

# Archive of Forgotten Lore:

## Ranger

This is Supplemental Material

### Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate. This is an option written by Odvaskar for that feature: The Spirit Rider.

### Spirit Rider

Spirit Rider rangers have a powerful bond with a spirit from another plane which has been stuck in the border ethereal for a long time waiting for its next rider. Most rangers find their spirit mount through exploring the ethereal plane (perhaps in while dreaming) and by being chosen by the spirit to be its rider. While bound together the rider and spirit are one, traversing any terrain, and some say if the bond is strong enough the rider can even traverse the ethereal plane at will. Most spirit riders bind themselves to a celestial or fey mount but there are a few with dark hearts that bind to a fiendish spirit and revel in riding through the lower planes.

### Spirit Rider Magic

*3rd-level Spirit Rider feature*

You also learn an additional spell when you reach certain levels in this class, as shown in the Spirit Rider Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

#### Spirit Rider Spells

Ranger Level	Spell
3rd	<i>Magic Missile</i>
5th	<i>See Invisibility</i>
9th	<i>Blink</i>
13th	<i>Dimension Door</i>
17th	<i>Teleportation Circle</i>

### Spirit Mount

*3rd-level Spirit Rider feature*

As an action, you summon your spirit mount that appears in an unoccupied space of your choice that you can see within 30 feet of you for a number of hours equal to half your ranger level.

The spirit is friendly to you and your companions and obeys your command. See this creature's statistics in the Spirit Mount stat block below, which uses your proficiency bonus (PB) in several places. You choose the appearance of your spirit, though it is a celestial, fey, or fiend (your choice).

In combat, the spirit shares your initiative count and turn with you. The only action on its turn is the dodge action, unless you take a bonus action on your turn to mentally command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just dodge. Additionally, any spell you cast that targets only you also target your mount, and you can't have more than one spirit mount summon at a time.

You can use this feature a number of time equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### Spirit Charge

*7th-level Spirit Rider feature*

When your spirit mount uses its Trampling Charge, you can command to empower the charge with its life force. If the Trampling Charge hits the mount deals extra damage equal to its current hit points and vanishes after the damage is dealt. If you're riding the mount when it uses this feature you land next to that target after your mount vanishes. Once you use this feature, you can use it again till you finish a short or long rest.

## Spiritual Transference

11th-level Spirit Rider feature

At 11th level, your spirit mount can save you from death. If your spirit is within 60 feet of you when you are reduced to 0 hit points, you can use cause your spirit mount to drop to 0 hit points. If you do so you regain half your hit points and rise to your feet.

Once you use this feature, you can use it again until you finish a short or long rest.

## Ethereal Stride

15th-level Spirit Rider feature

Beginning at 15th level, your spirit mount gains a flying speed of 90 ft, and the spirit mount can use its action to take itself and you to the Ethereal Plane from the Material Plane, or vice versa.

## Spirit Mount

Medium Celestial, Fey, or Fiend, unaligned

**Armor Class** 12 + PB (natural armor)

**Hit Points** 5 + five times your ranger level

**Speed** 60 feet., swim 30 feet

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10(+0)	15 (+2)	10 (+0)

**Condition Immunities** charmed, exhaustion, frightened, prone, restrained

**Senses** darkvision 60ft., passive Perception 12

**Languages** understands the languages you know but can't speak.

**Ethereal Jump.** The spirit mount's jumping distance is tripled.

**Trampling Charge.** If the spirit mount moves at least 20 feet straight toward a creature and it hits with a ram attack on the same turn, that target must succeed Strength saving throw or be knocked prone and take an extra 2d6 force damage.

### Actions

**Ram.** Mele Weapon Attack: your spell attack modifier to hit, range 5 ft., one target. Hit: 1d6 + your Wisdom modifier force damage. The damage increases when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).