts of town and technology. The wilds are in your blood. Even in places where you don't know the specific features of the terrain, you know the way of the wild.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Faction. You are a member of the Emerald Enclave, a group dedicated to maintaining the delicate balance between nature and civilization.

Personality Trait. I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal. Life is like the seasons, in constant change, and we must change with it.

Bond. I am the last of my tribe, and it is up to me to ensure their names enter legend.

Flaw. There's no room for caution in a life lived to the fullest.

WOOD ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

CHARACTER NAME

Medium humanoid (wood elf), chaotic good

Armor Class 16

Hit Points 74 (Hit Dice 10d10)

Speed 35 ft.

STR	DEX	CON
12 (+1)	20 (+5)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	8 (-1)

Proficiencies (+4 proficiency bonus)

Saving Throws Str +5, Dex +9; advantage on saves against being charmed.

Skills Athletics +5, Insight +7, Nature +4, Perception +7, Stealth +9, Survival +7

Armor Light, medium.

Weapons Simple weapons, martial weapons.

Tools Flute.

Senses Darkvision, Passive Perception 17

Languages Common, Draconic, Elvish, Giant, Orc

RANGER FEATURES

Favored Enemy. You have significant experience studying, tracking, hunting, and even talking to dragons and giants. You have advantage on Wisdom (Survival) checks to track dragons or giants, as well as on Intelligence checks to recall information about them.

Natural Explorer. You are particularly at home in forest, desert, or Underdark terrain. When you make an Intelligence or Wisdom check related to forest, desert, or Underdark terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in forest, desert, or Underdark terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's speed.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling, you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

ACTIONS

Attack. You can attack **twice** when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 1d6 + 5 piercing damage.

Longbow. *Ranged Weapon Attack:* +11 to hit, range 150/600 ft., one target. *Hit:* 1d8 + 5 piercing damage.

Primeval Awareness. Ranger feature.

OPTIONS

Fey Ancestry. Wood Elf trait.

Favored Enemy. Ranger feature.

Natural Explorer. Ranger feature.

Colossus Slayer. Hunter feature.

Escape the Horde. Hunter feature.

Land's Stride. Ranger feature.

Hide in Plain Sight. Ranger feature.

Spellcasting. Ranger feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Fighting Style: Archery. You gain a +2 bonus to attack rolls you make with ranged weapons. (This is factored into the stat block.)

Spellcasting. You have the ability to cast spells. Wisdom is your spellcasting ability for your ranger spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (2)

Primeval Awareness. You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within 6 miles of you if you are in forest terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This

feature doesn't reveal the creatures' location or number.

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also 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 as those created by the *entangle* spell.

Hide in Plain Sight. You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

RANGER ARCHETYPE: HUNTER

Colossus Slayer. 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.

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

SPELLS KNOWN

1st-level spells: *goodberry*, *hunter's mark*, *longstrider*

2nd-level spells: *lesser restoration*, *pass without trace*

3rd-level spells: *lightning arrow*

EQUIPMENT

Studded leather, silvered shortsword, longbow (with 60 arrows and 30 silvered arrows), explorer's kit, hunting trap, flute, *potion of healing* (2), mastiff, money (150 gp)