

THE REVITALIZED RANGER

HOME BREW

Breathing new life into the wardens of the wild

THE RANGER

Level	Proficiency Bonus	Predator Die	Features	Mark Prey Uses	–Spell Slots per Spell Level–				
					1st	2nd	3rd	4th	5th
1st	+2	d4	Mark Prey, Natural Explorer	3	—	—	—	—	—
2nd	+2	d4	Fighting Style, Gift of the Wild	3	2	—	—	—	—
3rd	+2	d4	Ranger Conclave, Primeval Awareness	4	3	—	—	—	—
4th	+2	d4	Ability Score Improvement	4	3	—	—	—	—
5th	+3	d6	Extra Attack	4	4	2	—	—	—
6th	+3	d6	Natural Explorer Improvement, Poultices	5	4	2	—	—	—
7th	+3	d6	Ranger Conclave Feature	5	4	3	—	—	—
8th	+3	d6	Ability Score Improvement, Fleet of Foot	5	4	3	—	—	—
9th	+4	d8	-	5	4	3	2	—	—
10th	+4	d8	Poultices Improvement, Hide in Plain Sight	5	4	3	2	—	—
11th	+4	d8	Ranger Conclave Feature	5	4	3	3	—	—
12th	+4	d8	Ability Score Improvement	6	4	3	3	—	—
13th	+5	d10	-	6	4	3	3	1	—
14th	+5	d10	Mark Prey Improvement, Vanish	6	4	3	3	1	—
15th	+5	d10	Ranger Conclave Feature	6	4	3	3	2	—
16th	+5	d10	Ability Score Improvement	6	4	3	3	2	—
17th	+6	d12	-	7	4	3	3	3	1
18th	+6	d12	Feral Senses	7	4	3	3	3	1
19th	+6	d12	Ability Score Improvement	7	4	3	3	3	2
20th	+6	d12	Foe Slayer	Unlimited	4	3	3	3	2

CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain—perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, and even a magical connection to nature through the necessity of surviving in the wilds. What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change? What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

CLASS FEATURES

As a Ranger, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism Kit

Saving Throws: Strength, Dexterity

Skills: Choose any three skills

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack (b) an explorer's pack
- A longbow and a quiver of 20 arrows

MARK PREY

You study a creature with unerring focus, marking it as your quarry. As a bonus action, you can designate a creature you can see within 100 feet of you as your favored enemy. Alternatively, when you attack a creature, you can choose the target of the attack as your favored enemy.

While a creature is designated as your favored enemy, you gain the following benefits below:

- You have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to detect your favored enemy, or to discover and follow its tracks.
- Once during your turn, you can add a Predator die to a damage roll you make against your favored enemy.

The target remains your favored enemy for a number of hours equal to your Ranger level. This effect ends if you fall unconscious, mark another creature, or dismiss it as a bonus action. You gain a number of uses of this ability equal to the number shown for your ranger level in the Mark Prey column of the Ranger table, and regain all expended uses when you complete a long rest.

Starting at 14th level, you gain advantage on all saving throws made against your favored enemy's spells, abilities, and effects.

NATURAL EXPLORER

You are particularly familiar with one type of environment and are adept at the skills unique to the region.

Choose one type of favored terrain listed below. If you are traveling within your favored terrain or have spent 8 hours or more in an environment, you move stealthily at a normal pace, and your proficiency bonus is doubled for any Intelligence or Wisdom checks you make that are related to the terrain, provided you are using a skill that you're proficient in.

Coast. You gain a swim speed equal to your speed.

Desert. You gain resistance to fire damage.

Forest. You gain proficiency in Perception and your proficiency bonus is doubled for any ability check you make that uses it.

Grassland. Your speed increases by 10 feet.

Mountain. Whenever you would gain a level of exhaustion, you experience the effects of the level below your current one.

Swamp. You gain resistance to poison damage and are immune to disease.

Tundra. You gain resistance to cold damage.

Underdark. You learn Undercommon. If you do not have darkvision, you gain it with a range of 30 feet. If you have darkvision, you instead gain blindsight with a range of 5 feet.

Urban. You gain a climb speed equal to your speed.

You choose an additional favored terrain type at 6th level.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

GIFT OF THE WILD

Starting at 2nd level, your aptitude and versatility puts you at a crossroads in terms of specializing your particular skill set. You gain one of the following features of your choice.

SPELLCASTING

When you choose this option, you learn to use the magical essence of nature to cast spells, much as a druid does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the ranger spell list.

PREPARING AND CASTING SPELLS

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st level and higher. To cast one of these ranger spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent meditating and attuning to nature: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

ANIMAL COMPANION

When you choose this option, you gain a loyal animal companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and has a challenge rating of 1/4 or lower. It is friendly to you and your allies and obeys your commands. Your companion understands your speech, and you can intuit basic concepts and statements as long as you can see or hear it.

COMPANION STATISTICS

While it is your companion, the beast uses your proficiency bonus in place of its own, and adds your wisdom modifier to its AC, attack rolls, and damage rolls, as well as any saving throws or skills in which it is proficient. Additionally, if the beast has any features that require a creature to make a saving throw, you can add your wisdom modifier to the Saving Throw DC.

Its hit point maximum equals the hit point number in its stat block or 5 times your ranger level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

Additionally, while traveling through your favored terrain with your beast, you both can move stealthily at a normal pace.

COMMANDING YOUR COMPANION

In combat, your animal companion acts on your initiative and will obey your commands as best as it can. It can move and use its reaction on its own, and can be commanded using your bonus action to take one of the actions in its stat block, or the Dash, Disengage, or Help action. It will continue to follow its last given order each turn if possible, but will otherwise take the Dodge action if you don't issue it a command. If the beast has a multiattack option, it cannot use it. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you or itself to the best of its abilities.

Starting at 5th level, the beast's attacks count as magic weapons for purposes of overcoming resistances or immunities.

DEATH OF A COMPANION

If the beast dies, you can use your herbalism kit as an action to craft a special poultice using pieces of its fur, scales, or feathers and an assortment of rare, forageable herbs worth at least 50gp. You can choose to administer this poultice to your late companion to call the spirit back to its body, reviving it. You can alternatively give this Poultice to a new beast that isn't hostile to you and meets the requirements of becoming a companion, granting them the knowledge and experience of its predecessor and making it your new companion.

NATURAL WARRIOR

When you choose this option, you've learned to take the survivalist's mindset to heart, changing your approach in battle to better contest the dangers of the world. You can choose to replace your fighting style with another available to this class over the course of a short or long rest, and gain the benefits related to your current fighting style listed below.

Martial Exploits. You learn two martial exploits of your choice, which are detailed under "Martial Exploits" section at the end of the class's description. You gain uses of martial exploits equal to 1 + your wisdom modifier, regaining all expended uses when you complete a short or long rest.

You can apply the benefits of only one exploit to any given attack. If more than one exploit applies to an attack, you select which one to use.

You gain access to one additional exploit of your choice at 5th, 9th, 13th and 17th level. Each time you learn new exploits, you can also replace one exploit you know with a different one.

Saving Throws. Some exploits require a creature to make a saving throw. The DC for such a save is 8 + your proficiency bonus + your Wisdom modifier.

HEADHUNTER

Prerequisite: Archery Fighting Style

Ranged weapon attacks you make against prone creatures do not suffer disadvantage, and your ranged attacks while prone are not made with disadvantage.

GUARDIAN

Prerequisite: Defense Fighting Style

If you moved less than half your speed on your turn and are wearing armor, the next attack made against you is done so with disadvantage.

STRIDER

Prerequisite: Dueling Fighting Style

Weapons with the Versatile property count as one-handed melee weapons for the purposes of the Dueling Fighting Style, even while wielded in two hands.

STORMWARDEN

Prerequisite: Two-Weapon Fighting Style

When you engage in two-weapon fighting while wearing light or no armor, you do not expend your bonus action when you make the second attack with your off-hand weapon. You cannot use your bonus action to attack an additional time if used in this way.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action to focus your awareness on the region around you. For 1 minute you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number. Once you use this feature, you cannot use it again in this manner unless you complete a short or long rest.

If you possess ranger spell slots, you can choose to instead expend one to use this ability, and increase the range (up to 6 miles) and duration equal to the level of the spell slot used.

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a Ranger Conclave: The Beast Master Conclave, the Hunter Conclave, The Gloom Stalker Conclave, the Monster Slayer Conclave, the Horizon Walker Conclave or the Bounty Hunter Conclave. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

POULTICES

At 6th level, you can create special herbal poultices that have healing power comparable to some potions. Using your herbalism kit, you can spend 1 hour gathering herbs to create a number of poultices equal to 1 + your Wisdom modifier and can carry no more than that at a time. The poultices you create can only be applied by you or your animal companion, and lose their potency after 24 hours.

As an action you can apply one of your poultices to a creature you touch, causing them to regain hitpoints equal to your Predator die + your Wisdom modifier. If you instead spend 10 minutes applying one of your poultices, the creature regains hitpoints equal to a number of Predator dice equal to your Wisdom modifier.

At 10th level, when you apply a poultice to a creature, you can also end one nonmagical disease, neutralize one poison affecting it or reduce their exhaustion level by one.

FLEET OF FOOT

Beginning at 8th level, you've mastered navigating the natural world, and you react with swift and decisive action when attacked. You ignore difficult terrain and have advantage on initiative rolls at the start of combat.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute per creature creating camouflage to avoid detection. You must have access to naturally occurring materials with which to create your camouflage.

Creatures that are camouflaged are considered heavily obscured, and gain a bonus to their Dexterity (Stealth) rolls equal to your Wisdom modifier. Once a creature moves more than half their speed in a turn, makes an attack or casts a spell, you must reapply the camouflage once more to gain this benefit.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn or as a reaction to an attack missing you. You also can't be tracked by non magical means, unless you choose to leave a trail.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. Invisible creatures that attack you do so without advantage, and your inability to see them does not impose disadvantage on your attacks.

You are also aware of the location of any invisible creatures within 60 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FORCE OF NATURE

At 20th level, you become an unparalleled hunter of your enemies. You can add a Predator Die more than once per turn on an attack directed towards a favored enemy, and can choose to add it to the attack or damage roll.

MARTIAL EXPLOITS

If a martial exploit has prerequisites, you must meet them to learn it. You can learn the exploit at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

ADAMANTINE BONES

As a reaction to being hit by an attack caused by a hostile creature, you gain temporary hit points equal to the number rolled on your Predator die + your wisdom modifier, doubled if you're below half your hit point maximum.

APEX PREDATOR

Prerequisite: 13th Level

When a favored enemy drops to 0 hit points, you can make a weapon attack against another creature in range and designate it as a favored enemy using your reaction. This does not expend a use of your Mark Prey class feature.

BATTLE TEMPO

Prerequisite: Dueling Fighting Style

When you have advantage on an attack roll while wielding a one-handed melee weapon and both rolls would hit, you can make an additional attack against it as a bonus action.

CALCULATED BLOW

Prerequisite: Dueling Fighting Style

When you hit a creature with a one-handed melee weapon, roll a Predator die and add it to the result of your attack roll. Regardless if the attack hits or misses, you learn the creature's AC.

REPEL

Prerequisite: Defense Fighting Style

As a reaction to being hit by an attack caused by a hostile creature within 5 ft of you, you can force it to succeed on a Dexterity saving throw. If it fails, you can choose to cause it to become prone or push it 10ft away from you as long as you are wearing light or medium armor.

FOE SLAYER

Prerequisite: 17th Level

When you hit a favored enemy with a weapon attack, it must succeed on a Dexterity saving throw or the attack becomes a critical hit.

HAWKEYE

Prerequisite: Archery Fighting Style

When you ready an action to make a ranged weapon attack against a creature, you gain advantage on the attack. If you have the *Extra Attack* feature, you can attack twice with advantage when the trigger occurs.

HEIGHTENED AWARENESS

Prerequisite: Defense Fighting Style

When you take the Dodge action, you gain an AC bonus equal to your Wisdom modifier that persists as long as you do not move and are light or medium armor.

MARKED TARGET

As an action, you can choose a favored enemy to target. Until the start of your next turn, attacks made by friendly creatures against it gain a bonus to their attack rolls equal to the number rolled on your Predator die.

PINNING STRIKE

Prerequisite: Archery Fighting Style

When you hit a creature with a weapon attack, the target must succeed on a Constitution saving throw or have its speed halved for a number of turns equal to the number rolled on your Predator die.

PREDATOR'S EYE

Prerequisite: 5th level

When you add a Predator die to a damage roll you make against a favored enemy, you roll the maximum value on the dice.

PREDATORIAL INSTINCT

Prerequisite: 9th Level

When you miss an attack against a favored enemy, you can make another attack against it with advantage as part of that action.

SERPENT FANG

When you hit a creature with a weapon attack, the target must succeed on a Constitution saving throw or become poisoned. While poisoned, the target takes poison damage equal the number rolled on your Predator die at the start of its turns. At the end of its turns, it can attempt to succeed on a Constitution saving throw to end this effect.

SKIRMISHER

When you take the Dash or Disengage action, you may choose to make one weapon attack against a creature as part of that action.

STORM OF SWORDS

Prerequisite: Two-Weapon Fighting Style

When you take the Attack action while two-weapon fighting, you can move 10 ft between each attack without provoking attacks of opportunity.

WHIRLING DERVISH

Prerequisite: Two-Weapon Fighting Style

When you take the Attack action while two-weapon fighting and hit a creature with all attacks, you can make an additional attack against it as part of that action.

RANGER CONCLAVE

Across the wilds, rangers come together to form conclaves – loose associations whose members share a similar outlook on how best to protect nature from those who would spoil it.

BEAST MASTER

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a closer bond with a beast, then further strengthen that bond through the use of druidic magic.

BEAST MASTER'S MAGIC

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Beast Master Spells table. Your ranger level must be at least equal to the level listed alongside the spell. Once you can cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Level	Spell
3rd	Beast Bond
7th	Beast Sense
9th	Conjure Animals
11th	Dominate Beast
15th	Awaken

SPELLCASTING

If you selected the Spellcasting option from the Gift of the Wild class feature, you instead learn an additional spell when you reach certain levels in this class. The spells count as a ranger spell for you, and are always considered prepared by you.

COMPANION'S BOND

At 3rd level, you establish a pact with a beast from the wild, welcoming it as a trusted and loyal companion. You gain all the benefits from the Animal Companion option of the Gift of the Wild class feature as well as those listed below:

- Your animal companion gains proficiency in two skills of your choice and is proficient in all saving throws.
- For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly.
- Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve.

When you choose to bond with a new companion, you can determine how to distribute any changes made to its game statistics in a way you see fit.

ANIMAL COMPANION

If you selected the Animal Companion option from the Gift of the Wild class feature, You can choose to call forth a new companion, or use the druidic magic you've learned from the conclave to alter your current one. Whatever the case may be, you can now select a beast, fey, dragon, or monstrosity that is no larger than Large and has a challenge rating of 1/2 or lower.

CALL OF THE WILD

Once per day by spending 10 minutes performing a primal ritual, you can call a fey spirit to your side. It takes on the form and gains the statistics of an animal you have seen that meets the requirements for an animal companion, and is considered a beast. The spirit is your companion for the next 24 hours or until you finish a long rest, and can be dismissed by using your action. If you have an existing animal companion, it loses the benefits of being your companion until the spirit is dismissed.

EXCEPTIONAL TRAINING

Beginning at 7th level, your companion has become more proficient and deadly working at your side, gaining one of the following benefits below:

Defender. When your companion hits a creature with an attack, that creature has disadvantage on attack rolls against creatures that are within 5 feet of your companion until the end of its next turn.

Harrier. When your companion takes the Help action and targets a hostile creature, attacks against it are made with advantage until the start of your companion's next turn.

Mount. Your companion's size increases by one category, to a maximum size of Large. In addition, your companion's speed increases by 10 feet.

Specialist. Your companion gains proficiency in two skills of your choice. Alternatively, you can choose any two skills the beast is already proficient in and double the proficiency bonus for those skills.

Vanguard. Whenever your companion reduces a creature to 0 hitpoints, it can use its reaction to move up to its speed towards a hostile creature and make an attack against it.

ON THE HUNT

At 11th level, your companion has learned to better aid you against your quarry in combat. If your companion attacks a favored enemy, you can add a Predator die to the attack or damage roll. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1) before needing to finish a short or long rest to use it again.

TANDEM GUARD

At 15th level, whenever a creature that you can see hits your animal companion with an attack, you can use your reaction to alert it to the danger, halving the attack's damage.

Alternatively, whenever a creature that your beast can see hits you with an attack, it can use its reaction to redirect the attack to target it instead. Your companion must be within 5 feet of you in order to do this.

ALTERNATE SUBCLASS

FEATURES

These are alternate subclasses features designed to work with this homebrew, as opposed to the complete Beast Master overhaul above. You can replace the original features in the official subclasses and use the ones below.

HUNTER

HUNTER MAGIC

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Hunter Spells table. Your ranger level must be at least equal to the level listed alongside the spell. Once you can cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Level	Spell
3rd	Hunter's Mark
7th	Pass without a Trace
9th	Nondetection
11th	Locate Creature
15th	Far Step

SPELLCASTING

If you selected the Spellcasting option from the Gift of the Wild class feature, you instead learn an additional spell when you reach certain levels in this class. The spells count as a ranger spell for you, and are always considered prepared by you.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. Once on your turn when you hit a creature with a weapon attack, you can add a Predator die to the damage roll if it's below its hit point maximum. You can deal this extra damage in addition to damage granted by your Mark Prey class feature.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

GLOOM STALKER

GLOOM STALKER MAGIC

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Gloom Stalker Spells table. Your ranger level must be at least equal to the level listed alongside the spell. Once you can cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Level	Spell
3rd	Disguise Self
7th	Rope Trick
9th	Fear
11th	Greater Invisibility
15th	Seeming

SPELLCASTING

If you selected the Spellcasting option from the Gift of the Wild class feature, you instead learn an additional spell when you reach certain levels in this class. The spells count as a ranger spell for you, and are always considered prepared by you.

DREAD AMBUSER

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, roll a Predator die and add the result to the damage roll.

HORIZON WALKER

HORIZON WALKER MAGIC

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Horizon Walker Spells table. Your ranger level must be at least equal to the level listed alongside the spell. Once you can cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Level	Spell
3rd	Protection from Good and Evil
7th	Misty Step
9th	Haste
11th	Banishment
15th	Teleportation Circle

SPELLCASTING

If you selected the Spellcasting option from the Gift of the Wild class feature, you instead learn an additional spell when you reach certain levels in this class. The spells count as a ranger spell for you, and are always considered prepared by you.

SPELLCASTING

If you selected the Spellcasting option from the Gift of the Wild class feature, you instead learn an additional spell when you reach certain levels in this class. The spells count as a ranger spell for you, and are always considered prepared by you.

SLAYER'S MARK (REPLACES HUNTER'S SENSE & SLAYER'S PREY)

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As an action, you designate one creature you see within 60 feet of you as a favored enemy. This expends a use of your Mark Prey class feature. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

Additionally, when you add a Predator die to a damage roll you make against it, you can choose to reroll the die and take the higher result.

PLANAR MARK (REPLACES PLANAR WARRIOR)

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action, you mark one favored enemy you see within 30 feet of you as a target. The next time you add a Predator die to a damage roll made against it, the result is doubled, and all damage dealt by the attack becomes force damage. Doing so removes the effects of Mark Prey on the target.

MONSTER SLAYER

MONSTER SLAYER MAGIC

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Monster Slayer Spells table. Your ranger level must be at least equal to the level listed alongside the spell. Once you can cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Level	Spell
3rd	Protection from Good and Evil
7th	Zone of Truth
9th	Magic Circle
11th	Banishment
15th	Hold Monster

CREDITS

Created by [/u/OrlesianGentleman](#) inspired from *Mike Mearls Revised Ranger 2018* which you can find [here](#)

Cover Art: *Planning the Assault* by Astri Lohne