

RANGER

I want to be a halfling ranger, live a life of blood and danger.

- Refrain from the trail song of the free riders of The People.

THE BUGBEAR KNELT OVER HER QUARRY'S SPOOR AND FELT THE MYSTICAL CONNECTION BETWEEN HUNTER AND PREY THRUM. SIGNALING TO THE REST OF HER HUNTING PARTY, THE MASTER OF THE HUNT LOPED OFF IN PURSUIT.

THE GOBLIN ARCHER DREW AND LOOSED, KNOCKING HIS ENEMY'S ARROW FROM THE AIR INCHES FROM HIS CHIEFTAIN'S EYE. WITH A RUDE GESTURE AT HIS ASTONISHED ELF ENEMY, HE FADED BACK INTO HIDING.

THE DARK ELF DANCES UNDER THE LIGHT OF THE FULL MOON. A FEW YARDS AWAY AN IMAGE OF MOONLIGHT AND SHADOW MIRRORS HER EVERY STEP.

Rangers are the quintessential hunters. Many draw upon primordial links to natural forces, the feywild, and the Wild Hunt to enhance their prowess; while others are simply superbly skilled wilderness warriors. This section offers a myriad of new options for Rangers of every variety.

RANGER CLASS FEATURES

This section contains variant rules for some of the core ranger class features and additional ranger archetypes that may be chosen when a ranger reaches 3rd level.

VARIANT RANGER CLASS FEATURES

The following are variants for several of the core Ranger class features. In the case of the Favored Enemy feature, it adds a slight enhancement to combat abilities against your favored enemies by way of allowing you to automatically affect such foes with your *hunter's mark* and enhances skill contests when opposed by a favored enemy.

Natural Explorer, Land's Stride, Hide in Plain Sight, and Foe Slayer are enhanced to make those features more generally applicable to a variety of situations. Primeval Awareness was also changed to make it more generally useful in hunting down unnatural foes.

The core abilities of each feature are kept intact to maintain the feel of the class with enhancements added to expand the scope of each feature or allow the feature to fulfill its primary function.

FAVORED ENEMY

1st-level Ranger feature (enhancement)

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. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You can also choose a related set of humanoids (such as goblinoids, which includes goblins, bugbears, and hobgoblins) as favored enemies.

With the DM's permission, you might instead select creatures that belong to a particular Organization as your favored enemy, such as "The Dread Legion" or the "Cult of the Dragon".

You also gain the following additional benefits when dealing with a favored enemy:

- Once per turn when you hit a favored enemy with a weapon attack, you can also affect the target as if you had cast a *hunter's mark* spell as a 1st level spell, without expending a spell slot or requiring components. A *hunter's mark* cast on a favored enemy in this manner does not require concentration to maintain, but ends if you cast the spell again, and cannot be transferred to a different target when the original target dies.
- When you gain the Spellcasting feature at 2nd level, *hunter's mark* doesn't count against the number of ranger spells you know. If you cast *hunter's mark* on a favored enemy using a spell slot, or transfer a *hunter's mark* to a favored enemy, it does not require concentration while affecting that target, but you must begin concentrating on the spell if you transfer it to a target that is not a favored enemy.
- You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.
- When tracking a favored enemy affected by your *hunter's mark*, you may roll a d6 and add the result to the Wisdom (Survival) check.
- Whenever you make an Ability check opposed by a favored enemy's Ability check or Passive Score you may roll a d6 and add the result to your check.
- You learn one language of your choice, this should be one 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

1st-level Ranger feature (enhancement)

You are adept at navigating the natural world. You gain the following benefits while traveling for an hour or more in ANY terrain:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Favored Terrain. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. You gain the following benefits while in that terrain:

- You ignore nonmagical difficult terrain. When you gain the Land's Stride class feature you also ignore magical difficult terrain.
 - 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.
 - When you make a Strength or Dexterity check to move or hide while in your favored terrain, your proficiency bonus is doubled if it applies to the check.
- You gain the following additional benefits while traveling for an hour or more in your Favored Terrain:
- Nonmagical difficult terrain does not slow your group's travel.
 - You and your group can move stealthily at a normal pace, or if you are traveling alone you can move stealthily at a fast pace.
 - When you forage, you find four times as much food as you normally would (instead of twice as much).

You choose additional favored terrain types at 6th and 10th level. When you gain a Ranger level, you may exchange one favored terrain you know for a new one. At the DM's option, you might also do so if you spend a month or more in a specific terrain.

FIGHTING STYLE

2nd-level Ranger feature (enhancement)

As listed in the *Player's Handbook*, plus rangers can choose one of the following new options as their Fighting Style choice at 2nd level:

AGGRESSIVE FIGHTING

When you make your first attack on your turn, you can decide to attack aggressively. Doing so gives you advantage on melee attacks until the start of your next turn, but attack rolls against you have advantage until your next turn.

CHARGING

If you move at least 15 feet straight toward a target and hit it with your next melee weapon attack on the same turn, you can roll the weapon's damage dice an additional time and add it to the total. If the attack was made while mounted, you also add your mount's Strength modifier to the damage inflicted.

DRUIDIC WARRIOR

You must have the Ranger Spellcasting feature to choose this style. You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in druid or ranger you can replace one of these cantrips with another cantrip from the druid spell list.

DWARF WEAPON STYLE

You must have the Dwarven Combat Training racial trait to choose this style. You gain the following benefits when wielding a battleaxe, handaxe, light hammer, or warhammer:

- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a battleaxe or warhammer in one hand and a handaxe or light hammer in the other. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a handaxe or light hammer.
- The damage die of a light hammer increases to 1d6, and the thrown range of a handaxe or light hammer increases by 10/30.

ELF WEAPON STYLE

You must have the Elf Weapon Training racial trait to choose this style. You gain the following benefits when wielding a longsword, shortsword, shortbow, or longbow:

- You can use Strength or Dexterity on the attack and damage rolls of the weapons.
- You can stow up to two of these weapons, then draw up to two of these weapons as a single object interaction on your turn.
- You can engage in two weapon fighting using a longsword and a short sword. When you engage in two-weapon fighting, you can add your ability modifier to the damage of a bonus attack using a short sword.

FINESSE FIGHTING

The following weapons are treated as if they possessed the Finesse property when wielded by you: Chain (spiked or weighted), club, double-bladed scimitar, double-bladed sword, handaxe, javelin, light flail, light hammer, light pick, quarterstaff, sickle, spear, and longsword. Your unarmed strikes are considered weapons with the Light and Finesse properties.

NATURAL EXPLORER AND FAVORED TERRAIN, A CLOSER LOOK:

The enhancement to this feature pulls most of the broad traveling benefits from the original feature and allows them to be applicable in any terrain. Then it grants additional benefits only while in your Favored Terrain:

Favored Terrain. Favored Terrain is essentially similar to the Rogue's Expertise feature, allowing you to add double your proficiency bonus, except that it applies to a broad range of skills, but is only situationally applicable while within your Favored Terrain.

What checks benefit from this feature? In general you double your proficiency bonus for most Intelligence and Wisdom checks that add your proficiency in Investigation, Nature, Perception, and Survival checks while in your favored terrain. The Strength and Dexterity checks are more situational, a Strength check to climb a tree or cliff would benefit from this feature, but not one to escape a grapple. Most Dexterity checks that would apply your proficiency in Stealth while in your Favored Terrain gain this feature's benefits, but only Acrobatics checks related to balancing and moving through natural hazards would gain the benefits

Why make these changes? It seemed eminently suitable that a Ranger with the forest favored terrain would be more skilled at hiding among and climbing its trees, while a coastal ranger might be more adept at swimming..

NEW WEAPONS.

The Chain (spiked or weighted), double-bladed sword, light flail, and light pick are new weapons included in the upcoming *Martial Options: The Art of Combat* sourcebook..

HUNTING

You must have the *Ranger Spellcasting* feature to choose this style. The range of your *hunter's mark* is increased to Sight, and you can cast *hunter's mark* a number of times equal to your proficiency bonus without expending a spell slot or requiring components. You regain all expended uses when you finish a long rest.

REVENANT BLADE FIGHTING

While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class. A double-bladed scimitar has the finesse property when you wield it.

SHIELD FIGHTING

While wielding a shield, you can attack, bashing with the shield as a bonus action. A shield is a martial weapon that inflicts 1d4 bludgeoning damage on a hit.

Wild Synergy. If you have the Shield Master feat, when you use a bonus action to make an attack with a shield bash, you can immediately make a shove attempt against the same target if you hit with the shield bash attempt.

SKIRMISHING

While wearing light or no armor your movement speed increases by 5 feet and you gain a bonus to your AC equal to half your proficiency bonus (round down). You can use a shield and still gain this benefit.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a thrown weapon attack, you gain a +1 bonus to the damage roll.

VERSATILE FIGHTING

When you take the attack action while wielding a Versatile weapon in two hands, you can forgo the additional damage from the Versatile property during that action to make a melee attack with the haft or pommel of the weapon as a bonus action. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals bludgeoning damage.

Wild Synergy. If you have the Polearm Master feat and the Versatile Fighting style and are wielding a quarterstaff or spear in two hands, you may increase the damage die of the additional attack granted by the Polearm Master feat to a d8.

PRIMEVAL AWARENESS

3rd-level Ranger Feature (enhancement)

You can use your action and expend one ranger spell slot to focus your awareness on the area around you. For 1 hour per level of the spell slot you expend, you can gain the following benefits (instead of the benefit listed in the player's handbook):

- You can add your proficiency bonus to your initiative rolls.
- You can take the Search action as a Bonus Action on your turn.
- Moving at a fast pace causes no penalty to your Perception checks.
- You cannot be surprised by an aberration, celestial, dragon, elemental, fey, fiend, or undead if you are conscious.
- When an aberration, celestial, dragon, elemental, fey, fiend, or undead creature approaches within 60 feet (or

within 360 feet if you are in your favored terrain) you automatically sense the presence if you are conscious. This also reveals the creatures' location, number, and type within that range.

- If the area of a Regional Effect caused by an aberration, celestial, dragon, elemental, fey, fiend, or undead creature of sufficient power is within 1 mile of you (or within 6 miles in your favored terrain) you sense the presence of the creature and learn what type of creature is causing the effect and the approximate location of the source of the effect.

LAND'S STRIDE

8th-level Ranger Feature (enhancement)

You become adept at moving through and surviving in a variety of natural environments:

- Moving through nonmagical difficult terrain costs you no extra movement, nor does climbing or swimming.
- You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
- Nonmagical natural hazards such as quicksand, muddy, icy, or snowy terrain, or natural currents and tides, do not impede your movement and checks to safely traverse such terrain gain advantage.
- You remain unbothered by normal insects and you ignore extreme environmental conditions as if you were naturally adapted to the climate.
- You have advantage on saving throws against natural aspects of the terrain or environment that are magically created or manipulated to impede movement, such those created by the *entangle* or *transmute rock* spells.

HIDE IN PLAIN SIGHT

10th-level Ranger feature (enhancement)

You can try to hide when you are only lightly obscured from the creature from which you are hiding.

When you attempt to hide, and you did not move during your turn, do not roll a check, instead the DC of a Wisdom (Perception) check to detect you equals 20 + all modifiers that normally apply to your Dexterity (Stealth) check. You lose this benefit if you move and must make a normal Dexterity (Stealth) check if you attempt to remain hidden. You also lose this benefit if anything would cause you to no longer be hidden (such as making an attack that reveals your location).

FOE SLAYER

20th-level Ranger feature (enhancement)

You become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to 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.

If the target is one of your favored enemies, you may add your Wisdom modifier to both the attack roll and the damage roll of an attack.