CREATE-A-CONCLAVE

A RANGER CONCLAVE CREATION GUIDE

WRITTEN BY MATTHEW GRAVELYN

CREATE-A-CONCLAVE

A how-to guide for creating a ranger Conclave in 5e

INTRODUCTION

The ranger subclass was one of the most difficult to research given the number and scope of updates made to the ranger class since 5e was released. You may recall several iteration of a "new" ranger class released through Unearthed Arcana as well as many homebrew alternatives to the class. In the end, I based my research around the content posted on official D&D websites as well as subclasses found in more recent official publications. For the purposes of this guide, I am omitting the content found in the originally published Player's Handbook.

That being said, even though the current iteration of the ranger subclass is simply called an "archetype", for the sake of unique naming I'm still calling this guide Create-A-Conclave, the original title for ranger subclasses.

I hope you enjoy this guide. Always remember to consult with your DM and other players before using homebrew at the table. This is doubly true for rangers, as there may be several different notions of what a ranger even is any more. In this way you can make sure your subclass is balanced and fits within the framework your DM intends to use during play.

USING THIS SOURCEBOOK

This book is meant to be a template, a guide to help you create your very own ranger Conclave that is compatible with virtually any 5e setting or campaign. In this way, you have nearly limitless potential to entertain yourself and find new ways to bring the ranger to life in your game.

Each section covers an area of Conclave creation, including an overview of existing options, concepts to consider during creation, and how to balance the features that go into a Conclave.

This book is based on research of the official ranger Conclave options. Using that research as a framework, I created this guide to help you create a Conclave as quickly and easily as possible.

EXAMPLES

Included at the end of each section are two example Conclaves that I have created following this guide. Feel free to use these Conclaves in your game, but their true purpose is to illustrate the practical application of the guide.

Examples are found in blue boxes at the end of each section and detail the choices of that section. Complete versions of Trapper and Mounted Ranger can be found at the end of this guide.
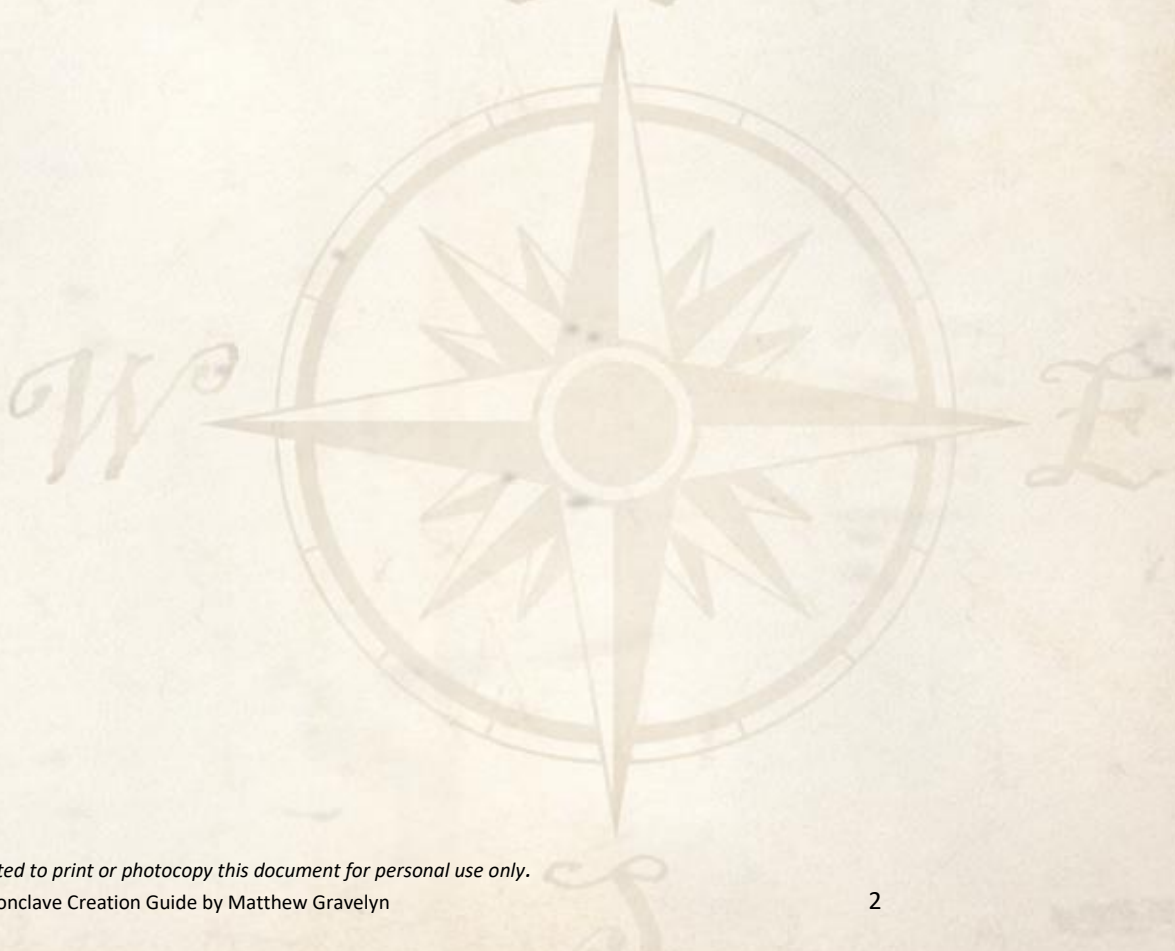
CLASS OVERVIEW

Before diving into subclass creation, it's good to take a quick look at the overall class. Knowing what base features a class will receive at each level will make sure you don't overlap or duplicate existing "free" features with subclass options. For example, between the Hide in Plain Sight and Vanish features, having a subclass feature about stealth would be less impactful than a feature that added completely new functionality.

I recommend checking the official source for the class to get all the details, but here is a quick list and overview of the ranger class features.

FAVORED ENEMY

When starting a Ranger, you begin with experience and knowledge around a certain type of enemy, chosen from a list. The ranger has advantage on Wisdom (Survival) checks to track the enemy and Intelligence checks to recall information. You also gain a language associated with the enemy.

You get to choose additional enemies to add to this feature at 6th and 14th levels.

NATURAL EXPLORER

The ranger also starts with knowledge of a particular terrain or environment, chosen from a list. Your proficiency bonus is doubled for any Intelligence or Wisdom checks related to the terrain and you gain additional benefits when traveling in this environment, including not being slowed by difficult terrain, never getting lost, staying alert, and more.

You choose additional environments at 6th and 10th levels.

FIGHTING STYLE

Starting at 2nd level, your ranger specializes in a certain form of combat. Choose one from archery, defense, dueling, and two-weapon fighting, each of which give the ranger a simple mechanical boost to combat.

SPELLCASTING

Also at 2nd level, the ranger is able to draw on natural magic to cast spells. You learn spells from the ranger spell list, utilizing spell slots which are regained after long rests.

PRIMEVAL AWARENESS

At 3rd level, the ranger can use an action and a spell slot to sense the presence of nearby creatures. This feature's range is extended if you are casting it within the ranger's favored terrain.

EXTRA ATTACK

At 5th level, the ranger is able to attack twice when using the attack action.

LAND'S STRIDE

Starting at 8th level, the ranger can move unhindered through nonmagical difficult terrain and is unharmed by nonmagical plants. You also have advantage on saving throws against magical plants that attempt to harm or impede you.

HIDE IN PLAIN SIGHT

At 10th level, the ranger can spend a minute creating camouflage, gaining +10 to a Dexterity (Stealth) check. This camouflage works as long as you don't move or make any actions.

VANISH

Starting at 14th level, you can use a bonus action to Hide and you cannot be tracked by nonmagical means unless you want to.

FERAL SENSES

At 18th level, the ranger can fight invisible creatures without gaining disadvantage. They are also aware of the location of any invisible creature within 30 feet who aren't otherwise hidden.

FOE SLAYER

At 20th level, the ranger can add their Wisdom modifier to an attack and damage roll against a favored enemy once per turn.

CONCLAVE CREATION

The overall theme for rangers in 5e is that they are, first and foremost, defenders. They seek to protect the people of the world, or civilization itself, from monsters, horrors, and unseen forces that stalk the land. They don't do this through passive means though, choosing to seek out and hunt down their targets before they are able to wreak havoc on unsuspecting victims.

A Conclave is typically unified around a certain type of enemy, a group of creatures or methodology that they deem harmful to the world. This can be anything from bandits to dark magicians to dragons. The features presented in the Conclave subclass reflect the skills and tactics necessary for the ranger to carry out their mission successfully.

NAMING YOUR CONCLAVE

The title of a ranger subclass doesn't have a typical form or wording, instead reflecting what the ranger *does*. Looking at the official subclasses, these names sound a lot like a title or honorific that an NPC of the fantasy world would give to the ranger. For example, a ranger of a Conclave around defeating dragons might be called a Drake Slayer or Talon Hunter.

When considering a Conclave name, go big. Come up with something over-the-top and fanciful. The more pretentious sounding the better.

Example: Trapper

I wanted to create a subclass that was more passive and thoughtful, but still dangerous to their foes. The trapper is an archetype based around survivalists, those who can utilize their environment to get a target to go where they want them and then snare them when they get there.

Description: You are adept at catching your own food as well as those who might mean you harm. Whether you are a mountaineer, a survivalist, or a bounty hunter, you know how to capture a target or take them out entirely. You are adept in laying stealthy traps and capitalizing on the chaos they create.

Example: Mounted Ranger

For this ranger subclass I envisioned a powerful rider, a mounted combatant who fires arrows or thrust a spear from atop a fierce creature. They are one and together are feared in combat.

Description: Bonded to their faithful companion, the mounted ranger is nothing without their mount. They operate together, becoming a swift and deadly force. The bonding of this pair, rider and mount, is more than that of a beast and its trainer. There is mutual respect and care as they both fight for the other.
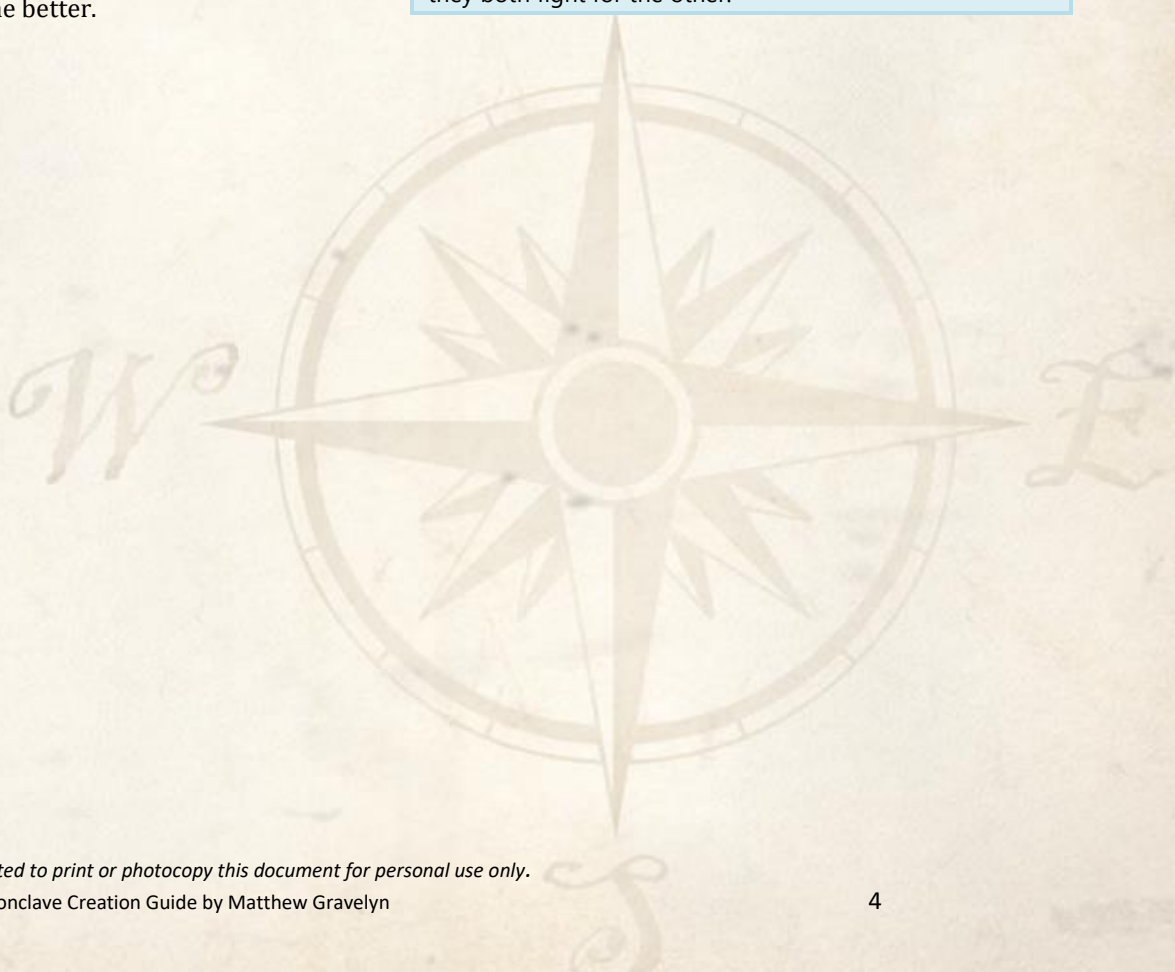
Bonus Spells

In recent publications, ranger Conclaves start with a list of bonus spells. These spells become available at 3rd, 5th, 9th, 13th, and 17th levels, each offering a new spell for the ranger to utilize. These spells typically come from non-ranger spell lists. They count as ranger spells and do not count against the ranger's total list of known spells.

As with any bonus spell list, consider flavorful and thematic spells that contribute to the tone of the Conclave. For example, a subclass focusing on fighting fast or stealthy enemies might offer spells that allow the ranger to magically slow or hinder targets, allowing the ranger to line up a shot more easily.

Class vs Spell Level

While confusing at first, there are two level systems at play here. First, the ranger's level dictates when a spell becomes available. At each of these levels, a new spell of a higher spell level is made available. Here's a quick conversion guide to help you pick the right spells for each ranger level:

Ranger Level	Spell Level
3rd	1st
5th	2nd
9th	3rd
11th	4th
15th	5th

Thematic Focus

If you've read any of my other guides for subclasses that offer a spell list, you'll know my staunch position on putting theme above all else during the curation process. My reasoning is that there will already be so much going on with the ranger from the base class, subclass features, and the existing spell list, that these six spells are not going to drastically alter the way the ranger operates. To that regard, creating unique and interesting opportunities for the ranger to do some magic is more exciting that trying to eek out a tad more utility.

If you want to focus your ranger on more magical endeavors, which sounds awesome, consider putting those abilities into the subclass features instead of relying too heavily on the spell list to carry that theme across.

Mechanical Variety

Despite my overt love of thematic spells, I recognize that the spell list granted here shouldn't be a collection entirely of useless or cosmetic effects. You should strive to find spells that offer utility that the ranger can't get elsewhere in their list of features. For example, there are plenty of nature-based spells in the ranger list, so adding spells from the druid list might not be as impactful as adding radically different spells from the wizard or paladin lists.

Not to belabor the point, but my process starts with finding spells that are unique in theme to the ranger and that usually leads me to spells that are unique in function as well. Above all, make sure these spells add to the overall theme of the subclass and you can't go wrong.

Example: Trapper

This collection of spells is meant to aid the ranger in creating unfavorable terrain, setting magical traps, and taking hold of targets once they are trapped.

Trapper Magic:
- 3rd   Grease
- 5th   Hold Person
- 9th   Glyph of Warding
- 11th   Hallucinatory Terrain
- 15th   Hold Monster

Example: Mounted Ranger

Not going to lie, this was tricky. Most of the spells a mounted ranger would have are already ranger spells. So, I expanded my search to think about what a mounted ranger would embody, pulling from the paladin list.

Mounted Ranger Magic:
- 3rd   Feather Fall
- 5th   Magic Weapon
- 9th   Crusader's Mantle
- 13th   Dominate Beast
- 17th   Legend Lore

ORIGIN FEATURES

While subclasses adding multiple features at certain levels is not unheard of, the new ranger subclasses *all* offer two features at 3rd level. My assumption here is that this is an attempt to further update and balance the ranger class, offering more unique functionality through subclasses after modifying the base class.

Provided below are examples of different types of features to consider at 3rd level. These are all typically "simple" features, but ones that will be used often and will likely define the ranger's playstyle in later levels. Consider two different types of features when creating your subclass. This will ensure your ranger has a wide array of skills available to them and also prevents "wasted" features. For example, if both 3rd level features are about different ways of approaching combat, it's likely the player will utilize one more than the other, creating a lack of potential. Instead, consider one combat feature and another focusing on utility, movement, or social engineering.

FEATURE SELECTION

To make your features as adaptable as possible you can choose to make each feature a choice of several options, each leaning towards a different playstyle or theme. This was the model of one of the original ranger subclasses and is still used in the Hunter subclass available on the official 5e website. This is a very exciting way for players to evolve their ranger over time, but it does require more work when creating the subclass. Make sure you're ready for triple or more work when embarking on this path.

When creating features with choices or options, make sure to consider balance. All options should add roughly the same amount of power and utility, with no single option being the obvious choice. For example, if you have a feature that offers either a +1 bonus to attacks, advantage on all Dexterity saving throws, or +4d6 damage done, it's pretty clear which one will be utilized. In that case, consider switching from choices to a single feature focusing on the path you are most interested in.

HEIGHTENED SENSES

The ability to detect, track, or otherwise sense enemies is a common ability in ranger subclasses. Being the consummate hunters of the game, rangers are looked to for scouting and awareness. This, coupled with the need for two different features at 3rd level, makes it very easy to grant the ranger enhanced senses to upgrade their ability to detect and attack enemies.

This feature can rely on mechanical senses in the game, giving the ranger darkvision or granting advantage on Wisdom (Perception) checks in certain circumstances, but it can also add more powerful modes of detection that are surprisingly simple. This could be anything from being able to sense the direction of nearby planar rifts to always knowing if a creature has been touched by demonic or angelic powers. Consider the theme of your Conclave and work in a way to empower the ranger through perception and detection.

ENEMY RECON

Another element of being a ranger is the accumulated knowledge about their targets. For creatures they have studied and hunted for years, they know every weakness, every behavior, and every preference. For creatures they haven't yet studied, they can use their senses and common sense to quickly figure out the best way to approach a target.

To build on this, you could offer a feature that allows the ranger an opportunity to learn about an enemy even if they aren't one of their favored targets. This could tell the ranger about a creature's strengths and weaknesses, what types of damage it is resistant or vulnerable to, or even what kinds of attacks it can make. You could also abstract this out more, making the knowledge gained be about the environment and inanimate dangers that could befall the ranger and their allies.

MARKING TARGETS

A common trope in many games about rangers or hunters, the ability to "mark" a target–either literally, figuratively, or magically–can be used to grant bonuses to the ranger and their allies when attacking or defending against the declared target. You can theme this in many ways, making it some innate natural magic the ranger possesses or literally marking a target with something like an arrow or ribbon.

Once you decide on *how* the ranger marks their targets you'll want to consider *why*. The best place to start is to grant combat bonuses to the ranger. They are, after all, a hunter. Their martial allies may not know how to capitalize on or even recognize such a mark, and therefore it's unlikely they could share in the benefits.

Common benefits you could grant against a marked target include increased damage, bonuses to attacks like double proficiency or advantage, or overcoming resistances and immunities. You could get more creative, having marked targets suffer additional effects like being knocked prone or suffer movement penalties, but it's best to keep things simple and to-the-point, especially at this early level.

Another method would be to combine this marking with a list of options that is chosen when the target is marked. The ranger might decide this time to mark a target for death, increasing damage done to it, or perhaps they are marked for tracking, allowing the ranger to more easily find them later. Again, rely on the theme and tone of your Conclave overall to guide your choices here.

Example: Trapper

Obviously, our trapper needs traps, so their first feature outlines how traps work. It also details how the traps can be detected by those looking for them. The second 3rd level feature gives the trapper the ability to detect other traps that might be laid out for them.

Trap Expert: Starting at 3rd level you can create clever and effective traps to snare foes or dispatch enemies. You have a trapper's kit with all the necessary supplies. This kit has enough material for one active trap at a time. As an action you assemble or disassemble your trap.

When assembling a trap, choose one trigger:

- **Tripwire**: a thin wire that can span up to 10 feet, activated by someone walking through or stepping on the wire.
- **Pressure plate**: up to a 5-foot square that can be camouflaged to match any surface, activated by at least 10 pounds of weight resting on it.
- **Mechanism**: any doorknob, window, lock, chest lid, or similar, activated when the object is used.

Choose one effect:

- **Catch**: the target is bound, confined, or otherwise secured, becoming incapacitated and restrained.
- **Harm**: the target is pummeled, stabbed, or otherwise harmed, taking 1d6 damage of an appropriate type.
- **Disorient**: the target is turned around, deceived, or otherwise confused, becoming lost or unable to act rationally.

When the chosen trigger is activated, the effect immediately happens to whatever set off the trap. The target must make a Dexterity saving throw against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a failure, they are subject to the chosen effect.

Your traps can also be found. If a target tries to find your traps, they must make a Wisdom (Perception) or Intelligence (Investigation) check against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a success, they learn the location, effect, or trigger, or some combination thereof.

Trapper's Eye: Starting at 3rd level, when you attempt to detect a trap with a Wisdom (Perception) or Intelligence (Investigation) check, or use your Passive Perception to detect a trap, you add your Proficiency Bonus to the roll. If you are already proficient in these skills, you can add your Proficiency bonus twice.

Example: Mounted Ranger

For this ranger, everything centers on their mount. Whether a combat-trained warhorse or a worg who bonded with them deep in the woods, they are one in battle. In addition to carrying the ranger as speeds, they also know how to weave in and out of the fray safely.

Loyal Mount: Starting at 3rd level, you have gained the trust of a mount, an animal companion that carries you into battle and out of trouble. Your mount can be any creature that has a challenge rating of 1 or less and must be at least one size larger than you. Some examples are Camel, Donkey, Riding Horse, Mastiff, Panther, Pony, Warhorse, Wolf, or Worg.

While mounted you have the movement speed and bonuses of your mount. You also do not need to spend movement to mount this creature but do if you are riding an unfamiliar mount. Spells you cast that target yourself can also target your mount.

Your mount retains any attacks or abilities it has, and you can use an action to command your mount to attack.

Swiftness: Starting at 3rd level, when you are mounted and move at least half of your mount's speed, you do not provoke opportunity attacks.

UTILITY FEATURE

Starting at 7th level, the ranger gains access to a feature that improves their general quality of life, usually through defensive means. These features can certainly be used in combat but also offer functionality when exploring new areas or navigating social situations.

The types of features found at this level don't usually affect a target directly, instead opting for defensive or reactive skills on the part of the ranger. These still reflect the dexterity and skill of the ranger, but manifest more in terms of dealing with existing threats than becoming the threat themselves.

Following are some examples of utility features you can grant your ranger to broaden their abilities outside of direct combat.

FREE SPELLS

One of my favorite tricks when creating subclass features is to find a spell that does something unique for the class and is also thematic to the subclass, and simply let the character cast it for free. In this case, I would find a spell, most likely not already on the ranger list or in the bonus spells list for the subclass and allow the ranger to cast it without using a spell slot.

There are many powerful spells in the game, so you shouldn't have trouble finding one to use in this way. If the spell is of a lower level, up to 2nd or so, you might just have it require an action to use. If you want to utilize a more powerful spell, consider limiting its uses to just once per short rest, or a long rest if it's quite powerful. If the spell is somewhere in the middle, or you think it would benefit from scaling uses as the ranger progresses, you can limit the uses to a number of times equal to their Wisdom modifiers between long rests. This also allows the player to decide to spend more resources improving the ranger's Wisdom if this is something they want to use more often.

ENHANCED SAVING THROWS

Something I have seen more of in ranger subclass features than others is improvements to saving throws. This might be because the ranger isn't a fully defended martial class like a fighter or cleric and needs a little more survivability. It could also be thematically because the ranger is a nimble and cautious character, able to sidestep danger easily. Whatever the case, a lot of ranger Conclave features focus on improving how rangers make saving throws.

There are a number of ways to enhance saving throws, ranging from simple number bonuses, adding extra dice to or grant advantage on the roll, or adding another saving throw proficiency entirely. Think about whether you want this to feel more like a certainty or a feeling of vague luck to help you decide which route to go.

You should also think about what kinds of saving throws are enhanced for the ranger. Think of the ranger's primary targets and what kinds of dangers they would impose on the ranger as a guideline for the types of saving throws the ranger will be making often. For example, a ranger who routinely fights against mages and wizards might gain advantage on Dexterity saving throws against spells.

> ## Example: Trapper
> This feature builds on the types of traps the ranger can lay, customizing them for any situation.
>
> **Improved Traps**: Starting at 7th level, you are even more proficient is laying deadly traps. When assembling a trap, you can choose one additional trigger or effect, or you can assemble one additional trap.

> ## Example: Mounted Ranger
> Continuing on the trend of speed and agility, this feature allows the ranger to avoid spells and other damage as they navigate the battlefield.
>
> **Rider's Alertness**: Starting at 7th level, when you are mounted and make a Dexterity saving throw to avoid the effects of a spell or other area damage, you may add 1d6 to the saving throw.

COMBAT FEATURE

At 11th level, the ranger's subclass grants them a feature that almost exclusively enhances their combat abilities. This can certainly be direct boosts to and additional options for the ranger's attacks, but there are also ways to improve upon the ranger's combat prowess through defensive or disruptive means, the latter being more common among official subclass options for the ranger.

Below are some examples of combat-oriented features that you can consider for your Conclave.

ADDITIONAL ATTACKS

A classic of several classes, the ability to make multiple attacks with a single action is a simple and powerful way to enhance a character's combat abilities. The ranger's subclass takes this up a notch by allowing the ranger to make as many attacks against certain targets as they want. This needs limitations though, and usually stems from the type of attack: melee or ranged.

For ranged attacks, you'd need to have enough ammunition to make the attacks and you might even limit the scope of enemies, preventing the ranger from shooting arrows at targets both in front of and behind them.

For melee attacks, the obvious limitation is range, something like enemies within 5 feet or so. If you want to temper this feature further, you could open the ranger up to further attacks or attackers could gain advantage against the ranger on their next turn.

ENHANCED MOVEMENT

Speed and positioning can be the difference between life and death on the battlefield. While not directly enhancing the combat abilities of the ranger, allowing them to move more freely among their enemies can give them the positional advantage they need to take out their targets.

To come up with a good movement feature you should consider two parts: the trigger and the effect. First, what happens to allow the ranger this extra amount or type of movement? Are they distracting their target or capitalizing on injuring them? Figure out what allows the ranger to move freely and set that up in the feature.

Next, determine what type of movement boost your ranger would utilize. For the more magically adept rangers this could be teleportation or other supernatural movement. For the martial rangers, this could be vaulting, dodging, or some other display of athletic or acrobatic prowess.

Mechanically this could be a simple addition of movement speed during the ranger's turn, but it could also be the prevention of opportunity attacks or overcoming magical effects that prevent movement in the area. As with all features, consider the Conclaves overall intent and put that into practice.

DISRUPTING ATTACKERS

Rangers know how to take down their foes from all angles, including how to disrupt their spells or attacks from harming the ranger or their allies. There is no set mechanic for this directly, but we can utilize other existing rules to emulate the effect of hindering an enemy.

First, it is most likely that this feature will be a reaction used in response to a type of attack or effect that the ranger must be aware of. This could range from a spell, a type of attack, or particular targets. Decide what makes sense for your Conclave to be most wary of and give the ranger tools to disrupt it.

Next, consider *how* the ranger disrupts their enemy. If they distract or annoy the target, perhaps forcing the target to make a saving throw to see if they can keep their concentration. If they fail, their original effect fails. You could also have the disruption take effect immediately, altering the enemy's plan. This could force them to choose a new target, deal less damage, or make them vulnerable afterwards.

Not for resale. Permission granted to print or photocopy this document for personal use only.

Create-A-Conclave: A Ranger Conclave Creation Guide by Matthew Gravelyn   10

Example: Trapper

This feature brings the trapper's expertise to active combat, allowing them to throw out an improvised trap to get the upper hand on their foe.

Quick Traps: Starting at 11th level, you become proficient with improvised traps that can be deployed at a moment's notice. As an action you can throw a net, bolas, or similar trap at a target within 20 feet of you. The target must make a Dexterity saving throw against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a failure, they become restrained and are knocked prone.

Example: Mounted Ranger

Thinking of horses specifically, even when they don't mean to, they can push you around with ease. When commanded to do so, they can knock even the most skilled combatant off their feet. Also, I really enjoyed putting the word "nudge" in this guide.

Combat Nudge: Starting at 11th level, your mount becomes a powerful ally in combat. As a bonus action, you can command your mount to throw its body weight into a target within 5 feet. That target must make a Strength saving throw against a DC equal to 10 + your ranger level. On a failure, they are knocked prone

REACTION FEATURE

Interestingly all the official subclasses I looked at provided a reaction, or at least an option of a reaction, at the 15th level feature. While the majority of reaction-based features tend to be defensive, there are a couple here that actually present offensive opportunities for the ranger. Below are some examples of how to structure a reaction and some tips for finding interesting and useful ways to utilize them for your ranger Conclave.

DECREASING DAMAGE

The easiest way to reduce damage is to simply reduce the damage. While this might not be the most creative or elaborate feature, it sure gets the job done without requiring a bunch of extra words. That said, there are several ways to go about reducing damage.

A common way damage gets reduced is on the success of a saving throw against magical effects. Typically, you would take full damage on a failed save and half damage on a successful save. This feature might allow the ranger to only take half damage on a failure and avoid all damage on a successful save.

Another option here would be to gain resistances against certain types of damage. This might be a permanent feature or something that the ranger does in the moment, gaining a temporary resistance to whatever danger is at hand. You could also just skip all the rules and just reduce damage by a flat amount or even a die roll.

OPPORTUNISTIC OFFENSE

Sometimes reactions allow for a quick jab or well-placed shot. If your ranger's Conclave is more focused on taking out enemies than playing it safe, consider using this reaction feature to give the ranger a little more punch, so to speak. Consider when the ranger might find opportunity to sneak in an attack, like when an enemy fails an attack or tries to cast a complicated spell. When that happens, they can use their reaction to make a basic attack.

For balancing, it needs to be clear that this isn't an attack action proper, so it is not an opportunity to chain together multiple features. This reaction would allow the ranger to make *an* attack with a designated weapon or, if your Conclave leans more magical, a spell attack.

Example: Trapper

Our final feature for the trapper is a reaction that lets them take advantage of a snared and surprised target. When a trap goes off, they can add insult to injury – or the other way around.

Opportunist: Starting at 15th level, you know how to capitalize on a successful trap. When one of your traps successfully activates against a target, you can use a reaction to make a weapon attack against that target.

Example: Mounted Ranger

This feature was born out of the cinematic vision of the ranger springing from their mount in a display of acrobatic prowess, deftly avoiding arrows and spears as they land in the fray, dispatching their opponents.

Quick Dismount: Starting at 15th level, you can use the position on your mount as a cunning advantage. When you are mounted and an enemy makes a weapon or spell attack against you, you can use your reaction to immediately dismount and avoid the attack entirely.

TRAPPER

You are adept at catching your own food as well as those who might mean you harm. Whether you are a mountaineer, a survivalist, or a bounty hunter, you know how to capture a target or take them out entirely. You are adept in laying stealthy traps and capitalizing on the chaos they create.

TRAPPER FEATURES

Ranger Level	Feature
3rd	*Trapper Magic, Trap Expert, Trapper's Eye*
7th	*Improved Traps*
11th	*Quick Traps*
15th	*Opportunist*

TRAPPER MAGIC

TRAPPER SPELLS

Ranger Level	Spell
3rd	*Grease*
5th	*Hold Person*
9th	*Glyph of Warding*
11th	*Hallucinatory Terrain*
15th	*Hold Monster*

TRAP EXPERT

Starting at 3rd level you can create clever and effective traps to snare foes or dispatch enemies. You have a trapper's kit with all the necessary supplies. This kit has enough material for one active trap at a time. As an action you assemble or disassemble your trap.

When assembling a trap, choose one trigger:

- **Tripwire**: a thin wire that can span up to 10 feet, activated by someone walking through or stepping on the wire.
- **Pressure plate**: up to a 5-foot square that can be camouflaged to match any surface, activated by at least 10 pounds of weight resting on it.
- **Mechanism**: any doorknob, window, lock, chest lid, or similar, activated when the object is used.

Choose one effect:

- **Catch**: the target is bound, confined, or otherwise secured, becoming incapacitated and restrained.

- **Harm**: the target is pummeled, stabbed, or otherwise harmed, taking 1d6 damage of an appropriate type.
- **Disorient**: the target is turned around, deceived, or otherwise confused, becoming lost or unable to act rationally.

When the chosen trigger is activated, the effect immediately happens to whatever set off the trap. The target must make a Dexterity saving throw against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a failure, they are subject to the chosen effect.

Your traps can also be found. If a target tries to find your traps, they must make a Wisdom (Perception) or Intelligence (Investigation) check against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a success, they learn the location, effect, or trigger, or some combination thereof.

TRAPPER'S EYE

Starting at 3rd level, when you attempt to detect a trap with a Wisdom (Perception) or Intelligence (Investigation) check, or use your Passive Perception to detect a trap, you add your Proficiency Bonus to the roll. If you are already proficient in these skills, you can add your Proficiency bonus twice.

IMPROVED TRAPS

Starting at 7th level, you are even more proficient is laying deadly traps. When assembling a trap, you can choose one additional trigger or effect, or you can assemble one additional trap.

QUICK TRAPS

Starting at 11th level, you become proficient with improvised traps that can be deployed at a moment's notice. As an action you can throw a net, bolas, or similar trap at a target within 20 feet of you. The target must make a Dexterity saving throw against a DC equal to 10 + your Wisdom Modifier + your Proficiency Bonus. On a failure, they become restrained and are knocked prone.

OPPORTUNIST

Starting at 15th level, you know how to capitalize on a successful trap. When one of your traps successfully activates against a target, you can use a reaction to make a weapon attack against that target.

MOUNTED RANGER

Bonded to their faithful companion, the mounted ranger is nothing without their mount. They operate together, becoming a swift and deadly force. The bonding of this pair, rider and mount, is more than that of a beast and its trainer. There is mutual respect and care as they both fight for the other.

MOUNTED RANGER FEATURES

Ranger Level	Feature
3rd	Mounted Ranger Magic, Loyal Mount, Swiftness
7th	Rider's Alertness
11th	Combat Nudge
15th	Quick Dismount

MOUNTED RANGER MAGIC

MOUNTED RANGER SPELLS

Ranger Level	Spell
3rd	Feather Fall
5th	Magic Weapon
9th	Crusader's Mantle
11th	Dominate Beast
15th	Legend Lore

LOYAL MOUNT

Starting at 3rd level, you have gained the trust of a mount, an animal companion that carries you into battle and out of trouble. Your mount can be any creature that has a challenge rating of 1 or less and must be at least one size larger than you. Some examples are Camel, Donkey, Riding Horse, Mastiff, Panther, Pony, Warhorse, Wolf, or Worg.

While mounted you have the movement speed and bonuses of your mount. You also do not need to spend movement to mount this creature but do if you are riding an unfamiliar mount. Spells you cast that target yourself can also target your mount.

Your mount retains any attacks or abilities it has, and you can use an action to command your mount to attack.

SWIFTNESS

Starting at 3rd level, when you are mounted and move at least half of your mount's speed, you do not provoke opportunity attacks.

RIDER'S ALERTNESS

Starting at 7th level, when you are mounted and make a Dexterity saving throw to avoid the effects of a spell or other area damage, you may add 1d6 to the saving throw.

COMBAT NUDGE

Starting at 11th level, your mount becomes a powerful ally in combat. As a bonus action, you can command your mount to throw its body weight into a target within 5 feet. That target must make a Strength saving throw against a DC equal to 10 + your ranger level. On a failure, they are knocked prone.

QUICK DISMOUNT

Starting at 15th level, you can use the position on your mount as a cunning advantage. When you are mounted and an enemy makes a weapon or spell attack against you, you can use your reaction to immediately dismount and avoid the attack entirely.

ABOUT

SUPPORT

This sourcebook is release as pay-what-you-want (PWYW) on DMs Guild. Please consider supporting my work by paying for this sourcebook, leaving a review on DMs Guild, and sharing it with your friends and social networks. Please feel free to tag me online @mrmatthew if you do share it on Twitter. Thank you!

USAGE

Buy downloading this book you are free to use and reproduce it for personal use. You are not allowed to resell or repost in any form.

You are also allowed to use this guide to create a class archetype for commercial purposes. I ask that you please credit and link to this guide in your finished product. Thank you!

FEEDBACK

Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Create-A-Conclave Feedback". Your input will help to make this sourcebook even better for future players!

CREDITS

IMAGE CREDITS

Orc Huntress (cover) by Dean Spencer
Ranger (F) (pg. 6) by Forrest Imel
Half-Elf Ranger (pg. 7) by Bob Greyvenstein
Female Light Warrior (pg. 8) by Daniel Comerci
Male Elf Ranger (pg. 11) by Claudio Casini
Parchment Paper by DevonTT

FONT CREDITS

Nodestro Caps Condensed Font by /u/Solbera