

Nod's Notebook to Hardly Anything

RANGER OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

NATURAL EXPLORER (Bonus Movement)

1st-level ranger feature, which replaces the Natural Explorer feature

You are a master of navigating the natural world. This grants you the following benefits:

- You are not slowed by difficult terrain.
- 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 make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. 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.

You choose additional favored terrain types at 6th and 10th level. Additionally at 6th level, your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

FAVORED ENEMY (Bonus Damage)

1st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature

You have significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type.



Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures. Additionally at 6th level, your bonus to damage rolls against all your favored enemies increases to +4.

PRIMEVAL AWARENESS (Bonus Spells)

3rd-level ranger feature, which replaces the Primeval Awareness feature

You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain):

aberrations, celestials, dragons, elementals, fey, fiends, and undead.

This feature doesn't reveal the creatures' location or number, unless it is one of your favored enemies, in which case you learn their numbers, 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 for each group.

Your interconnections with nature also enable you to learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the **BONUS SPELLS** table. These spells don't count against the number of ranger spells you know.

BONUS SPELLS

[Ranger Level]	[Spell]
3rd	speak with animals
5th	locate animals or plants
9th	speak with plants
13th	guardian of nature
17th	commune with nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.



LAND'S STRIDE (Fleet of Foot)

8th-level ranger feature, which replaces the Land's Stride feature

You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. You also have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Additionally, you can use the Dash action as a bonus action on your turn.

HIDE IN PLAIN SIGHT (Tireless)

10th-level ranger feature, which replaces the Hide in Plain Sight feature

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.

Also, as an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.



ADDITIONAL SPELLS

This section contains new spells that the DM may add to a campaign, making them available to player character and monster spellcasters alike.

Call Nature Spirits

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call out to the spirits of nature to aid you.



When you cast this spell, choose up to three of the following effects:

- If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again.
- If there is edible forage within range, you know it and where to find it.
- If there is clean drinking water within range, you know it and where to find it.
- If there is suitable shelter for you and your companions with range, you know it and where to find.
- Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption.
- Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any rubbish.

Classes: Druid, Ranger



Rapid Rise

1st-level enchantment

Casting Time: 1 bonus action

Range: 10 feet

Components: V

Duration: Instantaneous

Each sleeping creature you choose within range awakens, and then each prone creature within range can stand up without expending any movement.

Classes: Artificer, Bard, Ranger, Sorcerer, Wizard

Shift Shape

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

This spell transforms a creature you can see within range into a new beast form. An unwilling creature must make a Wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast of CR 1 or less without a fly speed.



The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The creature's gear melds into its new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

While in this new form, the target is charmed by you and views you as a trusted ally. The target can understand simple commands such as "attack" or "stay." The charm affects creatures that are immune to charm in their normal form. The charm ends immediately when the target reverts to its normal form.

Classes: Druid, Ranger, Sorcerer