

Death Stalker

A Ranger Archetype for D&D 5th Edition

The Death Stalker Ranger Archetype allows you to make the most of your Ranger's Class Features by presenting improved options for tracking and combat mastery. This archetype provides a more classic approach to the Ranger character. Become the Ranger you were intended to be.

by Robert Chandler



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Art by Wizards of the Coast

Death Stalker

The Death Stalker is a relentless hunter and tracker. Through their training they have honed and mastered the skill of hunting down their foes and striking with stealth and lightning precision. Whether hunting an escaped criminal from a lord's dungeon, or tracking a group of orc raiders through the wilderness, Death Stalkers are masters of pursuit and expert combatants.

At 3rd level you may select the Death Stalker as your Ranger archetype

Favored Tracking

At 3rd level, when tracking any creature in your favored terrain you have advantage on any skill check used. In addition, while moving in your favored terrain you may move stealthily at a normal pace even if you are not alone. You may use your Primeval Awareness to reveal the exact number of creatures in your favored terrain. Additionally, when fighting one of your Favored Enemies you may add your proficiency bonus to a single damage roll.

Master Tracker

At 7th level, when tracking creatures, you have advantage on any skill check used regardless of the terrain. When moving through your favored terrain you have advantage on all Dexterity (Stealth) checks and making an attack while hidden in your favored terrain does not reveal your location if you miss. You have learned how to move through your favored terrain without leaving a trace of your movement. You cannot be tracked by non-magical means when moving through your favored terrain.

Weapon Master

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

Bow Master: If your fighting style is Archery, you may use a bonus action to make a ranged attack. Additionally, you deliver a critical hit on a roll of a 19.

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Defensive Master: If your fighting style is Defense, you may use your reaction to Dodge a melee, ranged, or spell attack which targets you.

Dueling Master: If your fighting style is Dueling, you may use your reaction to rush an opponent who attempts to strike you in melee. The target must make a DC 15 Strength saving throw or be knocked prone.

Two-Weapon Master: If your fighting style is Two-Weapon Fighting, you may wield any non-Two-Handed weapon along with a light weapon. In addition, you may use a bonus action to make a melee attack with one of your weapons.

Swift Advance

At 15th level, when tracking creatures in your favored terrain you may move at a Fast pace and do not suffer a penalty to your passive Wisdom (Perception). Additionally, you have advantage on any Constitution checks as a result of a Forced March when moving through your favored terrain.

