

# Rangers of Ghelspad



BY TRAVIS LEGGE

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# RANGERS OF GHELSPAD

## RANGER ARCHETYPES

The *Scarred Lands Player's Guide* discusses a number of ranger organizations while emphasizing the prevalence of rangers as solitary hunters. This booklet focuses on three prominent organizations of rangers, any of which can be used for player characters or NPCs. Though each Ranger Archetype listed in this book is named after one of the ranger organizations in Ghelspad, rangers who follow these archetypes need not actually be members of the organization in question in order to gain access to the abilities of the archetype. Ultimately, each ranger is unique, regardless of membership in an organization, collective, brotherhood, or conclave.

The following archetypes are suitable to represent rangers in Ghelspad:

### BROTHERHOOD OF THE CRIMSON TEMPLE

The Brotherhood of the Crimson Temple is an ancient group of rangers dedicated to the worship of Mormo and the protection of her druids. These rangers focus on destructive magic and brutal combat techniques.

### CRIMSON TEMPLE SPELLS

Beginning at 3rd level, you learn additional spells when you reach certain levels in this class, detailed on the Brotherhood of the Crimson Temple Spells table. These spells are considered ranger spells for you, but do not count against the number of ranger spells you know.

## BROTHERHOOD OF THE CRIMSON TEMPLE SPELLS

RANGER LEVEL	SPELL
3rd	<i>burning hands</i>
5th	<i>shatter</i>
9th	<i>stinking cloud</i>
13th	<i>blight</i>
17th	<i>cloudkill</i>

### BONUS PROFICIENCIES

At 3rd level, when you select this ranger archetype, you become proficient with poisoner's kits. If you are already proficient with poisoner's kits, you may double your proficiency bonus when making checks to use a poisoner's kit.

### MORMO'S KISS

At 3rd level, your service to Mormo is rewarded, granting you advantage on saving throws against poison and resistance to poison damage. If you already have advantage on saving throws against poison due to another feature, you may additionally add double your proficiency bonus to any save made against poison. If you are already resistant to poison damage due to another feature, you become immune to poison damage.

### SERPENTINE DEFENSE

Starting at 7th level, 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. If you use this ability against a melee attacker who is within 5 feet of you and you are wielding a melee weapon with the light property, you may make a melee weapon attack against the attacker as part of your reaction.

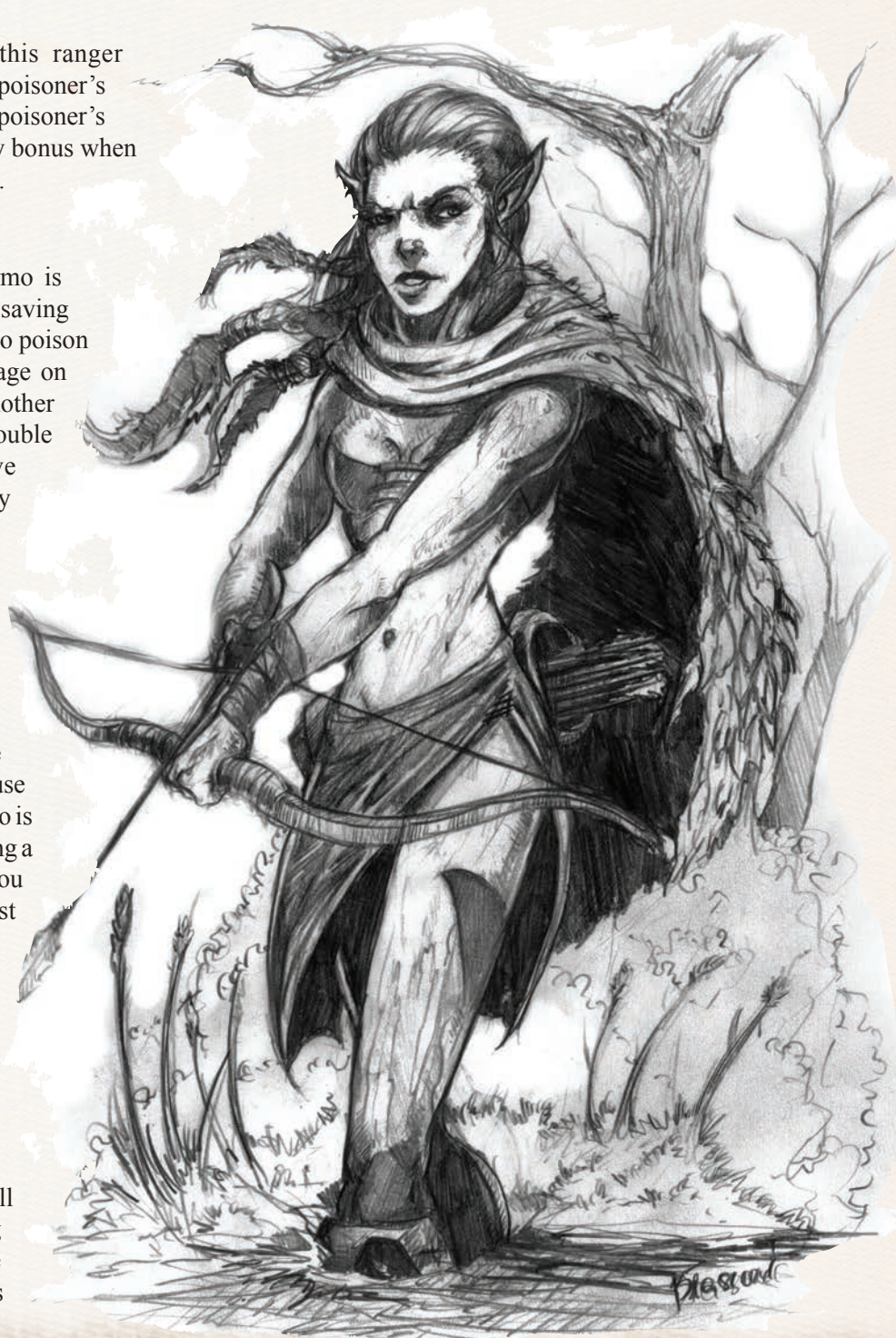
### PARALYTIC STRIKE

At 11th level, you may use your action to make a melee or ranged weapon attack against one creature within range. If the attack is successful, the target must make a Constitution saving throw against your ranger spell save DC. If the target fails this saving throw, they become paralyzed for one minute. The target may repeat this

saving throw on the end of each of its turns to attempt to end the effect. If the target takes any damage, its next saving throw to end the effect early is made with advantage.

### EVASION

At 15th level, 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, or half as much damage if you fail.



## KELDER BROTHERHOOD

The Kelder Brotherhood is a group of rangers operating in and protecting the Kelder Mountains. Rangers of this archetype have a particular affinity with rocks, caves, and mountainous regions. Their magic tends to focus on enhancing their brutal melee combat techniques and aiding in moving throughout the mountains with ease.

### KELDER SPELLS

Beginning at 3rd level, you learn additional spells when you reach certain levels in this class, detailed on the Kelder Brotherhood Spells table. These spells are considered ranger spells for you, but do not count against the number of ranger spells you know.



## KELDER BROTHERHOOD SPELLS

RANGER LEVEL	SPELL
3rd	<i>feather fall</i>
5th	<i>spider climb</i>
9th	<i>meld into stone</i>
13th	<i>stone shape</i>
17th	<i>wall of stone</i>

### ALTITUDE ACCLIMATION

At 3rd level, when you select this ranger archetype, you no longer suffer penalties due to traveling in high altitude environments. You also have advantage on Constitution saving throws made to resist the effects of extreme cold, due to the frigid nature of the highest peaks.

### ELEVATED LETHALITY

At 3rd level, you gain the ability to use higher ground to great advantage in combat. When you are at least 5 feet above a creature and you hit that creature with a ranged weapon attack, the creature takes an extra 1d8 damage. You can deal this extra damage once per turn.

### STABILITY OF THE MOUNTAIN

Starting at 7th level, your experience moving throughout mountains and caverns grants you advantage on any Strength (Athletics) checks made to climb. You also gain advantage on any saving throw made to resist being knocked prone and any saving throw made to avoid falling.

### DEATH-DEALING DIVE

At 11th level, you may drop down from a higher elevation, attacking a creature below. You may use your action to drop from a height of 30 feet or less, making a melee attack at one creature within range of the area in which you fall. If the attack is successful, the target suffers an additional 1d6 damage of your weapon's type for every 5 feet you fell prior to hitting the target. If you land on the target, or on the ground at the same elevation as the target, you take no damage from the fall. If you fall past the target (as in a case where the target is airborne or clinging to the side of a cliff) you must succeed on a DC 15 Dexterity saving throw to catch yourself on the nearest surface and avoid falling.

### CRAZSMAN'S CUNNING

At 15th level, you have grown so adept at fighting while climbing that you gain a defensive edge while you are off the ground. While you are engaged in vertical movement through climbing, spider climb, a fly spell, or other means, you may add +4 to your AC. You may also claim this bonus if your elevation is at least 5 feet higher than your attacker.

## UKRUNDAN WANDERER

The Ukrundan Wanderer ranger arose from members of the desert-dwelling Ukrundan tribe. These rangers focus on desert survival, including magic and combat styles best suited for extremely hot environments.

### UKRUNDAN WANDERER SPELLS

Beginning at 3rd level, you learn additional spells when you reach certain levels in this class, detailed on the Ukrundan Wanderer Spells table. These spells are considered ranger spells for you, but do not count against the number of ranger spells you know.

## UKRUNDAN WANDERER SPELLS

RANGER LEVEL	SPELL
3rd	<i>flash</i>
5th	<i>enhance ability</i>
9th	<i>weapon of light</i>
13th	<i>mage daggers</i>
17th	<i>insect plague</i>

### DESERT ACCLIMATION

At 3rd level, when you select this ranger archetype, you no longer suffer penalties due to traveling in desert environments with extreme heat. From this point forward, you are considered to be naturally adapted to hot climates. You also require half as much food and water as normal to avoid exhaustion.

### UNARMORED DEFENSE

At 3rd level, you gain the ability to defend yourself effectively without cumbersome and hot armor. While you are wearing no armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier. You can use a shield and still gain this benefit.

### WHIRLING DEFENSE

At 7th level, your mastery of the whirling blades allows you an extra level of protection from incoming attacks. When you take the Attack action, if you are armed with a melee weapon in your dominant hand and a light melee weapon or shield in your off hand, you may take a -4 penalty to your attack rolls and add a +4 bonus to your AC. These alterations last until the beginning of your next turn. If you make a ranged attack, the bonus to AC ends immediately, but the penalty to your attack checks persists until the beginning of your next turn.

### WHIRLWIND ATTACK

At 11th level, 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.

### DEHYDRATING RETALIATION

At 15th level, you learn to draw the very moisture from your enemies, turning the power of the desert itself against them. When an attacker that you can see hits you with an attack, you can use your reaction to make one weapon attack against the attacker. If you succeed, in addition to dealing the normal damage for the weapon's attack, the creature must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion. The DC of this saving throw increases by 1 for each hour since the creature last had access to water.



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