

Epic Ranger

The Epic Ranger

Level	Features
21st	Master Explorer (1), Ability Score Improvement
22nd	Strider
23rd	Deadly Foe Slayer (1)
24th	Favored Enemy Improvement
25th	Master Explorer (2), Ability Score Improvement
26th	Extended Spell Capacity
27th	Ranger Archetype feature
28th	Deadly Foe Slayer (2)
29th	Favored Enemy Improvement, Ability Score Improvement
30th	Renowned Foe Slayer

Ability Score Improvement

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master’s Guide) or a Feat (as found in the Player’s Handbook).

Master Explorer

Beginning at 21st level, while in your favored terrain, your group cannot become lost, even by magical means, and your entire group may move stealthily at a normal pace. Upon reaching 25th level, you may choose a fourth favored terrain, and you have advantage with Insight, Investigation, Nature and Survival checks while in any favored terrain of yours.

Strider

Upon reaching 22nd level, no magic can reduce your speed below its maximum, and no solid terrain is considered difficult terrain for you.

Deadly Foe Slayer

By 23rd level, your Foe Slayer ability lets you add your Wisdom modifier to attack rolls and damage rolls simultaneously. Upon reaching 28th level, your Foe Slayer feature is no longer limited to one attack each turn, but is instead passive for all attacks against favored enemies.

Favored Enemy

At 24th level, you may choose a fourth favored enemy, and at 29th level, you may choose a fifth.

Extended Spell Capacity

Upon reaching 26th level, you gain an additional 5th level spell slot.

Ranger Archetype Feature

Upon reaching 27th level, you gain a feature depending on your archetype.

Hunter

Predatory Instincts

Upon reaching 27th level, choose another feature from the Hunter’s Prey, Defensive Tactics, and Superior Hunter’s Defense features.

Beast Master

One with the Beast

Your beast companion can now be a huge beast with a challenge rating of 7 or lower. Furthermore the beast gains +10 feet movement, and may add your Wisdom and proficiency modifiers to attack and damage rolls.

Renowned Foe Slayer

You have become widely known for slaying certain types of creatures. Your renown is so widespread, that your favored enemies are easily overcome with fear at the mere sight of you.

Beginning at 30th level, your favored enemies have disadvantage on all attacks against you, and you have advantage on saving throws against any spells they cast that require you to make one.

Additionally, all of your attacks are made with advantage, and the first time a favored enemy is attacked by you, it must succeed a Wisdom saving throw or become frightened by you for a number of rounds equal to your Wisdom modifier. An affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success and becoming immune to your Renowned Foe Slayer’s fear feature for 24 hours.

If you have a beast companion, all of the traits of this feature, apply to it as well.

