

RANGER

Generic Fluff - Remake

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ores he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

DEADLY HUNTERS

Generic Fluff - Remake

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

INDEPENDENT ADVENTURERS

Generic Fluff - Remake

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of ores attacks, a ranger might be the first — and possibly the last — line of defense.

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 medicine 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?

RANGER

Level	Proficiency Bonus	Features	Tricks Known	Poultice Strength
1st	+2	Favored Enemy, Natural Explorer	—	—
2nd	+2	Tricks, Poultrices, Fighting Style	2	1d6
3rd	+2	Ranger Conclave, Primeval Awareness	2	1d6
4th	+2	Ability Score Increase	2	2d6
5th	+3	Extra Attack	2	2d6
6th	+3	Skirmisher's Stealth, Improved Poultrices (Wisdom Mod.)	3	3d6
7th	+3	Conclave Feature	3	3d6
8th	+3	Ability Score Improvement, Land's Stride	3	4d6
9th	+4	Natural Antivenom	3	4d6
10th	+4	Hide in Plain Sight	4	5d6
11th	+4	Conclave Feature	4	5d6
12th	+4	Ability Score Improvement	4	6d6
13th	+5	Ambuscade	4	6d6
14th	+5	Call Natural Allies, Improved Favored Enemy	5	7d6
15th	+5	Conclave Feature	5	7d6
16th	+5	Ability Score Improvement	5	8d6
17th	+6	Improved Poultrices (Ranger Level)	5	8d6
18th	+6	Feral Senses	6	9d6
19th	+6	Ability Score Improvement	6	9d6
20th	+6	Foe Slayer	6	10d6

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 end 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: None

Saving Throws: Strength and Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

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

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: beast, fey, humanoid, monstrosity, plant, or undead.

You gain +2 to all damage rolls against the chosen type of enemies, and you have advantage on all Wisdom (Survival) checks to track your favored enemy, and Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

At level 14, you choose another favored enemy from the ones you didn't choose, or choose one of the following types: dragon, giant, aberration, fiend, celestial, ooze, or construct. You gain all the benefits from your favored enemy against this type as well. As you gain levels, your choice should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you are in your favored terrain, you gain the following benefits:

- You ignore difficult terrain.

- You have advantage on initiative rolls.
- On the first turn of initiative, you have advantage on attack rolls against creatures that have not yet acted.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

SURVIVOR'S TRICKS

From your time spent learning to survive, you have begun to learn certain tricks - talents that you can employ to keep yourself and your allies alive.

At 2nd level, you gain two tricks of your choice. Your trick options are detailed at the end of the class description. When you gain certain ranger levels, you gain additional tricks of your choice, as shown in the tricks known column of the ranger class table.

Additionally, when you gain a level with this class, you can choose to replace one of your tricks you know with a new one that you could learn.

Some of your tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is calculated as follows:

Trick save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

POULTICES

Starting at 2nd level, you can create special herbal poultices that have healing power comparable to some potions. During a long rest, you can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your wisdom modifier, and you can only have an amount equal to your wisdom modifier. You are the only one with the training to apply your bandages to heal others - and your poultices lose their potency after 24 hours.

If you spend 1 minute applying one of your poultices to a wounded creature, that creature regains 1d6 hit points for every two ranger levels you have, rounded down. Your poultices improve as you level up. When you reach 6th level, you add your Wisdom modifier to the total amount healed from your poultice. At 17th level, you add your ranger level to the total amount healed.



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.

MARINER

While not wearing armor or using a shield, you gain swim and climb speed equal to your base movement speed, and you gain +1 AC.

TWO-WEAPON FIGHTING

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

RANGER CONCLAVE

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, the Spirit Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PRIMEVAL AWARENESS

Beginning at 3rd level, your mastery of ranger lore allows you to establish a powerful link to beasts and to the land around you.

You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack. You cannot use this ability against a creature that you have attacked within the past 10 minutes.

Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration, you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you.

If there are multiple groups of your favored enemies within range, you learn this information the largest group.

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.

EXTRA ATTACK

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

SKIRMISHER'S STEALTH

Starting at 6th level, your experience hunting and tracking allows you to move and act quickly. During your turn, you can take the Hide or the Dash action as a bonus action. In addition, you can move at full speed while moving with stealth, and can track creatures or search for traps at full speed as well.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

NATURAL ANTIVENOM

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

AMBUSCADE

At 13th level, you are always aware of your foes - and can react faster than they can attack. When you roll initiative and are not surprised, you gain a special action before any other creature. During that turn you can only take the hide, move, attack, and bonus action to draw a weapon. If multiple creatures have such actions go by initiative.



CALL NATURAL ALLIES

Starting at 14th level, when you are in your favored terrain, you can call natural creatures from that terrain to fight on your behalf, using your attunement to the natural world to convince them to aid you. The DM chooses beasts appropriate to the terrain to come to your aid from among those that could hear you and are within 1 mile of you, in one of the following groups:

- One beast of CR 2 or lower
- Two beasts of CR 1 or lower
- Four beasts of CR 1/2 or lower
- Eight beasts of CR 1/4 or lower

These beasts approach you from their current location, and will fight alongside you, attacking any creatures that are hostile to you. They are friendly to you and your comrades, and you roll initiative for the called creatures as a group, which takes its own turns. The DM has their statistics. After 1 hour, these beasts return to their previous location. Once you use this feature, you cannot use it again in the same general area for another 24 hours.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. You don't gain disadvantage when attacking a creature you can't see, as long as you can smell or hear. You are also aware of the location of any hidden favored enemy within 60ft of you, provided you aren't blinded or unconscious.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. When you attack with a weapon, you deal additional damage equal to your Wisdom modifier. In addition, you can make your poultices over a short rest - but you do not gain the benefits of a short rest during that time.

RANGER CONCLAVES

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.

BEAST CONCLAVE

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 close bond with a beast - then forge that bond through training and hardships.

ANIMAL COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you.

With 8 hours of work and the expenditure of 25 sp worth of herbs and food, you call forth an animal from the wilderness to serve as a faithful companion. You can summon an animal that has a CR of less than 1/4 - this includes animals such as an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. You should pick one based on the surrounding area and what types of creatures would logically be present in the area.

At the end of the 8 hours, the animal is imprinted onto you, and gains the benefit of your Companion's Bond feature.

If your animal companion dies, you can spend 8 hours to summon a new companion - of any type.

COMPANION'S BOND

Your animal companion gains a variety of benefits while it is imprinted to you.

- The animal companion loses its Multiattack action, if it has one.
- The companion rolls initiative like any other creature, but you determine its actions, decisions, attitudes, and so on - obeying your commands as best it can. If you are incapacitated or absent, your companion will act on its own.
- Your companion learns one trick, and it gains another at 11th level.
- When using your Natural Explorer feature, you and your animal can both move stealthily at a normal pace.

KEEPING TRACK OF PROFICIENCY

When you gain your animal companion at 3rd level, its proficiency bonus matches yours at +2. As you gain levels and increase your proficiency, remember to that your animal's proficiency bonus increases as well, and is applied to the following areas: Armor Class, Skills, Saving Throws, Attack Bonus, and Damage Rolls.

Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to areas where it normally uses its proficiency bonus, the animal also adds your bonus to its AC and Damage Rolls.

Your companion gains proficiency with two skills of your choice. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your companion gains an additional hit die, and increases its hit points accordingly.

Whenever you gain the Ability Score Increase feature, your companion also gains that feature - with all the normal rules that apply.

BEAST'S DEFENSE

At 7th level, while your companion can see you, it has advantage on all saving throws.

STORM OF SWORDS AND FANGS

At 11th level, you and your companion are a whirlwind of strikes.

You gain advantage on attack rolls against enemies that are within 5 feet of your animal companion. In addition, your animal companion gains advantage on attack rolls against enemies that are within 5 feet of you.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attacks damage against it.



HUNTER CONCLAVE

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the more dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

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. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit points maximum. You can deal this extra damage only once per turn.

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.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will. You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

DEEP STALKER CONCLAVE

Most folk descend into the the Depths of the world only under the most pressing conditions, undertaking some desperate quest or following the promise of vast riches. All too often, evil festers below the earth unnoticed, and rangers of the Deep Stalker Conclave strive to uncover and defeat such threats before they can reach the surface.

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, the target takes an extra 1d8 damage of the weapon's damage type.

UMBRAL SIGHT

At 3rd level, you gain dark vision out to a range of 60 feet. If you already have dark vision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on dark vision. While in darkness, you are invisible to any creature that relies on dark vision to see you in that darkness.

IRON MIND

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

STALKER'S FLURRY

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

STALKER'S DODGE

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you.

Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.



SPIRIT CONCLAVE

The path of a member of the Spirit Conclave is a spiritual journey, as the ranger accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with nearly supernatural might, adding spiritual fuel to your ranger tricks.

Most rangers consider a totem animal to be kin to a particular conclave. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

INVOKE THE SPIRIT

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object - an amulet or similar adornment — that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

You can use a bonus action to invoke your spirit, gaining one of the following benefits. You can only invoke your spirit an amount of times equal to your Wisdom modifier every long rest.

Ape: For the rest of your turn, you add your Wisdom modifier to attack and damage rolls with thrown weapons.

Bear: Either you or an ally that you can see gain temporary hit points equal to 2d6 + your Wisdom modifier.

Boar: If you move at least 10 feet in a straight line and make a successful melee attack against a creature the same size as you, you knock that creature prone.

Eagle: Target a creature within your weapon's range. For the rest of your turn your attacks against that creature are made at advantage.

Wolf: Either you or an ally you can see deal an additional 1d6 + your Wisdom modifier slashing damage on their next weapon attack.

ASPECT OF THE SPIRIT

At 7th level, you gain a magical benefit based on the spiritual animal of your choice. You can choose the same animal you selected at 3rd level or a different one.

Ape: You gain a climb speed equal to 30 feet.

Bear: You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

Boar:

Eagle: You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Wolf: You gain the grace of a wolf. Your movement speed increases by 10 feet. In addition, You gain proficiency in two

skills from the following list: Athletics, Acrobatics, Stealth, and Survival.

SPIRITUAL STRIKES

Starting at level 11, you can use your action to channel your chosen spirit into a weapon. If the weapon is not magical it now counts as magical. You can imbue a spirit into a magical weapon if desired. You also gain the following benefits depending on your chosen spirit.

Your spirit can transform into a weapon twice per long rest, and the transformation lasts for 5 minutes.

Ape: All weapons count as thrown weapons of 30/60 feet. At the end of your turn all thrown weapons return to you if you have a free hand.

Bear: When you deal damage with the imbued weapon, heal for half of the damage done. This can only be done once per turn.

Boar: Whenever you land an attack with the imbued weapon, you knock the target back by 5 feet and move up to them without provoking opportunity attacks. This does not count towards your maximum movement each turn.

Eagle: Your weapon gains the light property, and you reduce all fall damage by your Wisdom modifier + your Ranger level.

Wolf: All of your weapon attacks deal an additional 1d4 damage - the damage is the same type the weapon deals.

SPIRITUAL ATTUNEMENT

At 15th level, When you are in your favored terrain, you gain a magical benefit based on a spiritual animal of your choice. You can choose the same animal you selected previously or a different one.

Ape: While you're in your favored terrain, if you grapple a creature, that creature is also restrained by you, as you force them into a spot that can't move around in.

Bear: While you're in your favored terrain, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Boar: While you're in your favored terrain, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with melee weapon attack.

Eagle: While in your favored terrain, you have a flying speed equal to your current walking speed. This benefit works only in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.

Wolf: While you're in your favored terrain, if you make a melee weapon attack against a creature while an ally is within 5 feet of it, you can use a bonus action to make an additional melee weapon attack against it.



TRICKS

If a Survivor's Trick has prerequisites, you must meet them to learn it. You can learn the trick at the same time that you meet its prerequisites.

ALARM

Over the course of one minute, you set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. For the next 8 hours, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area.

The alarm produces an audible ringing for 10 seconds that can be heard by everyone within 60 feet.

ARCHER'S GAMBIT

Prerequisite: 18th level

As a bonus action, you prepare your quiver and mentally concentrate on your weapon. On each of your turns until the trick ends, you can use a bonus action to make two attacks with a weapon that uses ammunition from the quiver. The trick lasts for 1 minute, but you must concentrate on the effect.

You can only manage this feat once per long rest - more would be too taxing on your body.

BEAR TRAP

As an action you can place a bear trap within 5 feet of you and camouflage it. When a creature moves within the trap's space, it triggers, dealing 2d6 damage piercing, and they are grappled until they pass a Strength check. A Wisdom (Perception) check can be made by creatures to attempt to see the trap. Each bear trap costs 5 copper.

BEAST SPEECH

Prerequisite: Spirit Conclave

Using your spirit, you can speak with beasts. They can understand you and can understand them. This does not grant you any special friendship with beasts, though you can combine it with gifts to gain its friendship.

CHAMELEON

Prerequisite: 6th level

You add your wisdom modifier to any Dexterity (Stealth) checks you make.

CONCEALED AMBUSHERS

Prerequisite: 14th level

You can use your Hide in Plain Sight feature on other creatures. Doing so takes twice as long, and anyone attempting to hide must be more than 15 feet away from anyone else that is attempting to hide.

DART TRAP

As an action you can place this trap within 5 feet of you, or on a door, gate, or window. When the space is stepped into, or the door, gate, or window opened, the trap is triggered, sending 3 darts at the creature that triggered the trap. Each dart uses your attack bonus, and deals 1d4 piercing damage. You can also use your bonus action to apply poison on the darts, dealing the poison's effects. Materials for each Dart trap cost 1 silver.

EFFICIENT HARVESTER

When you make your poultices, you are able to craft 2 more, and your maximum amount of poultices increases by 2.

FEROCIOUS BEAST

Prerequisite: Beast Conclave, 14th level

Your animal companion regains its multiattack feature. It must make those attacks against the same target.

GRACEFUL DECENT

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to three times your ranger level.

GUARDIAN OF NATURE

Prerequisite: 18th level

Once per week, you can preform a ritual which summons a Treant to fight by your side.

HIDDEN STRIKE

Prerequisite: Stalker Conclave

When attacking a creature that cannot see you, you can imbue your attack with a small amount of illusion magic to disguise your location. You do not give away your location on a missed attack.

HIDDEN FACE

Prerequisite: Stalker Conclave

Adept at hiding in plain sight, you can make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the trick ends or until you use your action to displace it. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your trick save DC.

HUNTER'S QUARRY

You choose a creature you can see within range and mark it as your quarry. Until the trick ends, you deal an extra 1d4 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this trick ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

This trick requires concentration, and the effect will last for as long as you can hold the concentration on it.

KNOWLEDGE OF THE ANCIENTS

Prerequisite: Spirit Conclave

Once per day, you can choose a skill, tool, or language. As an action, you can call on your spirit animal. Your animal will impart the wisdom of the ancient tribes to give you proficiency with what you choose for 10 minutes.

MINIONS OF NATURE

Prerequisite: 14th level

When you use your Natural Allies feature, the beasts you summon have more health. Each of the beasts have additional hit points equal to your ranger level.

QUICK STEP

Your movement speed increases by 10 feet.



RESORATIVE HERBS

Once per day, you can search out herbs and roots needed to cure many diseases or conditions. You can use this to cure disease or the blind, deaf, paralyze, and poison conditions.

SHARED SENSES

Prerequisite: Beast Conclave You can use your action to touch your companion and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn.

While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.

SHIFTER DETECTION

Prerequisite: 14th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

SPIRITUAL STRENGTH

Prerequisite: Spirit Conclave

Once per long rest, you can call upon your spirit animal to give you a sudden boost of strength. For the next minute, your jump distance is tripled.

SNARE

Over the course of a minute, you can set a snare trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your trick save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the trick's radius. That creature must succeed on a Dexterity saving throw or be hoisted into the air, leaving it hanging upside down 3 feet above the ground or floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to cut the creature down.

After the trap is triggered, the spell ends when no creature is restrained by it.

SILENT PASSAGE

Prerequisite: 6th level

Once per long rest, you and your allies exude a veil of shadows, and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage. This trick requires concentration, and has a duration of one hour.

TRACER

Prerequisite: Hunter Conclave

When you first apply your Hunter's Quarry feature to a creature, your next attack roll against the creature is made with advantage.

TRACKER

Prerequisite: Hunter Conclave

You gain proficiency in the Perception and Nature skills.

VIGILANT PREDATOR

Prerequisite: Stalker Conclave

You cannot be surprised while you are conscious, and enemies do not gain advantage as a result of being hidden from you.

WEARY EXPLORER

Prerequisite: 6th level

You search out the presence of any trap within range that is within line of sight. A trap, for the purpose of this trick, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the trick would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

You can merely reveal that a trap is present. You don't learn the exact location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

WOODLAND MESSENGER

You use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also write a message to be delivered. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described. If the messenger doesn't reach its destination before the trick ends, the message is lost, and the beast makes its way back to where you cast this spell. You can only do this once per long rest.

VISIONS OF THE NATURAL

Prerequisite: Spirit Conclave or Beast Conclave, 14th level

Once per long rest, you briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- terrain and bodies of water
- prevalent plants, minerals, animals, or peoples
- powerful celestials, fey, fiends, elementals, or undead
- influence from other planes of existence
- buildings

