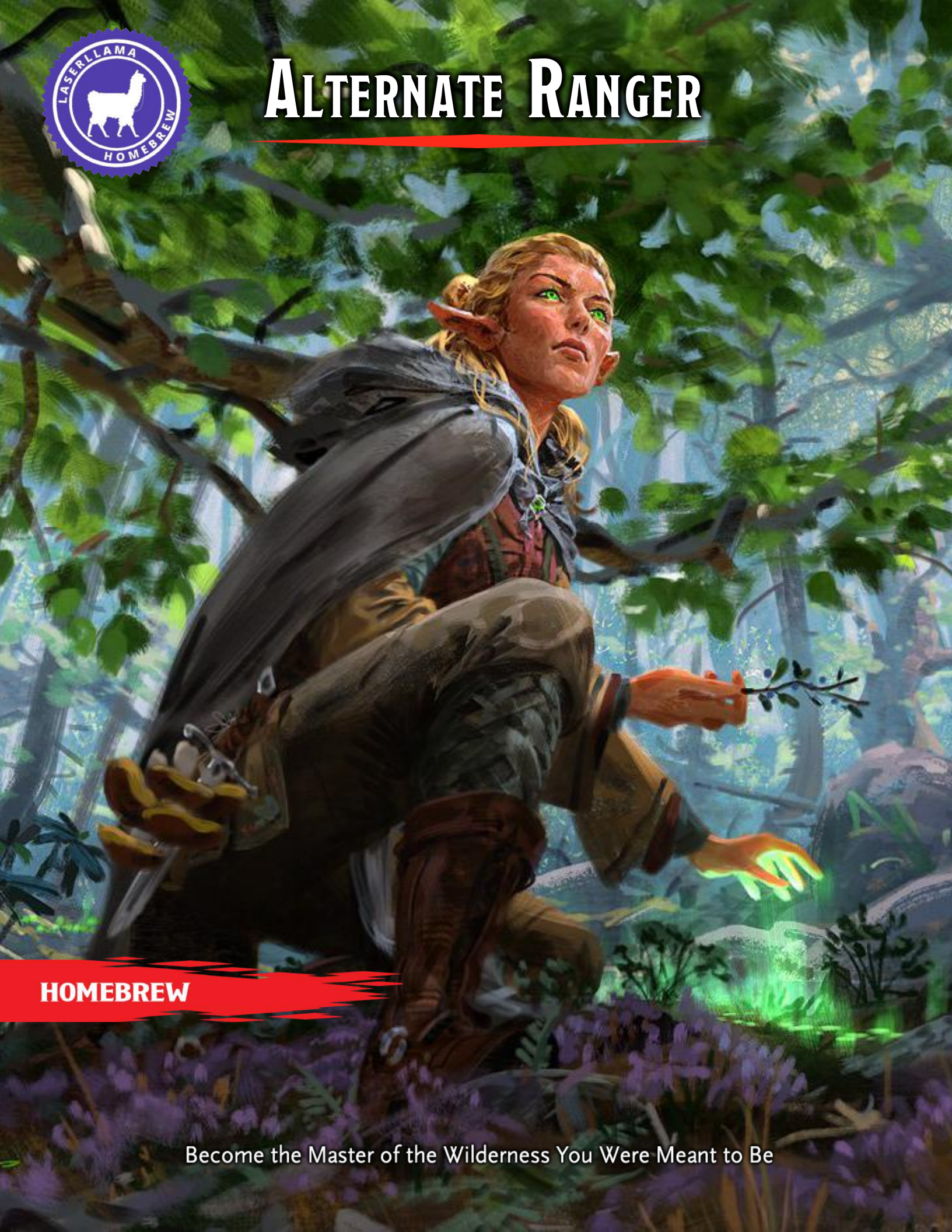




ALTERNATE RANGER



HOMEBREW

Become the Master of the Wilderness You Were Meant to Be

THE RANGER

As the graying man made his way through the underbrush of the forest his faded green cloak made him nearly invisible. The monstrously large troll he had been stalking through the night had finally stopped to rest. As the great brute lay down to sleep, the silent green shape emerged from the trees to snuff out the life of the hideous monster.

As the massive blue dragon descended upon the small town, a small half-elven man rolled out of the path of a blast of lightning. With the small hairs on the back of their neck still standing up from the residual electricity, the practiced hunter knocked an arrow and let it fly in the direction of the terrible beast. As the dart struck true, the dragon let out a horrible roar and plummeted to the ground where it lay in a broken heap.

As the massive owlbear slowly lumbered toward the tiny hamlet that she called home, a small halfling girl whistled to her companion in the brush. At her signal, a giant hound that seemed to be more fur than anything else leaped out from hiding and stood defiantly in front of the owlbear. Distracted by her partner, the owlbear was caught completely unawares by the diminutive ranger. Once their foe was unconscious, the halfling and her dog released the great owlbear miles away where it could live without menacing the town they protected.

The three adventurers described above are considered Rangers, wild warriors and defenders of the natural world.

DEFENDERS OF BALANCE

Rangers spend their lives between two worlds. On one hand, they stand as guardians of civilization, protecting those who dwell on the edges of society. On the other, rangers are expert survivalists, deeply acquainted with the flora and fauna of the natural world. Rangers protect the balance between society and the wilderness. When a wild creature wanders from its natural habitat, Rangers will track it down before they can harm innocent farmers and travelers. When people encroach upon the wilderness, Rangers will push back against industry and expansion that doesn't respect the natural balance.

Rangers dedicate their lives to guarding the places where civilization and the wilderness meet, never fully joining either of the worlds that they spend their lives defending.

PREPARED FOR ANYTHING

Ready to face any challenge, Rangers are survivalists at their core. The wilderness is a harsh place, and those who cannot adapt to their surroundings die. In the wild, Rangers learn to be adaptable. Drawing on their knowledge of the natural world, their connection to primal magic and the skills passed down to them by their mentors, there is rarely a challenge a Ranger cannot overcome with enough time to prepare.

Each Ranger has their own philosophy on how they fit into the interconnected web that is the natural world. Some view themselves as apex predators, using their marital skills and ruthless hunting abilities to keep the wild in line. Others see themselves as humble servants of nature that serve the wild.



CREATING YOUR RANGER

Consider the nature of your Ranger's training. Did you train with a mentor, wandering the wilds together, learning all you could? Or did you forge your primal connection to the natural world on your own? What is it that motivates your Ranger? Do you have a vendetta against a certain type of monster? Are you a warrior of the wild who feels more comfortable in the silence of the forest than in city streets or sleepy towns?

No matter their origin, almost all Rangers take up a life of adventuring to impart their knowledge of the wild to the next generation. Often, in their later years, these wild warriors will take on an apprentice, passing on all they know and so that the safety of the wilderness is secured for years to come.

MULTICLASSING AND THE RANGER

If your group uses the optional multiclassing rule, here's what you need to know when you choose to take your first level in the Ranger class.

Ability Score Minimum. As a multiclass character, you must have at least a 13 in both Wisdom and Dexterity (or Strength) to take a level in this class, or to take a level in another class if you're a Ranger.

Proficiencies Gained. If Ranger is not your initial class, you gain proficiency in light and medium armor, shields, simple and martial weapons, and one skill from the Ranger class list.

Spell Slots. Add half your levels (rounded down) in the Ranger class to the appropriate levels from other classes to determine available spell slots.



THE RANGER

Level	PB	Features	Favored Foe	1st	2nd	3rd	4th	5th	Knacks Known
1st	+2	Survivalist Knacks, Wilderness Expertise	—	—	—	—	—	—	2
2nd	+2	Fighting Style, Favored Foe, Spellcasting	d4	2	—	—	—	—	2
3rd	+2	Ranger Archetype	d4	3	—	—	—	—	3
4th	+2	Ability Score Improvement	d4	3	—	—	—	—	3
5th	+3	Extra Attack	d4	4	2	—	—	—	3
6th	+3	Favored Foe Improvement	d6	4	2	—	—	—	4
7th	+3	Ranger Archetype Feature	d6	4	3	—	—	—	4
8th	+3	Ability Score Improvement	d6	4	3	—	—	—	4
9th	+4	Wilderness Expertise	d6	4	3	2	—	—	5
10th	+4	Favored Foe Improvement	d8	4	3	2	—	—	5
11th	+4	Adaptable, Ranger Archetype Feature	d8	4	3	3	—	—	5
12th	+4	Ability Score Improvement	d8	4	3	3	—	—	6
13th	+5	—	d8	4	3	3	1	—	6
14th	+5	Favored Foe Improvement	d10	4	3	3	1	—	7
15th	+5	Ranger Archetype Feature	d10	4	3	3	2	—	7
16th	+5	Ability Score Improvement	d10	4	3	3	2	—	8
17th	+6	—	d10	4	3	3	3	1	8
18th	+6	Favored Foe Improvement, Feral Senses	d12	4	3	3	3	1	9
19th	+6	Ability Score Improvement	d12	4	3	3	3	2	9
20th	+6	Foe Slayer	d12	4	3	3	3	2	10

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Ranger level

Hit Points at 1st Level: 10 + your Constitution modifier.

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Ranger level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

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

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain shirt and a shield or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a longbow and 20 arrows or (b) a martial weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

QUICK BUILD

You can make a Ranger quickly by using these suggestions. First, make Dexterity your highest ability score, followed by your Wisdom. Second, choose the outlander background.

SURVIVALIST KNACKS

In the wild, you have gathered bits of primal knowledge that bolster your exploration, hunting, and tracking skills, known as Survivalist Knacks. At 1st level, you learn two Knacks of your choice from the list at the end of this class description.

You learn additional Knacks as you gain Ranger levels, as shown in the Knacks Known column on the Ranger table.

Each time you gain a level in this class, you can choose one Survivalist Knack you know and replace it with another Knack of your choice for which you meet the prerequisites.

WILDERNESS EXPERTISE

Your skill in the wild is without peer. At 1st level, choose one of your skill proficiencies you gained from the Ranger class skill list. Your proficiency bonus is doubled for any ability check you make that uses that skill. You also learn to speak, read, and write one additional language of your choice. Most Rangers learn the language spoken by the enemies they hunt.

At 9th level, you select another Ranger class skill you are proficient in to gain the benefits of this feature, and you learn to speak, read, and write another language of your choice.

FIGHTING STYLE

Your skill in battle surpasses that of most warriors. At 2nd level, you gain a Fighting Style of your choice from the list below. You can't learn a Fighting Style more than once, even if another feature allows you to learn another Fighting Style.





ARCHERY

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

DEFENSIVE FIGHTING

While wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

DUAL WIELDING

When you take the Attack action while two-weapon fighting, you can make a single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

DUELING

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

FEATHERWEIGHT FIGHTING

While you are wielding only light weapons and nothing else, your speed increases by 10 feet and you gain a +1 bonus to damage rolls with your light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

MARINE FIGHTING

So long as you are not wearing medium or heavy armor, or wielding a shield, you have a swimming speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

MELEE MARKSMAN

Having a hostile creature within 5 feet of you doesn't impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

MOUNTAINEER

When you are not wearing medium or heavy armor or using a shield, you have a climbing speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

STRONGBOW

You can use your Strength score, in place of Dexterity, for your attack and damage rolls with longbows and shortbows.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, whenever you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

VERSATILE FIGHTING

While wielding a single versatile weapon and no shield, you can choose to wield your weapon one or two-handed until the start of your next turn. When wielding it one-handed you gain a +1 bonus to attack rolls and to your Armor Class. When wielding it two-handed you gain a +2 bonus to your damage rolls.

FAVORED FOE

You hunt as the creatures of the wild. Beginning at 2nd level, you can use a bonus action to mark a creature you can see as your Favored Foe, granting you the benefits below for 1 hour, until the creature is slain, or you mark another creature:

- Each time you hit the creature with a weapon attack you deal bonus damage equal to your Favored Foe die. This die begins as d4 and changes as you gain Ranger levels, as shown in the Favored Foe column of the Ranger table.
- You have advantage on Wisdom (Perception) and Wisdom (Survival) checks you make to locate or track the creature.

You can mark a creature this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest. If you have no uses of this feature remaining, you can expend a spell slot of 1st-level or higher to use this feature one additional time.

At certain Ranger levels, the duration of your Favored Foe mark increases: at 6th level (8 hours), 10th level (24 hours), 14th level (1 week), and finally at 17th level (indefinite).

SPELLCASTING

Also at 2nd level, you learn to draw upon the primal magic of the natural world to enhance your survival and combat skills.

PREPARING AND CASTING SPELLS

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

At the end of each long rest, you prepare a list of spells that are available for you to cast. Choose a number of spells equal to your Wisdom modifier + half Ranger level, rounded down. The spells must all be from the Ranger spell list at the end of this class, and be of a level for which you have spell slots.

For example, as a 5th level ranger with 14 Wisdom, you can prepare any four spells of 1st or 2nd-level and cast each spell any number of times by using a 1st or 2nd-level slot.





SPELLCASTING ABILITY

Wisdom is your spellcasting ability for Ranger spells as you draw magic from your connection to nature.

You use your Wisdom when a Ranger spell refers to your spellcasting ability, and you use your Wisdom modifier whenever you set the saving throw DC or make a spell attack roll for one of your Ranger spells.

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

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your ranger spells. See the *Player's Handbook* for examples.

RITUAL CASTING

Your knowledge of the natural world allows you to draw out its innate magic. You can cast any Ranger spell that you have prepared as a ritual so long as that spell has the ritual tag.

RANGER ARCHETYPE

At 3rd level, you choose an Archetype from the list below that best represents the training and skills of your Ranger: Beast Master, Hunter, Spellbreaker, or Shadowbane.

The Ranger Archetype you choose grants you features at 3rd level, and again when you reach 7th, 11th, and 15th level.

ARCHETYPE SPELLS

Each Ranger Archetype has a list of Archetype Spells that you always have prepared once you reach the Ranger levels noted in your Archetype's description. Your Archetype Spells count as Ranger spells for you, but they do not count against your total number of spells that you can prepare each day.

ABILITY

SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

EXTRA ATTACK

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

ADAPTABLE

Your time in the wilderness has taught you that anything that doesn't change dies. Starting at 11th level, when you finish a long rest, you can replace one Knack you know with another Knack of your choice, so long as you meet its prerequisites.

FERAL SENSES

You hunt as an apex predator, never losing track of your prey. Starting at 18th level, you cannot have disadvantage on any attack roll you make that targets a creature within 30 feet of you or a creature that is marked as your Favored Foe.

FOE SLAYER

You are a Ranger of mythic skill, rivaling the great huntsmen of legend. At 20th level, when you hit your Favored Foe with a weapon attack, you can immediately end the mark and cause that attack to deal maximum damage instead of rolling.

If the damage from this attack reduces the target to 50 hit points or fewer, it is instantly reduced to 0 hit points.

Once you use this feature you must finish a short or long rest before you can use it again.



RANGER ARCHETYPE

Choose the Archetype that best represents your Ranger: Beast Master, Hunter, Spellbreaker, or Shadowbane.

BEAST MASTER

Some Rangers that develop intense bonds with nature have been known to attract the attention of guardian spirits known as Primal Beasts. Primal Beasts fight side by side with their partners, changing their shape to face the challenge at hand.

BEAST MASTER SPELLS

3rd-level Beast Master feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
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3rd	<i>beast bond</i> ^{XGtE} , <i>speaking with animals</i>
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5th	<i>beast sense</i> , <i>warding bond</i>
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9th	<i>haste</i> , <i>protection from energy</i>
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13th	<i>death ward</i> , <i>freedom of movement</i>
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17th	<i>awaken</i> , <i>commune with nature</i>
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PRIMAL COMPANION

3rd-level Beast Master feature

You have formed a bond with a Primal Beast. You choose its stat block from one of the options at the end of this class: the *Beast of the Cave, Land, Sea, or Sky*. The Primal Beast stat blocks use your proficiency bonus (PB) in several places.

The Primal Beast is friendly to you and your allies and obeys your commands. In combat, it acts on your turn. It can move and use its reaction on its own, but it can only take the Dodge action unless you use a bonus action to order it to take an action from its stat block, or another combat action. If you are incapacitated, your Primal Beast can act on its own.

If your Primal Beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st-level or higher to return it to life with its maximum hit points.

During a long rest, you can spend 1 hour performing a ritual that causes your Primal Beast to take on a new form, choosing a new stat block and appearance for it.

EXCEPTIONAL TRAINING

7th-level Beast Master feature

As a reaction, you and your Primal Beast can grant the other advantage on any saving throw they are forced to make, so long as you can see and are within 30 feet of each other.

Also, your Beast's attacks count as magical for the sake of overcoming resistance and immunity to non-magical attacks.

BESTIAL FURY

11th-level Beast Master feature

When you command your Beast to take the Attack action, it can make two natural weapon attacks as part of that action.

PRIMAL BOND

15th-level Beast Master feature

The bond with your Primal Beast has reached its apex. When you cast a Ranger spell that targets yourself, your Beast also gains the benefits as long as it is within 30 feet of you.

HUNTER

Rangers are as varied as the lands that they hail from. Some use their knowledge of the wilderness to become guides and naturalists. Others use their skills to become trackers or traders. Some wander the countryside, while others stand as guardians of sacred forests. While they fulfill various roles, deep down inside every Ranger beats the heart of a Hunter.

Marauding hordes of Orcs, vile trolls, great and terrible dragons, or great beasts of the wild, it matters not to a true Hunter. They always find a way to overcome their quarry.

HUNTER SPELLS

3rd-level Hunter feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
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3rd	<i>expeditious retreat</i> , <i>snare</i> ^{XGtE}
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5th	<i>cordon of arrows</i> , <i>pass without trace</i>
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9th	<i>conjure barrage</i> , <i>nondetection</i>
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13th	<i>freedom of movement</i> , <i>locate creature</i>
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17th	<i>conjure volley</i> , <i>swift quiver</i>
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HUNTER'S PREY

3rd-level Hunter feature

You are ruthless in pursuing your chosen prey. You gain the features below, but once you use one of these features you cannot use another until the beginning of your next turn:

Cripple. When you hit a Favored Foe with a weapon attack, you can force it to make a Dexterity saving throw against your Spell Save DC. On a failed save, its speed is reduced to 0 until the beginning of your next turn.

Flurry. When you hit your Favored Foe with a weapon attack, you can make an additional weapon attack with the same weapon against another creature within 5 feet of your Favored Foe and within the weapon's range.

Focus. When you hit your Favored Foe with a weapon attack and it has fewer than its maximum hit points, you can double your Favored Foe damage bonus against it.

DEFENSIVE TACTICS

7th-level Hunter feature

You have trained to defend yourself against your prey. You gain one of the features below of your choice:

Counter. When a creature that is at least one size larger than you hits or misses you with an attack, you can use a reaction to make one weapon attack against it.

Nimble. Opportunity attacks against you are made at disadvantage, and if your Favored Foe makes an opportunity attack against you it misses unless they roll a critical hit.

Iron Will When you are forced to make a saving throw to resist being charmed, frightened, or stunned, you gain a bonus to your roll equal to one roll of your Favored Foe die.

FLEXIBLE HUNTER

11th-level Hunter feature

At the end of a long rest you can do one of the following:

- Replace your Fighting Style with another Fighting Style, choosing from those available to the Ranger class.
- Replace your Defensive Tactics feature with another feature of your choice from Defensive Tactics.

MULTIATTACK

11th-level Hunter feature

You are adept at destroying your prey and any creatures that would stand with them. You gain the following features:

Volley. As an action, you can make a ranged attack against your Favored Foe and any number of creatures within 10 feet of it, so long as the targets are also within the range of your weapon. You must roll a separate attack roll for each target, and you must have ammunition for each individual attack.

Whirlwind Attack. As an action, you make a melee attack against your Favored Foe and any number of other creatures within range. Make a separate attack roll for each target.

SUPERIOR DEFENSE

15th-level Hunter feature

You have mastered defending yourself from those that you have marked as your prey. You gain the following features:

Evasion. When your Favored Foe subjects you to an effect that allows you to make a Dexterity saving throw to take half damage, such as you instead take no damage if you succeed on a saving throw, and only half damage if you fail

Uncanny Dodge. When your Favored Foe hits you with an attack, you can use a reaction to halve the damage you take.



SPELLBREAKER

Spellbreakers are a small but dedicated fraternity of Rangers that specialize in hunting mages who use their arcane power for evil. While most pursue the life of a Spellbreaker for noble reasons, there are some who seek to destroy anyone with the potential to use magic. Most Spellbreakers work in secrecy, only striking when success is a certainty. When one wrong move could end in disintegration, there is no room for error.

SPELLBREAKER SPELLS

3rd-level Spellbreaker feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level Spell

3rd *absorb elements*^{XGE}, *detect magic*

5th *blindness/deafness*, *silence*

9th *counterspell*, *dispel magic*

13th *arcane eye*, *resilient sphere*

17th *dispel evil and good*, *wall of force*

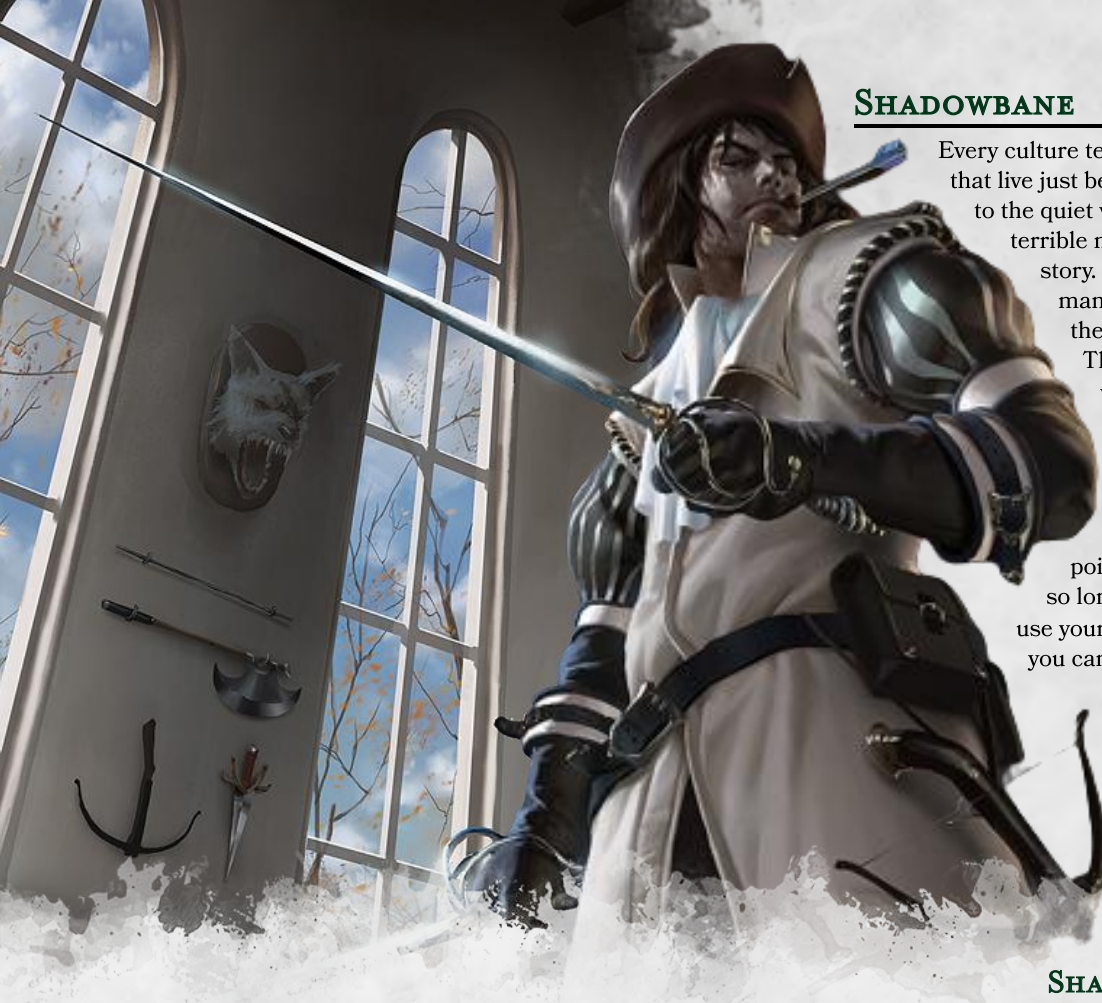
SPELLSIGHT

3rd-level Spellbreaker feature

You have learned to detect the innate arcane potential of others. When you mark a creature as your Favored Foe you instantly learn its spellcasting ability (if it has one) and the level of the highest spell that it has the ability to cast.

If the creature is hidden from divination magic, such as a *nondetection* spell, it appears as if it cannot cast spells.





SHADOWBANE

Every culture tells stories of evil spirits and monsters that live just beyond the walls of civilization. Thanks to the quiet vigilance of dedicated Rangers, these terrible monsters remain nothing more than a story. These guardian Rangers take up the mantle of Shadowbane, vowing to protect the innocent from the things of the night. They seek out vampires, evil fey, spirits, werewolves, and other vile creatures and destroy them without hesitation.

SLAYER'S INSIGHT

3rd-level Shadowbane feature

You have a keen eye for the weak points of foes. When you roll initiative, so long as you are not surprised, you can use your reaction to mark one creature that you can see as your Favored Foe.

Moreover, when you mark a creature as your Favored Foe you immediately learn if it has any damage immunities, resistances, or vulnerabilities and what they are. If it is hidden from divination magic, such as by a *nondetection* spell you sense that the creature has no immunities, resistances, or vulnerabilities.

SHADOWBANE SPELLS

3rd-level Shadowbane feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level Spell

3rd	<i>compelled duel, protection from evil/good</i>
5th	<i>see invisibility, zone of truth</i>
9th	<i>magic circle, protection from energy</i>
13th	<i>banishment, faithful hound</i>
17th	<i>dispel evil and good, hold monster</i>

IRON FOCUS

7th-level Shadowbane feature

When your Favored Foe forces you to make a saving throw, you gain a bonus to your roll equal to your Favored Foe die.

BANE OF DARKNESS

11th-level Shadowbane feature

Your hatred for evil empowers your weapons. Once per turn when you hit a creature with a weapon attack, you can deal additional radiant damage equal to your Favored Foe die.

RUTHLESS COUNTER

15th-level Shadowbane feature

If your Favored Foe forces you to make a saving throw, casts a spell, or attempts to teleport, you can use your reaction to make a single weapon attack against it using a weapon you are holding. On hit, you automatically succeed on the saving throw, or its spell or teleport automatically fails.

REFLECT SPELL

3rd-level Spellbreaker feature

You can cast *absorb elements* at 1st-level, without expending a spell slot a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of this feature when you finish a long rest.

After you cast *absorb elements*, if your next melee weapon attack is against the creature whose spell you absorbed, you treat the *absorb elements* damage as its maximum amount.

ARCANE DEFENSE

7th-level Spellbreaker feature

Whenever you are forced to make a saving throw to resist a spell or another magical effect, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

MAGE BREAKER

11th-level Spellbreaker feature

You are a hunter of mages. When you mark a spellcaster as your Favored Foe, you gain the following additional benefits:

- Your weapon attacks against it deal force damage.
- When you damage it, it has disadvantage on any saving throw it makes to maintain concentration on any spells.
- When you hit it with a weapon attack, you can expend a spell slot to deal additional force damage equal to one roll of your Favored Foe bonus per level of the slot you expend.

MANTLE OF THE MASTER

15th-level Spellbreaker feature

Your training as a Spellbreaker has reached its apex. You are resistant to all damage from spells and other magical effects.



SURVIVALIST KNACKS

Below are the Knacks available to a Ranger. If a Knack has a prerequisite, like your Ranger level or another Knack, you can learn it at the same time that you meet the prerequisites.

ALPINE ADEPT

Prerequisite: 6th-level Ranger

You are amazingly surefooted. You gain a 30-foot climbing speed, and you can use your reaction to reduce any falling damage you take by an amount equal to your Ranger level. If you already have a climbing speed it increases by 10 feet.

AQUATIC ADEPT

Prerequisite: 6th-level Ranger

You can swim through the water like a native creature of the sea. You gain a 30-foot swimming speed, and while you are underwater, you can hold your breath for up to 1 hour. If you already have a swimming speed it increases by 10 feet.

EXPLORER I

Whenever you make a Wisdom (Survival) check to navigate in the wild, forage for food and water, or to avoid becoming lost, you can treat a roll of 7 or lower on the d20 as an 8.

EXPLORER II

Prerequisite: 6th-level Ranger, Explorer I

At the end of a long rest, you can attune to your surrounding environment. Examples include, but are not limited to: arctic, coastal, desert, forest, grassland, mountain, or swamp. While in your attuned environment you gain the following benefits:

- You have advantage on Intelligence and Wisdom checks related to the native plants, animals, or ecosystem.
- You find twice as much food when foraging or hunting.
- You cannot be surprised unless you are incapacitated.
- You gain a bonus to your initiative rolls equal to your Wisdom modifier (minimum of +1).

HERBALIST I

You have a deep knowledge of plants and their healing properties. You have advantage on Intelligence (Nature) checks to identify the medicinal properties of plants, and Wisdom (Medicine) checks made to stabilize creatures.

HERBALIST II

Prerequisite: 3rd-level Ranger, Herbalist I

You have learned to use natural plants and herbs to create healing potions. You gain proficiency with herbalism kits.

At the end of a long rest, you can use a herbalism kit to create a *potion of healing*. It retains its potency for a number of days equal to your proficiency bonus, after which it spoils.

HERBALIST III

Prerequisite: 6th-level Ranger, Herbalist I, II

When you take a short rest, you and any friendly creatures who rest with you, regain an additional 1d8 hit points as long as they expend at least one Hit Die to regain hit points.

NATURAL REGENERATION

Prerequisite: 14th-level Ranger

During a short rest, you can recover spell slots of a combined level equal to your Wisdom modifier. Once you do, you must finish a long rest before you can use this feature again.

SLAYER I

Prerequisite: 3rd-level Ranger

When you hit a creature with a weapon attack you can mark it as your Favored Foe as part of the same attack, and apply your Favored Foe damage bonus to the damage roll.

Moreover, whenever you make a Wisdom (Perception) or a Wisdom (Survival) check to locate or track your Favored Foe, you can treat a roll of 7 or lower on the d20 as an 8.

SLAYER II

Prerequisite: 6th-level Ranger, Slayer I

Your tracking abilities have become supernaturally accurate. You always know the exact direction and distance of your Favored Foe while you are on the same plane of existence.

SLAYER III

Prerequisite: 14th-level Ranger, Slayer I, II

Once per turn, when you hit your Favored Foe with a weapon attack, you can force it to make a Constitution saving throw against your Spell Save DC. On a failed save, the creature is blinded, deafened, frightened, muted, poisoned, or restrained (your choice) until the beginning of your next turn.

STALKER I

You are a master at covering your tracks. While moving at a normal pace, you and any creatures of your choice who travel with you (maximum 10), produce no tracks nor scent, and cannot be tracked by mundane means unless you wish to be.

STALKER II

Prerequisite: 3rd-level Ranger, Stalker I

You have learned to hunt your prey while remaining unseen. You can take the Hide action as a bonus action on your turn.

STALKER III

Prerequisite: 9th-level Ranger, Stalker I, II

You cannot be tracked, even by magic. You are always under the effects of the *nondetection* spell, and you can't be tracked by divination magic or magical means unless you wish to be.

STALKER IV

Prerequisite: 14th-level Ranger, Stalker I, II, III

You can ward yourself to briefly disappear from sight. When you take the Hide action, you, along with anything you are wearing or carrying, become invisible until the start of your next turn. This ends early if you attack or cast a spell.

STRIDER I

You ignore the effects of difficult terrain imposed by natural environments, such as undergrowth, snow, or marshlands.

Also, you and creatures of your choice who travel with you (maximum 10) don't have travel slowed by difficult terrain.

STRIDER II

Prerequisite: 3rd-level Ranger, Strider I

Once in your sights, you pursue your quarries relentlessly. You can take the Dash action as a bonus action on your turn.

STRIDER III

Prerequisite: 6th-level Ranger, Strider I, II

You can surmount almost any obstacle that would block your path. Your base walking speed increases by 10 feet, and you ignore the effects of difficult terrain imposed by spells, magical phenomena, and any other magical effect.



STRIDER IV

Prerequisite: 14th-level Ranger, Strider I, II, III

You move through the world unhindered by even the most powerful magic and restraints. You are always under the effects of the *freedom of movement* spell while conscious.

SURVIVOR I

Prerequisite: 6th-level Ranger

Your time in the wilds has hardened your body. As a bonus action on your turn, you can grant yourself temporary hit points equal to your Constitution modifier (minimum of 1).

SURVIVOR II

Prerequisite: 9th-level Ranger, Survivor I

Your body can rapidly recover from injury. When you expend a Hit Die to regain hit points, you regain additional hit points equal to your Wisdom modifier (minimum of 1 hit point).

SURVIVOR III

Prerequisite: 14th-level Ranger, Survivor I, II

You persevere even in the face of death. When you make a death saving throw, you can add your Wisdom modifier to the roll (minimum of +1). If the result of your roll is 20 or higher, you treat it as if you had rolled a 20 on the d20.

TRAPPER

As an action, you can set a hidden trap made out of natural materials in an adjacent 5-foot space. The first creature to move into the area must succeed on a Dexterity saving throw against your Spell Save DC or become restrained.

A creature repeats its saving throw at the start of each turn, ending the effect on a success. A creature can detect a trap by succeeding on an Intelligence (Investigation) check against your Spell Save DC. You can have a number of active traps equal to your Wisdom modifier (minimum of 1 trap).

WILD INSIGHTS I

You have a way with wild animals. You can communicate simple ideas to beasts using sounds and gestures.

Also, whenever you make a Wisdom (Animal Handling) check that targets an animal or beast that is friendly toward you, you can treat a roll of 7 or lower on the d20 at 8.

WILD INSIGHTS II

Prerequisite: 3rd-level Ranger, Wild Insight I

You have bound yourself with a minor nature spirit. You learn the *find familiar* spell. It counts as a Ranger spell for you, you always have it prepared, but it doesn't count against the total number of spells you prepare each day. When you cast this spell your summoned familiar is always a fey creature.

WILD INSIGHTS III

Prerequisite: 9th-level Ranger, Wild Insight I

The power of your nature spirit grows. When you cast *find familiar*, it can take the form of any beast of CR 1/2 or lower.

PRIMAL BEAST STAT BLOCKS

Detailed below are options for the Beast Master Archetype's Primal Beast Companion; the *Beast of the Cave*, *Beast of the Land*, *Beast of the Sea*, and *Beast of the Sky*.

The Primal Beast stat blocks use your proficiency bonus (PB) in several places, and any references in the stat blocks to your Spell Save DC refer to your Ranger Spell Save DC.

BEAST OF THE CAVE

Medium Beast, Neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Ranger level
(your Primal Beast has a number of d8 Hit Dice equal to your Ranger level)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages understands the languages you speak

Tremorsense. Your Beast knows the location of anything in contact with the ground within 30 feet.

Primal Bond. You can add your PB to any ability check or saving throw that your Beast makes.

Actions

Claw. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing or slashing damage (your choice).

BEAST OF THE LAND

Medium Beast, Neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Ranger level
(your Primal Beast has a number of d8 Hit Dice equal to your Ranger level)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Charge. If your Beast moves at least 20 feet toward a target and then hits it with a Maul attack on the same turn, the target takes extra slashing damage equal to your Favored Foe die. If the target is Large or smaller, it must succeed on a Strength saving throw against your Spell Save DC or be fall prone.

Primal Bond. You can add your PB to any ability check or saving throw that your Beast makes.

Actions

Maul. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d8 +2 +PB piercing or slashing damage (your choice).





BEAST OF THE SEA

Medium Beast, Neutral

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your Ranger level
(your Primal Beast has a number of d8 Hit Dice equal to your Ranger level)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Amphibious. Your Beast can breathe in air and water.

Binding Strike. When your Beast hits a Large or smaller creature with its Pseudopod, it can choose to grapple the target (escape DC equal to your spell save DC). Until this grapple ends, your Beast can't use its Pseudopod attack on another target.

Primal Bond. You can add your PB to any ability check or saving throw that your Beast makes.

Actions

Pseudopod. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d6 +2 +PB piercing or bludgeoning damage (your choice).

BEAST OF THE SKY

Small Beast, Neutral

Armor Class 13 + PB (natural armor)

Hit Points 4 + five times your Ranger level
(your Primal Beast has a number of d6 Hit Dice equal to your Ranger level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Flyby. Your Beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Bond. You can add your PB to any ability check or saving throw that your Beast makes.

Actions

Shred. Melee Weapon Attack: your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 1d4 +3 +PB piercing or slashing damage (your choice).



RANGER SPELL LIST

Below are the spells available to Rangers, organized by spell level. They are from the *Player's Handbook*, *Xanathar's Guide to Everything**, and *Tasha's Cauldron of Everything***. Spells that can be cast as rituals are marked with the *(ritual)* tag.

1ST-LEVEL

*absorb elements**
alarm (ritual)
animal friendship
*beast bond**
cure wounds
detect magic (ritual)
detect poison and disease
ensnaring strike
entangle
expeditious retreat
fog cloud
goodberry
hail of thorns
jump
longstrider
purify food and drink
searing smite
*snare**
speak with animals (ritual)
*zephyr strike**

2ND-LEVEL

aid
animal messenger (ritual)
bark skin
beast sense (ritual)
continual flame
cordon of arrows
darkvision
enhance ability
find traps
gust of wind
*healing spirit**
lesser restoration
locate animals/plants (ritual)
locate object
magic weapon
pass without trace
protection from poison
silence (ritual)
spike growth
*summon beast***

3RD-LEVEL

blinding smite
conjure animals
conjure barrage
daylight
dispel magic
elemental weapon
*flame arrows**
lightning arrow
meld into stone (ritual)
nondetection
plant growth
revivify
speak with plants
*summon fey***
tiny hut (ritual)
water breathing (ritual)
water walk (ritual)
wind wall

4TH-LEVEL

conjure woodland beings
death ward
divination (ritual)
dominate beast
freedom of movement
grasping vine
*guardian of nature**
locate creature
staggering smite
stoneskin
*summon elemental***

5TH-LEVEL

awaken
commune with nature (ritual)
conjure volley
contagion
greater restoration
*steel wind strike**
swift quiver
tree stride
*wrath of nature**

ALTERNATE ARCHETYPES

Below are the changes to official Archetypes so they work with the Alternate Ranger class: Gloom Stalker, Horizon Walker, Fey Wanderer, Swarmkeeper, and Drakewarden.

Any Ranger Archetype features not listed below remain unchanged when used with the Alternate Ranger class.

ALTERNATE GLOOM STALKER

Become one with the darkness as you stalk your chosen prey! The full subclass is found in *Xanathar's Guide to Everything*.

GLOOM STALKER SPELLS

Updated 3rd-level Gloom Stalker feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level Spell

3rd	<i>cause fear</i> ^{XGtE} , <i>disguise self</i>
5th	<i>darkness</i> , <i>rope trick</i>
9th	<i>fear</i> , <i>nondetection</i>
13th	<i>greater invisibility</i> , <i>phantasmal killer</i>
17th	<i>mislead</i> , <i>seeming</i>

DREAD AMBUSER

Updated 3rd-level Gloom Stalker feature

During the first turn you take in 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 an additional weapon attack as part of that action. If it hits, the target takes bonus damage equal to one roll of your Favored Foe die.

Moreover, when you roll initiative and are not surprised, you can add your proficiency bonus to your initiative rolls.



ALTERNATE HORIZON WALKER

Defend your home from extraplanar incursions and threats! The full subclass is found in *Xanathar's Guide to Everything*.

HORIZON WALKER MAGIC

Updated 3rd-level Horizon Walker feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
3rd	<i>alarm, protection from evil and good</i>
5th	<i>misty step, rope trick</i>
9th	<i>haste, magic circle</i>
13th	<i>banishment, dimension door</i>
17th	<i>banishing smite, teleportation circle</i>

DETECT PORTAL

Updated 3rd-level Horizon Walker feature

As an action, you can detect the distance and direction of any planar portals within a number of miles equal to your level.

Once you successfully use this feature to locate a planar portal, you must finish a short or long rest before you can use it again. When you have no uses remaining, you can expend a spell slot of 1st-level or higher to use this feature again.

PLANAR WARRIOR

Updated 3rd-level Horizon Walker feature

As a bonus action, choose a creature you can see within 30 feet. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes additional force damage equal to two rolls of your Favored Foe die.

ALTERNATE FEY WANDERER

Draw on the power of the Feywild to pursue and beguile foes! The full subclass is found in *Tasha's Cauldron of Everything*.

FEY WANDERER MAGIC

Updated 3rd-level Fey Wanderer feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
3rd	<i>cause fear</i> ^{XGtE} , <i>charm person</i>
5th	<i>enthrall, misty step</i>
9th	<i>dispel magic, fear</i>
13th	<i>charm monster</i> ^{XGtE} , <i>dimension door</i>
17th	<i>geas, mislead</i>

DREADFUL STRIKES

Updated 3rd-level Fey Wanderer feature

Once per turn when you hit a creature with a weapon attack, you can deal additional psychic damage to the target equal to one roll of your Favored Foe die.

Moreover, when you mark a creature as your Favored Foe, you can choose for the bonus damage to be psychic damage.

ALTERNATE SWARMKEEPER

Channel the wondrous power of a spiritual swarm of vermin! The full subclass is found in *Tasha's Cauldron of Everything*.

SWARMKEEPER SPELLS

Updated 3rd-level Swarmkeeper feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
3rd	<i>mage hand, entangle, faerie fire</i>
5th	<i>spider climb, web</i>
9th	<i>fly, gaseous form</i>
13th	<i>arcane eye, giant insect</i>
17th	<i>arcane hand, insect plague</i>

GATHERED SWARM

Updated 3rd-level Swarmkeeper feature

Once per turn, after you hit a creature with a weapon attack, your swarm can assist you in one of the following ways:

- It takes piercing damage equal to your Favored Foe die.
- It must succeed on a Strength saving throw against your Spell Save DC or be moved up to 15 feet horizontally.
- You move 5 feet horizontally in a direction of your choice.

MIGHTY SWARM

Updated 11th-level Swarmkeeper feature

Your Gathered Swarm grows mightier in the following ways:

- If a creature fails its saving throw against being moved by your Gathered Swarm, you can also knock it prone.
- When you are moved by your Gathered Swarm, you gain the benefits of half cover until the start of your next turn.

ALTERNATE DRAKEWARDEN

Adventure and fight alongside a powerful drake companion! The full subclass is found in *Tasha's Cauldron of Everything*.

DRAKEWARDEN SPELLS

Updated 3rd-level Drakewarden feature

You always have the spells from the table below prepared once you reach certain levels in this class. See the Ranger Archetype class feature for how Archetype Spells work.

Ranger Level	Spell
3rd	<i>absorb elements</i> ^{XGtE} , <i>command</i>
5th	<i>dragon's breath</i> ^{XGtE} , <i>warding bond</i>
9th	<i>elemental weapon, fear</i>
13th	<i>dominate beast, elemental bane</i> ^{XGtE}
17th	<i>awaken, dominate person</i>

SWORD, SORCERY, AND DRAGONS!

Interested in playing a true dragon rider? Check out the Order of Scales for the [Magus Class](#), the arcane half-caster companion to the Paladin and Ranger!





THE ALTERNATE RANGER

Become the master of the wilderness you were meant to be with this alternate version of the ranger. Includes four Ranger Archetypes, new Survivalist Knacks, and Alternate Rules for the official Ranger Archetypes.

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Expanded Options for the Alternate Ranger, including additional Survivalist Knacks and Five Ranger Archetypes can be [Found Here](#)

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