Ranger. Palant variant

Предпосылки:

1. Стандартный рейнджер – говно.
2. Ревайзед – не лучше.
3. Чем искать в хоумбрю – лучше сделаю сам под свою задумку.

Основные положения разработки:

1. У рейнджера всегда была слабая кастовалка – по количеству и уровню заклинаний он уступал паладину.

2. У рейнджера очень много атмосферных и важных заклинаний вроде Animal Friendship, которые нужны для его роли практически всегда, но выбор всегда стоит между боевыми заклинаниями и ролевыми.

Решение.

Прогрессия слотов – взята с 1/3 кастеров – Элдритч Кнайта и Аркейн Трикстера.

Кантрипы заданы жестко: Light, Guidance

При этом рейнджер получит большое количество предопределенных заклинаний которые он всегда знает. И дополнительно сможет выбрать еще.

Важный момент – Hunter’s mark перестает быть кор фичей рейнджера – он все еще может взять это заклинание, но базово он использует Hunter’s Quarry – естественное напряжение своих усилий для точных выстрелов.

Hunter’s Quarry – Wisdom modifier +1 times per short rest. You add 1d6 damage vs one target. No concentration. Activation: bonus action

Также рейнджеру я выдам часть ритуальных заклинаний: вроде Alarm

Второй аспект рейнджера: это его скилл-манковость.

Если сравнивать к примеру рейнджера из 3.5 с бардом из 3.5 – то в старой доброй тройке у них было одинаковое количество скиллпоинтов, но в пятой редакции рейнджер проигрывает за счет вторичных навыков.

Поэтому решение

Skills: 3

Tools proficiency: herbalism kit или poisoner’s kit

Если посмотреть на паладина в пятой редакции, то у него существует несколько ресурсов:

1. Lay on hands
2. Channel divinity
3. Spell slots
4. Aura

У старого рейгнджера все было направлено на слоты..

Частично мы уже исправили положение за счет Hunter’s quarry.

Продолжим.

На втором уровне рейнджер не получает как ранее заклинания, поэтому получит использование припарок или изготовление ядов (в зависимости от выбранного на первом уровне вторичного навыка).

Потратив 1 час рейнджер может получить или целебные припарки, которые можно использовать на привале для более полного восстановления хп, эликсиры для снятия статус эффектов, тонизирующие настойки для более продолжительной активности или базовые натуральные яды - + к урону от спасброска, или дополнительные ослабляющие эффекты на противника.

Чтобы не было эффекта сбора тысяч припарок – базово считаем что припарки и яды теряют свою силу через сутки из-за несовершенной методики приготовления в походных условиях.

Также у рейнджера исторически есть еще два базовых для класса свойства – избранная местность и избранный враг.

Природный исследователь. Расширенный выбор местностей (включая пещеры, Андердарк, город, джунгли, тундра), в которой рейнджер самостоятельно передвигается быстрее и имеет эффективный экспертайз на проверки Nature, Survival, Perception, Investigation связанные с природными особенностями (в т.ч. против Stealth противника). Также бонус к фуражирингу и чтению следов в избранной местности.

Избранный враг. Я всячески поддерживаю идею о том, что избранный враг не должен давать плюсов к урону, поэтому это выбор языка (список врагов опять таки расширен чтобы не ограничиваться только базовыми типами чудовищ в пятой редакции), автоматического определения врагов по следам, и возможности определения ЦР и хитдайсов противника за счет быстрой проверки Инвестигейшена. Также предполагается что рейнджер хорошо знает обычаи или повадки избранного врага.

## Архетипы.

Stalker (на основе Глум Сталкера), Monster Slayer, Hunter.

Бистмастер идет в один из базовых выборов у самого класса – рейнджер выбирает то ли он сам по себе эффективнее или имеет возможность завести природного союзника, который умеет действовать с рейнджером согласованно без его приказаний после тренировки – skill tricks, tasks, tactics которым необходимо обучить животное. При этом более слабые по ЦРу животные с ростом уровней рейнджера будут получать бонусы от более высокого уровня профишенси рейнджера, чтобы скомпенсировать разницу. Пока не прописано, надо еще подумать где в уровнях это влепить.

Эмпатия с животными – Рейнджер имеет преимущество на проверки Animal Handling с животными в своей избранной местности, а начиная уровня с 8ого – в любой. Это свойство может быть заменено на устойчивость к чарму и иллюзиям[[1]](#footnote-1).

Также большой игромеханической проблемой рейнджера было сильное отставание от воина и паладина на третьем тире по урону – для этого я просто добавлю ему вторую экстраатаку.

В конце второго-начале третьего тира рейнджер получит преимущество на спасброски против естественных ядов и болезней. – natural antivenom

Помимо тренированного спутника рейнджер на третьем тире (скорее всего через закл третьего круга) получает возможность призвать последователей – то ли одно большое существо то ли несколько поменьше. В отличие от компаньона и скакунов паладинов – последователи призываются только один раз и в случае их гибели рейнджер не сможет получить новых. При этом действует ограничение на ядовитых существ, которых добрый рейнджер не может призвать (в отличие от злого рейнджера).

Свойство 20 уровня – hunter’s quarry также позволяет добавлять модификатор мудрости к попаданию и если в начале боя у рейнджера не было hunter’s quarry – то он получает одно использование. – Ultimate Hunter’s Quarry

Yet Another Ranger variant. Palant edition.

**Hit Points**

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Ranger level after 1st

**Armor proficiency:** light armor, medium armor, heavy armor, shields

**Weapon proficiency:** simple weapons, martial weapons

**Tools:** Herbalism kit or Poisoner’s kit

**Saving Throws:** Strength, Dexterity

**Skills:** Choose three from Animal Handling, Athletics, Investigation, Nature, Perception, Stealth, and Survival.

### Starting Equipment

You start with the following items, plus anything provided by your background.

(a) scale mail or (b) leather armor

(a) two shortswords or (b) two simple melee weapons

(a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency Bonus | Features | Cantrip Known | Spells Known | 1st | 2nd | 3rd | 4th |
| 1st | +2 | **Extra Durability,** Favored Enemy, Natural Explorer | - | - |  |  |  |  |
| 2nd | +2 | Fighting Styles, Poultices. Hunter’s Quarry | - | - |  |  |  |  |
| 3rd | +2 | Ranger archetype, Primeval Awareness, Animal Empathy | 2 | 3 | 2 |  |  |  |
| 4th | +2 | Ability Score Improvement | 2 | 4 | 3 |  |  |  |
| 5th | +3 | Extra Attack | 2 | 4 | 3 |  |  |  |
| 6th | +3 | Favored Enemy and Natural Explorer improvements, ***Ranger Feature 6th*** | 2 | 4 | 3 |  |  |  |
| 7th | +3 | Ranger Archetype feature 7th | 2 | 5 | 4 | 2 |  |  |
| 8th | +3 | Ability Score Improvement, Fleet of Foot | 2 | 6 | 4 | 2 |  |  |
| 9th | +4 | **Natural Antivenom** | 2 | 6 | 4 | 2 |  |  |
| 10th | +4 | Natural Explorer Improvement, Hide in Plain Sight | 3 | 7 | 4 | 3 |  |  |
| 11th | +4 | Extra Attack (2), Ranger Archetype Feature 11th | 3 | 8 | 4 | 3 |  |  |
| 12th | +4 | Ability Score Improvement | 3 | 8 | 4 | 3 |  |  |
| 13th | +5 |  | 3 | 9 | 4 | 3 | 2 |  |
| 14th | +5 | Improved Animal Empathy or Vanish | 3 | 10 | 4 | 3 | 2 |  |
| 15th | +5 | Ranger Archetype Feature | 3 | 10 | 4 | 3 | 2 |  |
| 16th | +5 | Ability Score Improvement | 3 | 11 | 4 | 3 | 3 |  |
| 17th | +6 | 17th level feature | 3 | 11 | 4 | 3 | 3 |  |
| 18th | +6 | 18th level feature | 3 | 11 | 4 | 3 | 3 |  |
| 19th | +6 | Ability Score Improvement | 3 | 12 | 4 | 3 | 3 | 1 |
| 20th | +6 | Ultimate Hunter’s Quarry | 3 | 13 | 4 | 3 | 3 | 1 |

## Extra Durability[[2]](#footnote-2)

On 1st level you gain additional 8 hitpoints. Also you have a bonus equal to your proficiency bonus in Favored terrain or half of your proficiency bonus in other cases to all your Constitution saving throws against exhaustion, environmental effects, natural poisons and diseases.

## Favored Enemy.

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead[[3]](#footnote-3). Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

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

**In combat you can spent your action to investigate exemplar of your favored enemy and make Intelligence (Investigation) check vs DC equal to 8+CR. If you succeed on Investigation check DM must tell you CR and number of hit dices of target**

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

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.

## Natural Explorer.

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, jungles, grassland, mountain, swamp, sea, urban 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, if your group is lightly encumbered and number of memberts of your group is no more six.

You have advantage on checks to determine your location and direction.

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.[[4]](#footnote-4)[[5]](#footnote-5)

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.

## Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

### Defense

While you are wearing armor, you gain a +1 bonus to AC.

### Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

### Whirling Blades

When you engage in two-weapon fighting while wearing light or no armor, you do not expend your bonus action and add your ability modifier to the second attack. You can still gain the benefits of two-weapon fighting once during your turn.

## Poultices[[6]](#footnote-6)

At 3rd level, you can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every 2 ranger levels you have (rounded up) up to 10d6 hp on 20th level

## Ranger Archetype

Also at 3rd level, you choose to emulate the ideals and training of a ranger archetype, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

### Archetype Spells and Spell-less variant

Each archetype has a list of associated spells. You gain access to these spells at the levels specified in the archetype description. Once you gain access to an archetype spell, you always have it prepared. Archetype spells don't count against the number of spells you can prepare each day.

If you gain an archetype spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Some archetypes has variant feature and hasn’t Spellcasting.

## Spellcasting

By the time you reach 3nd level, you have learned to use the magical essence of nature to cast spells.

### **Spell Slots**

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

### **Spells Known of 1st Level and Higher**

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

### **Spellcasting Ability**

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

### **Ritual Casting**[[7]](#footnote-7)

You can cast a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## Primeval Awareness (non using slot variant)

Beginning at 3rd level, 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.

You can use this ability a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

## Animal Empathy

Beginning at 3rd level, You have advantage on Animal Handling checks on beasts in your favored terrain.

## Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

## Extra Attack

## Ranger Feature 6th

At 6th level, you gain one of the following features of your choice.

### Animal Companion.

### **Enchantment** Resistance**.**

### XXXX

## Fleet of Foot

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Also your walking speed increase by 10 ft.

## Natural Antivenom

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can create antitoxin salve to cure one poison effect on the creature you are applying it to.

## Natural Explorer improvement

You gain an additional favored terrain.

## Hide in Plain Sight

Starting at 10th level, 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.

## 17th level feature

## Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

## Ultimate Hunter’s Quarry

Starting at 20th level, if you do not have Hunter’s Quarry when you roll initiative you regain one. Also you gain additional bonus to hit equal your Wisdom modifier versus target which is marked by your Quarry.

# Hunter – Ranger Archetype

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter’s path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

## Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Hunter Spells [[8]](#footnote-8)

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | Hunter’s mark |
| 7th | See Invisibility |
| 13th | Elemental Weapon[[9]](#footnote-9) |
| 19th | Hold Monster |

## Hunter’s Prey

At 3rd level, you gain one of the following features of your choice.

**Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it’s below its hit point maximum. You can deal this extra damage only once per turn.

**Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature with advantage immediately after its attack, provided that you can see the creature.

**Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range (or reach) of your weapon.

## Defensive Tactics

At 7th level, you gain one of the following features of your choice.

**Escape the Horde.** You can make Disengage as bonus action.[[10]](#footnote-10)

**Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.[[11]](#footnote-11)

**Steel Will.** You gain proficiency in Wisdom saving throws.[[12]](#footnote-12)

## 11th level Ranger archetype feature[[13]](#footnote-13)

At 11th level, you gain one of the following features of your choice.

## Superior Hunter’s Defense

At 15th level, you gain one of the following features of your choice.

**Evasion.** When you are subjected to an effect, such as a red dragon’s fiery breath or a lightning bolt spell, 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.

**Stand Against the Tide.** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.[[14]](#footnote-14)

**Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack’s damage against you.

**Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.[[15]](#footnote-15)

# Stalker – Ranger Archetype

## Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### Stalker Spells [[16]](#footnote-16)

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | disguise self |
| 7th | rope trick |
| 13th | haste |
| 19th | greater invisibility |

## Dread 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 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

## 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 invisible to any creature that relies on darkvision to see you in that darkness.

# The Urban Ranger

Not all rangers are connected to nature and the wilderness. There are those that are stalking the dark alleys and dusty catacombs of the sprawling cities and metropolises of their world.

If you wish to play such an Urban Ranger, you gain the following features, replacing some of the features you would normally gain:

## Proficiencies

Your starting proficiencies are changed as follows:

Tools: Choose either Poisoner's Kit or Thieves Tools

Skills: Choose three from Acrobatics, Athletics, History, Insight, Investigation, Medicine, Perception, Religion, and Stealth

## Urban Explorer

replacing Natural Explorer

You gain the same benefits as with Natural Explorer, with the following change:

Pathfinder. Difficult terrain doesn't slow your group’s travel, and you have advantage on ability checks and saving throws to overcome structural hazards (such as loose shingles or collapsing floors and ceilings).

## City Stride

replacing Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain as well as climbing costs you no extra movement, and your jump distance is doubled.

You can also move through a crowd without being slowed or otherwise hindered.

In addition, squeezing through tight spaces costs you no extra movement and you don't suffer the normal penalties while squeezing through a tight space.

## New Urban Ranger Spells

### Urban Awareness

1st-level divination (ritual)

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You must cast this spell within the confines of a settlement otherwise the spell fails.

You can sense the most prominent emotions running through the settlement, such as fear, unrest, or anger.

You also gain a rough vision of the general layout of the settlement, and you can identify specific districts such as temples, markets, or slums.

During the spell's duration, you can find the fastest routes to any destination within the settlement — finding small alleyways, bypassing blocked streets, and avoiding large crowds.

# Altered Spell list

The following spells are removed/added from the ranger spell list:

## Spells Removed

### 1st Level

Goodberry

### 2nd Level

Barksin

Beast Sense

### 3rd Level

Conjure Animals

Plant Growth

Speak with Plants

### 4th Level

Conjure Woodland Beings

Find Greater Steed

Guardian of Nature

## Spells Added

1st Level

Comprehend Languages

Disguise Self

Urban Awareness

2nd Level

Arcane Lock

Knock

Magic Mouth

3rd Level

Meld into Stone

Speak with Dead

Tiny Servant

4th Level

Fabricate

Faithful Hound

Stone Shape

## Spirit Guardian

Some rangers turn to the primordial to protect their homes, bonding with an elemental spirit. Spirit Guardians entwine their essence with these totemic guardians, manifesting aspects of the spirits' powers, and becoming far more attuned to the denizens of the Elemental Planes.

### Spirit Guardian Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Spirit Guardian Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Spirit Guardian Spells

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | unseen servant |
| 5th | magic weapon |
| 9th | protection from energy |
| 13th | guardian of nature |

### Elemental Bond

When you choose this archetype at 3rd level, your connection to the natural world brings you into contact with an elemental guardian spirit of your choice: the Boulderbear, the Firecat, the Riversnake, or the Thunderbird. Your choice affects the features you gain at 3rd, 7th, and 15th level.

You learn to speak, read, and write Primordial. Additionally, whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check

### Spirit Strike

At 3rd level, you can have your guardian spirit harry creatures, imbuing your attacks against those creatures with elemental power. As a bonus action, choose one creature you can see within 60 feet of you. The first time you hit that creature with a weapon attack before the start of your next turn, the attack gains benefits based on your chosen guardian spirit.

Boulderbear. The target takes an additional 1d4 force damage, and its speed is halved until the end of its next turn as stone and dust impede is movements.

Firecat. The target takes an additional 1d4 fire damage, and it sheds bright light in a 10-foot radius, and dim light for an additional 10 feet, until the end of its next turn as ethereal flames alight on its body. For the duration, the creature can't become invisible or hidden.

Riversnake. The target takes an additional 1d4 cold damage, and it suffers disadvantage on the first attack roll or ability check it makes before the end of its next turn as frost forms on its extremities.

Thunderbird. The target takes an additional 1d4 thunder damage, and you push it up to 10 feet in a straight line away from you as a boom of thunder audible to 300 feet knocks it back.

### Guardian Spirit

Starting at 11th level, when you hit the target of your Spirit Strike with a weapon attack, your guardian spirit continues to harry the creature until the start of your next turn, warding your allies from the creature's attacks. If the target makes an attack against a target other than you, you can use your reaction to make a weapon attack against it. If your attack hits, it gains the benefits of your Spirit Strike.

### Elemental Vessel

At 15th level, you gain the ability to merge your physical form with your guardian spirit, transforming into it. As an action, you can transform into the physical manifestation of your guardian spirit for 1 minute.

Boulderbear. Your transformation has the statistics of an earth elemental, though with the appearance of a large bear made entirely of pieces of earth and stone.

Firecat. Your transformation has the statistics of a fire elemental, though with the appearance of a jungle cat made entirely of roaring flame.

Riversnake. Your transformation has the statistics of a water elemental, though with the appearance of a venomous snake made entirely of rushing water.

Thunderbird. Your transformation has the statistics of an air elemental, though with the appearance of a giant eagle made entirely of gusting wind.

While you are transformed, the following rules apply:

Your game statistics are replaced by the statistics of your guardian spirit (earth elemental, fire elemental, etc.) but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies.

When you transform, you assume your guardian spirit's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You can't cast spells, and your ability to take any action that requires hands is limited to the capabilities of your guardian spirit form. Transforming doesn't break your concentration on a spell you've already cast.

You retain the benefit of any feature from your class, race, or other source and can use them if the new form is capable of doing so. However, you can't use any of your special senses, such as darkvision.

You choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.

You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Once you use this feature, you can't use it again until you finish a short or long rest.

## Geomancer

You have learned to tap into the mystical properties of the land, giving you greater and more flexible magic than other rangers. Geomancers have a deep connection to certain types of terrain but can access the magic inherent to any land they are in. Geomancers take great pride in their reputation as some of the greatest spellcasters among rangers.

### Geomantic Resonance

Starting at 3rd level, you learn a ritual that takes 1 hour to complete and counts as light activity for you. When you complete this ritual, choose a terrain type you have selected with your Natural Explorer feature (see Ranger in the Player's Handbook) or the terrain you're currently in (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. Until you perform this ritual again, you are geomantically resonant with that terrain type.

### Geomancer Magic

At 3rd level, you know additional spells depending on the terrain you are currently geomantically resonant with and your ranger level, as shown in the Geomancer Spells by Terrain tables. These spells count as ranger spells for you but don't count against the number of ranger spells you know.

Geomancer Spells by Terrain

Artic

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | ice knife |
| 5th | hold person |
| 9th | sleet storm |
| 13th | ice storm |
| 17th | cone of cold |

Coast

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | purify food and drink |
| 5th | misty step |
| 9th | water breathing |
| 13th | freedom of movement |
| 17th | scrying |

Desert

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | Create or destroy water |
| 5th | Dust devil |
| 9th | Wall of sand |
| 13th | hallucinatory terrain |
| 17th | insect plague |

Forest

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | goodberry |
| 5th | bark skin |
| 9th | plant growth |
| 13th | guardian of nature |
| 17th | tree stride |

Grassland

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | beast bond |
| 5th | earthbind |
| 9th | speak with plants |
| 13th | conjure minor elementals |
| 17th | awaken |

Mountain

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | thunderwave |
| 5th | spider climb |
| 9th | meld into stone |
| 13th | stoneskin |
| 17th | wall of stone |

Settlement

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | charm person |
| 5th | knock |
| 9th | leomund's tiny hut |
| 13th | locate creature |
| 17th | animate objects |

Swamp

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | entangle |
| 5th | pass without trace |
| 9th | stinking cloud |
| 13th | blight |
| 17th | contagion |

Underdark

|  |  |
| --- | --- |
| Ranger Level | Spells |
| 3rd | snare |
| 5th | web |
| 9th | enemies abound |
| 13th | greater invisibility |
| 17th | cloudkill |

### Invoke the Elements

At 3rd level, your attacks are enhanced with the mystical elements of the land. The first time you deal damage with a weapon attack each turn you deal 1d6 additional damage. The damage type of this additional damage depends on the terrain you are geomantically resonant with.

Invoke tHe Elements

|  |  |
| --- | --- |
| Terrain Type | Damage Type |
| Arctic | Cold |
| Coast | Acid |
| Desert | Fire |
| Forest | Force |
| Grassland | Radiant |
| Mountain | Thunder |
| Settlement | Psychic |
| Swamp | Poison |
| Underdark | Necrotic |

### Strength of the Earth

At 11th level, when you finish a long rest, you gain temporary hit points equal to twice your ranger level. Whenever you finish a short rest, you gain temporary hit points equal to your ranger level.

While you have temporary hit points granted by this feature, the additional damage from your Invoke the Elements feature increases to 2d6.

### Geomantic Shield

At 15th level, when you take damage associated with the terrain type you are geomantically resonant with or one of the terrain types you have selected with your Natural Explorer feature, you can use your reaction to gain resistance to that damage type until the start of your next turn. The damage type associated with each terrain type is identified on the chart above.

# Ranger spells

## Cantrips

Dancing Lights

Light

Guidance

Mending

Produce Flame

Resistance

## 1st Level

Alarm – R, K

Animal Friendship – R, K

Cure Wounds

Detect Magic

Detect Poison and Disease

Ensnaring Strike

Fog Cloud

Goodberry

Hail of Thorns

Hunter’s Mark

Jump

Longstrider – R, K

Purify Food and Drink

Speak with Animals - K

(new)Reintalize Animal

Absorb elements

Beast bond

Snare - K

Zephyr strike

Recover Trail

## 2nd Level

Animal Eyes

Animal Messenger

Barkskin

Beast Sense

Cordon of Arrows

Darkvision - K

Find Traps

Lesser Restoration

Locate Animals or Plants –K

Locate Object

Pass without Trace –K

Protection from Poison –K

Silence

Spike Growth

Healing spirit

Chatterbark - R

## 3rd Level

Conjure Animals

Conjure Barrage

Daylight

Lightning Arrow

Nondetection

Plant Growth

Protection from Energy

Speak with Plants – R, K

Water Breathing – R, K

Water Walk

Wind Wall

Flame arrows

Find animal followers - K

## 4th Level

Conjure Woodland Beings

Freedom of Movement – R, K

Grasping Vine

Locate Creature – R, K

Stoneskin

Guardian of nature (transmutation)

# New spells.

## Recover Trail

1st level Divination

Casting Time: 1 action

Range: Special

Components: V, S

Duration: Special

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has teleported or plane shifted, for example).

if successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail.

This spell will immediately negate a pass without trace spell if cast directly for that purpose, otherwise it will still function normally to allow tracking along the disguised trail.

## Revitalize animal

1nd level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instant

This spell allows the caster to heal an animal by transferring life force (hit points) from him¬self to the animal. If the animal is touched with one hand, it regains 1d8 + Wisdom modifier of caster hit points, just as if it had received a cure wounds spell. Touching the animal with both hands restores 2d8 + Wisdom modifier of caster hit points. In either case, the caster temporarily loses the number of hit points that the animal regains. The caster will recover his lost hit points 1d4 hours later (if he transferred 3 hit points, he recovers 3 hit points in 1d4 hours). The caster's recovery of these hit points has no effect on the restored animal.

During the 1d4 hours before the caster recovers his transferred hit points, he feels weak and dizzy and have one level of exhaustion.

The animal cannot recover hit points beyond the normal allotment. For instance, an animal that normally has 10 hit points, but has been reduced to 6 due an injury, can't receive more than 4 hit points from this spell. Also, the caster will have at least 1 hit point remaining after using this spell; if the caster has 6 hit points, he won't transfer more than 5 to a damaged animal.

Revitalize animal works on animals only; it has no effect on humans, humanoids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hit points from an animal.

## Animal Eyes

2st level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Concentration, up to 1 hour

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes and remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below.

The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster.

The spell requires a glass lens no larger than one inch in diameter as a focus, which is not con¬sumed in the casting.

## Call Follower

3rd level conjuration

Casting Time: 1 action

Range: self

Components: V, S

Duration: Special

A ranger can use this spell in an attempt to summon one animal follower. After the spell is cast, the DM secretly consults the list of followers he's chosen for the ranger, or rolls an appropriate table. If the DM decides that a potential follower exists within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available within the area of effect, nothing happens (no follower appears). Note that the ranger can't request a specific type of follower; as always, the type of follower is up to the DM. The spell can be attempted no more than once per month.

## Chatterbark

2nd level divination

Casting Time: 1 min

Range: Touch

Components: V, S

Duration: Special

A variation of the 3th-level spell, speak tvilh plants, this spell enables a ranger to ask a sim-ple question to a tree and receive a spoken response. The tree can be any species, so long as its trunk is at least 1 foot in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk; if the ranger has a proficiency in wood carving (a varia¬tion of artistic ability), he can carve a suitable face in one turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching and grimacing as if just awakening from a long sleep. The tree face then looks at the caster expectantly, waiting for a ques-tion. The caster may ask the tree any single ques-tion that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few\* days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question hon-estly. If the question is beyond the scope of its knowledge, the tree says, "1 don't know." After answering, the face disappears.

The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather con¬ditions) and general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgements. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

## Animal Training[[17]](#footnote-17)

Rangers are more efficient than other characters at training animals. In the Standard method a ranger needs two months to train an animal to perform a general task. Training for a specific trick requires 2d4 weeks[[18]](#footnote-18). At the end of the training period, he makes a Wisdom (Animal Handling) check. If the check is successful, the animal has learned the task or trick. If the check fails, the ranger may make a second attempt at teaching it the same task (requiring another two months) or trick (requiring another 2d4 weeks), followed by a second ability check. If this second proficiency check fails, the animal is too dumb or too stubborn to learn that particular trick or task. The ranger may repeat the training process with a different trick or task. An animal can learn a maximum of 2d4 tasks or tricks, in any combination of the two.

A favored enemy can't be trained by the ranger, neither with the follower guidelines nor the animal training proficiency.

## When a Follower Abandons a Ranger

However, there is a limit as to how much abuse a follower will tolerate. The actions—or inaction— of the ranger may necessitate morale checks, as determined by the DM. Should a morale check succeed, the follow'er remains with the ranger. Should a check fail, the follower goes its own way, in most cases never to return. Followers who per­manently abandon their ranger are considered lost and are not replaced.

Here are some situations that may result in a follower abandoning its ranger. It's up to the DM to decide when a given situation becomes stressful enough for the follower to require a morale check.

### Inhospitable Terrain

An animal may hesitate to enter an environment radically different from its own. A haw'k follower native to the mountains probably won't resist following a ranger into a for­est or plain, but it may balk at entering an arctic region. Even if an animal follows a ranger into hostile terrain, it may not remain there for long; for example, a hawk may tolerate the freezing cli­mate of the arctic for no more than a day or two.

## Reckless Endangerment

Followers trained for combat willingly participate in encounters that may result in injury or even death. However, if the ranger forces an animal to participate in an unre­lenting series of battles, resulting in serious dam­age or chronic fatigue, the follower may rebel and leave. Likewise, if a ranger regularly compels an animal to follow him into caverns, ruins, and sim­ilarly dangerous places, the animal may flee.

### Starvation

Though followers usually find their own food, in certain situations they may depend on their rangers for nourishment. If a ranger neglects to keep a follower fed, the follow'er may decide to look for greener pastures.

### Mistreatment

Most followers won't stand for beatings, whippings, or other physical mistreat­ment. (Being of noble character, most rangers won't administer such punishments, but excep­tions do occur.) If the ranger persists in this behav­ior, abandonment is inevitable.

### Inattention

Some followers, particularly dogs and other domestic animals, have emotional as well as physical needs. A ranger who consistently ignores or withholds praise and affection from his follow’ers risks losing them.

### Mating Season

An animal's urge to mate may overwhelm its loyalty to its ranger. An animal may disappear during mating season and never return, particularly if it has trouble finding a suit­able partner. Morale checks usually aren't applica­ble in these situations; instead, the DM may take advantage of mating season to restore balance to the game by eliminating a powerful follower, or getting rid of a cumbersome follower that's prov­ing to be too much of a burden to a ranger.

### Impending Death

When certain followers reach the end of their days, due to illness or old age, they may abandon their ranger to die alone (an aged elephant journeying to an elephant's graveyard). Morale checks aren't usually neces­sary. Instead, the DM may engineer a poignant scene where the ranger realizes that death is near for his loyal companion, and must come to terms with the loss.

## When a Ranger Abandons a Follower

Situations may arise where the ranger wants to rid himself of a particular follower. A follower with negligible trainability may prove to be more annoying than helpful. A filthy or frightening fol­lower may make the party uncomfortable. A fol­lower may eat too much, move too slowly, or scare off too many NPCs. Whatever the reason, the ranger has two options for abandoning a follower, either of which he can exercise any time he likes.

### Release

This is a form of temporary abandon­ment. Using commanding gestures and a firm voice, the ranger lets the follower know that he wants it to remain behind. Because of the special bond between the follower and the ranger, the fol­lower instinctively understands what the ranger is telling it, and responds by reluctantly wandering away into the wilderness. Should the ranger return to the general area where he released the follower, and call out to the follower or otherwise make his presence known, the released animal may show up again, ready to resume its role as a follower. (The DM decides if a released follower returns; generally, if the ranger attempts to locate the follower within a few months of its release, the animal will show up within a day or so. Other­wise, the ranger should assume that the released follower has died or relocated.)

### Dismiss

This is a form of permanent abandon­ment. As with release, the ranger communicates his desire to dismiss a follower through a series of gestures and vocal commands. The dismissed fol­lower moves away into the wilderness, never to be seen again. A dismissed follower will not return to the ranger. A ranger can't replace dis­missed followers; they still count against his nor­mal limit.

## Other Options

A ranger who doesn't want to release or dismiss an unwanted animal follower has a host of other options, limited only by his imagination and the DM's approval. He can arrange for a farmer, a zoo keeper, or other NPC to care for the follower (making sure, of course, the caretaker is of good alignment). He can keep it in his stronghold, ask­ing a human or demihuman follower to care for it. He can also give it to a friendly NPC as a gift (again, presuming the NPC is of good alignment- failure to do so may be taken as a sign of betrayal by the ranger's remaining followers).

## Tricks

**Withdraw.** The follower moves away from the ranger at maximum speed for 1-4 rounds, then stops.

**Come.** The follower advances toward ranger at maximum speed, stopping when it comes within a few feet.

**Stay.** The follower stays in place for 2-12 rounds, after which it resumes its normal activity.

**Attack.** The follower aggressively attacks any creature indicated by the ranger. The attacks per­sist until the ranger breaks the command. Whether a follower fights to the death is up to the DM; in many cases, a follower in danger of losing its life (an animal that has lost half of its hit points) will withdraw. If the ranger commands such an animal to continue its attacks, a morale check may be in order (see the Tarting Company section below). Animals that have been attack-trained usually have a base morale of at least 11.

**Heel.** The follower remains within a few feet of the ranger, mimicking his movement. The fol¬lower tries to move as fast as the ranger, stop when he stops, and stay with him until the ranger breaks the command. This type of movement is distinct from the follower's normal movement, as the follower remains at the ranger's side at all times, rather than lurking in back of the party. Mastery of the Come and Stay tricks usually pre¬cedes the learning of this trick.

**Sit.** The follower sits on its haunches until the ranger breaks the command, at which time the follower resumes its normal actions. Variations include Standing, Rearing, Rolling Over, Playing Dead, and other simple physical feats, all of which are distinct tricks and require individual training periods.

Speak. The follower growls, barks, chirps, or makes any other natural sound on command.

**Fetch.** The follower retrieves a specific object and brings it to the ranger. Typical objects include coins, balls, bones, or sticks. In order for the fol¬lower to execute the command, the ranger must first show the object to the follower before throw¬ing it or hiding it. The follower won't search indef¬initely; if the ranger tosses the object in a field of high grass, for instance, the follower may search for 10-30 minutes before giving up and returning to the ranger. Note that the Fetch trick doesn't allow the follower to hunt for and recognize objects belonging to a general category; that is, a follower can't enter a building and look for hid¬den gems or other treasure items.

**Carry Rider.** This assumes the animal is physi¬cally able to carry a rider. It obeys simple move¬ment commands from the rider, such as turning left and right, stopping, and trotting. However, the follower can't execute any of the maneuvers associated with the Stunt Riding task explained in the Medium trainability section below. This does not replace riding proficiency; any maneuvers performed bv the rider, such as using the mount as a shield or leaping from the steed's back to the ground, require the riding proficiency checks.

## tasks:

**Retrieve.** The follower can locate and bring back a specific type of item from a general loca­tion. Such items might include coins, jewelry, weapons, or food; a general location might be the interior of a building, a grove of trees, or a shallow stream. The ranger must show the follower a sam­ple similar to the desired item, and must also indi­cate the area which the follower is to search. The follower won't search indefinitely; if unable to find an item, it usually will return empty-handed (or empty-mouthed) within an hour.

**Bodyguard.** The follower protects the ranger or a designated friend from attacks by keeping opponents at bay or by attacking them directly, as commanded by the ranger. The follower will fight alongside the ranger, making its own deci­sions which enemies to attack (it may, for instance, attack an unnoticed opponent sneaking up behind the ranger). The Attack trick must be learned before this task.

**Track.** The follower can follow the trail of an animal, human, or demihuman; in general, only followers capable of tracking prey by scent are eligible to learn this task. The follower must be familiar with the creature being tracked, or the ranger must provide a sample of the scent (a piece of clothing, a scrap of hide). It can retrace its path to lead the ranger to the creature. If the follower assists the ranger in tracking, the ranger adds +1 to his Tracking proficiency checks (see Chapter 2). If the follower is tracking by itself, it makes Tracking checks independently of the ranger. Assume that the base Tracking score of a wolf, lion, or similar predator ranges from 13-16. A hunting dog's score may be as high as 19, while a young badger's score as low as 11; the DM makes the call.

**Stunt Riding.** An animal follower with this proficiency can ride, performing all of the feats associated with the airborne and land-based rid¬ing proficiencies (as appropriate to the fol¬lower's size and species). For airborne mounts, animal's Stunt Riding score is the same as the ranger's Wisdom score, with a -2 penalty. For land-based mounts, the Stunt Riding score is equal to the ranger's Wisdom score, with a +3 bonus. Therefore, a ranger with Wisdom 14 who wants his stunt-riding dog to balance on a horse leaping a gap wider than 12 feet must roll his Riding score of 17 or less (14 for his Wisdom, +3 for a land-based mount).

**Lookout.** As directed by the ranger, the follower stands watch or scouts ahead, keeping alert for signs of trouble. If the follower perceives a threat, it unobtrusively alerts the ranger. This training includes a special signal the follower can give for the ranger's species enemy.

**Complex Chore.** The follower can perform a complex chore requiring decision-making or a relatively detailed series of steps. Such chores include building a fire, washing dishes, or grooming a horse. Learning each chore requires a separate training period.

Weapon Use. The follower wields a sword, dag¬ger, or other simple weapon, using it when attack¬ing. Each weapon requires its own training period, and opposable thumbs are needed in most instances. This task is most useful when the fol¬lower has already mastered the Attack trick or Bodyguard task, described above.

### Signaling (secondary skill)[[19]](#footnote-19)

This proficiency gives the character the ability to send messages over long distances. The charac­ter must designate his preferred method for sig­naling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mir­rors. For each additional slot spent, the character may choose an additional method.

Because signaling is essentially a language, messages of reasonable complexity can be com­municated. A practiced signaller can transmit as many as 10 words per combat round.

To interpret the signal, the recipient must be able to see or hear it. He must also have the signal­ing proficiency and know the same signaling method as the sender. To send a message and have it understood, both the signaler and the recipient must make successful proficiency checks. If one fails his roll, the message is distorted; the message can be sent again in the following round, and pro­ficiency checks may be attempted again. If both checks fail, or if either character rolls a natural 20, an incorrect message was sent and received; the message has the opposite of the intended mean­ing. Characters without the signaling proficiency, as well as characters who have the proficiency but use a different signalling method, can't under­stand the signals.

## Clothing

**Aba.** This desert robe is made of lightweight fabric and covers the entire body. Typical colors include brown, gold, black, and white. Elaborate embroidery, made of brightly colored cloth strips or gold thread, often decorates the hem. A silken or cotton sash ties the aba at the waist.

In deserts and other dry climates, such garments help prevent evaporation, allowing the wearer to retain more moisture and function more comfort-ably. Assuming adequate water, a character wear-ing a desert robe is no more likely to suffer heat exhaustion on days of extreme heat than a normal person would on days of moderate temperatures. Note that desert robes don't help in areas of high humidity; in humid environments, as much skin should be exposed as possible to encourage cooling from the evaporation of perspiration.

**Arctic Coat.** Designed for protection against extreme cold, the arctic coat is a knee-length sin¬gle-piece garment with a billowing hood. The long sleeves allow the wearer to warm his hands by drawing them inside and holding them against his chest. Arctic coats are usually made of thick bear fur, lined with seal skin for comfort. An arctic coat keeps the wearer comfortable in temperatures well below zero degrees F.

**Rain Poncho.** A one-piece garment resembling a large cloak with a head-sized hole in the center, a poncho helps keep the wearer dry during rain storms. Ponchos are made of canvas or similar material, often treated with a waterproofing oil. A poncho can double as ground cover and can also be used as an emergency tent. Crude ponchos are sometimes woven from grass or reeds.

**Snowshoes.** Each about three feet long, these oval-shaped wooden frames are laced with leather webbing to allow' the w’earer to w'alk across snow without sinking. A character newly introduced to wearing snowshoes moves at half his normal rate until he gets used to them. After a day or so of prac-tice, he moves at his normal rate. A character wear-ing snowshoes receives no bonuses for charging.

**Terrain Suit.** Made of lightweight material, usu-ally fine linen or silk, the terrain suit consists of a long-sleeved shirt or blouse and long trousers, dyed in various colors to help the wearer blend in w'ith his surroundings. Styles include arctic (col¬ored solid white), sand (mottled patches of vari¬ous shades of brown, for desert and similarly sandy terrain), woodland (patterns of green and brown, for forests and jungles), and urban (black). A terrain suit must be precisely made and fitted to the person to wear it. It is worn most commonly by Stalkers, though some individual tribes and groups of warriors, woodsmen, or thieves use them, too. (As a rule of thumb, terrain suits should be slightly more common than elven chain mail.)

A terrain suit gives the same advantages as the camouflage proficiency when worn in the appro-priate terrain, using a base Wisdom rating of 14. A character wearing a terrain suit writh the camou-flage proficiency uses his Wisdom (or 14, whichever is higher) w ith an additional +1 bonus.

**Waterproof Boots.** These thick boots are made of tough, water-resilient hide (such as alligator or cari¬bou) treated with a waterproofing oil (typically derived from seals or minks). The wearer tucks his trousers inside the boots, then ties them near the knees with a leather drawstring. The boots keep the feet dry, even when wading in water.

**Wilderness Harness.** This device resembles a thick leather belt w'ith straps that cross over the wearer's back. Both the belt and the straps con¬tain a series of small pouches, useful for storing supplies, ammunition for missile weapons, and cither materials. A secret compartment in the back section of the belt conceals a 6-inch-long flat knife (the knife comes with the harness; see Table 58 for statistics).

## Transport

**Dog Sled.** One of the best ways to travel in snowy or icy terrain, a dog sled consists of a wooden frame for carrying supplies, wooden run-ners extending the length of the sled, a platform on which the passenger stands, and a lattice on the front to which the dog team is harnessed. About 6-11 dogs (or equivalent) can pull a sled 10 feet long and 3 feet wide, carrying up to 880 pounds (including the weight of the sled). Fewer animals are required for smaller sleds. A typical 8-dog sled travels at a movement rate of 15 with a load of about 680 lbs., including the sled.

When adjudicating movement via dog sled, DMs should take into account that animals not bred or trained to pull a sled can create a consider-able amount of trouble for the driver—tangling traces, fighting with nearby animals, and so on— and movement could be slower than expected.

**Kayak.** This is a single-person boat, fast-moving and easy to maneuver. Its lashed wooden frame is about ten feet long and two feet wide, covered with canvas, sealskins, or hides of similar water-dwelling animals. The skins are attached to the frame, allowed to tighten by drying, then coated with oil to make the craft water resistant. The pas-senger squeezes into the hole in the top of the craft and sits so his legs extend into the bow. To seal out water, the opening of the kayak has an "apron" (often made of whale intestines) which the kayaker laces around his waist. He propels the kayak with a single long oar with a paddle on either end. A kayak can move 200 /round (its movement rate can be rounded down to 6) and it can carry 250 pounds.

**Water Sled.** This resembles a dog sled with inflated skins in place of runners, enabling the craft to float on the surface of the water. Long leather reins, treated with waterproofing oil, con¬nect with the animals pulling it, usually a team of eight seals or six dolphins. A water sled carries no more than two passengers (about 480 pounds, including the sled), unless the animals pulling it are exceptionally fast and strong. Made to ride as much above the water as in it, the sled can achieve a top movement rate of 15 if pulled by strong steeds, but 9-12 is a more sustainable speed.

## Miscellaneous Equipment

**Breathing Tube.** This simple device helps a character function underwater. A breathing tube made of a hollow reed, about a foot long, strength-ened with wax and treated with waterproofing oil. The user places the tube in his mouth, then sub-merges himself with the end of the tube protrud¬ing from the water. The tube enables the submerged user to breathe indefinitely.

**Camouflage Paint Kit.** This compact leather case contains several cakes of greasepaint (in vari¬ous shades of brown, green, yellow, and black), applicator brushes, a jar of paint removal cream, and a small mirror. Characters apply the paint to areas of exposed flesh to help them blend in with their surroundings. A kit contains 12 uses.

By itself, camouflage paint doesn't give a char-acter any particular advantage. However, when used with a terrain suit (described above), it boosts the character's success chances bv +1. The camouflage proficiency is required to apply the camouflage paint well; those without this profi-ciency have half the usual chance of success. A character using camouflage paint and a terrain suit gains a +2 bonus to his camouflage check.

**Chain Leash.** Made of chain links with a leather muzzle, this leash can be adjusted to fit any ani¬mal ranging in size from a small dog to a wolf. The length of the leash varies from 6-12 feet long. When using a properly-fitted chain leash on an animal, a character receives a +1 bonus to his ani¬mal training proficiency checks. Chain leashes are available in other sizes and lengths to fit larger and smaller animals.

**Falconry Gauntlet.** Also called a perch glove, this is a heavy arm-length glove of thick leather upon which a falcon or hawk can perch.

Falcon Training Equipment. This equipment makes falcon training more efficient. A character using the falconry proficiency without this equip-ment suffers a -2 penalty to training proficiency checks. One set is required for each falcon.

Each set consists of jesses (leather bands with rings, attached to the falcon's legs), talon guards (metal coverings for the bird's claws to prevent it from harming the owner during training), a cre¬ance (a slender leather leash attached to the jesses, held by the user or secured to the perch glove), and a hood (a leather covering fitting over the falcon's head that restricts vision; the hood forces the falcon to rely on its senses of hearing, touch, and taste). Customized or richly appointed equipment, such as an embroidered hood or golden jesses, is also available, usually at double or triple the normal price.

**Fishing Tackle.** This meticulously crafted set of polished w'ooden lures, colorful flies made of feathers and catgut cord, bone hooks, and cork bobbers can be quite useful in the hands of a skilled fisherman. If used bv a character with the fishing proficiency, the proficiency checks are modified by +1.

**Healing Kit.** This is a waterproofed leather or canvas backpack or handbag containing cloth ban-dages, splints, needles and thread (for stitching wounds), ointments, and a selection of herbs for soothing pain (these don't heal damage). It also has room for special medicines, such as poison antidotes or healing potions, but these are not included in the standard kit. The kit is useful in treating injuries of all types; a character with the healing or veterinary healing proficiency without this kit or equivalent may not be able to use the proficiency, depending on the situation.

**Insect Repellent.** Applying this rare, minty cream over a character's face, arms, and other areas of exposed flesh repels bees, ants, and all other types of insects less than 1 Hit Die in size. One application wears off after 8 hours. A jar of insect repellent contains 12 applications.

**Scent Lure.** A scent lure is a pungent liquid used to attract animals in the wild. Each scent lure attracts a specific type of animal, usually wood-land game such as deer, wolf, or fox; individual animals of the species find the odor irresistible.

Each bottle of scent lure contains five applica-tions. One application near a tree, rock, or snare has a 15% chance of attracting an animal of the given species within 24 hours, presuming the ani-mal passes within 100 yards of the application (the DM determines if an animal comes close enough). Extra applications do not increase the chance of attraction. The scent evaporates in 24 hours.

**Sleeping Bag.** More comfortable, but bulkier than blankets, the sleeping bag is made of two lay¬ers of canvas or wool, stuffed with down for warmth. The user slips inside the sleeping bag and secures the open side by fastening several buckles or tying a series of leather straps.

**Sun Goggles.** Arctic or mountaineering sun goggles are made from solid wood. The wearer peers through two narrow slits. These reduce or eliminate the effects of dazzling lights, such as fatigue from traveling under very bright sun (for example, across deserts, or flat plains on cloudless days). Sun goggles also prevent snow'blindness, where the eyes become swollen from exposure to bright sun reflecting off ice and snow. (Attack penalties for snowblindess vary from -1 to-4.)

Sun goggles will not prevent blindness caused when a light spell is cast directly against the wearer's eyes. Sun goggles also reduce the field of vision; the wearer can't see above or below with¬out moving his head. This may increase chances of being surprised or attacked from a blind side, at the DM's option.

**Sunburn Ointment.** Characters risk damage from sunburn in any terrain during seasons of bright sunlight, not only in deserts, but also in the arctic, where the sun reflects off the ice and snow. If characters don't protect exposed flesh with scarves, mask, or other covering, they risk suffering 1 point of damage from sunburn per day. An application of sunburn ointment, gives protection against sun-burn for a full day. A jar of sunburn ointment con-tains 14 applications.

Sunburn ointment gives no protection from magical or non-magical fire; it is ineffective against any source of damage other than the sun.

Sunburn ointment is rare, found only in the best-stocked shops in large cities.

**Survival Kit.** A character may strap this small leather pouch, about four inches on each side and an inch thick, around his thigh, upper arm, or any-where else where it can remain concealed. The kit contains a number of small items useful in emer-gencies: a scrap of parchment and piece of graphite (for writing messages), a fish hook, a 25- foot length of fishing line on a spool, one gold piece (good for bribing guards), a small razor (for severing rope or inflicting 1 hit point of damage against captors), a wooden whistle (for signaling), a cloth pad (for making an emergency bandage), and a few pieces of sugar candy and dried fruit (for quick energy, or luring animals). Similar items may be substituted to customize individual kits.

**Tents.** These portable shelters, usually made of canvas or tanned animal skin, provide shelter from the elements for weary travelers. They're easy to erect and light to carry. Here a few of tire most popular small tents, suitable for one or two occupants:

**• Bell Tent.** This is one of the simplest tents, consisting of a single sheet of fabric arranged around a pole to form a cone. Ropes attached to stakes surrounding the bottom of the tent are pulled to stretch the fabric tight. Though quick to construct and easy to transport, bell tents don't provide much protection against strong winds.

**• Wedge Tent.** Also known as an A-frame tent or a wall tent, the wedge tent is built on a frame consisting of two vertical poles with a hori¬zontal pole secured between them. The fabric is laid across the horizontal pole, then stretched with ropes attached to stakes. The wedge tent is somewhat sturdier than the bell tent, although like that tent, it provides only modest protection against severe weather.

**• Pyramid Tint.** Combining elements of both the bell and wedge tents, the pyramid tent frame is made of four vertical poles arranged in a square, with horizontal poles attached between them. A longer pole rises from the center of the square. The fabric extends from the center pole to form four slanting walls, secured with stakes. Tire sturdy pyramid tent resists light to moderate winds.

**• Bundle Tent.** Particularly useful in cold cli¬mates, the bundle tent consists of from six to eight ribs about five feet long, connected to each other by the tent covering. The covering consists of two layers of skin from a furry animal, such as a bear or caribou. The layers are arranged fur-side out, creating a pocket of air for extra insulation. The tent opens like an umbrella to form a domed shape or folds into a bundle.

**Traps.** These finely-crafted metal traps can be set up in a matter of minutes. Two general types are available; both come in small (rabbit), medium (wolf), and large (bear) varieties. A character using either type of trap adds a +1 bonus to his set snares proficiency checks.

• **Enclosing Trap:** This type of trap resembles a box. It catches animals alive. Lured by edible bait or a shiny object, the animal enters the box and steps on a trigger which causes the front of the box to snap shut.

• **Killing Trap:** A killing traps has two metal jaws lined with sharp points. A small platform, which holds a lure, rests in between the jaws. The slightest pressure on the platform causes the jaws to snap shut, killing the animal.

**Tinderbox, Waterproof.** This waterproof box contains flint and steel, along with a small sup¬ply of wood shavings for kindling. The box keeps the contents dry during a rainstorm or when submerged underwater. Once per round, a character can attempt to start a fire using these materials. A roll of 1 or 2 on a ld8 is necessary to start a fire in normal, dry conditions. A 1 on a ld8 is necessary if the area is damp; the DM may require more difficult rolls (for instance, a 1 on ldl2) in wet terrain, or may rule that a fire can't be started at all.

**Weaponblack.** When rangers or thieves apply this oily paste to their weapons or armor, it makes the metallic surfaces non-reflective and nearly invisible. Modify their base chance to hide in shadows by +5%. A coat of weaponblack lasts until the character engages in melee combat, at which time enough of the substance flakes away to negate any camouflaging advantage. The sub¬stance is flammable; if lighted, a sword coated with the paste will become the equivalent of a flametongue for 2-5 rounds, and will also inflict ld4 points of heat damage upon the wielder unless he is magically protected. A vial of weaponblack con¬tains 1 application. This substance is uncommon and only available through shady under-the- counter dealing.

### Camouflaging Kit - Camouflage Paint Kit.

By using those tools, the character can attempt to conceal himself, his companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud, and other readily available resources. Arctic or similarly bar­ren terrain usually requires special clothing, paints, or other artificial materials (although "dig­ging in" is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage him­self or another person, two or three hours to con­ceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, monster, nor ani­mal passersby will be able to see a camouflaged character, presuming the character makes a sucessful proficiency check. Camouflaged compan­ions will also go unnoticed; only one proficiency check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while build­ing-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidently brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee, or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be par­tially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.

# Becoming a Ranger[[20]](#footnote-20)

Unlike many other character classes, rangers have no clear career paths. Wizards may be taught in magic academies and clerics may be recruited by a church, but no structured training centers exist for rangers. There are guilds for thieves and worldwide hierarchies for druids, but rangers stubbornly resist organizations of any kind. Since the ranger class stresses self¬reliance and independence, it's not surprising that the circumstances under which they acquire their skills are as varied as the rangers them¬selves. Here are some of the most common ways to become a ranger, along with a few kits typi¬cally associated with them. Of course, the stan¬dard ranger might have any of these.

## Apprenticeship

An elderly ranger may wish to make sure that his territory will be in good hands after Iris death. Rather than award conservatorship of the territory to another ranger or a local government, he may instead decide to recruit an apprentice. The elder not only teaches the ways of the wilderness to the young man or woman, but also passes along his values, ensuring that his philosophy will live on. Friends or family members of the elder make ideal candidates for apprentices, as do orphans and human followers.

Suggested Kits: Falconer, Forest Runner, Green-wood Ranger, Guardian, Pathfinder, Sea Ranger, Seeker.

## Self-DeterminAtion

Individuals attracted to this character class may take it upon themselves to master the neces¬sary skills without a formal apprenticeship. Such an individual may be motivated by curiosity (he's fascinated by nature and longs to learn what books can't teach), a compelling event (an army of ores makes a surprise attack against his village from an unpatrolled forest; he vows to guard the forest to prevent a recurrence), or a restless urge to explore the world (he feels smoth¬ered by the secure but boring life his parents have planned for him).

A self-determined ranger often takes a cir¬cuitous route to learning his craft. He may begin by petitioning his lord or king to allow him to accompany military personnel on wilderness excursions, learning from observation how sol¬diers survive in the field and track their enemies. He may offer to keep house or work for a sage or hedge wizard in exchange for private lessons in botany and other natural sciences. A few years as a neophyte in a nature-oriented church may give him access to priestly magic. And a surreptitious partnership or adoption by a notorious thief may teach him the knack of hiding in shadows and moving silently.

Suggested Kits: Explorer, Forest Runner, Guardian, Justifier, Pathfinder, Sea Ranger, Seeker, Stalker.

## Conscription

Occasionally, a king or other official requires a ranger to explore, settle, or administer a recently annexed territory. A replacement may be needed for a ranger who has retired or died. If a suitable о may reward the draftee's family with a monthly stipend in exchange for the cooperation of their son or daughter. More often, however, the authorities offer no remuneration, expecting some type of service from all citizens; recruitment as a ranger is generally preferable to the risky life of a soldier or dull routine of a bureaucrat.

Conscripted rangers often receive first-class training, perhaps at the hands of elder or retired rangers. Some countries have special units of bor-der runners or scouts, which can provide a train¬ing ground for the potential ranger. Terms of services range from several years in most cases to a few decades in extremely militaristic societies. Though many choose to re-enlist when their ser¬vice terms expire, most conscripted rangers even¬tually part company with the established rulers and continue their careers as free agents.

Suggested Kits: Justifies Giant Killer, Pathfinder, Sea Ranger, Warden, Stalker.

## Happenstance

A common way for a young character to become a ranger is though circumstances beyond his con-trol. The following are typical. A youth who makes his way to an uninhabited island after his ship sinks has to master the skills of a ranger in order to survive. The lone survivor of a pioneer family slaughtered by grizzly bears wanders for years in the wilderness, becoming a ranger in the process. A youth captured by slavers escapes into the wilderness and eventually learns ranger skills. He returns much later as an accomplished ranger with a mission to destroy or drive out the band of slavers who imprisoned him.

Suggested Kits: Bcastmaster, Explorer, Feralan, Guardian, Mountain Man, Pathfinder.

## Divine Intervention

For purposes of their own, the gods may choose a mortal to receive the skills of a ranger. If the gods see a need for a protector of a favored tract of land, or desire an advocate for threatened animals, they may seek out a youth with the prerequisite physical skills, mental agility, and moral attitude. If the youth is open to their offer—generally, the gods won\*t bother with an unreceptive candi¬date—he will be guided through a lengthy series of quests and training exercises to develop the skills necessary to become a ranger. In some cases, the gods may grant him the skills directly.

Suggested Kits: Beastmaster, Greenwood Ranger, Guardian, Justifier, Mountain Man, Sea Ranger, Seeker.

## Social Misfit

Society has no use for some of its citizens, shun-ning them because of their appearance, race, social standing, or nonconformist philosophies. Outcast youths often find solace in the wilderness. Ani-mals, they discover, are far less judgmental than humans. In time, those with strong wills and a knack for survival may become rangers through sheer tenacity.

Suggested Kits: Feralan, Greenwood Ranger, Guardian, Mountain Man, Stalker.

Common Traits: the Classic Ranger

Perhaps the most important aspect of creating a three-dimensional character is determining his core traits, the values and principles upon which he bases his philosophy. A character with specific values tends to be more consistent in his reac¬tions. And while few real-world people are wholly consistent, the more consistently a char¬acter behaves, the more lifelike he'll appear in the context of a game.

While no two rangers are exactly alike in their outlook, all share a set of common traits which form the foundation of their personality. These traits are described in general terms below, and are not intended to straitjacket a good role-player. A player doesn't necessarily have to incorporate all of these traits into his character, but he should think carefully before setting them aside. In a sense, these traits are as crucial to defining the ranger character class as his ability scores.

## Strong Ethics

Rangers have firm values that impel them to promote goodness and justice. Regardless of whether he's lawful good, neutral good, or chaotic good, a ranger has definite ideas about the differ-ence between right and wrong. He behaves honestly, and most rangers believe in altruism and service. Selfishness and greed are antithetical to the ranger. He champions the powerless and fights for the weak. In many cases, a ranger’s respect for life extends to animals as well as humans. Though in essence rangers are warriors, most have no fondness for war. Even when fight¬ing for a cause in which he believes, the ranger looks forward to the end of the conflict and the natural healing process promised by peace.

## Love of Nature

A ranger is as much a creature of the wilder¬ness as a lion or wild horse. Many rangers find urban life suffocating and would no more make their homes in a city than volunteer for a prison sentence. A typical ranger prefers songbirds to orchestras, flowers to jewelry, and forests to grand castles. Most rangers are sophisticated enough to handle themselves well in urban set¬tings, but they generally can't wait to finish their business and leave.

## Solitary

By virtue of his duties and disposition, the ranger spends a lot of time alone. Most rangers come to enjoy the solitary life, and have no partic-ular need for the company of other people. In most cases, animals satisfy a ranger's desire for companionship.

On the positive side, the ranger's penchant for solitude encourages him to be self-reliant and independent. On the negative side, rangers may come across as remote and detached, even antiso-cial. While a ranger may be perfectly capable of social etiquette, his companions may believe that he's not especially interested in fostering lasting friendships.

## Taciturn

By observing wild animals, many rangers have learned the importance of keeping their emotions in check. A juvenile wolf who charges impulsively is certain to scare away his prey. A young lioness who makes unprovoked, pointless attacks against the pride leader may find herself ostracized and alone. Consequently, rangers often conceal their feelings from friends and strangers alike, reveal¬ing little about themselves in actions or words. For all but the ranger's closest companions, it's often difficult to tell if he's happy or sad, angrv or for¬giving, troubled or content.

Though rangers certainly experience emotions as deeply as anyone else, many suffer in silence when wounded, and grieve in private at the loss of a beloved animal or comrade. A ranger's com¬panions invariably find him to be a dependable, competent, and trustworthy professional. But as a person, he often remains an impenetrable enigma.

## Devout

Many rangers are deeply and privately spiri¬tual, perceiving their access to spells and their appreciation of nature as gifts from a greater power. Whether a ranger worships nature itself as a unifying force or follows an established religion, he combines his love of nature with his faith to form the foundation of his moral code. Such rangers regularly reaffirm their commitment through moments of quiet reflection. (See Chapter 9 for more about rangers and religion.)

## Daily Life

When a ranger is not adventuring, he still has plenty to do to keep busy. Some of the more com-mon ranger activities are described below'.

Most of a ranger's daily routine occurs off stage; that is, neither the player nor the DM need keep a detailed record of what a ranger does between adventures. However, a creative DM may use ele-ments of a ranger's routine as the basis for an adventure—while patrolling his territory, a ranger intercepts a goblin who turns out to be a scout for an advancing army; or as a springboard for a ranger to acquire a new follower—a bear rescued from poachers takes a liking to the ranger. A ranger's routine might also generate encounters to introduce him to important NPCs—the ranger provides first aid to a hunter who turns out to be a powerful official in a prosperous kingdom; or gain him experience—the ranger earns experience points by fighting a small forest fire.

Of course, not every ranger regularly engages in all of these activities. A ranger occupying an arctic territory doesn't have to worry much about forest fires, while a Warden probably spends more of his time enforcing laws than a Green¬wood Ranger or Feralan. Still, the activities described here should give you a good idea of how a typical ranger fills his day.

## Patrolling

The ranger spends much of his free time patrolling his territory. He may follow the same route every day, or he may wander wherever his fancy takes him. He keeps an eye out for signs of trouble, such as eroded fields or withered plants, and makes contact with other sentient residents, listening to their problems or engaging in small talk. Some rangers ride mounts, particularly if they have a lot of ground to cover, but most prefer to patrol on foot, which enables them to traverse obstacles more easily, as well as minimizing the chance of drawing attention to themselves.

Though patrolling is necessary to keep abreast of the condition of their territories, rangers also patrol for the sheer pleasure of basking in the open air and savoring nature's splendor.

## Monitoring Strangers

A ranger is ever-watchful for strangers in his territory. Followers or other contacts may alert him to the presence of strangers, or he may become aware of them himself by noticing distur¬bances in the terrain or observing them directly.

In most cases, a ranger monitors strangers dis-cretely, watching them from the cover of trees or shadows, or requesting his followers to make reg¬ular reports of their activities. Usually, a ranger can ascertain the intention of strangers without ever making direct contact with them. Most turn out to be harmless travelers or hunters who pose no threat to the ranger or his territory, and the ranger leaves them alone.

If a stranger's motives are more ambiguous— for instance, if he's chopping down trees or hunt¬ing animals beyond his needs—the ranger will confront him, politely but firmly inquiring about his intentions. Generally, the abrupt appearance of an intimidating ranger, particularly if he's accom-panied by a bear or two, elicits immediate cooper-ation. If the stranger explains himself satisfactorily, the ranger departs, perhaps implying that he'll be back if the stranger doesn't keep his nose clean. Should the stranger resist the ranger's authority, the ranger may take whatever actions he deems necessary to ensure compliance, using violence as a last resort.

However, physical confrontations are rare. More commonly, strangers require directions, medical care, or advice. A ranger is usually will¬ing to help, especially if his assistance facilitates their leaving his territory more quickly. If the strangers are lost, the ranger will point out the best route leading to their desired destination. In some cases, he'll volunteer to guide them. Most rangers have a rudimentary knowledge of first aid, and can bind sprained ankles, splint bones, and attempt to resuscitate for drowning victims. A ranger can explain which plants are edible and which are poisonous. He can direct strangers to sources of fresh water, orchards of ripe fruit, and safe campsites.

In return, the ranger may well insist that strangers clean up after themselves, avoid disturb¬ing local habitats, and preserve the natural beauty of the environment. Those who violate the ranger's trust can expect a brisk escort out of his territory.

## Trailblazing

A ranger who occupies an undeveloped wilder-ness must spend a fair amount of time making and maintaining trails. Some of these trails may be permanent roads or paths, usable by anyone tra-versing the ranger's territory. Other trails may be known only to the ranger, concealed by dense woods or similar terrain. The ranger and his fol¬lowers use these concealed trails to get from place to place while monitoring the movement of strangers. Although animals in their native habi¬tats are efficient trailmakers, the ranger may improve their trails by making the footing safer, or linking feeding grounds, watering holes, grazing pastures, and lairs.

An effective trail system requires a thorough understanding of the land, including the precise location of streams, hills, and other significant ter-rain features. A ranger occupying a small territory may be able to hold this information in his head. For larger regions, the ranger may need to keep maps. In this case, a conscientious ranger wall reg¬ularly review and update his maps, adding new features and looking for discrepancies.

Constructing a new trail begins with clearing debris and smoothing the ground. This may involve cutting trees, pulling stumps, and filling in holes. If a road passes though a valley or ravine, the ranger may have to dig ditches to direct rain¬water away from the trail. He may then need to plant grasses along the roadside to prevent soil from washing into the ditches.

Trail maintenance is an ongoing chore, requir¬ing weeding in the spring and ice removal in the winter. In exceptionally harsh climates, the ranger may have to build snow fences, which are con¬structions of wood or stone that run parallel to a trail. During blizzards, blowing snow piles up along the fence instead of covering the trail.

## Wildlife Management

A dutiful ranger looks after the interests of the wildlife in his territory. He tracks dowrn poachers and unprincipled hunters, relocates creatures that have been displaced by natural disasters, and cares for young animals whose parents have been killed. He notes fluctuations in animal popula¬tions and tries to determine if an excess of preda¬tors (or prey) is only a temporary adjustment to current conditions, or if it foreshadows a more serious problem. A sudden drop in the number of songbirds or frogs, for instance, may indicate that the insects they eat have been poisoned by some outside source.

## Conservation

A ranger is dedicated to the preservation of his environment. He uses timber, water, and other natural resources judiciously and encourages oth¬ers to do the same. If he cuts a tree, he replaces it with a new seedling. If he raises herd animals, he keeps them moving so as not to overgraze a pas¬ture. If he farms, he rotates his crops so as not to exhaust the soil, replacing the nutrients with nat¬ural fertilizers.

Unfortunately, the ranger must continually struggle against the carelessness and greed of those who don't share his concerns. They strip the land of timber and minerals, and level entire forests to build new cities. For commerce or sport, they hunt scarce species to extinction. They relent¬lessly farm the same acreage until the soil can no longer support crops, and dump raw sewage and other waste products into lakes and rivers until the water is no longer fit to drink.

The ranger employs several methods to counter this selfishness and indifference. He educates travelers passing through his territory, demon-strating the importance of proper waste disposal and the danger of smoldering camp fires. He negotiates with local villages to regulate mining and farming, and to set aside virgin forests and jungles as protected sanctuaries. In extreme situa¬tions, a ranger may resort to guerilla tactics, such as sabotaging oppressive and ruinous activities.

A ranger must also be constantly vigilant for natural disasters. As prevention is the key to effec¬tive disaster management, a ranger remains alert for the earliest signs of trouble, taking immediate steps to intervene before the problem becomes a full-blown catastrophe.

Here are some the most common natural disasters a ranger might have to face:

### Insects/Disease.

Infestations of beetles, locusts, aphids, and other insects can strip forests and pas-tures in a matter of days or weeks. Molds and rusts can ravage woodlands if unchecked. Old trees, which aren't as resistant to disease as younger ones, are particularly vulnerable. To pre¬vent the spread of destructive insects and fungi, rangers remove and dispose of infested plants as quickly as possible.

### Flood.

An excess of precipitation, sudden snowmelt, or high winds producing strong coastal waves may result in flooding. Floods can wash away valuable topsoil, destroy trees and buildings, and drown the unprepared. Rangers reduce the severity of river flooding by planting and maintaining the trees and grasses in ele¬vated lands. This vegetation controls runoff and absorbs melted snow, preventing it from run¬ning off into rivers and causing the water to rise aver the embankments. Ambitious rangers with leadership skills will sometimes coordinate the local population to assist him building levees to contain rivers prone to flooding. This must be handled with care, as such rivers can silt up, causing worse problems later.

Seacoast floods, on the other hand, are almost impossible to prevent. A ranger's best strategy for dealing with them is to become familiar with the weather patterns that precede them. With sufficient warning, a ranger can warn others to seek protection in the highlands until the storm subsides.

### Earthquake.

Violent shifting of the earth's inner layers may produce earthquakes, which can occur anywhere in the world. Earthquakes can indi¬rectly cause flooding and fires, but the biggest danger comes from avalanches, falling rocks, trees, mudslides, and collapsing buildings.

As with seacoast floods, there's not much a ranger can do to prevent earthquakes, but he can learn to recognize the signs that precede them. Unusual animal behavior (such as the agitated prancing of small mammals), spontaneous geyser eruptions, and clusters of small tremors often indicate an impending major earthquake. While the warnings may not come long in advance, a forewarned ranger can spread the word to head for plains or open fields, which may be safer havens in the event of a major earthquake.

### Drought.

Higher than average temperatures and a lack of rainfall may result in a drought. When water is scarce, rivers dry up, vegetation withers, and animals suffer from dehydration.

Rangers can't accurately predict when droughts will occur. However, in regions of irregular rain¬fall, he can check tree rings, which give an excel¬lent indicator of rain received in previous seasons. Thick rings occur in wet years, thin rings in dry years. Since wet periods tend to alternate with dry periods, studying the rings can help the ranger anticipate the next drought. A ranger can't offset the overall effects of a drought, but he can reduce the local impact of the drought on marginal habi¬tats by storing water, and encouraging others to do the same.

### Fire.

Fires are perhaps the most devastating of all natural disasters. A fire not only wipes out trees and vegetation, it also kills animals and pol¬lutes lakes and rivers with ash. Travelers who carelessly burn trash or toss unwanted torches into the brush are a common source of fires. While lightning strikes are a primary cause of forest fires, some fires are intentionally set by enemies.

Rangers occupying forests or other territories susceptible to fire constantly watch for smoke. Tall mountains make the best vantage point, but where mountains are unavailable or where scaling them frequently is impractical, rangers may con¬struct lookout towers—simple platforms sup¬ported by long poles and nearby trees. A rope or wood ladder gives the ranger access to the tower.

Fighting fires isn't easy, nor is it something one ranger can effectively do alone. Because fires spread so rapidly, particularly in dry seasons, a ranger's chance of stopping a fire decreases with every moment it's allowed to bum. Water or dirt can be used to smother small fires. If a ranger has prepared for help beforehand, he can coordinate the building of a fireline—an area cleared of all vegetation and other combustible material. This helps contain larger fires, but an adequate fireline usually requires the efforts of many individuals working as a team. Once a fire is extinguished, a close watch must still be kept for many days, lest a smoldering limb start the fire blazing once again.

## Law Enforcement

Certain rangers, such as Wardens and Sea Rangers, may be charged with enforcing the laws of the local ruler. They arrest and punish poachers, patrol the lands they guard, and sometimes nego-tiate land use agreements with farmers, loggers, and others. If a royal decree protects a particular animal species, the ranger may be charged with enforcing it. Some rangers have the authority to act as judge and jury, allowing them to try cases on the spot and pass sentences as they see fit. Fines may be levied for minor infractions, such as trespassing, while more severe crimes, such as killing an animal from the king's private stock or picking fruit from the king's tree, may be punish¬able by death. In such cases, the ranger will have a charter or royal writ from the ruler.

# The Ranger’s Personality

After considering the ranger's background, core traits, and routine duties, let's focus on his person-ality. The purpose of this section is to help players and DMs determine how ranger characters may behave in a campaign—for instance, how he responds to NPCs, interacts with other PCs, and reacts in combat situations. There are several courses to consider.

To begin with, you can consult the previous vol-umes in the Complete Handbook series. The first four books The Complete Warrior, Priest, Wizard, and Thief provide lists of archetypes drawn from literature, film, and other fictional and mythologi¬cal sources. In these books, players are encour¬aged to adopt the Folk Hero, the Vigilante, or other archetypes as models for their characters' personalities. Many of these archetypes can also be adapted to ranger characters; the archetypes in The Complete Fighter's Handbook are especially applicable.

The **Complete Bard's Handbook** features a series of tables containing traits associated with intellect, interests, and other personality components. The key traits listed on these tables can be picked or determined randomly. The tables can be used for rangers as well as bards (or for that matter, any other character).

You can also refer to the kit descriptions in Chap-ter 4 of this book, many of which suggest traits associated with a particular ranger type. Players can use the descriptions as springboards for work¬ing out the details of their rangers' personalties.

Another way to shape a character's personality is to come up with a single word that summarizes his identity. This word—which we'll call the defin¬ing characteristic—describes the essential nature of the character and how he comes across to others. While a character's personality is comprised of many elements, the defining characteristic is the most dominant, the trait from which all other per¬sonality components arise.

If basing a personality on a single word seems restrictive or artificial, think about how you describe people in your own life. A particular teacher may be crabby, a close friend may be funny, a favorite game designer may be eccentric. Defin¬ing characteristics may also spring to mind for fic¬

tional characters; consider the noble Sir Galahad, the brilliant Sherlock Holmes, the stingy Ebenezer Scrooge. The defining characteristic forms an overall impression. The details come afterwards.

There's no best method for choosing a defining characteristic. Whatever word seems appropriate to you is good enough, so long as it brings the character into focus and feels right. To get you started, a sample list of defining characteristics appropriate for rangers is given below. The descriptions are intentionally vague, since per¬sonal interpretations are more important than rigid definitions. After all, it's your character!

You'll know if you've chosen a good defining characteristic if you can immediately begin to visualize how the ranger will respond in various situations. For instance, an arrogant ranger may enter a deserted castle without hesitation, certain that he can contend with whatever dangers wait inside. In combat, he may fight aggressively and enthusiastically, each blow accompanied by a declaration of his own magnificence. If defeated, the arrogant ranger may sulk for days, his ego taking longer to heal than his fleshly wounds. Of course, it's not necessary to think through every situation before it occurs—having your character react spontaneously is a big part of what makes role-playing fun—but deciding on a primary characteristic can be a lot of help in getting him off the gTound.

If you like, you can choose secondary traits that complement the defining characteristic. These sec¬ondary traits, called corollary characteristics, add dimension to the character; in combination with the defining characteristic they help define a unique individual. The entries below list several corollary characteristic suggestions for each defin¬ing characteristic. Choose one or two that appeal to you, or make up your own. Any corollary char¬acteristics are fine, so long as they don't contradict the defining characteristic; an arrogant ranger might also be proud and but it's unlikely he'd be shy, too.

Some kits work with certain defining characteris¬tics better titan others, and each entry below lists a few recommendations. However, don't feel restricted by them. You can use any defining char¬acteristic with any kit that feels right to you. Like¬wise, you can mix and match the various corollary

characteristics, or ignore them altogether. You may also use the defining characteristics in conjunction with the archetypes from the first four Complete Handbooks or to supplement the trait tables from the Complete Bard. Regardless of your approach, the goal remains the same—to create ranger personal¬ties that are believable and interesting.

## List of Defining Characteristics

### Altruistic

A selfless humanitarian who puts the w'elfare of others before his own, the Altruistic ranger tire¬lessly fights for the common good. Unhampered by jealousy or self-interest, he commands respect from friends and foes alike. He shows mercy to his opponents, compassion to the dispossessed, and unwavering loyalty to his friends.

Corollary Characteristics: Kind, honest, reserved, introverted, reverent, courteous.

Suggested Kits: Beastmaster, Greenwood Ranger, Guardian, Seeker, Warden.

### Analytical

An agile mind and eclectic interests mark the Analytical ranger. He loves knowledge and rel¬ishes every opportunity to ponder the mysteries of nature. New cultures, unusual creatures, and scholarly strangers fascinate him. He respects intellectual prowess more than physical skills, and may seek to negotiate with a potential opponent rather than engage in combat.

Corollary Characteristics: Ponderous, meticulous, . dignified, thoughtful, cautious, dispassionate.

Suggested Kits: Explorer, Seeker, Stalker.

Arrogant

An arrogant ranger believes he can do no wrong. He views indecision as weakness and compromise as cowardice. He glories in the mem¬ory of his accomplishments, which typically have been both numerous and impressive. If there are stronger, smarter, or more skilled rangers than himself, he is unaware of them—or at least, he chooses not to acknowledge them.

Corollary Characteristics: Haughty, confident, patronizing, energetic, extroverted, optimistic.

Suggested Kits: Falconer, Forest Runner, Giant Killer, Mountain Man, Warden.

Boisterous

A boisterous ranger has little patience with social etiquette. He says what he thinks and behaves as he pleases, and may be oblivious to how his actions might offend others. A man of action, he likes to get to the point, avoiding what he considers to be time-wasting conversation and endless planning. Beneath it all, there often beats a heart of purest gold.

Carol Ian/ Characteristics: Brash, impulsive, lusty, spontaneous, intimidating, vulgar.

Suggested Kits: Feralan, Forest Runner, Giant Killer, Mountain Man, Pathfinder.

Distrustful

Usually as a result of limited contact with other people, the distrustful ranger remains emotionally distant from strangers and comrades alike. He may be cordial and cooperative, but he rarely gets close to anyone other than his animal followers. He is awkward in social situations, uncomfortable in large groups, and suspicious of friendly over¬tures. The reason is usually hidden in his past.

Corollary Characteristics: Suspicious, paranoid, cold, reflective, lonely, moody.

Suggested Kits: Beastmaster, Falconer, Feralan, Forest Runner, Mountain Man.

Inspiring

The inspiring ranger radiates authority and con¬fidence, making him a natural leader. He instinc¬tively takes charge in times of crisis, displaying bold initiative when others hesitate to act. His companions depend on his decisiveness and com¬mon sense, and he rarely lets them down. Always, he is the first to the battlefield and the last to leave.

Corollary Characteristics: Flamboyant, fearless, cheerful, driven, virtuous, honorable.

Suggested Kits: Explorer, Forest Runner, justifier, Sea Ranger, Warden.

Laconic

The laconic ranger is a soft-spoken, thorough professional. He says little, sees much, and lets others go their own way as he goes his. He takes quiet pleasure in a job well done, and avoids needless confrontation with lazy, the foolish, and the incompetent (though he might remark with shrewd humor upon their foibles). He nearly

always lends his neighbor a helping hand.

Corrollary Characteristics: Steady, thoughtful, pithy, keen, practical, skilled, canny.

Suggested Kits: Falconer, Guardian, Justifier, Pathfinder.

Melancholy

The melancholy ranger shoulders the weight of the world. Plagued with self-doubt and tormented by the injustice of a seemingly indifferent uni¬verse, he is preoccupied with his own misery and prone to deep depression. Ironically, though he may perceive himself as a failure, he may actually be quite accomplished. Whatever success he expe¬riences, however, doesn't seem to bring him much pleasure.

Corollary Characteristics: Brooding, quiet, cyni¬cal, tentative, impulsive, neurotic.

Suggested Kits: Guardian, Greenwood Ranger, Justifier, Warden, Seeker.

Merry

The merry ranger is full of the joy of life. He spreads springtime and sunlight wherever he goes, regardless of how bleak the situation may be. Always ready with a tale, a story, or a practical joke to break the tension, he puts the counsel of the eternal doom-sayer to shame. Though he may, in fact, have serious problems of his own, these never discourage him for long, nor does he inflict them on his companions.

Corrollary Characteristics: Bright, flippant, vibrant, honest, buovant, optimistic.

Suggested Kits: Forest Runner, Mountain Man, Pathfinder, Sea Ranger.

Mysterious

The mysterious ranger envelops himself in an aura of secrecy, keeping even the most pedestrian details of his background hidden from his com¬panions. He seldom speaks, and when he does, his words may be ambiguous or laden with cryptic overtones. Though he dutifully fulfills his role within a party, he minimizes his contact with his comrades. For no apparent reason, he may disap¬pear for days at a time, then reappear as unexpect¬edly as he departed. He may whisper poetry to his followers, make bizarre notations on the trunks of trees, or brew sweet-smelling soup which he dumps on the ground rather than drink, all with¬out explanation. His strange behavioT may be due to religious reasons, cultural requirements, or merely a desire to keep his companions at arm's length.

Corollary Characteristics: Eccentric, threatening, somber, distant, taciturn, studious.

Suggested Kits: Feralan, Pathfinder, Seeker, Stalker.

Nurturing

The nurturing ranger serves as a caretaker and counselor, supporting his companions and follow¬ers in times of stress. He comforts the troubled, reassures the doubtful, and soothes the anxious. He has a kind word for all and strives to bring out the best in his friends by bolstering their self-esteem. He may leave leadership roles to others, preferring to work in the background, or a loss of leadership or sudden crisis may bring him to the fore.

Corollary Characteristics: Diplomatic, inquisitive, philosophic, humble, passive, empathetic.

Suggested Kits: Falconer, Guardian, Greenwood Ranger, Seeker.

Obsessed

A single, all-consuming goal motivates the obsessed ranger to the exclusion of all else. Typical obsessions include destroying a species enemy, revenge on an overlord who illegally annexed his territory, or locating a animal believed to be extinct. Though an obsessed ranger may function effectively within his party, the party's objectives are always secondary to his own. Often, such a character will mature out of the obsession as the campaign continues.

Corollary Characteristics: Irritable, grim, passion¬ate, anxious, determined, tireless.

Suggested Kits: Explorer, Giant Killer, Justifies Sea Ranger.

# Forgatherings

Though they generally avoid organizations and communal events, many rangers participate in informal get-togethers called forgatherings or moots. At forgatherings, rangers can exchange ideas, barter for supplies, and participate in con¬tests of skill, as well as catch up on gossip and blow off steam. Attendance at forgatherings is by no means mandatory, but most rangers look for¬ward to the opportunity to spend a few days socializing with others who share the same gen¬eral philosophy and professional challenges.

These are often times of much merriment and celebration. Old friends are greeted warmly and new' rangers are initiated, sometimes with raucous practical joking. There are food and fun for all, and tests of skill and prowess to pass the time and take each other's measure.

Attending a Forgathering

A ranger can go through his entire life without ever hearing about a forgathering, let alone attend-ing one. But chances are that sooner or later, he'll hear a rumor about an upcoming forgathering, or receive an invitation from another ranger. He may also notice strange symbols etched on trees or stones, intended as guideposts to lead attendees to the forgathering site (depending on how secret is the location of the meeting, a ranger might need the trail sign proficiency to translate the symbols).

In most cases, forgathering attendance requires no prior arrangements. These gatherings are by their nature informal, and they are rarely inter-rupted by serious business except under the most unusual circumstances. Any ranger who show's up is usually welcome; rangers who bring extra meat, fruit, or wine to share are welcomed with open arms. Attendees are expected to supply their own bedding, tents, and food. First-timers may be required to perform extra chores, such as guard duty or trash disposal.

A ranger may bring non-ranger companions with him as guests, providing tire guests keep to them¬selves and stay out of the way. The ranger is respon¬sible for his guests' behavior; should they cause trouble or make nuisances of themselves, both the ranger and his guests will be summarily ejected. It's unlikely that ranger will be welcome at any future forgatherings unless things are smoothed over.

Types, Sites, and Dates

There are as many types of forgatherings as there are rangers. Some are held in well-traveled forests, others in remote deserts. Some attract only specific kit types, such as Mountain Men or Sea Rangers, w'hile others are primarily intended for specific races, such as elves. In general, however, most forgather¬ings are open to any ranger who cares to come.

Though some established forgatherings occa-sionally change locations and dates, most are held in the same place and at the same time every year for the convenience of the attendees. Any open wilderness area, reasonably isolated, can serve as a forgathering site. Forests, moun¬tains, and plains are preferred, as they give the easiest access to the greatest number of rangers. Because travel can be difficult in the winter, and summer can bring uncomfortably hot tempera¬tures, forgatherings are usually held in late spring or early fall. Most forgatherings last from two to three days, but some drag on for several w-eeks or until the last few' diehards call it quits and head for home.

Specifics about individual forgatherings are hard to come by, since rangers tend to keep the details to themselves. Brief descriptions follow, the pieced-together bits and pieces of information that have trickled out over the years regarding a few of the best-attended and longest-lived meet¬ings: feel free to add to them and adapt them to your campaign wrorld.

Equinox Festival

One of the most important annual meetings is the gathering at this festival, held during the six days following the first full moon after the autumn equinox. Rangers of every type and specialty can be found here, though standard rangers outnumber all the others. The site shifts every other year, alter-nating between a heavily forested area and a plains region, far from any civilized settlement. The orga-nizers announce next year's site at the end of the current festival. As this is primarily a trade fair, rangers bring a wide variety of goods to sell, and haggle with each other long into the night. Prices tend to be high, but so does the quality.

Glass Eye Concourse

This is one of the wildest and least structured for- gatherings, attracting Mountain Men by the dozens, along with a few rowdy Giant Killers, Pathfinders, and Forest Runners. The name derives from the per¬son who organized the first of these forgatherings, a rowdy Mountain Man who lost an eye in a drunken sharpshooting contest. Held near the base of a tall mountain in mid-spring, the Glass Eye Concourse features a weekend of physical contests, lewd jokes, and lots and lots of cheap ale.

High Tide Assembly

In contrast to most forgatherings, the High Tide Assembly is downright sedate, emphasizing philosophic discussion and formal lectures. This forgathering takes place during the first high tide of spring on a quiet seashore. The Assembly lasts for three days. Seekers, Sea Rangers, and Explor¬ers are the primary attendees. By tradition, the for-gathering climaxes with a wild boar hunt. Following a traditional feast, the bones of the wild boars are tossed into the sea, to the accompani¬ment of triumphant cheers and whistles.

Solstice Jamboree

Most often held in a central plains location, the Solstice Jamboree attracts all types of rangers, as well as a number of bards and druids. The event lasts for six days, beginning on the first day of the summer solstice. Lavish banquets, featuring exotic meats and rich candies are held three times daily, and general good fellowship is encouraged. This is an important event, for much serious business is discussed on the side. Comrades who died the previous year are hon¬ored on the last day of the forgathering with poetry recitations and silent meditations.

Physical Layout

Most forgathering sites have few permanent features or structures. Upon their arrival, atten¬dees construct any necessary buildings or fixtures, and take them down when the forgathering ends. Forgathering fixtures are simple but functional, with building materials consisting usually of wood, stones, and mud. Here are a few features common to most sites:

Sleeping Area. The driest and clearest patch of ground makes the best sleeping area. Atten¬dees pitch their tents or lay out their sleeping bags in lines, spaced well apart. In colder cli¬mates, the sleeping area is located where the sun (whatever there is of it) can warm the earth before nightfall. In warmer climates, shady loca¬tions are preferred.

Dining Area. A typical dining area consists of a few benches or logs for sitting on, some stone bar-becue pits, and a simple lean-to for storage. The optimum location for the dining area is several hundred feet from the sleeping area, positioned so that breezes don't earn' the cookfire smoke in the direction of resting rangers. A stream nearby for washing up is also desirable, if available.

Fire Pit. A pit for burning waste is constructed near the dining area, preferably away from trees or brush to minimize the chance of a fire getting out of control. It's located where the prevailing breezes don't carry the smell of burning garbage toward the sleeping or dining areas.

Barn. A barn, stable, or pen is constructed to house the rangers' animal followers for the dura-tion of the forgathering. Large forgatherings may require several pens and stables to accommodate a variety of species. Rangers are responsible for the feeding and grooming of their animals, and are also held accountable for their animals' behavior; it's considered a grievous breech of etiquette for a lion follower of one ranger to eat the goat follower of another ranger.

Chapel. The forgathering chapel may be as sim-ple as a stone platform, or as elaborate as a full-sized cabin with a podium and wooden pews. Religious symbols are not exhibited here, so that the chapel may accommodate worshipers of diverse beliefs. Most often, the chapel is isolated from the main forgathering site, erected in a nearby woodland or other quiet location.

Campfire. The communal campfire, typically constructed in a central location, serves as the focal point of the forgathering. The campfire burns all night and day, continually tended and fed deadfall logs. At any hour, rangers can be found crowding around the camp fire, roasting meat and exchanging stories.

Activities and Events

As forgatherings are primarily intended as social events, rarely are there fixed agendas or schedules. Activities tend to develop sponta-neously, continue as long as the rangers show an interest, and end when the participants have had enough. Following are a few of the activities and events most likely to occur:

Trading.

Trading goes on virtually non-stop at most for-gatherings, ranging from private transactions between individuals to dozens of rangers ped¬dling their wares in what amounts to an open air market. Merchandise includes both the common (rope, saddles, boots) and the unusual (chainlink leashes, camouflage paint, homemade wine). Weapons and maps are especially in demand, particularly bows and quarterstaves with hand- carved designs, and maps of exotic territories that detail the newest trails. Rangers pay for their purchases in fur, food, and trinkets as well as gold pieces.

Magical items are occasionally available, but many rangers are more inclined to loan them to needy comrades rather than sell them outright. Rangers who borrow magical items are expected to return them at the next forgathering. Being men and women of integrity, the borrowers rarely fail to honor their agreements.

News and Gossip.

Information flows freely at forgatherings, and most rangers are eager to learn about the trials and tribulations their comrades have experienced in the previous year. They hear of marriages, births, and deaths, as well as followers acquired and abandoned. They learn which expeditions resulted in new discoveries and which ended in disaster. Rumors abound of lost civilizations, hid¬den treasures, and gruesome monsters. An atten¬tive ranger may hear about employment opportunities or new hunting grounds. If he's lucky, an unattached ranger may make contact with a potential mate.

Training.

The typical forgathering attracts rangers with a wide range of skills. Often, they're willing to give instruction to novices for a small fee or as a ges¬ture of friendship. If he locates a willing teacher, a ranger may be able to pick up hunting or tracking tips, acquire cooking secrets from a master chef, or learn how to construct emergency shelters from an elder woodsman. (The optional training rules in Chapter 8 of the DUNGEON MASTER™ Guide can be used to allow rangers to acquire new skills as a result of their forgathering experiences.)

Contests.

No forgathering would be complete without games and contests for rangers to demonstrate their skills and compete for prizes. Conservative forgatherings feature debates, target shooting, and knotting matches (where contestants see who can untangle complex knots in the shortest time). The Glass Eye Concourse and similarly rowdy for¬gatherings feature contests of a more physical nature, such as head-slamming (contestants butt heads as hard as they can until one passes out), dagger juggling (often done blindfolded), and bear wrestling.

Mountain Men in particular have a tradition of rather intense competition. For example. Moun¬tain Men enjoy a bizarre drinking contest where bitter roots, fish scales, rotten vegetables, and other distasteful substances are mixed with water; whoever consumes the most of this vile brew is declared the winner.

Other contests common to forgatherings include horse races, rabbit hunts, and mock battles using swords and spears bound with thick layers of cloth. Winners are awarded silver pendants, hik¬ing boots, or other prizes donated by the more affluent attendees. If donations aren't available, each participant puts a few coins in a pot before a contest begins; whoever wins claims the pot. Wagering is rampant for all types of contests, with rangers betting everything from animal pelts and dried meat, to arrowheads and leather gloves.

Martial Exploits

If a martial exploit has prerequisites, you must meet them to learn it. You can learn the exploit at the same time that you meet it's prerequisites. A level prerequisite refers to your level in this class. Adamantine Bones

As a reaction to being hit by an attack caused by a hostile creature, you gain temporary hit points equal to the number rolled on your Predator die + your wisdom modifier, doubled if you're below half your hit point maximum.

Apex Predator

Prerequisite: 13th Level When a favored enemy drops to 0 hit points, you can make a weapon attack against another creature in range and designate it as a favored enemy using your reaction. This does not expend a use of your Mark Prey class feature.

Battle Tempo

Prerequisite: Dueling Fighting Style

When you have advantage on an attack roll while wielding a one-handed melee weapon and both rolls would hit, you can make an additional attack against it as a bonus action.

Calculated Blow

Prerequisite: Dueling Fighting Style

When you hit a creature with a one-handed melee weapon, roll a Predator die and add it to the result of your attack roll. Regardless if the attack hits or misses, you learn the creature's AC.

Repel

Prerequisite: Defense Fighting Style

As a reaction to being hit by an attack caused by a hostile creature within 5 ft of you, you can force it to succeed on a Dexterity saving throw. if it fails, you can choose to cause it to become proned or push it 10ft away from you as long as you are wearing light or medium armor.

Foe Slayer

Prerequisite: 17th Level

When you hit a favored enemy with a weapon attack, it must succeed on a Dexterity saving throw or the attack becomes a critical hit.

Hawkeye

Prerequisite: Archery Fighting Style.

When you ready an action to make a ranged weapon attack against a creature, you gain advantage on the attack. If you have the Extra Attack feature, you can attack twice with advantage when the trigger occurs.

Heightened Awareness

Prerequisite: Defense Fighting Style.

When you take the Dodge action, you gain an AC bonus equal to your Wisdom modifier that persists as long as you do not move and are light or medium armor.

Marked

Target As an action, you can choose a favored enemy to target. Until the start of your next turn, attacks made by friendly creatures against it gain a bonus to their attack rolls equal to the number rolled on your Predator die.

Pinning Strike

Prerequisite: Archery Fighting Style.

When you hit a creature with a weapon attack, the target must succeed on a Constitution saving throw or have its speed halved for a number of turns equal to the number rolled on your Predator die. Predator's Eye

Prerequisite: 5th level

When you add a Predator die to a damage roll you make against a favored enemy, you roll the maximum value on the dice.

Predatorial Instinct

Prerequisite: 9th Level

When you miss an attack against a favored enemy, you can make another attack against it with advantage as part of that action.

Serpent Fang

When you hit a creature with a weapon attack, the target must succeed on a Constitution saving throw or become poisoned. While poisoned, the target takes poison damage equal the number rolled on your Predator die at the start of its turns. At the end of its turns, it can attempt to succeed on a Constitution saving throw to end this effect.

Skirmisher

When you take the Dash or Disengage action, you may choose to make one weapon attack against a creature as part of that action.

Storm of Swords

Prerequisite: Two-Weapon Fighting Style

When you take the Attack action while two-weapon fighting, you can move 10 ft between each attack without provoking attacks of opportunity.

Whirling Dervish

Prerequisite: Two-Weapon Fighting Style

When you take the Attack action while two-weapon fighting and hit a creature with all attacks, you can make an additional attack against it as part of that action.

Посмотреть на что предлагает Мирлз

# Revised Ranger (2018)

## Favored Enemy

In place of selecting a monster type as a favored enemy, you can instead chose this more general version called Hunter’s Eye. You gain the following ability.

You study a creature, making it your quarry and analyzing with a careful eye. Your study allows you to anticipate the creature’s moves, making it easier to anticipate and counter its tactics.

As a bonus action, you can designate a creature you can see within 100 feet of you as your favored enemy. Alternatively, when you attack a creature, you can choose the target of the attack as you favored enemy. Regardless of how you designate a favored enemy, you can use this ability once during your turn. The target remains your favored enemy until you use this ability again.

You gain advantage on all Wisdom (Perception) checks to detect your favored enemy and Wisdom (Insight) checks to determine its motives. You also gain advantage on all checks made to discover and follow its tracks.

Once during your turn, you can make a melee or ranged weapon attack against your favored enemy. You gain a number of uses of this ability equal to half your ranger level (minimum 1) and regain all expended uses when you complete a long rest.

Starting at 6th level, you gain advantage on all saving throws made against your favored enemy’s spells, abilities, and effects.

Starting at 14th level, once during your turn if you miss a weapon attack against your favored enemy you can make an additional weapon attack against it.

## Natural Explorer

When you select a terrain type for the Natural Explorer feature, you can instead gain the following benefits based on the terrain type. If you are proficient in Nature and you choose this option, your proficiency bonus is doubled for any ability check you make that uses it.

### Arctic

You gain resistance to cold damage.

### Coast

You gain a swim speed equal to your speed.

### Desert

You gain resistance to fire damage.

### Forest

If you are proficient in Perception, your proficiency bonus is doubled for any ability check you make that uses it and when determining your passive Perception.

### Grassland

Your speed increases by 10 feet.

### Mountain

You gain a climb speed equal to your speed.

### Swamp

You gain resistance to poison damage and are immune to disease.

### Underdark

You learn Undercommon. If you do not have darkvision, you gain it with a range of 30 feet. If you have darkvision, you instead gain “blindsight” with a range of 5 feet.

### Urban

Effect TBD.

## Fighting Style

Presented here is a new option that Rangers can select for Fighting Style class feature.

### Whirling Blades

When you engage in two-weapon fighting while wearing light or no armor, you do not expend your bonus action and add your ability modifier to the second attack. You can still gain the benefits of two-weapon fighting once during your turn.

## Gift of the Wild

Starting at 2nd level, you can opt to replace your Spellcasting feature with either the Beast Companion or Mighty Slayer class features.

### Beast Companion

You gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast’s AC, attack rolls, and damage rolls, as well as to any saving throws and skills in which it is proficient. Its hit point maximum equals the hit point number in its stat block or four times your ranger level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

The beast acts as you wish. It rolls initiative like any other creature. If the beast has a multiattack option, it cannot use it.

Your companion understands your speech, and you can intuit basic concepts and statements as long as you can see or hear it.

If you are incapacitated or absent, the beast acts as you wish.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast die, you can obtain a new companion by spending 8 hours magically bonding with a beast that isn’t hostile to you and that meets the requirements.

Starting at 5th level, the beast’s attacks count as magic weapons for purposes of overcoming resistances or immunities.

### Mighty Slayer

Starting at 2nd level, you gain the ability to use your tactical acumen and physical prowess to achieve astounding feats of martial skill.

You gain the ability to use martial exploits. You gain uses of martial exploits based on your ranger level, as shown in the Martial Exploits table. You retain all expenses uses when you complete a long rest. The Martial Exploits table also shows the die type you roll when using an exploit.

You can apply the benefits of only one exploit to any given attack. If more than one exploit applies to an attack, you select which one to use.

Some exploits require a creature to make a saving throw. The DC for such a save is 8 + your proficiency bonus + your Wisdom modifier.

#### Martial Exploits

| Level | Uses |
| --- | --- |
| 3 | 3 |
| 4-6 | 5 |
| 7-9 | 7 |
| 10-12 | 9 |
| 13+ | 10 |

| Level | Uses |
| --- | --- |
| 2-10 | d6 |
| 11-16 | d8 |
| 17-18 | d10 |
| 19-20 | d12 |

You gain the Adamantine Bones, Crippling Blow, and Masterful Strike exploits.

Adamantine Bones. You focus your mind and grit your teeth, pushing aside pain and drawing on wellsprings of energy that blot out the pain of your wounds.

During your turn, you can expend a martial exploit to gain temporary hit points. You gain temporary hit points equal to 5 times your proficiency bonus.

Crippling Blow. You take careful aim at your foe’s head or other sensitive point, unleashing a brutal attack that knocks the target senseless.

When you make a weapon attack, you can expend a martial exploit when you hit with a melee weapon attack. You increase the weapon’s damage by a number of martial exploit dice equal to half your proficiency bonus. The target of the attack must make a Constitution saving throw. If it fails, its speed is reduced to 0. At the end of each of its turns, it can make a Constitution saving throw to end this effect.

Masterful Strike. You strike with overwhelming strength and accuracy, battering aside your foe’s defense to deliver a deadly strike.

When you make an attack, you can expend a martial exploit and roll a number of d6s equal to your proficiency bonus.

If the attack misses, you learn the target’s AC and can use the result of one or more d6s of your choice as a bonus to your attack roll, possibly turning the miss into a hit. Any remaining dice are used as a bonus to your weapon’s damage roll.

## Primeval Awareness

Add the following to this ability:

You can use this ability without expending a spell slot. If you do so, you gain its benefit as if you expended a 1st-level spell slot. Once you use Primeval Awareness without expending a spell slot, you cannot use it again in this manner until you complete a short or long rest.

# Alternate Subclass Features

## Beast Master

If you selected the Beast Companion option for the Gift of the Wild class feature, the following beast master features work differently for you.

### Ranger’s Companion

You do not gain the Ranger’s Companion class feature. Instead, your beast companion’s challenge rating can be 1/2 or lower, instead of 1/4 or lower.

### Exceptional Training

Beginning at 7th level, you can use a bonus action to allow your beast to take the Dash, Disengage, or Help action on its turn as a bonus action.

## Gloom Stalker

If you did not select the spellcasting option for the Gift of the Wild class feature, the following gloom stalker class feature works differently for you.

### Gloom Stalker Magic

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Gloom Stalker Spells table. Your ranger level must beat least equal to the level listed alongside the spell. Once you cast a spell in this way, you cannot do so again until you complete a long rest.

## Horizon Walker

If you did not select the spellcasting option for the Gift of the Wild class feature, the following horizon walker class feature works differently for you.

### Horizon Walker Magic

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Horizon Walker Spells table. Your ranger level must beat least equal to the level listed alongside the spell. Once you cast a spell in this way, you cannot do so again until you complete a long rest.

## Monster Slayer

If you did not select the spellcasting option for the Gift of the Wild class feature, the following monster slayer class feature works differently for you.

### Monster Slayer Magic

Starting at 3rd level, you gain the ability to cast a spell of your choice from the Monster Slayer Spells table. Your ranger level must beat least equal to the level listed alongside the spell. Once you cast a spell in this way, you cannot do so again until you complete a long rest.

Ranger Versatility

Favored Enemy

(Source: HFH) You study a creature, making it as your quarry and

analyzing with a careful eye. Your study allows you to anticipate the

creature’s moves, making it easier to anticipate and counter its

tactics.

As a bonus action, you can designate a creature you can see

within 100 feet of you as your favored enemy. Alternatively, when

you attack a creature, you can choose the target of the attack as your

favored enemy. Regardless of how you designate a favored enemy,

you can use this ability once during your turn. The target remains

your favored enemy until you use this ability again.

You gain advantage on all Wisdom (Perception) checks to detect

your favored enemy and Wisdom (Insight) checks to determine its

motives. You also gain advantage on all checks made to discover

and follow its tracks.

Once during your turn, you can choose to make an additional

weapon attack against your favored enemy. You can do so a number

of times equal to half your ranger level (minimum 1) and regain all

expended uses when you complete a long rest.

Starting at 6th level, you gain advantage on all saving throws

made against your favored enemy’s spells, abilities, and effects.

Starting at 14th level, once during your turn if you miss a weapon

attack against your favored enemy you can make an additional

weapon attack against it.

Gift of the Wild Option 1: Mighty Slayer

(Source: HFH) Some rangers develop enhanced tactical acumen

and physical prowess to achieve astounding feats of martial skill. If

you select this option, see details for the Mighty Slayer in the next

section.

Gift of the Wild Option 2: Wild Companion

(Source: HFH) Some rangers develop a bond with the spirit of

Nature in the form of a wild beast, and further strengthen that bond

by tapping into the inherent magic of Nature herself. If you select

this option, see details for the Wild Companion in the next section.

Bush Medicine

(Source: UA-MC) As part of the Gift of the Wild class feature,

you gain the ability to create and apply healing salves and poultices

as a form of bush medicine. You can spend time gathering and

preparing wild plants, herbs etc. to create healing salves and

poultices. Items that you create cannot be applied by anyone but

you, and lose their potency after 24 hours if unused. Application

takes 1 minute, thereby expending its use, and the recipient regains

a number of hit points equal to 1d6 (or 1d8 if inside one of your

favored terrains) for every three levels you have in this class

(rounded down) + your Wisdom modifier.

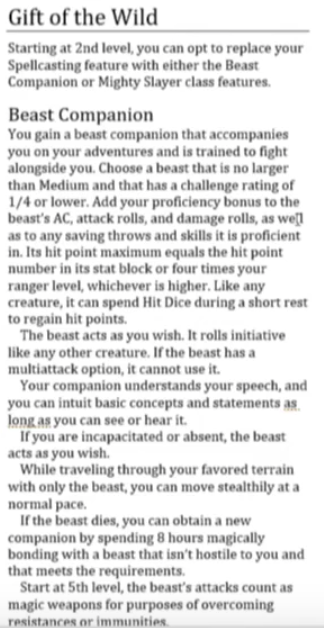
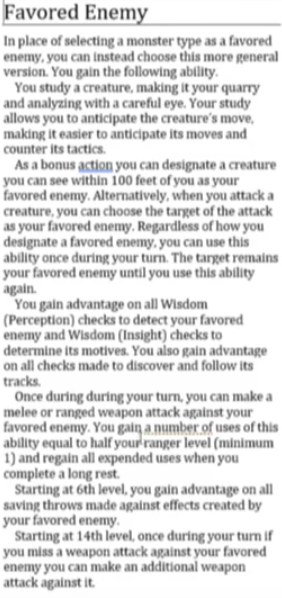
Once you obtain 5th level in this class, your poultices can also be

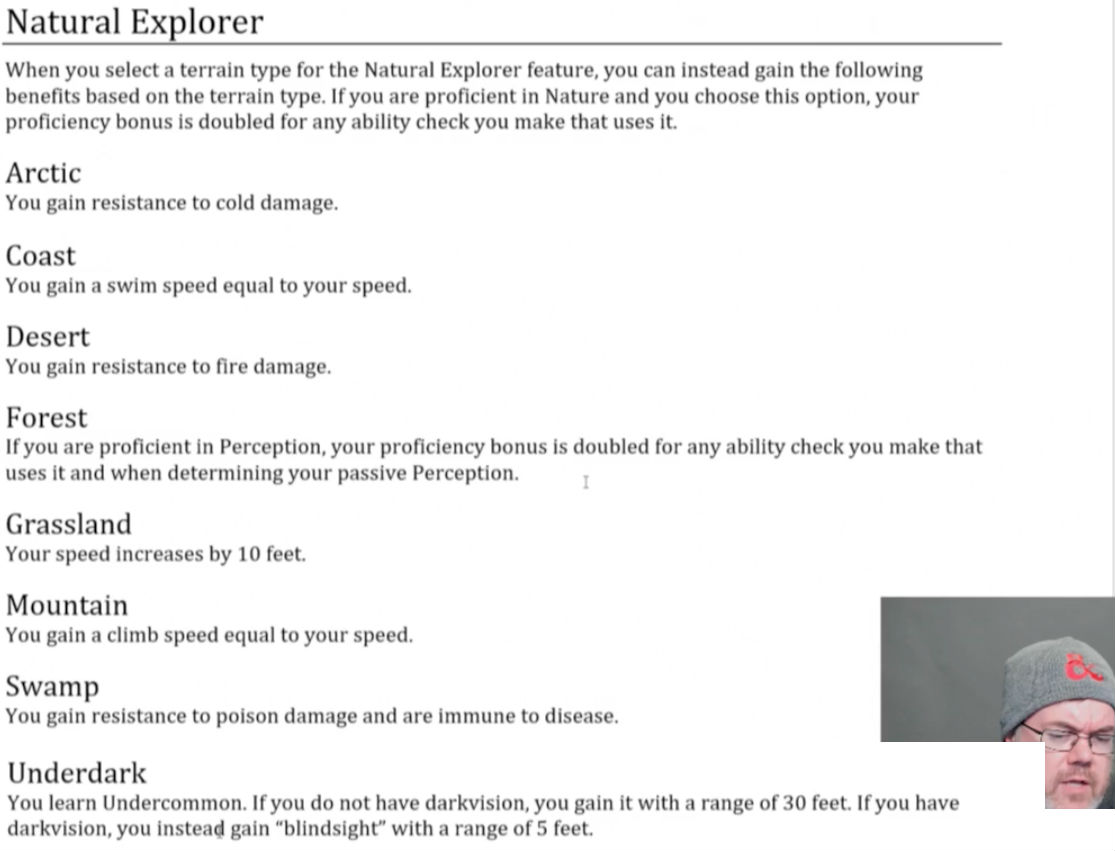
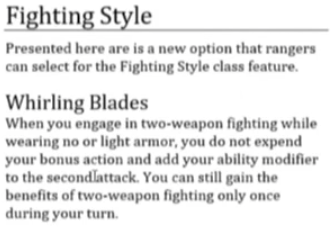
used to replicate the effects of a lesser restoration spell.

You can create a number of healing salves and poultices

equivalent to your Wisdom modifier (Minimum 1). You regain all

uses of this ability after a long rest. 



General Behavior of Followers

This section pertains to animal followers, as do the three sections which follow—Training Animal Followers, Follower Loyalty, and Parting Company. Information relevant to human and demihuman followers can be found in the last section of this chapter.

What exactly does an animal follower do, any¬way?

At first, animal followers do little more than that—they follow'. While an avian follower may perch on the ranger's shoulder for a few miles or a dog may scout up ahead, for the most part, fol- low’ers linger behind, keeping perhaps 10-20 feet between themselves and the ranger.

In general, an animal follower attempts to accompany the ranger wherever he goes. If the ranger enters a cave, the follower goes in after him. If the ranger paddles a canoe, the follower attempts to swim alongside. If the follower can’t swim, it waits on shore for the ranger to return. If the follower is too big to squeeze through an underground passage, it may surface and wait for the ranger outside.

Likewise, if a ranger moves at a pace faster than the follower can maintain, the follower will attempt to pursue as best it can. When a ranger interrupts his travels—for instance, if he stops to camp—he may give the lagging follower enough time to catch up. If a follow'er is unable to rejoin the ranger because of a lost trail (the animal hasn't seen the ranger in several days and can no longer track him), physical barriers (the animal is inca¬pable of following the ranger across a vast river) or inhospitable terrain (a seafaring ranger has left for the shore, abandoning a water-breathing fol¬lower), the follower is considered to be released; see the Parting Company section below for details.

Routine Activities

For the most part, an animal follower can take care of itself. Assuming there's an adequate sup¬ply of game or edible vegetation in the area, the animal will hunt or graze as necessary to keep itself fed. It will find its own water, keep itself groomed, and rest when tired. If the ranger

marches by day and rests by night, nocturnal ani-mals will either reverse their normal sleeping pat-terns and sleep when the ranger sleeps, or sleep by day and catch up with the ranger in the evening.

In extreme circumstances, an animal follower may depend on the ranger for routine care. If an animal follower accompanies a ranger into a city or other area where it's unable to hunt, the ranger will probably have to supply food. In a hot desert, a ranger may need to share his water. Wounded or ailing animals sometimes require medical atten-tion. If an animal fails to receive adequate care, it may abandon the ranger (see the Parting Com¬pany section).

As an animal becomes more attached to a ranger, it may require extra attention or reassur-ance. Usually, an animal lets the ranger know when it needs attention by rubbing against him, frolicking in front of him, or whining incessantly. Usually, a ranger can soothe an anxious animal follower by playing with it for a few minutes, offering some comforting words, or stroking its fur. If the ranger makes a habit of ignoring a fol¬lower, it may abandon him.

Procreation

Most healthy animals have a powerful instinct to procreate. On occasion, a follower will disappear into the wilderness to seek a mate. Usually, the fol-lower returns in a few hours, or at most, a few days. However, so strong is the urge that the follower may abandon the ranger altogether if it has to travel long distances to find a suitable partner. Also, the quest for a mate is not without risk; a male follower may die while fighting a rival for the attentions of a desirable female (which may account for whv some followers mysteriously disappear and never come back). But more often than not, a follower will complete its liaison without incident, rejoining its ranger unharmed and content.

Should a female animal follower give birth, the offspring don't automatically become followers. Initially, offspring are considered "followers" of the parent, as their relationship with their mother more or less parallels the mother's relationship with the ranger. As the offspring mature, they may wander away to start lives of their own, or they may stay and become followers, as decided by the DM. Offspring who become followers count against the ranger's normal limit.

Combat

Animal followers will rarely defend their rangers against attack unless trained to do so (see the Training Followers section below), especially if the opposition is supernatural or uses fire. In gen-eral, a follower is mainly concerned with its own safety, fighting only when necessary to protect itself. An exceptionally violent animal may relish any opportunity to attack, and some will stand guard over or attempt to drag away their incapac-itated ranger, but most of the time, a follower is more likely to take cover or retreat than engage in combat. The DM determines the combat reactions of a follower just as he would for any animal in the game.

Communication

When a ranger acquires an animal follower, he gains no special way of communicating with it. Unless the ranger trains the creature to respond to specific vocal sounds or physical signals, the fol-lower passively accompanies the ranger on his travels, oblivious to his commands.

Reactions to Others

Animal followers feel loyal and friendly to their rangers. Most animal followers would no more harm their rangers than they would their own mothers. A follower would be unlikely to retaliate violently if the ranger mistreated it; instead, the follower would simply leave.

The ranger's presence has a calming influence on wild animal followers which tempers their reactions to the ranger's other companions. The animal fol¬lowers will generally leave other player characters alone, so long as the PCs keep their distance and don't antagonize them. However, if a PC comes too close to a lion, tiger, or other wild animal follower, the follower may respond with a warning snarl or even a swipe of the paw. If the PC doesn't get the message, the follower may attack. Such an attack continues until the PC withdraws or the ranger

intervenes. Ii the ranger has trained the follower to attack only when ordered, fellow PCs won't have to worry about assaults. Otherwise, tire ranger's com-panions are advised to keep their distance. Even a ranger will not approach a predatory follower just after it has made a kill.

Naturally docile animals, such as sheep and mice, pose no threat to the party. Neither do domesticated creatures, such as farm animals and pets. Unless a trained animal is responding to its ranger's commands, the DM will decide how docile followers react, exactly as he does for fol-lowers that are wild animals.

Wild animal followers respond to non-player characters in much the same way as they do the ranger's companions; that is, they ignore NPCs who keep their distance and make no hostile actions, but may attack NPCs who get too close or threaten them. Docile animals respond timidly to unfamiliar NPCs, possibly cowering behind the ranger or seeking cover.

A ranger's calming influence also extends to followers who would normally consider each other predator and prey. If a deer and a lion are both among a ranger's followers, they co-exist harmoniously so long as they remain with the ranger. Though it's unlikely the pair would cuddle up together to go to sleep, neither would the lion eat the deer. At the same time, the lion follower would consider all other deer fair game, hunting them as necessary to satisfy its hunger. Should the ranger abandon or dismiss his lion and deer fol-lowers, the animals would shortly revert to their natural states, and the deer might stand a good chance of becoming the lion's next meal.

Disadvantages

Animal followers provide many benefits to rangers, but there can be drawbacks as well. Here are a few typical complications, which the DM can use to add color to a campaign, serve as story springboards, or enliven an otherwise routine encounter.

• Some animals attract predators. A rat follower could attract a giant snake, or a boar follower might lure a hungry dragon. The ranger and his companions could be ambushed along with the followers.

•Certain followers may be sought by hunters and collectors. A weasel follower with lus-trous ivory fur might prove irresistible to unprincipled sportsmen. A renegade wizard could target the party to get her hands on the feathers of a black owl follower, which she needs for a spell component. Rustlers might assault a party just to steal a ranger's horse follower.

• The presence of unusual followers may make NPCs less likely to deal with the party. A trav-eler may hesitate to share information when a growling bear lurks in the background. A giant eagle fluttering overhead could discour-age a merchant from trading with the PCs. The DM may modify' an NPC's reaction by as much as -4 when disconcerting, threatening, or obnoxious animal followers are present.

• Some animals have habits which can make life uncomfortable, if not downright miserable, for the ranger and his companions. A filthy hyena follower might smell so bad that it makes the PCs' eyes burn. A parrot follower may insist on keeping the party up all night with its incessant chatter. A curious squirrel follower could pick the pocket of a slumber¬ing wizard, steal a crucial spell component, then bury it in the forest.

Training Animal Followers

Rangers can train their animal followers to perform a remarkable variety of tricks and tasks. Because of the ranger's unique rapport with his animal followers, he can teach them more effi-ciently than other characters are able to train normal animals. And because of the followers' eagerness to please, they learn their tricks and tasks more quickly.

Two methods are provided for representing this special relationship with animal followers. The Standard method is the simplest and most straightforward, but treats all animals more or less the same. The Alternative method requires extra bookkeeping, but is a bit more realistic, as it takes into account the learning capacities of different species. Both methods are similar to and compati-ble with the animal training proficiency (the ani-mal training proficiency itself isn't used to train

followers). Whichever method you prefer, it's best to stick with it throughout the entire campaign.

Before examining the training methods, let's clarify what is meant by tricks and tasks. These definitions apply to the animal training profi¬ciency as well as the training methods described below.

A trick is a specific action performed in response to a specific stimulus, such as a command, a sound, or a gesture. The action involves only a sin¬gle step and requires no independent decision¬making. In every instance, the animal performs the action exactly as taught, without improvisa¬tion of any kind. The stimulus must be unambigu¬ous and precise ("Stay"); any variance in the stimulus ("Don't move") is likely to be misinter¬preted, resulting in a failure to perform the trick as intended.

A task is general sequence of actions performed in response to a stimulus. The action may involve multiple steps and require some independent decision-making. Completion of the task may require a certain amount of improvisation. The stimulus may be non-specific (for instance, if taught the task of tracking, the follower is able to track a variety of animals, not just one particular species). Obviously, tasks are more difficult to master than tricks.

The Standard Method

This training method uses essentially the same rules as the animal training proficiency described in Chapter 5 of the Player’s Handbook. The ranger announces the trick or task he wishes to teach a particular follower (examples of tricks and tasks are given below). The DM may disal¬low the trick or task if he decides the follower is incapable of performing it; a reptile, for instance, may be too dull to come on command, or a chip¬munk may lack the attention span needed to track. If the DM approves, the ranger proceeds. It takes the ranger 2d4 weeks to teach a trick to a follower and two months to teach a task.

When the training period ends, the ranger makes a Wisdom check (using his own Wisdom score). If the check succeeds, the animal has mas¬tered the trick or task. If the check fails, the ranger can make another attempt to teach the follower the same trick or task by expending the same time and effort. He then makes another Wisdom check. If it succeeds, the animal learns the trick or task. If it fails, then the animal cannot be trained to per¬form that trick or task. A follower can learn a max¬imum of 2d4 tasks or tricks, in any combination of the two.

A ranger can train up to three followers at the same time. As all followers are naturally cooper¬ative with the ranger, he doesn't need to prepare "wild" animal followers by taming them (unlike the requirement given in the animal training proficiency).

Successful training assumes the ranger works with the followers for short periods on a regular basis; the amount of time spent is less important than working with the follower every day. If the ranger fails to maintain a regular schedule—say, if he skips a full week or so of training—he must start over, investing another two months for a task or 2d4 weeks for a trick.

The DM should write down the number of tricks and tasks a particular follower is able to learn. The player should also note the tricks and tasks on his ranger's record sheet as the followers learn them. Additionally, when teaching a fol¬lower a new trick or task, the player should keep track of how many weeks have passed for each training period.

The Alternative Method

The Alternative method involves the use of a trainabitily rating, a general indication of a fol¬lower's capacity to learn. The higher the trainabil- ity rating, the more tricks and tasks an animal can know and the faster it can master them. The train- ability rating is primarily based on the animal's Intelligence score, but also takes into account its fondness for humans and demihumans, its will¬ingness to learn, and its eagerness to please. Train- ability ratings apply only to a ranger's followers and have no bearing on the relationships between animals and other character classes or on the ani¬mal training proficiency.

Tables 31-42 give trainabilitv ratings for a vari¬ety of animal followers. The DM can use the train- ability ratings in these tables as guidelines for assigning ratings to species not listed, should he

decide to modify or expand the tables.

The DM may also make exceptions for animal individuals. He may decide, for instance, that a particular squirrel is smart enough to merit a Medium rating rather than the Low rating given on Table 34. Likewise, he may rule that an excep¬tionally dull wolf deserves no better than a Low rating. In any case, the DM should make such a determination as soon as the follower arrives. A follower's trainability rating should not change once it has been assigned.

The four ratings—Negligible, Low, Medium, and High—are discussed in detail below. Each describes the types of animals encompassed by the rating, the time required to learn tricks and tasks, and the maximum number of tricks and tasks that follow¬ers with the rating can learn. For convenience, Table 44 summarizes this information.

Additionally, each description lists several tricks and tasks associated with the rating. The lists don't include all possible tricks and tasks, but a general sample; the DM should use the lists as a basis to determine the difficulty of any other trick or task that the ranger wishes to teach a follower. A follower can learn tricks and tasks associated with all lesser ratings, as well as those associated with its own rating; a Medium trainability fol¬lower, for instance, can learn tricks and tasks asso¬ciated with Negligible, Low, and Medium ratings.

In all other respects, the Alternative method uses the same rules as the Standard method. Only the types and numbers of tricks and tasks, along with the training times, are different.

Negligible Trainability

This category includes animals with little apti¬tude for learning, such as fish, insects, arachnids, and reptiles. Most of these creatures have Intelli¬gence scores of 0. Followers with negligible train- ability can learn only the simplest tricks, such as those requiring movement towards or away from a stimulus. They can't learn tasks. Since some of these creatures are unable to discern sound, the ranger may need to use a bright light (such as a torch) or a broad gesture (a sweep of the hands) instead of a vocal command to get the follower to respond.

A follower with negligible trainability can learn no more than a few (ld4) tricks, though the DM may decide that a particular animal is not capable of learning any tricks. Training time is 2d6 weeks per trick.

Attack-trained animals get a save vs. rods against another ranger's animal empathy ability.

Low Trainability

Animals in this category have an average but unexceptional aptitude for learning. They can learn a wide range of tricks, but few tasks. The cat¬egory includes herd animals, small mammals, and birds, most of which have Intelligence scores of 1. The majority of animals either belong to this cate¬gory or the Medium trainability category.

A follower with Low trainability can learn 2-8 (2d4.) tricks and tasks, of which half or less can be tasks. Training time is 2-8 (2d4) weeks per trick and 10 weeks for tasks.

Sample tricks:

Sample

Medium Trainability

Exceptionally bright animals belong to this group, including those commonly found as pets, trained for circuses, or used in warfare. These animals will tend to have Intelligence scores in the 2-4 range.

A follower with medium trainability is able to learn 4-10 (2d4+2) tricks or tasks in any combina¬tion. Training time is 2d3 (2-6) weeks for tricks, and 8 weeks for tasks.

Sample tasks:

High Trainability

Only a handful of followers, such as dolphins and certain primates, qualify for this category. Animals with high trainability can reason, weigh options, and arrive at their own conclusions. Their ability to learn tasks rivals that of some humans and demihumans. Their Intelligence scores begin at 5 and go up.

A follower with high trainability can learn 6-12 (2d4+4) tricks or tasks, or any combination of the two. Training time is ld4 weeks for tricks, and 6 weeks for tasks.

Sample tasks:

Not Applicable (-)

Creatures who can communicate with spoken language and whose Intelligence scores are on par with those of humans don't have trainability rat¬ings. To determine their behavior as followers, consult the guidelines in the Humans and Demi¬humans section below, along with the relevant information in their Monstrous Compendium' entriesGeneral Behavior of Followers

This section pertains to animal followers, as do the three sections which follow—Training Animal Followers, Follower Loyalty, and Parting Company. Information relevant to human and demihuman followers can be found in the last section of this chapter.

What exactly does an animal follower do, any­way?

At first, animal followers do little more than that—they follow'. While an avian follower may perch on the ranger's shoulder for a few miles or a dog may scout up ahead, for the most part, fol- low’ers linger behind, keeping perhaps 10-20 feet between themselves and the ranger.

In general, an animal follower attempts to accompany the ranger wherever he goes. If the ranger enters a cave, the follower goes in after him. If the ranger paddles a canoe, the follower attempts to swim alongside. If the follower can’t swim, it waits on shore for the ranger to return. If the follower is too big to squeeze through an underground passage, it may surface and wait for the ranger outside.

Likewise, if a ranger moves at a pace faster than the follower can maintain, the follower will attempt to pursue as best it can. When a ranger interrupts his travels—for instance, if he stops to camp—he may give the lagging follower enough time to catch up. If a follow'er is unable to rejoin the ranger because of a lost trail (the animal hasn't seen the ranger in several days and can no longer track him), physical barriers (the animal is inca­pable of following the ranger across a vast river) or inhospitable terrain (a seafaring ranger has left for the shore, abandoning a water-breathing fol­lower), the follower is considered to be released; see the Parting Company section below for details.

Routine Activities

For the most part, an animal follower can take care of itself. Assuming there's an adequate sup­ply of game or edible vegetation in the area, the animal will hunt or graze as necessary to keep itself fed. It will find its own water, keep itself groomed, and rest when tired. If the ranger

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Procreation

Most healthy animals have a powerful instinct to procreate. On occasion, a follower will disappear into the wilderness to seek a mate. Usually, the fol­lower returns in a few hours, or at most, a few days. However, so strong is the urge that the follower may abandon the ranger altogether if it has to travel long distances to find a suitable partner. Also, the quest for a mate is not without risk; a male follower may die while fighting a rival for the attentions of a desirable female (which may account for whv some followers mysteriously disappear and never come back). But more often than not, a follower will complete its liaison without incident, rejoining its ranger unharmed and content.

Should a female animal follower give birth, the offspring don't automatically become followers. Initially, offspring are considered "followers" of the parent, as their relationship with their mother more or less parallels the mother's relationship with the ranger. As the offspring mature, they may wander away to start lives of their own, or they may stay and become followers, as decided by the DM. Offspring who become followers count against the ranger's normal limit.

Combat

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Communication

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Naturally docile animals, such as sheep and mice, pose no threat to the party. Neither do domesticated creatures, such as farm animals and pets. Unless a trained animal is responding to its ranger's commands, the DM will decide how docile followers react, exactly as he does for fol­lowers that are wild animals.

Wild animal followers respond to non-player characters in much the same way as they do the ranger's companions; that is, they ignore NPCs who keep their distance and make no hostile actions, but may attack NPCs who get too close or threaten them. Docile animals respond timidly to unfamiliar NPCs, possibly cowering behind the ranger or seeking cover.

A ranger's calming influence also extends to followers who would normally consider each other predator and prey. If a deer and a lion are both among a ranger's followers, they co-exist harmoniously so long as they remain with the ranger. Though it's unlikely the pair would cuddle up together to go to sleep, neither would the lion eat the deer. At the same time, the lion follower would consider all other deer fair game, hunting them as necessary to satisfy its hunger. Should the ranger abandon or dismiss his lion and deer fol­lowers, the animals would shortly revert to their natural states, and the deer might stand a good chance of becoming the lion's next meal.

Disadvantages

Animal followers provide many benefits to rangers, but there can be drawbacks as well. Here are a few typical complications, which the DM can use to add color to a campaign, serve as story springboards, or enliven an otherwise routine encounter.

• Some animals attract predators. A rat follower could attract a giant snake, or a boar follower might lure a hungry dragon. The ranger and his companions could be ambushed along with the followers.

•Certain followers may be sought by hunters and collectors. A weasel follower with lus­trous ivory fur might prove irresistible to unprincipled sportsmen. A renegade wizard could target the party to get her hands on the feathers of a black owl follower, which she needs for a spell component. Rustlers might assault a party just to steal a ranger's horse follower.

* The presence of unusual followers may make NPCs less likely to deal with the party. A trav­eler may hesitate to share information when a growling bear lurks in the background. A giant eagle fluttering overhead could discour­age a merchant from trading with the PCs. The DM may modify' an NPC's reaction by as much as -4 when disconcerting, threatening, or obnoxious animal followers are present.
* Some animals have habits which can make life uncomfortable, if not downright miserable, for the ranger and his companions. A filthy hyena follower might smell so bad that it makes the PCs' eyes burn. A parrot follower may insist on keeping the party up all night with its incessant chatter. A curious squirrel follower could pick the pocket of a slumber­ing wizard, steal a crucial spell component, then bury it in the forest.

Training Animal Followers

Rangers can train their animal followers to perform a remarkable variety of tricks and tasks. Because of the ranger's unique rapport with his animal followers, he can teach them more effi­ciently than other characters are able to train normal animals. And because of the followers' eagerness to please, they learn their tricks and tasks more quickly.

Two methods are provided for representing this special relationship with animal followers. The Standard method is the simplest and most straightforward, but treats all animals more or less the same. The Alternative method requires extra bookkeeping, but is a bit more realistic, as it takes into account the learning capacities of different species. Both methods are similar to and compati­ble with the animal training proficiency (the ani­mal training proficiency itself isn't used to train

followers). Whichever method you prefer, it's best to stick with it throughout the entire campaign.

Before examining the training methods, let's clarify what is meant by tricks and tasks. These definitions apply to the animal training profi­ciency as well as the training methods described below.

A trick is a specific action performed in response to a specific stimulus, such as a command, a sound, or a gesture. The action involves only a sin­gle step and requires no independent decision­making. In every instance, the animal performs the action exactly as taught, without improvisa­tion of any kind. The stimulus must be unambigu­ous and precise ("Stay"); any variance in the stimulus ("Don't move") is likely to be misinter­preted, resulting in a failure to perform the trick as intended.

A task is general sequence of actions performed in response to a stimulus. The action may involve multiple steps and require some independent decision-making. Completion of the task may require a certain amount of improvisation. The stimulus may be non-specific (for instance, if taught the task of tracking, the follower is able to track a variety of animals, not just one particular species). Obviously, tasks are more difficult to master than tricks.

The Standard Method

This training method uses essentially the same rules as the animal training proficiency described in Chapter 5 of the Player’s Handbook. The ranger announces the trick or task he wishes to teach a particular follower (examples of tricks and tasks are given below). The DM may disal­low the trick or task if he decides the follower is incapable of performing it; a reptile, for instance, may be too dull to come on command, or a chip­munk may lack the attention span needed to track. If the DM approves, the ranger proceeds. It takes the ranger 2d4 weeks to teach a trick to a follower and two months to teach a task.

When the training period ends, the ranger makes a Wisdom check (using his own Wisdom score). If the check succeeds, the animal has mas­tered the trick or task. If the check fails, the ranger can make another attempt to teach the follower the same trick or task by expending the same time and effort. He then makes another Wisdom check. If it succeeds, the animal learns the trick or task. If it fails, then the animal cannot be trained to per­form that trick or task. A follower can learn a max­imum of 2d4 tasks or tricks, in any combination of the two.

A ranger can train up to three followers at the same time. As all followers are naturally cooper­ative with the ranger, he doesn't need to prepare "wild" animal followers by taming them (unlike the requirement given in the animal training proficiency).

Successful training assumes the ranger works with the followers for short periods on a regular basis; the amount of time spent is less important than working with the follower every day. If the ranger fails to maintain a regular schedule—say, if he skips a full week or so of training—he must start over, investing another two months for a task or 2d4 weeks for a trick.

The DM should write down the number of tricks and tasks a particular follower is able to learn. The player should also note the tricks and tasks on his ranger's record sheet as the followers learn them. Additionally, when teaching a fol­lower a new trick or task, the player should keep track of how many weeks have passed for each training period.

The Alternative Method

The Alternative method involves the use of a trainabitily rating, a general indication of a fol­lower's capacity to learn. The higher the trainabil- ity rating, the more tricks and tasks an animal can know and the faster it can master them. The train- ability rating is primarily based on the animal's Intelligence score, but also takes into account its fondness for humans and demihumans, its will­ingness to learn, and its eagerness to please. Train- ability ratings apply only to a ranger's followers and have no bearing on the relationships between animals and other character classes or on the ani­mal training proficiency.

Tables 31-42 give trainabilitv ratings for a vari­ety of animal followers. The DM can use the train- ability ratings in these tables as guidelines for assigning ratings to species not listed, should he

decide to modify or expand the tables.

The DM may also make exceptions for animal individuals. He may decide, for instance, that a particular squirrel is smart enough to merit a Medium rating rather than the Low rating given on Table 34. Likewise, he may rule that an excep­tionally dull wolf deserves no better than a Low rating. In any case, the DM should make such a determination as soon as the follower arrives. A follower's trainability rating should not change once it has been assigned.

The four ratings—Negligible, Low, Medium, and High—are discussed in detail below. Each describes the types of animals encompassed by the rating, the time required to learn tricks and tasks, and the maximum number of tricks and tasks that follow­ers with the rating can learn. For convenience, Table 44 summarizes this information.

Additionally, each description lists several tricks and tasks associated with the rating. The lists don't include all possible tricks and tasks, but a general sample; the DM should use the lists as a basis to determine the difficulty of any other trick or task that the ranger wishes to teach a follower. A follower can learn tricks and tasks associated with all lesser ratings, as well as those associated with its own rating; a Medium trainability fol­lower, for instance, can learn tricks and tasks asso­ciated with Negligible, Low, and Medium ratings.

In all other respects, the Alternative method uses the same rules as the Standard method. Only the types and numbers of tricks and tasks, along with the training times, are different.

Negligible Trainability

This category includes animals with little apti­tude for learning, such as fish, insects, arachnids, and reptiles. Most of these creatures have Intelli­gence scores of 0. Followers with negligible train- ability can learn only the simplest tricks, such as those requiring movement towards or away from a stimulus. They can't learn tasks. Since some of these creatures are unable to discern sound, the ranger may need to use a bright light (such as a torch) or a broad gesture (a sweep of the hands) instead of a vocal command to get the follower to respond.

A follower with negligible trainability can learn no more than a few (ld4) tricks, though the DM may decide that a particular animal is not capable of learning any tricks. Training time is 2d6 weeks per trick.

Attack-trained animals get a save vs. rods against another ranger's animal empathy ability.

Low Trainability

Animals in this category have an average but unexceptional aptitude for learning. They can learn a wide range of tricks, but few tasks. The cat­egory includes herd animals, small mammals, and birds, most of which have Intelligence scores of 1. The majority of animals either belong to this cate­gory or the Medium trainability category.

A follower with Low trainability can learn 2-8 (2d4.) tricks and tasks, of which half or less can be tasks. Training time is 2-8 (2d4) weeks per trick and 10 weeks for tasks.

Sample tricks:

Sample

Medium Trainability

Exceptionally bright animals belong to this group, including those commonly found as pets, trained for circuses, or used in warfare. These animals will tend to have Intelligence scores in the 2-4 range.

A follower with medium trainability is able to learn 4-10 (2d4+2) tricks or tasks in any combina­tion. Training time is 2d3 (2-6) weeks for tricks, and 8 weeks for tasks.

Sample tasks:

High Trainability

Only a handful of followers, such as dolphins and certain primates, qualify for this category. Animals with high trainability can reason, weigh options, and arrive at their own conclusions. Their ability to learn tasks rivals that of some humans and demihumans. Their Intelligence scores begin at 5 and go up.

A follower with high trainability can learn 6-12 (2d4+4) tricks or tasks, or any combination of the two. Training time is ld4 weeks for tricks, and 6 weeks for tasks.

Sample tasks:

Not Applicable (-)

Creatures who can communicate with spoken language and whose Intelligence scores are on par with those of humans don't have trainability rat­ings. To determine their behavior as followers, consult the guidelines in the Humans and Demi­humans section below, along with the relevant information in their Monstrous Compendium' entries

Animal Empathy

Many characters regard animals as non-think-ing beasts that react purely on instinct, incapable of responding to reason. The ranger, on the other hand, sees animals as emotionally complex crea-tures whose fears and desires may be less sophisti-cated than those of humans, but are no less real. This innate understanding of animal behavior gives the ranger a limited ability to influence then- emotions and manipulate their behavior.

The ranger knows the meaning of a twitching tail, a cocked head, a low growl. He knows that a snarling wolf positioned in a crouch may be more frightened than hostile. If approached correctly, a hissing Conditions

A ranger can't influence an animal's reactions at will. The following limitations apply:

The animal must be native to the real world; natural animals. Rangers can't modify the reac¬tions of supernatural creatures (skeletons and ghouls), magical creatures (basilisks and golems), or creatures of extra-planar origin (aer¬ial servants and elementals). The ranger can affect giant animals.

The animal must be intelligent, but not exceptionally so. To respond to a ranger's words and gestures, the animal must be able to

comprehend them. In practice, this means that a ranger can't use this ability to influence the behavior of non-intelligent animals (those with Intelligence scores of zero) such as centipedes or barracudas. Conversely, creatures of higher intelligence, such as leprechauns, ogres, and a paladin's warhorse, resist the ranger's animal empathy. As a rule of thumb, rangers can only use this ability on natural animals whose intel¬ligence ranges from Animal to Low (Intelli¬gence score of 1 to 7).

The animal can't be the ranger's species enemy. A ranger who confronts the species enemy is too overwhelmed by intense emotions to establish the proper empathy. Therefore, a ranger can never modify the reaction of his species enemy using this ability.

The ranger must remain calm. The ranger must move towards the animal quietly, slowly, and confidently, all the while speaking soothing words and making calming gestures. Fear can¬not be shown, nor a weapon wielded, nor any action taken that might frighten or enrage the animal.

The ranger be distanced from the rest of the party. If the ranger approaches with compan¬ions, the animal will react to the presence of all the characters, not just the ranger. The ranger's efforts to soothe the animal will go unnoticed. Ideally, the rest of the party will be out of the animal's sight when the ranger approaches. If this is impractical, the ranger's companions should be at least 10 feet behind him, remaining quiet and taking no actions that the animal might interpret as hostile.

The animal must be able to hear and see the ranger. The ranger must be in plain sight for the animal to size up; the ranger may not be con¬cealed in the brush, hidden in shadows, or have erected any type of physical barrier between himself and the animal. The animal must also be able to hear the ranger, meaning that the area must be relatively quiet, free of distracting or disturbing sounds. In most cases, the ranger must be within a few feet of the animal, or close enough for the animal to see the ranger's eyes. The DM may make exceptions in special circum¬stances. For instance, if the ranger approaches an animal in total darkness, the DM may rule that soothing words are sufficient to calm the animal. In situations where silence is imperative, ges¬tures alone may suffice. However, in all cases, the ranger must still be relatively close to the animal to modify its reaction.

The ranger must soothe the animal for an uninterrupted period. A ranger can't attempt to soothe an animal that's charging or attacking; the animal must be stationary or moving only slightly (a pacing wolf, a weaving serpent). Once the ranger moves close to the animal, the creature must be soothed for 5-10 (ldb+4) uninterrupted rounds; the DM may increase this time if the ani¬mal is unusually anxious or exceptionally hostile. (This time can be lapsed by the DM if nothing else is going on.)

A ranger who meets these conditions can use animal empathy in an attempt to modify the ani-mal's reactions. Though the game result is the same, technique differs depending whether the animal is wild or domestic.

Wild Animals

This group includes animals not normally domesticated, such as lions, snakes, and rats. It also includes domesticated animals that have been trained to attack, such as dogs.

Before the ranger attempts to soothe a wild animal, the DM must determine the animal's cur-rent attitude, taking into account its natural tem-perament (Is it naturally aggressive, or inclined to flee rather than fight?), immediate conditions (Did it just wake up? Is it sick or wounded? Hun¬gry?) and pre-existing circumstances (Has it recently been harassed or befriended by charac¬ters similar in appearance to the ranger? Is it guarding its nest or lair?) The DM should then select the animal's current attitude from Table 30. The attitude should not be announced ("The wolf is Cautious."). Instead, clearly describe the ani¬mal's appearance and behavior and let the ranger come to his own conclusions ("The wolf paces back and forth, eyes darting. It begins to snarl as you approach.").

To determine if the ranger is able to modify the reaction of a wild animal, the animal must make a saving throw vs. rods (even though the ranger’s animal empathy ability isn't magical). As shown on Table 31, the ranger's experience level imposes a penalty to the creature's roll.snake may slither away rather than strike. By calling on his animal empathy, a ranger can use soothing words and gestures to turn hostility to indifference, and indifference to friendship.

Animal Attitudes

|  |  |
| --- | --- |
| Attitude | Description |
| Frightened | Filled with panic and terror. Will flee at earliest opportunity. |
| Friendly | Feels warm or conciliatory toward stranger. Will not attack. May nuzzle or lick stranger to express affection. |
| Indifferent | Bored or unimpressed. Oblivious to stranger. |
| Cautious | Suspicious, guarded, nervous. Ready to defend itself if attacked. |
| Threatening | Openly belligerent. Growling, snapping, crouched to spring. Likely to attack if stranger doesn't withdraw. |

Hostile Aggressive, violent, enraged. Will definitely attack if stranger doesn't withdraw; may pursue even if he does.

If the animal fails its saving throw, the ranger has successfully modified its behavior. The atti¬tude of the animal shifts one category, up or down, on Table 30 as decided by the ranger. If the animal was Indifferent, it now becomes either Cautious or Friendly, and behaves accordingly. This new reaction applies only to the ranger. An animal that the ranger changed from Threatening to Cautious may still behave in a Threatening manner to other members of

the party, particularly if another character decides to interfere with the ranger's efforts or otherwise draws attention to himself. However, as long as the ranger stays near the animal and continues to soothe it, the animal's attention will remain focused on the ranger, and it will remain Cautious. After the ranger leaves the area, the animal's attitude remains altered for a short time (from a few minutes to an hour, as decided by the DM) before it reverts to its origi¬nal disposition.

If the animal succeeds in its saving throw, it resists the ranger's efforts and its attitude remains unchanged. The ranger notices no signif¬icant difference in the animal's behavior. An Indifferent animal continues to ignore the ranger, a Hostile animal may suddenly charge him. The ranger can't make a second attempt to modify its behavior.

Domestic Animals

This group includes animals that have non¬hostile dispositions and are routinely domesti¬cated, such as horses and dogs. It also includes formerly wild animals, such as bears and mon¬keys, that have been tamed and now are com¬fortable around people.

Such animals are presumed to be Frightened, Friendly, Indifferent, or Cautious. Regardless of their initial disposition, when a ranger approaches and soothes them, they become Friendly. No saving throws are necessary; this change is automatic. It's also permanent, so long as the ranger stays in sight of the animal. If the ranger leaves the area, the animal reverts to its original disposition a short time later (within a few minutes to an hour).

The attitude change applies to the ranger only; an Indifferent dog feels Friendly to the ranger but remains oblivious to the ranger's companions. A Cautious horse is Friendly to the ranger and will carry him on its back, but bucks furiously if any¬one else attempts to mount it.

Additionally, the ranger can ascertain the gen¬eral qualities of any domestic animal he befriends. By observation alone, he could determine:

• Which puppy in a litter will become the best hunter and most loyal companion.

• Which horse at a sale is the healthiest, strongest, and fastest mount.

• Which sheep in a flock will produce the high¬est quality wool.

• Which sow in a sty will give birth to the largest broods.

The DM should provide any information of this type that the ranger wants to know, though he should refrain from answering specific questions. For instance, the ranger can determine which horse in a corral is the fastest, but he can't tell the horse's exact speed just by observing it.

A special case occurs if an animal has been attack-trained. This is most usual in the case of dogs, horses, and hunting birds such as falcons, but might apply to other animals, such as bears or leopards. These are treated as wild animals, and receive the saving throw vs. rods to resist the ranger's empathy as described above.

Nature Lore

Though the experiences of a ranger living in an arctic wasteland may differ dramatically from one who makes his home in a jungle, both have spent many years observing the patterns of nature, and both have arrived at similar conclu¬sions about the relationship between living things and their environment.

All rangers, then, have an inherent under¬standing of natural lore, encompassing a broad set of principles involving conserv ation, ecology, and natural order. Though not every ranger knows specific details about particular situa¬tions, all of them understand the general con¬cepts at work. Some examples:

• The plant and animal life in any given habitat tend to be interdependent. The butterfly polli¬nates the flower, the flower produces nectar to feed the butterfly.

• Animals and plants adapt to natural changes in the environment. Grass becomes dormant in the winter and grows again in the spring. A wolf's fur thickens as the temperature drops, and thins when the weather becomes warmer.

• To avoid ruining the land, natural resources used by man must be replenished. If trees are harvested in a forest, new trees should be planted in their place.

A ranger's knowledge of natural lore enhances his reverence for all living things. In practical terms, it allows him to recognize ecological and environmental problems, both actual and poten¬tial. In some cases, he may be able to offer sugges¬tions for correcting them.

There are no hard and fast rules for determining the extent of a ranger's natural lore and its appli¬cation. The DM must decide how much a particu¬lar ranger knows on a case by case basis, taking into account the ranger's training, background, and primary terrain. In most situations, experi¬ence is the main factor; the higher the ranger's level, the more he's likely to know.

Table 31 provides natural lore guidelines for rangers of various levels. The information is cumu¬lative; a 7th-level ranger also knows the informa¬tion available to lower-level rangers. Keep in mind that these are generalizations; a 2nd-level ranger who was raised on a farm may know as much about the ecology of growing crops as another ranger of 10th level. By way of illustration, the par¬enthetical comments indicate what the ranger might know if attempting to figure out why crops no longer grow' in a once-fertile farmland.

Table 32: Nature Lore

Ranger

Level Quality of Information

1-3 Knows general principles of how cli¬

mate, terrain, and life forms interact. Can identify problems, but can only guess at causes.

(The topsoil has eroded away.)

4-6 Can determine causes of problems.

(Heavy rainfall washed aw'ay the top¬soil and leached awray the nutrients.) 7+ Can suggest solutions to problems.

(Add fertilizer to the remaining soil. To prevent further erosion, keep land covered with grasses or trees.)

If the DM is stumped as to whether a ranger knows a particular piece of information, he may require the ranger to make a Wisdom check, adding bonuses or penalties to the roll depend¬ing on the relative difficulty of the question, For instance, knowing if a particular substance will work as a fertilizer is a relatively easy question, requiring no penalty to the roll. Knowing w'hich specific crops the fertilizer w'ill nourish is a more difficult question, and a penalty to the roll may be in order. In all cases, the DM should use com¬mon sense. A ranger who's never been out of the desert won't know much about the effects of a hurricane on a coastal environment, regardless of his level.

Herb Craft

At 2nd level you have acquired a wealth of herbal lore, which becomes quite useful in healing common ailments and treating wounds.

When you forage for food while traveling, you may also gather a number of herbal bundles equal to your proficiency bonus. If you only forage for herbs, you can find an additional 1d6 herbal bundles.

Without a herbalism kit, freshly cut herb bundles will lose their potency within 3 days. You can use a herbalism kit to preserve your harvest, making your herbal bundles last an additional number of days equal your ranger level.

You can store only a number of herbal bundles equal to your level in this class + your Wisdom modifier.

You can use your herbal bundles in the following ways:

Ointment of Healing: As an action, you use 1 or more herbal bundles to apply a healing poultice to a creature.

Roll a number of d4’s equal to the number of herbal bundles you used to create the poultice (up to a maximum number of bundles equal to your proficiency bonus) and add your Wisdom modifier; the creature you apply the poultice to regains that many hit points. Any creature treated with an ointment of healing cannot benefit from another until they complete a long rest.

The die rolled for your ointment’s healing increases as you gain levels in this class, becoming d6’s at 5th level, d8’s at 10th, and d12’s at 15th.

Refreshing Tea: You may prepare a special tea to speed up natural healing. You must use 1 herbal bundle for every six creatures that will drink this tea. Any creature that does so and regains hit points at the end of the short rest also gains an additional 1d6 hit points. This die increases as you gain higher levels, becoming 1d8 at 5th level, 1d10 at 10th,

Fortifying Tea: Upon reaching 13th level you learn how to brew a powerful but foul smelling tea. This tea takes 1 hour to brew and uses 2 herbal bundles. Any creature who drinks this tea gains advantage on all saving throws against disease and poison until they complete a long rest.

Restorative Tea: Upon reaching 17th level you learn how to brew a powerful sweet tasting tea. This tea takes 1 hour to brew and uses 5 herbal bundles. Any creature who drinks this tea loses two levels of exhaustion. The tea also ends either any one reduction to one of the creature’s ability scores or any one effect reducing the creature's hit point maximum

## Followers

Gaining Followers

It's strictly up to the Dungeon Master to determine when a ranger receives his followers, how- many he's entitled to, and the circumstances under which they appear. Though the player is free to express his preferences, the DM has the final word.

Number of Followers

As soon as a ranger reaches 10th level, the DM secretly rolls 2d6. The result indicates the maxi¬mum number of followers the ranger will receive over the course of Iris career. This roll is made only once, and the number is never revealed to the player. The DM should make a note of the number on a sheet of paper; he can use the same sheet to keep track of the follow'ers as the ranger receives them to make sure he doesn't exceed his allot-ment. The player should also keep track of his ranger's followers; the record sheets at the end of this book are designed for this purpose.

Lost followers are not replaced. If a ranger has a limit of two followers and both are killed, he'll never receive another follower for the rest of his career.

A species enemy can't be a follower. The ranger's antagonism for his species enemy makes bonding impossible.

* Generally, the follower will not be a poisonous creature. Rangers do not use poisons, and their followers tend to follow suit. Occasionally a ranger may find himself with an intelligent and poisonous follower; remember that poison use is not a good act, and that to some extent the ranger is responsible for his followers. This can beused by the DM as a special hindrance or to encourage role-playing.

|  |  |  |
| --- | --- | --- |
| D100 Roll | Follower Trainability | |
| 01-04 | Animal, herd (deer, stag) | Low |
| 05-12 | Avian (falcon, hawk, owl) | Low |
| 13-14 | Badger (common, giant) | Low |
| 15-16 | Bat (common, giant) | Low |
| 17-28 | Bear (black, brown) | Med. |
| 29-31 | Boar (wild, giant) | Med. |
| 32-34 | Centaur, sylvan | - |
| 35-41 | Mammal, small (ferret, fox, squirrel, raccoon, rabbit, |  |
|  | woodchuck, chipmunk) | Low |
| 42 | Pegasus\* (if ranger is female, |  |
|  | 50% chance for unicorn\*) | — |
| 43 | Pixie\* | — |
| 44-45 | Porcupine (black, brown, |  |
|  | giant) | Low |
| 46 | Pseudodragon\* | - |
| 47 | Satyr\* | - |
| 48-49 | Skunk (normal, giant) | Low |
| 50 | Treant\* | - |
| 51 | Voadkvn\* | - |
| 52-54 | Weasel (wild, giant) | Low |
| 55 | Werebear\* | - |
| 56-60 | Wolf | Med. |
| 61-00 | Human/demihuman | - |

|  |  |
| --- | --- |
| D100 Roll | Follower |
| 01-02 | Bard |
| 03 | Bard (half-elf) |
| 04-06 | Druid |
| 07-08 | Druid (half-elf) |
| 09-14 | Cleric |
| 15 | Cleric (elf)\* |
| 16 | Cleric (half-elf) |
| 17-23 | Fighter (elf) |
| 24-28 | Fighter (gnome) |
| 29-33 | Fighter (halfling) |
| 34-51 | Fighter |
| 52 | Fighter/Cleric (half-elf) |
| 53-54 | Fighter/Mage (elf)\* |
| 55 | Fighter/illusionist (gnome)\* |
| 56-67 | Ranger (half-elf) |
| 68-92 | Ranger |
| 93 | Ranger/Cleric (half-elf) |
| 94-95 | Thief (halfling) |
| 96-97 | Thief |
| 98 | Thief (gnome) |
| 99-00 | DM's Choice |

# Versatile Ranger

Moving stealthily, a lone human stalks a deep forest, following the massive tracks of a creature he's hunting. He hears a low growl and in one swift motion, he's hidden behind a tree and has nocked his hunting bow.

A wolf fights alongside a drow elf against a massive, club-wielding giant. The pair act as one, using the other's attacks as openings for their own, and together they overwhelm their opponent in a flurry of blade and fangs.

A tiefling stands in a dark clearing over a werewolf's corpse and wipes blood off a silvered blade. A dozen howls echo through the forest as the tiefling sheathes her blade and enters the moonlit wood once again.

A ranger's work is never over. There is always another prey in need of hunting.

Fearsome Predators

Deadly hunters, rangers have honed their abilities for tracking down and eliminating their prey. As with any able predator, rangers specialize in outwitting and outlasting their targets.

Rangers employ deadly martial prowess augmented with adaptive magical skill in order to succeed on their hunts.

Rangers specialize in mobility, stealth, and tracking their marks. Once a ranger sets their sights on an enemy, they use all their might and cunning to secure the kill.

Adaptive Survivalists

In order to hunt their quarry, rangers learn techniques to thrive in dangerous territories. They may spend weeks in the fringes of civilization, deep in the harsh wilderness, or even hidden in enemy territories.

As such, rangers have the knack for adapting to threats when the situation calls for it. They have the skills to survive in most environments and have the ability to help others survive in the wilds as well.

Surviror

You have learned skills to survive in harsh environments. You gain one feature of your choice from the list of Survivor features below. You gain an additional Survivor feature when you reach 10th level in this class.

Arctic Adaptation. You are naturally adapted to cold climates as described in chapter 5 of the Dungeon Master's Guide. You also gain resistance against cold damage.

Arid Adaptation. You are naturally adapted to hot climates as described in chapter 5 of the Dungeon Master's Guide. You also gain resistance against fire damage.

Aquatic Adaptation. Swimming no longer costs you extra movement. You can also hold your breath twice as long as you normally can.

Cultural Adaptation. You learn to speak, read, and write two languages of your choice. You can select this feature multiple times, choosing a different pair of languages.

Grassland Adaptation. You experience the exhaustion effects of the level below your current level of exhaustion, instead of the usual effects.

Mountainous Adaptation. Climbing no longer costs you extra movement.

Swampland Adaptation. You gain resistance against poison damage and you have advantage on saving throws to avoid being poisoned.

Underdark Adaptation. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet instead.

Wayfarer's Adaptation. You gain proficiency with herbalism kits and cartographer's tools.

Woodland Adaptation. You gain a bonus to your passive Perception equal to your Wisdom modifier.

Explorer

You have vast experience with traveling through and surviving in perilous terrain, making you an apt guide for others in the untamed wilds. You gain the following benefits:

You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks using it instead.

While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

When you forage, you find twice as much food as you normally would.

When traveling for an hour or more, difficult terrain doesn't slow your group's travel.

When traveling for an hour or more, your group can travel stealthily at a normal pace.

Your group has advantage on Wisdom (Survival) checks to avoid becoming lost by non-magical means.

Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 of the Player's Handbook for the general rules of spellcasting and chapter 11 for the ranger spell list.

Preparing and Casting Spells

The Ranger table shows how many spell slots you have to cast your ranger spells. To cast one of your ranger spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Mark Prey

Beginning at 2nd level, you know how to focus your magic onto a target to mark it as your quarry. You can cast the hunter's mark spell innately a number of times equal to your Wisdom modifier (minimum of 1) without using a spell slot or having it prepared. If you prepare the \*hunter's mark\* spell, you can cast it using either this feature or with a spell slot as normal. You regain all expended uses when you finish a long rest.

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate from the list of available archetypes. Your choice grants features at 3rd level, and again at 7th, 11th, and 15th level. Those features include conclave spells.

Conclave Spells

Each conclave has a list of associated spells. You gain access to these spells at the levels specified in the conclave description. Once you gain access to a conclave spell, you always have it prepared. Conclave spells don't count against the number of spells you can prepare each day.

If you gain a conclave spell that doesn't appear on the ranger spell list, the spell is nonetheless a ranger spell for you.

Beast Master

Many rangers are more at home in the wilds than in civilization, to the point where animals consider them kin. Rangers of the Beast Master Conclave develop a close bond with a beast, then further strengthen that bond through the use of magic.

Conclave Spells

You gain conclave spells at the ranger levels listed.

Beast Master Spells

Ranger Level Spells

3rd find familiar

5th enhance ability

9th catnap

13th dominate beast

17th awaken

Animal Companion

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world.

With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. Choose a beast that has a challenge rating of 1/2 or lower to be your animal companion. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time.

If your animal companion is ever slain, the magical bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body.

If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

Companion's Bond

Your animal companion gains a variety of benefits while it is linked to you.

Single Attack. The animal companion loses its Multiattack action, if it has one. Your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Companion's Bond. While you and your companion are within 5 miles of each other, your bond lets either of you know the other's direction and distance from them (in miles), and if the other's current hit points are at 0.

Actions in Combat. The companion obeys your commands as best it can. It shares your initiative, but you can choose if you or your companion takes their turn first each round. You determine your companion's actions, decisions, attitudes, and so on. Your companion can't use its action to make attacks until you command it to, but it can move and take other actions and opportunity attacks as normal. If you are incapacitated or absent, your companion acts on its own.

Attacks in Combat. You can use a bonus action on your turn to command your companion to attack a target that you can see. Your companion can use its action to attack that target until it or your companion dies, you call off your companion (no action required), or use a bonus action on your turn to command your companion to attack a different target.

Ability Bonuses. Your animal companion has abilities and game statistics determined in part by your Wisdom modifier. Your animal companion adds your Wisdom modifier (minimum of 0) to its attack rolls, AC, saving throws, and skills checks.

When you reach 11th level in this class, your companion also adds your Wisdom modifier to the damage rolls of its weapon attacks.

Maximum Hit Points & Hit Dice. Your animal companion's hit point maximum is equal to its normal maximum or 5 x your ranger level, whichever is higher. It also has a number of d8 hit dice equal to your ranger level, which it can spend during a short rest.

Saving Throw DC. If an ability, attack, or feature of your companion involves forcing a target to make a saving throw, the saving throw DC is equal to the normal DC or your ranger spell save DC, whichever is higher.

Shared Features. Your animal companion gains the benefits of your Feral Senses feature at 14th level, your Blindsight feature at 18th level.

Personality. Your companion shares your alignment, and you determine its personality traits and flaws.

Your companion shares your ideal, and its bond is always, 'The ranger who travels with me is a beloved companion for whom I would gladly give my life.'

Bounty Hunter

Some rangers use their skills to track down and apprehend criminals or fugitives. These rangers may be detectives fighting the good fight, or mercenaries in it for the coin - but those who choose to specialize in hunting humanoids choose the Bounty Hunter Conclave. Bounty hunters excel at locating and apprehending their enemies, especially those who thrive in the shadows of urban environments. In order to survive their dangerous their line of work, a bounty hunter's sense of perception and skills at investigating have developed to be razor sharp.

Conclave Spells

You gain conclave spells at the ranger levels listed.

Bounty Hunter Spells

Ranger Level Spells

3rd disguise self

5th hold person

9th tongues

13th locate creature

17th passwall

Investigator

At 3rd level, you gain proficiency in the Investigation skill. If you are already proficient in the skill, you add double your proficiency bonus to checks using it instead. When speaking with humanoids, you have advantage on any Wisdom (Insight) checks you make to determine their motives or detect lies.

Disarming Strike

At 3rd level, when you hit a creature with a weapon attack, you can attempt to disarm the target, forcing it to drop one item of your choice that it's holding, or release a creature it is grappling. If you do, the target takes an additional 1d8 damage, and must make a Strength saving throw against your ranger spell save DC. On a failed save, it drops the object, which lands at its feet, or releases the grapple. You can use this feature a number of times equal to your Wisdom modifier. You regain expended uses on a short or long rest.

Herbalist

Herbalists have learned to extract the magical properties of plants and nature in order to create potent mixtures that can aid allies and injure foes.

Conclave Spells

You gain conclave spells at the ranger levels listed.

Herbalist Spells

Ranger Level Spells

3rd purify food and drink

5th aid

9th stinking cloud

13th blight

17th greater restoration

Alchemist

At 3rd level, you gain proficiency with herbalism kits and you add double your proficiency bonus for any ability check you make using it. Also, the gold and time you must spend to create antitoxins and potions using an herbalism kit is halved.

Volatile Mixtures

At 3rd level, as long as you have an herbalism kit, at the end of a long rest, you can prepare up to four mixtures, chosen from the list below, in any combination. For example, you can prepare two healing draughts and two quick coatings at the end of a long rest.

It is assumed that your mixtures are created from ingredients foraged or gathered while traveling. Your mixtures lose their potency after 24 hours.

Some mixtures require a target to make a saving throw to resist the mixture's effects. The saving throw DC is your ranger spell save DC.

List of Mixtures

The options for your Volatile Mixtures feature are presented here.

Healing Draught. This draught takes an action to drink or administer to another creature. A creature that drinks this draught regains 1d6 hit points. This draught has no effect on undead or constructs.

The healing increases to 2d6 when you reach 11th level.

Restorative Draught. This draught takes an action to drink or administer to another creature. Creatures that drink this draught is cured of either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned. This draught has no effect on undead or constructs.

Quick Coating. As a bonus action on your turn, you can coat one melee weapon or up to ten pieces of ammunition with a reactive alchemical mixture. Once applied, the coating loses its potency at the start of your next turn.

A coated weapon or piece of ammunition deals an additional 1d6 damage. The damage type is acid or poison (your choice).

The additional damage increases to 1d10 when you reach 11th level.

Poison Bomb. As an action, you can throw this flask to a point up to 20 feet from you, shattering it on impact, releasing a small cloud of poison that disperses quickly. Each creature in a 5-foot-radius sphere centered on the point of impact must make a Constitution saving throw or take 1d4 poison damage and become poisoned for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

The damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Smoke Bomb. As an action, you can throw this flask to a point up to 20 feet from you, shattering it on impact. It creates a 5-foot-radius sphere of smoke centered on the point of impact. The sphere spreads around corners, and its area is heavily obscured. It lasts for one minute or until winds (at least 5 miles per hour) disperse it.

Sludge Bomb. As an action, you can throw this flask to a point up to 20 feet from you, shattering it on impact. The ground in a 5-foot-radius centered on that point becomes difficult terrain for one minute.

Mageslayer

The mageslayer is a hunter specializing in finding and fighting magic-users. A mageslayer could be one born into a culture of fearing and vilifying arcane magic, a knight striving to defeat masters of the occult who plague the innocent, or a bounty hunter who people know to hire when they have a wizard problem. Whatever their origin, those who choose the mageslayer's conclave learn to defend against a spell-user's arcane assaults and disable their defenses to secure the kill.

Conclave Spells

You gain conclave spells at the ranger levels listed.

Mageslayer Spells

Ranger Level Spells

3rd identify

5th see invisibility

9th dispel magic

13th aura of purity

17th circle of power

Addling Strike

At 3rd level, you learn to aim for a mage's spellcasting focus, or a magical creature's vital source of power to temporarily disable their magic. When you hit a creature with a weapon attack, you can choose to deal an additional 2d4 damage. If you do, the target can't cast spells or teleport until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Spellsight

At 3rd level, you grow sensitive to the presence of magical illusions and hazards. You have advantage on skill checks and saving throws to detect or resist visual illusions and magical traps, such as a glyph of warding or symbol spell.

Monster Hunter

There are many reasons a ranger will take on the mantle of a Monster Hunter: they may have accepted their role as the barrier between civilization and wild monsters, they may enjoy the abundant rewards that hunting rare but deadly beasts and monstrosities bring, but many hunters simply live for the thrill of the hunt. Monster Hunters are fierce predators that have mastered pinpointing and taking advantage of their foes' weaknesses to bring them down.

Monster Hunter Spells

You gain conclave spells at the ranger levels listed.

Spells

Ranger Level Spells

3rd faerie fire

5th invisibility

9th slow

13th locate creature

17th hold monster

Weakness Exploit

At 3rd level, you intuitively know where to strike to take advantage of your foes' weaknesses. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Know Your Prey

At 3rd level, you gain the ability to size up your prey through observation. If you spend at least 1 minute observing or interacting with another creature, you learn whether the creature has any damage immunities, resistances, or vulnerabilities and any saving throw proficiencies, and what they are.

Shaman

Some rangers attempt to attune further with the magic of the wilds. They learn to harness the raw magic at work in the world and use it to protect the wilderness from those who would threaten it. Some shamans use their magic to bring harmony between civilization and the wilderness, while others see themselves fully as extensions of nature, as much part of it as the trees of the forest or the beasts within.

Conclave Spells

You gain conclave spells at the ranger levels listed.

Shamanic Spells

Ranger Level Spells

3rd entangle

5th flaming sphere

9th erupting earth

13th control water

17th control winds

Shamanic Spellcasting

Beginning at 3rd level, you gain the ability to attune to and harness the magic of nature deeper than most rangers. When you prepare your ranger spells when you finish a long rest, you can prepare a number of spells equal to your Wisdom modifier from the druid spell list instead of the ranger spell list. As normal, each spell must be of a level for which you have spell slots. The spells count as ranger spells for you as long as you have them prepared. Additionally, your mastery of primal magic improves:

Cantrips. You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level. These cantrips count as ranger spells for you.

Ritual Casting. You can cast any ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Shamanic Focus

At 3rd level, your attunement to druidic practices combined with your knowledge of ranger lore lets you imbue a wooden weapon with natural magic to create a spellcasting focus only you can use. You can conduct a ritual on a wooden club, quarterstaff, or shortbow. The ritual takes place over the course of one hour or a short rest. The weapon must be within your reach throughout the ritual. At the end of the ritual, you instil the weapon with your magic. You can use it as a spellcasting focus for your ranger spells, and the weapon becomes magical, if it isn't already. You can perform the somatic components of spells with your shamanic focus if you are holding it.

You can have only one shamanic focus at a time. Performing the ritual on a second weapon will end the magic affecting the previous one.

As an action, you can expend a ranger spell slot to have your shamanic focus grow piercing thorns which last for one hour. When you hit with your shamanic focus while it is thorned, the target takes an extra 1d4 piercing damage.

Vanish

Starting at 3rd level, you learn hunting techniques that let you be unseen by your prey. You can use the Hide action as a bonus action on your turn. If you remain motionless (no movement, attacks, etc.) on the turn you use the Hide action, you gain a bonus to the Dexterity (Stealth) check you make to hide equal to your Wisdom modifier. You lose this bonus if you move, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride

At 6th level, your movement can keep pace with any prey. You can use the Dash action as a bonus action on your turn, and moving through difficult terrain costs you no extra movement.

Ranger Archetype feature

At 7th level, you gain a feature granted to you by your Ranger Archetype.

Beast Master: Shared Resolve

Starting at 7th level, the sight of a trusted ally bolsters the resolve of both you and your companion. Whenever you or your companion must make a saving throw and can see the other, the creature can use its reaction to gain advantage on the saving throw.

Bounty Hunter: Heightened Awareness

At 7th level, your senses become attuned to the presence of others. As long as you aren't blinded or deafened, creatures within 10 feet of you can't be hidden from you, and you can't be surprised.

Herbalist: Natural Resistance

By 7th level, due to repeated exposure to alchemical mixtures and poisons, your body's natural resistances have increased. You gain proficiency in Constitution saving throws.

Mageslayer: Antimagic Mask

At 7th level, your mind becomes resistant to magical threats. You are always under the effects of a nondetection spell, and you can't be charmed.

Monster Hunter: Adrenaline

At 7th level, when a hostile creature hits you with an attack, you gain a bonus to your AC equal to your Wisdom modifier against all subsequent attacks from creatures you can see until the start of your next turn.

Shaman: Primal Wisdom

At 7th level, the spirits of nature lend you their guidance. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Ability Score Improvement

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Survivor Improvement

At 10th level, you choose an additional Survivor feature.

Ranger Archetype feature

At 11th level, you gain a feature granted to you by your Ranger Archetype.

Beast Master: Peerless Teamwork

Beginning at 11th level, you and your animal companion master hunting as one coordinated unit. When you or your companion hits a creature with a weapon attack, until the start of the attacker's next turn, the other can roll a d6 and add the result to its next weapon attack roll against the same creature. Both you and your companion can each impart this benefit to the other once per round.

Bounty Hunter: Press the Attack

At 11th level, the power or finesse behind your attacks leaves your target vulnerable, giving you an opportunity to strike again. When you take the Attack action and hit with two weapon attacks against one target, you can make an additional weapon attack against the same target as part of the same action.

Herbalist: Efficient Mixing

At 11th level, the number of mixtures you can prepare at the end of each long rest is 4 + your Wisdom modifier.

Mageslayer: Disruptive Counter

At 11th level, you can swiftly attack an enemy to foil their attempt to harm you. When a creature you can see forces you to make a saving throw, you can use your reaction to make one weapon attack against that creature. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Monster Hunter: Take Opening

At 11th level, you know to strike when your enemies are most vulnerable. When a creature you can see misses an attack or casts a spell, you can use your reaction to move up to half your speed towards the creature and make one weapon attack against it. If you move, you cannot end your movement further from the creature than where you started.

Shaman: Nature's Fury

At 11th level, your mastery over both the martial and magical aspects of ranger lore lets you seamlessly shift between both in battle. When you take the Attack action on your turn, you can replace one of your attacks and instead cast a ranger spell with a casting time of one action. The spell must be a cantrip or a 1st-level spell.

Ability Score Improvement

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Feral Senses

Beginning at 14th level, you gain heightened senses like a beast of the wilds. You have advantage on Wisdom (Perception) checks that rely on hearing or sight.

Ranger Archetype feature

At 15th level, you gain a feature granted to you by your Ranger Archetype.

Beast Master: Share Spells

At 15th level, the magical bond between you and your companion deepens. When you cast a spell targeting yourself, you can also affect your beast companion with the spell if you can see your companion.

Bounty Hunter: Escape Artist

At 15th level, you know how to make a quick getaway when things are going south. You no longer provoke opportunity attacks. You can also spend half your movement to automatically escape from nonmagical restraints, such as manacles or a creature that is grappling you.

Herbalist: Master Alchemist

At 15th level, you have mastered your mixtures' recipes, and have learned to combine your ingredients to deadly effectiveness. Your mixtures gain additional effects:

Healing Draught. You add your Wisdom modifier to the amount of hit points the draught restores.

Restorative Draught. In addition to curing one disease or condition, the mixture also reduces the target's exhaustion level by one.

Quick Coating. When you roll damage for the quick coating, you can treat a roll of 1 or 2 on a damage die as a 3.

Poison Bomb. A creature who succeeds on the saving throw takes half the damage instead of no damage.

Smoke Bomb. The smoke's radius increases to 10 feet, and it lasts for up to 10 minutes. Winds can no longer disperse the smoke.

Sludge Bomb. When a Large or smaller creature enters the sludge's area for the first time on a turn or starts its turn there, that creature must make a Strength saving throw. On a failed save, the creature's speed becomes 0 until the start of its next turn.

Mageslayer: Countercurse Mantra

At 15th level, you learn techniques that let you cleanse yourself of harmful magic. You can end one spell or magical effect on yourself as an action.

Monster Hunter: Hunter's Durability

At 15th level, hunting creatures stronger than you has honed your body's physical defences. When you make a Strength, Dexterity, Constitution, or death saving throw, you can roll a d8 and add the result to your save.

Shaman: Forest's Fortitude

At 15th level, your body's link to the energies of nature lets you shrug off blows easier in battle. When you take damage, you can use your reaction to gain a number of temporary hit points equal to twice your Wisdom modifier.

Ability Score Improvement

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Blindsight

At 18th level, your senses improve further, letting you use your hearing or smell to detect your surroundings. You have blindsight, meaning you can perceive your surroundings without relying on sight, out to a range of 60 feet as long as you aren't both deafened and unable to smell.

Ability Score Improvement

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Foe Slayer

At 20th level, you become an unparalleled hunter. Once on each of your turns, you can add your Wisdom modifier to the attack and damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

# Ranger (Resourceful)

Favored Enemy

Beginning at 1st level, 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 as favored enemies. When you make an attack against your favored enemy, you make it with advantage.

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 gain an additional favored enemy (and associated language) at 6th and 14th levels.

Natural Explorer

You are a master of navigating the natural world, letting you ignore the slowing effects of traveling through difficult terrain.

In addition, you gain the following benefits when traveling for at least an hour:

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're alone, you can move stealthily at a normal pace.

You find twice as much food as normal when foraging.

While tracking other creatures, you also learn their exact number and how long ago they passed through the area.

Wild Kinship

At 1st level, your familiarity with the natural world lets you relate to beasts, and they recognize you as a kindred spirit.

Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic, its short-term needs (like food or safety), and actions you can take (if any) to persuade it to not attack.

You cannot use this ability against a creature that you have attacked within the past 10 minutes

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Marked Prey

Also at 2nd level, you gain the ability to Mark a target within 90 feet of you as your quarry using a bonus action. You focus your attention on the target's behaviors, sounds, and smells in order to predict its every move. You can maintain this Mark for up to an hour on a target, and you gain advantage on any Perception or Survival checks you make in order to find your quarry.

The first time each round that you hit a Marked target with a weapon attack, that target takes an additional 1d8 weapon damage. You can only have one Marked Prey at a time, and you lose the Mark's affects if you fall unconscious.

You can use this feature a number of times as shown on the Ranger table before needing to finish a long rest to use it again. If your quarry falls to 0 hit points, you may move your Mark to another target as a bonus action within a minute without expending another use of this feature.

Concoctions

Starting at 2nd level, you can start crafting Concoctions using natural materials. Over the course of your adventures, you forage and store the ingredients you need in order to craft them.

When you gain this feature, you learn three recipes of your choice. Concoctions increase in potency as you gain levels in this class. You learn more recipes at 5th, 9th, 13th, and 17th levels, as shown on the Ranger table. Whenever you gain a new Ranger level, you can choose to forget a recipe and replace with another one instead. Recipes are detailed at the end of this class description.

You can make Concoctions from your list of known recipes every long rest. In order to keep them fresh and potent, you empty your unused Concoctions at the end of each long rest before making new ones using your stash of foraged ingredients. You can make a maximum number of Concoctions per long rest equal to your Ranger level. Making one Concoction takes two minutes and can be done throughout the day as time permits.

You can give Concoctions to your allies for them to use. Unused Concoctions held by your allies also expire at the end of their next long rest.

Use the Concoction DC below whenever a Concoction that you made calls for a target to make a saving throw.

Maneuver save DC = 8 + your proficiency bonus + your Wisdom modifier

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

Ability Score Improvement

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Ranger Conclave feature

At 5th level your conclave provides another feature

Cunning Action

At 6th level, your quick thinking and agility allow you to move and act quickly. You can take a Bonus Action on each of your turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

If you have an animal companion, it also gains this feature.

New Favored Enemy

Also at 6th level, you gain an additional favored enemy (and associated language)

Ranger Conclave feature

At 7th level your conclave provides another feature

Ability Score Improvement

When you reach 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Hide in Plain Sight

By 8th level, you're an expert at avoiding detection while at rest. You can spend 30 minutes using locally found resources and naturally occurring materials to camouflage a camp site and hide up to 6 medium sized companions in a 15 foot radius. By doing so, you also eliminate any tracks or other traces from your group's traveling in the immediate area surrounding the camp.

Camouflaging a campsite in this way grants the creatures within its radius a +10 bonus to Stealth checks to remain concealed from creatures. Anything overt, such as a fire or talking above a whisper, negates this benefit.

Sharpened Mark

At 10th level, your focus on Marked Prey intensifies. The damage your Marked Prey inflicts increases to 2d8 per round.

Ranger Conclave feature

At 11th level your conclave provides another feature

Ability Score Improvement

When you reach 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Subversive Mark

At 14th level, creatures affected by your Marked Prey can no longer hide behind their defenses. Weapon attacks that you or an animal companion make against your quarry count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

New Favored Enemy

Also at 14th level, you gain an additional favored enemy (and associated language)

Ranger Conclave feature

At 15th level your conclave provides another feature

Ability Score Improvement

When you reach 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Vial of Swiftness

At 18th level, you devise a new Concoction recipe that that grants your hands supernatural agility. For one minute after drinking it, you can make two ranged or melee weapon attacks as a bonus action on each of your turns. Melee attacks made in this way must be done using a weapon with the finesse property.

You can drink this Concoction twice before needing a long rest to use it again, and only you can benefit from it.

Ability Score Improvement

When you reach 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

If your DM allows the use of feats, you may instead take a feat.

Foe Slayer

By 20th level, you've developed unparalleled instincts. Your Wisdom increases by 4, even if it's already 20. Your maximum Wisdom score increases to 24.

Once on each of your turns, you can add your Wisdom modifier to either the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

Hunter Conclave

Some rangers seek to master weapons to better protect civilization from the terrors of the wilderness. Members of the Hunter Conclave learn specialized fighting techniques for use against the most dire threats, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Sense

At 3rd level, you gain the ability to analyze a creature and discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

Vicious Tactics

Also at 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. Once per turn when you hit a creature with a weapon attack, that creature takes an extra 1d8 damage if it's below its hit point maximum.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Overdoser. You're no stranger to poisons. You can drink up to two Healing Draughts per short rest without losing its potency. In addition, when you roll a 1 or 2 on a damage die for poison or acid damage you deal with an attack or Concoction, you can reroll the die and must use the new roll.

Ranger Conclave feature

At 5th level your conclave provides another feature

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ranger Conclave feature

At 7th level your conclave provides another feature

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Hunter's Defense. When the target of your Marked Prey forces you to make a saving throw or an ability check to escape its grapple, add 1d6 to your roll.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Poison Tolerance. You can no longer be poisoned by nonmagical means and gain resistance to poison damage.

Ranger Conclave feature

At 11th level your conclave provides another feature

Multiattack

At 11th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Evasion

Beginning at 11th level, 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 a saving throw, and only half damage if you fail.

Ranger Conclave feature

At 15th level your conclave provides another feature

Reflexive

At 15th level, you gain one of the following features of your choice.

Assault Breaker. When a hostile creature misses you with a melee attack, you can use your reaction to redirect it and force that creature to repeat the same attack against another creature (other than itself) of your choice.

Hunter's Counter. If the target of your Marked Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry if it's within range. You make this attack immediately before making the saving throw. If the attack hits, your save automatically

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

Beast Conclave

Many rangers are more at home in the wilds than civilization, to the point where animals consider them kin. Rangers of the Beast Conclave develop a close bond with a beast, becoming a well-orchestrated force as they grow closer together.

Animal Companion

At 3rd level, you form a powerful bond with a creature of the natural world. Whether it be by a life-altering event, a mutual sense of understanding through chance encounters, or by some other force, you and a creature become partners. In the event where there isn't a narrative behind your companion's appearance at 3rd level, you may spend 8 hours and 50gp worth of powerful, rare herbs to call forth a creature from the wilderness to serve as your companion. You can only have one companion at a time.

As a rule of thumb, a beast can serve as an animal companion if it is Medium or smaller, has 15 or fewer hit points, and cannot deal more than 8 damage with a single attack. In general, that applies to creatures with a challenge rating of 1/4 or less, but there are exceptions. Your DM might pick one of these for you based on the surrounding terrain and available wildlife. Consult your DM if you would like to form a bond with a different creature than those listed.

If your companion dies, you can make a special Concoction using pieces of fur, scales, or feathers from your late companion and an assortment of rare, forageable components. The process of foraging and creating this Concoction is slow and delicate, taking you 8 hours of concentrated effort. You can give this Concoction to a new companion, granting them the knowledge and experience of its predecessor.

Companion's Bond

Your animal companion gains a variety of benefits while it's linked to you. It's recommended to have a character sheet for a companion, as they are treated as a separate creature with unique abilities and statistics.

The animal companion loses any Multiattack action it has.

The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own.

When using your Natural Explorer feature, you and your animal companion can move stealthily at a normal pace. The companion uses your proficiency bonus to add to its rolls instead of its own. Add your proficiency bonus to the beast's AC, attack rolls, damage rolls, all saving throws and any skills that it is proficient in.

You companion's hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

Choose two skills for it to become proficient in in addition to any it is already.

Whenever you gain the Ranger's Ability Score Improvement class feature, your companion's abilities also improve. You and your companion each have 2 ability points to spend as you wish. At your DM's discretion, your companion may elect to take a feat instead of increasing its ability scores.

Your companion gains the benefits of hunting your Marked Prey and favored enemies. Each round, either you or your companion can gain the bonus damage from your Marked Prey.

Ranger Conclave feature

At 5th level your conclave provides another feature

Pack Sharing

By 5th level, you and your companion form a pack-like bond. You can both benefit the from the effects of Draughts that you drink while next to each other.

In addition, you each regain an additional 1d6 hit points when you take a short rest together.

Ranger Conclave feature

At 7th level your conclave provides another feature

Beast's Resolve

At 7th level, while you and your companion can see each other, your companion has advantage on all saving throws.

Storm of Claws and Fangs

Also at 7th level, your companion can use its action to make a melee attack against each creature of its choice within 5 feet with a separate attack roll for each target. It can use this feature a number of times equal to your Wisdom modifier (a minimum of once) before needing to finish a short or long rest to use it again.

Ranger Conclave feature

At 11th level your conclave provides another feature

Coordinated Attack

At 11th level, you and your animal companion form a perfectly orchestrated fighting team. When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

Ranger Conclave feature

At 15th level your conclave provides another feature

Watchful Eye

At 15th level, whenever an attacker that you can see hits your animal companion with an attack, you can use your reaction to alert your companion and halving the attack's damage.

Selfless Loyalty

Also at 15th level, your companion can use an action on its turn to distract a Large or smaller creature within 5 feet of it. As long as the creature stays within 5 feet of your companion, it has disadvantage on any attack roll that doesn't target your companion. This lasts until the beginning of your companion's next turn.

If one of this creature's attacks would still hit an ally other than your companion, your companion can use its reaction to block the attack and take the damage instead.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once) and regain all expended uses after finishing a long rest.

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

Harvest Conclave

Other Rangers prefer to let chemistry handle the difficulties of adventuring. Rangers of the Harvest Conclave tend to develop an innate understanding of the natural world, and will supplement their attacks with Concoctions to cripple their foes and protect their allies.

Bonus Concoctions

You learn an additional Concoction recipe at 5th and 13th levels.

Bonus Proficiences

When you choose this Conclave at 3rd level, you gain proficiency with either Brewer's Supplies or Cook's Utensils.

Thrown Concoctions

At 3rd level, you start creating Concoctions to be absorbed through the skin. When you would normally use a Draught or Vial on an ally, you can choose to hurl it up to 30 feet at them instead as an action. The vessel shatters upon impact and the creature gains the benefits of the Concoction as normal. A creature affected by a thrown Concoction gains only one serving's worth of the effects. If there are servings left for multiple uses, they are lost upon impact.

Mixologist

Also at 3rd level, whenever you strike your Marked Prey target with a Flask, you add the Mark's bonus damage to the damage from the Flask. If the Flask doesn't normally deal damage, the Mark's damage is considered to be slashing and is applied before the affects of the Concoction.

Ranger Conclave feature

At 5th level your conclave provides another feature

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ranger Conclave feature

At 7th level your conclave provides another feature

One Fluid Motion

At 7th level, if you use a Draught as an action on your turn, you may make a single weapon attack as a bonus action.

Ranger Conclave feature

At 11th level your conclave provides another feature

Recycle

By 11th level, your familiarity with your recipes lets you quickly alter the effects of your existing Concoctions. As a bonus action, you can change a Concoction you had already made into another one from your list of known recipes.

You can use this ability a number of times equal to your Wisdom modifier (minimum of 1) before needing to finish a long rest to use it again.

Ranger Conclave feature

At 15th level your conclave provides another feature

Quick Mix

At 15th level when you roll for initiative and have no Concoctions left, you can hastily cobble together ingredients to create two Concoctions from your known recipes. If you had already made the maximum amount since your last long rest, you create one instead.

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave: the Beast Conclave, the Hunter Conclave, or the Stalker Conclave, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 11th, and 15th level.

Harvest Conclave

Other Rangers prefer to let chemistry handle the difficulties of adventuring. Rangers of the Harvest Conclave tend to develop an innate understanding of the natural world, and will supplement their attacks with Concoctions to cripple their foes and protect their allies.

Bonus Concoctions

You learn an additional Concoction recipe at 5th and 13th levels.

Bonus Proficiences

When you choose this Conclave at 3rd level, you gain proficiency with either Brewer's Supplies or Cook's Utensils.

Thrown Concoctions

At 3rd level, you start creating Concoctions to be absorbed through the skin. When you would normally use a Draught or Vial on an ally, you can choose to hurl it up to 30 feet at them instead as an action. The vessel shatters upon impact and the creature gains the benefits of the Concoction as normal. A creature affected by a thrown Concoction gains only one serving's worth of the effects. If there are servings left for multiple uses, they are lost upon impact.

Mixologist

Also at 3rd level, whenever you strike your Marked Prey target with a Flask, you add the Mark's bonus damage to the damage from the Flask. If the Flask doesn't normally deal damage, the Mark's damage is considered to be slashing and is applied before the affects of the Concoction.

Ranger Conclave feature

At 5th level your conclave provides another feature

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Ranger Conclave feature

At 7th level your conclave provides another feature

One Fluid Motion

At 7th level, if you use a Draught as an action on your turn, you may make a single weapon attack as a bonus action.

Ranger Conclave feature

At 11th level your conclave provides another feature

Recycle

By 11th level, your familiarity with your recipes lets you quickly alter the effects of your existing Concoctions. As a bonus action, you can change a Concoction you had already made into another one from your list of known recipes.

You can use this ability a number of times equal to your Wisdom modifier (minimum of 1) before needing to finish a long rest to use it again.

Ranger Conclave feature

At 15th level your conclave provides another feature

Quick Mix

At 15th level when you roll for initiative and have no Concoctions left, you can hastily cobble together ingredients to create two Concoctions from your known recipes. If you had already made the maximum amount since your last long rest, you create one instead.

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Acidic Flask

Brew

As an action, you can hurl this Concoction at a creature or object within 30 feet of you. The Flask shatters on impact. A creature that fails a Dexterity saving throw takes 2d6 + your Wisdom modifier of acid damage. An inanimate object is automatically hit, and the damage is maximized.

At higher levels. Your Acidic Flask deals an additional 2d6 acid damage at 5th, 9th, 13th, and 17th levels.

Source: Brew, page 7

Betterberry Gruel

Brew

A creature can spend an action to consume this gruel. It provides enough nourishment to sustain a creature for 24 hours and grants that creature 1 temporary hit point for each Ranger level you have. Once consumed, a creature needs a long rest before they are able to gain these benefits again.

At higher levels. The Gruel hold an additional serving at 5th, 9th, 13th, and 17th levels.

Source: Brew, page 9

Bloodfire Poison

Brew

This Concoction can be used to poison a slashing or piercing melee weapon or set of ammunition. As a bonus action, you can coat a blade or piece of ammunition with the poison. Your next successful weapon attack that uses the poisoned blade or ammunition deals an additional 1d4 poison damage. Poisoned ammunition that misses can potentially be reclaimed, at the DM's discretion. There are enough servings of the poison for two applications to be made in this way. Poison that's been applied to a weapon or piece of ammunition lasts for up to an hour if unused in a successful attack.

Food or drink that has been poisoned with this Concoction carries a slightly metallic flavor that can be detected with a successful Intelligence (Investigation) check or with a high enough Passive Perception contested by your Concoction DC. Creatures that ingest the poison take the maximum amount of damage per serving used.

At higher levels. The poison's damage die increases to 1d6 at 5th level, 1d8 at 9th level, 1d10 at 13th level, and 1d12 at 17th level.

Source: Brew, page 8

Glow Potion

Brew

You create a syrupy, luminescent mixture that emits bright light for 20 feet and dim light for another 20 feet. This Concoction contains enough liquid for three servings, with each serving powerful enough for it to glow for four hours. You can add a chemical reagent as a bonus action on your turn to change the color of the light or pause the glowing effect: saving the remaining time for later use.

As an action, you can apply one serving of this mixture to an item or willing creature to emit light from it. You can wipe the mixture off to snuff out the light as a bonus action. If you attempt to apply this mixture on an unwilling creature, it must make a Dexterity saving throw to avoid it.

At higher levels. By 9th level, you make the mixture acidic using toxic ingredients. By expending two servings as an action, you can dip a blade or arrow in the Concoction before immediately making a single weapon attack. If it hits, the target takes an additional 4d6 acid damage and emits a dim glow until the end of your next turn, granting the next ally to make an attack against it advantage on the attack.

At 13th level, the bonus damage increases to 5d6. At 17th level, it increases to 6d6.

Source: Brew, page 8

Vial of Nurseweed

Brew

A creature can spend a bonus action to drink this small vial of foul-smelling liquid to regain 2d4+4 health. This Concoction dulls the nerves to provide some temporary pain relief, granting it temporary hit points equal to half your Ranger level (rounded up). A creature cannot benefit from this Concoction again until it finishes a long rest. This Vial can be administered to another willing creature as an action.

At higher levels. This Vial heals for an additional 1d4 at 5th, 9th, 13th, and 17th levels.

Source: Brew, page 9

Vial of Cat's Sight

Brew

A creature can drink this Concoction as a bonus action and dilate their eyes beyond their normal limits for an hour, either granting them darkvision of 30 feet or increasing their existing darkvision by 15.

At higher levels. The effects are extended by an additional hour and can hold an additional serving at 5th, 9th, 13th, and 17th levels.

Source: Brew, page 7

Panacea Draught

Brew

A blinded, deafened, diseased, or poisoned creature that drinks this Concoction gains advantage on its saving throws for the next minute in order to recover from these conditions.

At higher levels. By 9th level, you've learned how to treat most temporary ailments. Your Panacea can immediately cure one of the statuses listed above in addition to its other benefits.

Source: Brew, page 8

Healing Draught

Brew

Drinking this Concoction regains health equal to 1d8 + your Wisdom modifier. A creature can benefit from these effects once per short rest. Creatures that drink additional Healing Draughts before taking a short rest are only healed for half as much. This Draught can be administered to another willing creature as an action.

At higher levels. This Draught heals for an additional 1d8 at 5th, 9th, 13th, and 17th levels.

Source: Brew, page 7

Glimmeringbug Flask

Brew

As an action, you can hurl this Concoction at a creature or point within 30 feet of you. The Flask shatters on impact, sending countless glittering shards of dust into the air within a 10-foot radius sphere. Creatures within that sphere must make a Dexterity saving throw. If they fail, they are covered in the dust. Creatures coated in the fine dust seem to shimmer, making them easier to target. Attacks against creatures covered in this dust are made with advantage. The dust comes loose and falls away after one minute.

At higher levels. By 9th level you've learned how to polish the Glimmerbug fragments even further, forcing affected creatures to have disadvantage on Dexterity (Stealth) checks.

Source: Brew, page 8

1. Не реализовано. [↑](#footnote-ref-1)
2. Повышенная живучесь рейнджера. На первом уровне рейнджер дополнительно получает 8 хитпоинтов.При этом на все проверки спасбросков по Телосложению против природных эффектов или естественных событий (против марш броска или холода) рейнджер добавляет свой профишенси бонус если в избранной местности или половину его (округляемую вниз) для незнакомой местности. [↑](#footnote-ref-2)
3. Как правильно заменить этот список я не знаю. [↑](#footnote-ref-3)
4. Подумать как лучше сформулировать [↑](#footnote-ref-4)
5. Не нравится [↑](#footnote-ref-5)
6. ИЛИ ЯДЫ Надо добавить яды [↑](#footnote-ref-6)
7. Это то, чего дико не хватало рейнджеру с ватер бризинг и алярмом. [↑](#footnote-ref-7)
8. У каждого архетипа должны быть свои заклинания, причем желательно не из списка рейнджера [↑](#footnote-ref-8)
9. Может быть жирновато [↑](#footnote-ref-9)
10. Переделал. Вроде норм. Ослабил. [↑](#footnote-ref-10)
11. Эта абилка получается слабоватая [↑](#footnote-ref-11)
12. Усилил. [↑](#footnote-ref-12)
13. В виду наличия экстра атаки второй мультиатака становится не актуальна. Надо придумать что-то другое. [↑](#footnote-ref-13)
14. Не нравитяс [↑](#footnote-ref-14)
15. В концепцию живучего гада эта фича прекрасно ложится. [↑](#footnote-ref-15)
16. Переделано под ограниченную кастовалку. И, да, у сталкера должна быть хаста. Доказано Валигаром. [↑](#footnote-ref-16)
17. Конверсия правил [↑](#footnote-ref-17)
18. 7 days [↑](#footnote-ref-18)
19. Вторичные скиллы берутся вместо тулз профишенси и представляют собой старые добрые нон випон профишенси из 2й редакции [↑](#footnote-ref-19)
20. Это материалы [↑](#footnote-ref-20)