

ELDRITCH MARKSMAN

Eldritch Marksman are rangers that have learned how to weave arcane magics into the ammunition of their weapons, giving them powerful ranged spell attacks.

Ranger Level	Feature
3rd	Elemental Ammo, Arcane Spellcrafting
7th	Teleporter Ammo
13th	Spellcharged Ammunition
15th	Arcane Ammo Pouch

ELEMENTAL AMMO

At 3rd level, you may imbue an unenchanted piece of ammunition with arcane energy to reproduce elemental effects. As a bonus action, you can expend a spell slot to impart elemental energy onto a single piece of ammunition, enchanting it for your next attack. When you expend a spell slot of 1st-level or higher, choose acid, fire, cold, or lightning. The ammunition deals an additional 1d6 damage per level of the spell slot used. The magic lasts for 1 minute and dissipates if not used within that time.

At 11th level, you add poison and thunder damage to your elemental damage choices and increase the damage to 1d8 per level when expending a spell slot for this feature.

ARCANE SPELLCRAFTING

At 3rd level, you learn how to craft powerful combat magics to aid you in your endeavors. You learn two evocation cantrips from the Wizard spell list. These cantrips use Wisdom as your spellcasting stat.

Whenever you gain a level in this class you can choose to replace a Ranger spell you know with an evocation spell from the Wizard spell list. The new spell must be the of the same spell slot as the replaced Ranger spell and uses Wisdom as your spellcasting stat.

TELEPORTER AMMO

At 7th level, you learn to enchant your ammunition with powerful magic, allowing you to blink across the battlefield. As a bonus action, you can spend a spell slot of 1st-level or higher with conjuration magic, allowing you teleport. As a bonus action, you can fire piece of ammunition at an unoccupied space within 20 feet that you can see. When the ammunition hits the space, you are teleported there. Whenever you imbue a piece of ammunition with this ability using a spell slot of 2nd-level or higher, increase the range by an additional 10 feet per level. The magic lasts for 1 minute and dissipates if not used within that time.

SPELLCHARGED AMMUNITION

At 13th level, you have mastered weaving spells into your ammunition. Choose a spell you know of 1st-level or higher with a casting time of one action, and spend a spell slot as if you were casting it as normal. The spell must be capable of targeting a hostile creature or have an area of effect in the shape of a cone, cube, cylinder, line, or sphere.

As part of the action, you then make a single ranged weapon attack. If the attack hits, the target takes damage and effects of the weapon, and the effects of the spell. The target has disadvantage on all saving throws made against the spell, and automatically fails Dexterity saving throws. If the spell has an area of effect, you can target an unoccupied space instead of a hostile creature. When the arrow hits, the spell is cast with its effects centered on the arrow. Hostile creatures within the effect of a spell cast this way suffer no disadvantage on saving throws.

Whether the weapon attack hits or misses, the spell slot is expended and the piece of ammunition is destroyed.

ARCANE AMMO POUCH

At 15th level, you create a magic pouch containing an amount of a specific type of ammunition, such as arrows or sling bullets. You can spend one hour performing a ritual to create it, containing 5 + your wisdom modifier enchanted ammunition. This enchantment lasts until you take another long rest or use all the pouch's ammunition. When all the ammo has been expended, the pouch vanishes. If you are knocked unconscious or die, the pouch vanishes, taking all unused ammunition with it. While this pouch is active, you can use a bonus action to pull a piece of ammunition from the quiver load it into your equipped ranged weapon, imbuing the next piece of ammunition fired from it with one of the following effects.

- **Prime Shot.** You infuse your next piece of ammunition with deadly accuracy towards a hated enemy. On your next attack against an enemy that is under the effects of a mark (such as the *hunter's mark* spell), you have advantage on the attack roll.
- **Ethereal Shot.** You infuse your next piece of ammunition with energy from the ethereal plane. Your next attack ignores the effects of half and three-quarters cover and deals force damage instead of the weapon's normal damage type.
- **Serrated Shot.** You infuse your next piece of ammunition with shapeshifting magic, causing it to bristle with sharp serrated spines on impact. Your next attack crits on a roll of 18-20.
- **Kill Shot.** You infuse your next piece of ammunition with powerful death magic intended to slay the target. On a hit, if the target has less than 100 hit points it makes a Constitution saving throw equal to your spell save DC. On a failed save the necrotic power within the ammunition kills the target instantly, dealing 10d8 necrotic damage on a successful save. Once this ammunition is fired, the magic in the pouch dissipates and vanishes along with all remaining ammunition within.

WHY AMMUNITION AND NOT JUST ARROWS?

It opens up a lot more interesting character weapon options outside the classic bow ranger. Plus several homebrew settings, including my own, have firearms, and those deserve some love too!