

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 despoil it.

CONCLAVE OF GEOMANCERS

All rangers are skilled in the use of natural magic, drawing supernatural power from the world around them to support their mundane abilities. Geomancers, however, are blessed with a much stronger connection to the earth than the typical ranger. These individuals are able to unleash the magic of nature in a raw, undiluted form to strike down their foes, as well as having the ability to move through even the most extreme of environments unmolested.

GEOMANCY

When you join this conclave at 3rd level, you gain the ability to channel the power of nature to attack your enemies. As an action on your turn, you can use your geomantic magic to attack a creature you can see within 60 feet of you. The target must make a Dexterity saving throw against your ranger spell DC. On a failed save, the creature takes 1d6 damage and is subjected to a condition based on your surroundings until the start of your next turn. On a successful save, the creature takes no damage and is not subject to a condition. The damage type and condition are determined by your current surroundings, as shown in the Geomancy Terrain table.

Conditions marked with a * are more difficult to inflict, so the target has advantage on the saving throw.

The damage inflicted by this ability increases based on your total level (not ranger level). It deals 2d6 at 5th level, 3d6 at 11th level and 4d6 at 17th level.

GEOMANCY TERRAIN

Terrain	Damage Type	Condition
Dry Lands (cold deserts, xeric shrublands, and salt flats)	Necrotic	Stunned*
Forests (jungles, rainforests, woodland, and taiga)	Piercing	Restrained
Grasslands (plains, steppes, savannah, fields, and meadows)	Slashing	Charmed
Magical Locations (demiplanes and the Outer Planes)	Radiant	Frightened
Manmade Environments (towns, cities, bridges, and fortifications)	Lightning	Deafened
Rocky Lands (hills, mountains, caves, and the Underdark)	Bludgeoning	Petrified*
Sandy Lands (hot deserts and beaches)	Fire	Blinded
Snowy Environments (tundra, glaciers, and anywhere after snow)	Cold	Paralyzed*
Water (lakes, rivers, seas and oceans)	Acid	Incapacitated
Wetlands (swamps, marshes, bayous, salt marshes, bogs, and fens)	Poison	Poisoned

WEATHERPROOF

Also at 3rd level, you are unaffected by naturally occurring adverse weather conditions such as wind, rain, snow, and fog, though you are still subject to the perils of extreme heat and extreme cold.

EMPOWERED GEOMANCY

Starting at 5th level, your geomancy becomes more powerful. Instead of targeting one creature, you can now target a point within 60 feet. Each creature within 10 feet of that point must make a saving throw against your geomancy.

NATURAL DEFENSE

At 7th level, you gain resistance to the damage type and immunity to the condition associated with the terrain type you are currently in.

COMMAND WILDLIFE

By 11th level, you can use magic to bring wildlife under your control, as long as they are native to the environment you are in. As an action, you can choose one creature that you can see within 60 feet of you. If the creature customarily inhabits the terrain type that surrounds you (such as a black dragon in a swamp or a fiend in a Lower Plane), it must make a Charisma saving throw against your ranger spell save DC. On a failure, it becomes friendly to you and obeys your commands until you use this feature again. On a success, it is immune to this feature for 24 hours.

More powerful creatures are harder to control in this way. If the target has a CR of 2 or higher, it has advantage on the saving throw. If it fails the saving throw and has a CR of 5 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

GEOMANTIC BARRIER

Starting at 15th level, your geomantic magic protects you from harmful arcane. You can add your proficiency bonus to all saving throws you make against spells and other magical effects.