

RANGER ARCHETYPE

MIST STALKER

The Mist Stalker is a Ranger who specializes in leading others in guerilla warfare. Through scouting, preparing, and stacking the odds, they don't fight fair, they fight to win, and seek to only fight when they've already won.

Their control of the battlefield doesn't merely extend to those that fight on it, but to twisting the battlefield itself to suit their needs, stymying and stupefying their foes while concealing and sheltering their allies with the terrain itself.

While good and evil rarely play directly into a Mist Stalker's perspective (they can be either or Neutral just as easily), they tend be Chaotic, viewing the so called "rules of engagement" and other traditions of civilization to be convenient weaknesses they can exploit rather than any sort of guideline they might actually follow.

MIST STALKER MAGIC

Starting at 3rd level, you learn one or more additional spells when you reach certain levels in this class, as shown in the Mist Stalker Spells table. These spells count as a ranger spell for you, but they don't count against the number of ranger spells you know.

MIST STALKER SPELLS

Ranger Level	Spells
3rd	Snare
5th	Pass Without Trace
9th	Plant Growth
13th	Hallucinatory Terrain
17th	Far Step

CONCEALED APPROACH

When you choose this archetype at 3rd level, you and up to five creatures of your choice within 10 feet of you may use your Wisdom modifier rather than their Dexterity modifier when making a Dexterity (Stealth) checks and when rolling for initiative.

FOG OF WAR

Also at 3rd level, you learn the spell *Fog Cloud*. It counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. You can cast it without expending a spell slot a number of times equal to your Wisdom modifier. You regain all uses of this feature after you complete a long rest.

Additionally, when casting *Fog Cloud* you can chose to have the effected area be lightly obscured rather than heavily obscured. You may also chose to have the fog form in any shape that fits within a 20 foot radius.

SHROUD OF NATURE

Starting at 7th level, you learn the cantrip *Mold Earth*. It counts as a ranger spell for you.

Additionally, you and your allies can fade away behind natural shrouds. Whenever you or a friendly creature becomes obscured by the effects of one of your spells (such as being within the radius of a *Fog Cloud* or behind earth moved by *Mold Earth*), the obscured creature can use their reaction to take the Hide action.

FLEETING STRIKES

Starting at 11th level, if you are not in the same spot you were at the end of your last turn, the first attack you make this round of combat deals an additional 1d10 damage.

Additionally, when an ally you can see makes an attack against a creature that it is hidden from, you can make a weapon attack against that creature as a reaction.

GHOSTS OF THE WILD

Starting at 15th level, you and your allies no longer have your movement or vision impaired by your ranger spells.

ART CREDIT

- Elf Token - Magic the Gathering - Wizards of the Coast.

