



RANGER CONCLAVES

The ideal of the ranger can have many expressions.

ECLIPSE CONCLAVE

Hunters of all sorts make it their mission to rid the world of their quarry, systematically eliminating dangerous aberrations, dragons, giants, and other such monsters that pose a threat to the innocent. Rangers who align themselves with the Eclipse Conclave, however, track and kill more insidious monsters – those which hide in plain sight. Shapechangers, such as vampires, doppelgangers and lycanthropes, might escape the reach of the authorities and other rangers for a time, but the Eclipse Conclave always hunts them, finds them, and exposes them as creatures of the night hiding in broad daylight, before striking them down.

DARKVISION

Starting at 3rd level, your keen vision assists you in hunting creatures of the night. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, its range increases by 60 feet.

Starting at 7th level, you can see in magical, as well as nonmagical darkness.

Revised Ranger

This archetype makes use of the Revised Ranger class. If you wish to use it with the SRD Ranger class, remove the 5th level feature.

MARK OF THE MOON

At 3rd level, you learn the *hunter's mark* spell, or, if you already know it, another ranger spell of your choice. You deal an additional 1d10 damage, rather than 1d6, when you hit the target of *hunter's mark* with a weapon attack, and the target can't take reactions until the beginning of your next turn. If you mark a creature that has the shapechanger subtype, you see it as outlined in a radiant corona.

You can cast *hunter's mark* without using a spell slot twice, and regain all expended uses when you finish a long rest.

EXTRA ATTACK

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

PENUMBRA

At 7th level, you learn the *darkness* spell, which counts as a ranger spell for you. You can cast this spell once without using a spell slot or spell components. Once you do so, you can't do so again until you finish a long rest.

VENGEANCE OF THE MOON

At 11th level, when a creature you have targeted with *hunter's mark* makes an attack or casts a spell, you can use your reaction to make one weapon attack targeting it. Alternatively, you can use your reaction when a marked creature moves to move 10 feet without provoking opportunity attacks.

RING OF REVELATION

By 15th level, you can use your action to reveal that which is hidden. If a creature within 10 feet of you is invisible, disguised using illusion magic, or transformed, that effect is suspended until the beginning of your next turn and the creature's original form can be seen, as a bright corona traces it. You can use this ability a number of times equal to your Wisdom modifier, and regain all expended uses when you take a long rest.