

NIGHT STALKER

Some rangers train to wield the night as a weapon, hunting their prey in the darkness. Rangers of this conclave develop specialized techniques to hunt and fight both in darkness and against creatures that rely on darkvision.

AMBUSHER

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 30 feet, which lasts until the end of that turn. When you take the Attack action on that turn, you have advantage on your first attack roll and the attack deals additional damage equal to your prey die.

UMBRAL SIGHT

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

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

STALKER'S BOON

At 7th level, you gain one of the following feature of your choice:

Iron Mind. You have honed your ability to resist the mind-altering powers of your prey. You double your proficiency bonus with your Wisdom saving throws.

Evasion. You can nimbly dodge out of the way of certain area Effects, such as a red dragon's fiery breath or an Ice Storm 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.

STALKER'S FLURRY

At 14th 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.

SHADOWY DODGE

Starting at 18th 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.