

RANGER

FAVORED ENEMY & NATURAL EXPLORER CLASS FEATURE VARIANTS

This document provides playtest options that replace the *Favored Enemy* and *Natural Explorer* features of the Ranger class in 5th Edition **DUNGEONS & DRAGONS**.



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RANGER CLASS FEATURE VARIANTS

This document presents variant class feature options for the ranger class from the Fifth Edition **DUNGEONS & DRAGONS** *Player's Handbook*.

This is Playtest Material

The material presented herein is unofficial, draft, playtest content. This material is subject to revision pending playtest feedback and may or may not be appropriate for use in your own campaigns and adventures at your sole discretion.

RANGER CLASS FEATURE VARIANTS

The ranger class gains features at particular levels. The features contained herein were designed as spiritual successors to the *Favored Enemy* and *Natural Explorer* features, enshrining their design intent and class fantasy with a more engaging implementation and well-rounded gameplay.

The *Primal Awareness* variant feature, introduced in Wizards of the Coast's *Unearthed Arcana: Class Feature Variants*, replaces the Ranger's 3rd-level *Primeval Awareness* feature and addresses spell deficiency issues of the ranger class in a manner that is power-neutral and engagement-driven. We would recommend that anyone using the following variant features also consider using this feature.

While the other Ranger class features may have minor problems, none of them have the same magnitude of playability issues of *Natural Explorer* or *Favored Enemy* and thus were not addressed in this document.

RANGER'S INTUITION

1st-level ranger feature (replaces Favored Enemy)

You're quick to learn from your encounters with creatures of certain types and adapt your tactics in kind.

When you gain this feature, you choose a creature type to have encountered, which represents your experiences so far: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead.

When you end a combat encounter with a creature, or if you spend at least 1 minute observing or interacting with a creature outside combat, you can learn the creature's type, if it is not obscured by magical means, and are considered to have encountered that type of creature.

You gain advantage on Wisdom (Survival) and Wisdom (Perception) checks to track or detect creatures of a type you have encountered. Additionally, creatures of those types cannot gain advantage on saving throws against your ranger spells or abilities.

Starting at 6th level, you gain advantage on Intelligence checks to recall information about creatures of the types you have encountered.

Beginning at 14th level, you gain advantage on saving throws against the nonmagical abilities of creatures of the types you have encountered.

Which Abilities are Nonmagical?

In 5th Edition Dungeons & Dragons, an ability will use keywords and phrases such as "divine", "magically", or "casts a spell" to denote a magical effect. Although certain abilities, such as the Swallow ability of the Tarrasque, are clearly nonmagical, not every ability is so clear-cut. Some features, such as the Frightful Presence or Lightning Breath of an Adult Blue Dragon, the Tentacle attack of a Mind Flayer, or the Petrifying Gaze of a Medusa, while supernatural in nature, are not considered to be magical.

ADAPTIVE EXPLORER

1st-level ranger feature (replaces Natural Explorer)

You are quick to pick up on the means by which creatures survive in the places you travel.

When you gain this feature, you choose a terrain to which you are accustomed, which represents your travels so far: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you spend 24 hours over a period of 3 days or fewer exploring, traveling through, or resting in a terrain, or interacting with its denizens, you become accustomed to the terrain.

You gain the following benefits while traveling in terrain with which you are accustomed:

- You have advantage on saving throws against the effects of weather and wilderness hazards;
- Difficult terrain doesn't slow your group's travel;
- When you forage, you find twice as much food as you normally would; and
- When you finish a long rest, you can interpret the natural features of your surroundings and learn if you have become lost.

Becoming accustomed to a terrain imparts some of the core aspects of surviving in it. When you become accustomed to a terrain listed in the *Terrain Adaptations* table, you gain the survival benefit associated with it. You can gain each survival benefit only once.

Terrain Adaptations

Terrains	Survival Benefit
Arctic or Grassland	Your walking speed increases by 5.
Coast or Swamp	You gain a swimming speed equal to your walking speed.
Desert or Underdark	You gain darkvision out to a range of 60 feet.
Forest or Mountain	You gain a climbing speed equal to your walking speed.

Starting at 6th level, you cannot be surprised in terrain with which you are accustomed.

Beginning at 10th level, you can give yourself a bonus to your initiative rolls equal to your Wisdom modifier in terrains with which you are accustomed.

Playtest Feedback

We'd love to hear your thoughts! Once you feel like you've gotten a feel for this content, please take a moment to respond to our short playtest survey and give us your feedback!

Your playtest feedback is the best way for us to continuously improve our content.

Feedback Link

<https://dndtime.stream/#feedback-variantranger>

Attributions & Special Thanks

This content was created by Jeremy over at <https://www.twitch.tv/dndtime>. Special thanks to everyone in the DnDTime community for their feedback and overwhelming support.



FANTASY LABS

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<https://www.dndtime.stream/>

SC-001 - BARDIC COLLEGE

The College of Color

<https://www.dmsquild.com/product/309684/>

Paint your whims and spells into physical existence and explore the power of artistic creation with this subclass option for the Bard.

SC-002 - BARDIC COLLEGE

The College of Psychology

<https://www.dmsquild.com/product/309686/>

Manipulate the psyche to empower your companions and to tear down your foes with this subclass option for the Bard.

SC-003 - BARDIC COLLEGE

The College of Mystique

<https://www.dmsquild.com/product/309685/>

Bestow the banes and boons of fate and fortune, delve into otherworldly magics, and weave doom into your enemies' fates with this subclass option for the Bard.

SC-004 - OTHERWORLDLY PATRON

The Great and All-Powerful Genie

<https://www.dmsquild.com/product/313480/>

Use the power of magical relics of your patron's collection, wreathe yourself in fantastical illusion, and ultimately wield the unmatched cosmic power of a genie's Wish with this subclass option for the Warlock.

SC-005 - OTHERWORLDLY PATRON

The Great Tree

<https://www.dndtime.stream/#treewarlock>

Explore the vastness of existence and reclaim those who would stray from the cycle of life and death with this subclass option for the Warlock.

SC-006 - DRUID CIRCLE

The Circle of Eyes

<https://www.dndtime.stream/#eyesdruid>

Assume otherworldly forms, grasp the maddening reality of the Far Realm, and stare into the eyes of infinity. Channel the otherworldly essence of the void beyond the stars with this subclass option for the Druid.

CFV-001 - RANGER CLASS FEATURE VARIANTS

Favored Enemy & Natural Explorer Variants

<https://www.dndtime.stream/#variantranger>

Spiritual successors to the Favored Enemy and Natural Explorer features, enshrining their design intent and class fantasy with a more engaging implementation and well-rounded gameplay.