

Ranger

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Amazon

Amazons are wild hunters who turn their deadly arts to the defense of others. Armed with uncanny instincts and unerring precision, they stand sentinel over their allies in battle and protect those who cannot protect themselves.

Amazonian Magic

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

Amazon Spells

3rd guiding bolt

5th warding bond

9th haste

13th deathward

17th telepathic bond

Vigilance

When you choose this path at 3rd level, your protective instincts sharpen. If a creature you can see within range attacks an ally, you can use your reaction to attack that creature after the attack is rolled but before the triggering attack deals damage.

Pinning Blows

Beginning at 7th level, you learn to harry foes with your attacks. When you damage a creature with a weapon attack, its next opportunity attack has disadvantage until the start of your next turn.

Huntress' Strike

By 11th level, you can focus your skill into a single, perfect strike against a foe's most vulnerable points. As an action, you can make a weapon attack with advantage. On a hit, the target also has disadvantage on the next attack it makes before the start of your next turn.

Quell

At 15th level, if a creature within range forces you to make a Dexterity saving throw, such as a hydra's fiery breath, you may use your reaction to immediately make one weapon attack against it. If your attack hits, in addition to its normal effects, you and all other creatures forced to make the Dexterity saving throw automatically succeed. You can make this special attack even if you have already used your reaction this round.

Green reaper

Green Reapers specialize in a school of assassination that specializes in harvesting and catalyzing the toxic elements of flora and fauna. These rangers often work as killers for hire utilizing their extensive knowledge of toxins to end their marks' lives discreetly or with gory panache, depending on the poison used and the client's wishes. Green Reapers exhibit a morbid curiosity when encountering a toxic substance they're unfamiliar with, typically followed by an enthusiastic application of the toxin on the next foe they encounter.

Green Reaper Magic

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

Green Reaper Spells

Ranger Level Spell

3rd detect poison and disease

5th hold person

9th bestow curse

13th greater invisibility

17th cloudkill

Envenomed Attack

At 3rd level, you can use your poisoner's kit as a bonus action to coat a weapon or up to 20 pieces of ammunition with a dose of toxic poison. For the next minute, each time you deal damage with the weapon or ammunition, you deal an additional 1d4 poison damage. You can do this a number of times equal to your proficiency bonus, and expended uses of this feature are recovered at the end of a long rest. At 11th level, this additional damage increases to 2d4. Also, the expended uses of this feature are recovered at the end of a short or long rest.

Toxic Tradecraft

Also at 3rd level, you gain proficiency with poisoner's kits. Your proficiency bonus is doubled for any ability check that uses this proficiency. Additionally, when you gain this feature, you also gain a poisoner's kit. If you ever lose this kit, you can spend 8 hours creating a replacement by collecting toxic flora and harvesting venomous fauna. As a final benefit of this feature, once per turn when you hit a creature with a weapon or ammunition enhanced by your Envenomed Attack feature, you can spend a spell slot to apply a magical toxin to the attack. The toxin deals an additional 1d6 poison damage and the creature is poisoned until the end of your next turn. The toxin has additional effects based on the spell slot expended casting the spell. These additional effects are detailed at the end of this subclass description under Toxin Effects.

Poison Control

At 7th level, you gain resistance to poison damage and have advantage on saving throws against being poisoned. In addition, you can cast the protection from poison spell without expending a spell slot. You can do so a number of times up to your Wisdom modifier, regaining all uses when you finish a long rest.

Variegated Vexations

At 11th level, when you apply the toxin granted by your Envenomed Attack feature, you can choose to change the additional damage to acid or necrotic instead of poison.

Pain Tolerance

At 15th level, you've learned to quickly inure yourself against harm. After you take damage from an attack, you can use your reaction to gain temporary hit points equal to the damage. You lose all temporary hit points gained from this feature at the end of your next turn.

1st-Level Effects

When you expend a spell slot of 1st level or higher to create a toxin, choose one of the following effects to add to the toxin.

Attenuate. While a creature is poisoned by this toxin, it has disadvantage on Strength and Dexterity saving throws.

Befuddled. While a creature is poisoned by this toxin, it cannot speak, read, or write any language and it has disadvantage on saving throws made to maintain concentration on spells.

Uncoordinated. While a creature is poisoned by this toxin, it cannot take reactions or the

Disengage or Dodge action.

2nd-Level Effects

When you expend a spell slot of 2nd level or higher to create a toxin, choose one of the following effects to add to the toxin.

Debilitate. The creature can't regain hit points for the next minute.

Potent. If the creature has resistance to poison damage, it loses that resistance for the next minute.

Suffer. For the next minute, the first time the creature takes poison damage each turn it takes an additional 1d6 poison damage.

3rd-Level Effects

When you expend a spell slot of 3rd level or higher to create a toxin, choose one of the following effects to add to the toxin.

Lingering. Instead of ending at the end of your next turn, the creature continues to be poisoned for 10 minutes. At the end of each of the creature's turns it can make a Constitution saving throw using your ranger spell save DC. If the creature accumulates three successes, which do not have to be consecutive, the poisoned condition ends early.

Supernatural. When you deal damage with a weapon attack that has been dosed with this toxin, the creature loses immunity to the poisoned condition if it has such an immunity. In addition, instead of ending at the end of your next turn, the creature continues to be poisoned for 1 minute. At the end of each of the creature's turns it can make a Constitution saving throw using your ranger spell save DC, ending the condition on a success.

4th-Level Effects

When you expend a spell slot of 4th level or higher to create a toxin, choose one of the following effects to add to the toxin.

Flesh Eating. While a creature is poisoned by this toxin, it takes 2d6 acid damage at the start of each of its turns.

Insensate. While a creature is poisoned by this toxin, it is also blinded and deafened.

Paraplegia. While a creature is poisoned by this toxin, its movement speeds become 0 and it has disadvantage on Dexterity saving throws.

5th-Level Effects

When you expend a spell slot of 5th level or higher to create a toxin, choose one of the following effects to add to the toxin.

Enhanced. Choose an additional option for this toxin off of the 4th level effects list and another additional option off of the 1st or 2nd level effects list.

Stinging Application. When you hit a creature with a weapon attack that used this toxin, the attack deals an additional 5d6 damage. This additional damage's type is your choice of acid, necrotic, or poison.

Mirage Seeker

Among the sandstorms of endless dunes, the heat breaks even the sturdiest of creatures, and the sun in the vast sky has never been known to show mercy. Surviving hell is easier than some parts of the desert, and only the most experienced beings can traverse its pathless wastes without significant risk. The deserts hold one of the most dangerous hazards of all: the mirage. The illusions of the desert can deceive the most desperate minds and can trick them at the cost of their lives. In the deserts of Persia and Western Turkestan, some guides, travelers, nomads and warriors have excelled in the art of surviving and are expert in the manipulation of these mirages.

Level 3: The Mirage Adept: Starting at 3rd level, you learn the minor illusion cantrip and have the following spells when you reach the ranger levels shown in the table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Level Spells

3rd bane, bless

5th suggestion, zone of truth

9th bestow curse, remove curse

13th blight, death ward

17th dispel evil and good,

reincarnate

Level 3 Channel Divinity Options: You gain two

Channel Divinity options:

Vital Equality: You present your holy symbol as a

bonus action; choose two creatures that you can see

within 60 ft. of you (you can choose yourself) and use your Channel Divinity. If both creatures are willing, their hit points are combined and distributed equally among the creatures (rounded down). For example, if you have 30 hit points, and another creature has 3, your and the creature's current hit point becomes 16. The chosen creatures gain temporary hit points equal to your paladin level.

Mirroring Force: When a creature within 60 ft. of you applies a condition to a creature other than you, you can use your reaction to expend a use of your Channel Divinity. The creature is forced to make a Constitution saving throw. On a failed save, it is applied with the same condition. The conditions can be: Poisoned, blinded, deafened, stunned, or paralyzed. It also can be disease rather than a condition.

For example, if one of your allies is paralyzed with an enemy within 60 ft. of you, you can force that enemy to make the saving throw. On a failed save, it will be paralyzed too. The duration and the rules for the condition is the same with the original one.

Level 7: Aura of Balance: Starting from 7th level, you have an aura of 10 ft that protects the balance

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Subclass Options

3rd level silent image

5th level phantasmal force

9th level major image

13th level greater invisibility

17th level seeming

Additionally, when you use your Primeval Awareness ability, you gain an aura of 30 ft. This aura allows you to detect illusion spells within 30 ft. of you for the next 10 minutes. You can choose a number of creatures

up to your Wisdom modifier; you and these creatures each have advantage on your next Wisdom saving throws against spells in the next 10 minutes while in your aura.

You also detect natural phenomena within your Primeval Awareness' range, such as an oasis in the desert. Your power also shows natural water resources.

Level 3: The Mirage Power: You are especially deft at using the power of mirage through your weapon attacks. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach 11th level in this class.

For the Historica Arcanum universe, when you cast a spell from the illusion school, your first spell of that day doesn't count against the Spell Rebound Table.

Level 7: Touching the Fabric of Reality: Starting at 7th level, when an evocation or conjuration spell is cast within 30 ft. of you to create fire, acid, cold, lightning or thunder, you can use your reaction to make them illusions, therefore harmless. You must succeed on a spellcasting ability check equal to 10 + spell's level.

In addition, when you use your illusion spells to create water, you can expend one of your spell slots to make the water real. It can't be used for damaging purposes, but it can be consumed as drinking water. It vanishes after 10 minutes.

Level 11: Dispel the Illusion: Starting at 11th level you have mastered the ability to deal with illusions and deceptive enchantments. When you sense an illusion with your aura, you can dispel the illusion,

which also ends your aura. You can't do so again until you finish a short or long rest.

In addition, when you cast an illusion spell of 3rd level or higher, you gain one expended spell slot that is 2nd level or lower. You can use this ability a number of times equal to your Wisdom modifier.

Level 15: Master of Illusions: Starting at 15th level, you have mastered the ways of illusion. You choose 2 illusion spells of your choice that you know that are 2nd level or lower, and can cast them without expending spell slots. You can do so equal a number of times to your Wisdom modifier (minimum of 1).

Ranger spell list

1st level

Alarm

[Ambush prey](#)

Animal Friendship

Cure Wounds

Detect Magic

Detect Poison and Disease

[Elevated Sight](#)

Ensnaring Strike

Fog Cloud

Goodberry

Hail of Thorns

Hunter's Mark

Jump

Longstrider

Speak with Animals

2nd level

Animal Messenger

Barkskin

Beast Sense

Cordon of Arrows

Darkvision

Find Traps

Lesser Restoration

Locate Animals or Plants

Locate Object

Pass without Trace

Protection from Poison

Silence

Spike Growth

3rd level

Conjure Animals

Conjure Barrage

Daylight

Feathered Reach

Globe of Twilight

Lightning Arrow

Nondetection

Plant Growth

Protection from Energy

Speak with Plants

Water Breathing

Water Walk

Wind Wall

4th level

Conjure Woodland Beings

Freedom of Movement

Grasping Vine

Locate Creature

Stoneskin

5th level

Commune with Nature

Conjure Volley

Swift Quiver

Tree Stride

Shadow hunter

The Shadow Hunter is a tracker, a stalker, a finder of lost things and people—particularly those that do not want to be found. The Shadow Hunter is familiar with all the modern forensics methods of tracking a subject, but places equal faith in magic and supernatural methods.

Target Creature

At 3rd level, you may designate a creature as your target. You don't need to know the target personally and you may know the creature only through her actions or description, such as "the orc from the bank heist" or "the gnoll who led the jail breakout". You cannot designate a creature while you or the target is in combat, and once you choose a target you must wait 24 hours before choosing another. The creature you target counts as a favored enemy for you.

No Trace

At 7th level, you have advantage on checks you make to hide and avoid being detected while you are in your favored terrain or an urban environment. Additionally, while you are tracking your target, you can move stealthily at a normal pace and enemies have disadvantage on Perception checks to track you.

Play a Hunch

At 11th level, you can use your action and expend one ranger spell slot to determine whether an assumption, hunch, or guess is correct. When you do so, you must state the assertion (such as "He has left the building", or "The mayor is an evil man"). Then, the GM rolls a percentile dice. There's a 70% + 1% per ranger level chance of getting a response on the hunch. If the roll is a success, the GM lets the player know if the hunch is true, false, both or neither. A "both" response is possible for vague assumptions such as "the mayor is an evil man" can be both true and false (he is evil, but not human). An "unknown" response is for questions with no immediate answer.

The GM may determine that the hunch is so obvious that it does not require a roll, or that is so vague that there is no chance for success.

A hunch does not translate as a legal truth, and will not stand up in a court of law. Rather it is an obvious fact to the Shadow Hunter alone. Finding proof of an assumption such as "the mayor is a

mind flayer" would require additional work.

You can use this feature a number of times equal to your Wisdom modifier and you regain any expended uses when you finish a long rest.

Locate Target

At 15th level, you gain the supernatural ability to know where your target is. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense your targeted creature's location if it is within 3 miles of you, and if it's moving, you know the direction of its movement. This ability applies only on the target, and does not reveal attitude, status, or the presence of others around the target. After you use this ability, you must finish a short or long rest to use it again.

Tsukumogami hunter

Once rare, the number of spirit-animated objects have been growing throughout Soburin with each passing year—as have the ranks of the tsukumogami hunters who protect people from them. These brave warriors specialize in tracking and fighting living items, using their abilities to appease the creatures or wrathfully strike them down. The ways of these mystical stalkers are not inborn talents but techniques honed and refined over the course of centuries, taught from sensei to apprentice (though their relationship is unique indeed, both supernatural and synchronized).

Object Sensei

Upon reaching 3rd level, your sensei reveals itself as the spirit of a former tsukumogami hunter manifested in a personal object you own. Your sensei has the statistics of a Homunculus though its type is monstrosity (tsukumogami) and it has a number of hit points equal to 1/4 your maximum hit points. It can disguise itself as the regular, mundane item it grew from as a bonus action; a Wisdom (Perception) or Intelligence (Investigation) check against DC (16 + your proficiency bonus + your Wisdom modifier) reveals its true nature while it is disguised this way. Your sensei has an alignment that matches yours, determining some of the abilities you are taught. A good-aligned sensei passes on the teachings of enlightenment, while an evil-aligned sensei passes on the teachings of suppression. A neutral sensei might teach either but once the path is chosen it cannot be changed.

Tsukumogami Sense. As an action, you may search for tsukumogami nearby. You know if there is a tsukumogami within 30 feet of you, as well as where it is located. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Enlighten: Restoring Command. Your sensei's Wisdom and Charisma scores increase by 4, and it gains a bonus to AC equal to its Wisdom modifier. As an action, your sensei can restore the hit points of a creature that it can see that is within 60 feet. It regains a number of hit points equal to 1d8 + your sensei's Wisdom modifier. At 7th level this healing increases to 3d8, at 11th level it increases to 5d8, and at 15th level it increases to 7d8. Your sensei can use this feature a number of times equal to your proficiency bonus. It regains expended uses after it completes a long rest.

Suppress: Wrathful Energies. Your sensei's Strength and Dexterity scores increase by 4. By spending a bonus action, your sensei can coat your weapon in fel supernatural energies, causing

the next creature that you deal damage to with a weapon attack to make a Constitution saving throw against your spell save DC or gain the poisoned condition for a number of rounds equal to your Wisdom modifier. At the end of each of its turns, a poisoned creature can make a saving throw to remove the condition. Tsukumogami that are immune to the poisoned condition may still be affected by this feature. Your sensei can use this feature a number of times equal to your proficiency bonus. It regains expended uses when it finishes a long rest.

Additionally, your sensei's bite attack increases in damage to 1d6 plus its Dexterity modifier. At 7th level this damage increases to 3d6, and at 15th level it increases to 5d6.

Tsukumoknow

At 7th level, as a bonus action you can learn the abilities and statistics of any tsukumogami of a CR less than your level. You must be able to see or hear the tsukumogami to use this feature.

Enlighten: Mystical Shield. Your sensei's Constitution and Wisdom scores increase by 4 (this increase to Constitution does not grant it more hit points). As an action, your sensei can grant a number of temporary hit points equal to your level to a creature that it can see that is within 60 feet. Your sensei can use this feature a number of times equal to your Wisdom modifier. It regains expended uses when it finishes a long rest.

Suppress: Vengeful Energies. Your sensei's Dexterity and Intelligence scores increase by 4. When using its wrathful energies feature, the weapon attack also deals 3 (1d6) poison damage per point of proficiency bonus you possess.

Tsukumoglare

At 11th level, you can spend a bonus action to force a number of tsukumogami equal to your Wisdom modifier that you can see to suffer disadvantage on attack rolls against you. You can benefit from this feature a number of rounds equal to your proficiency bonus. You regain expended rounds after you complete a short or long rest.

Enlighten: Blessing of Good Fortune. As an action, your sensei may bless a creature it can see within 60 feet with supernatural luck. The creature gains 1d8 that it can add to one ability check or saving throw, chosen by your sensei when the blessing is granted. Your sensei can only grant one of these blessings at a time. Your sensei can grant a number of blessings equal to its Wisdom modifier. It regains expended uses when it finishes a long rest.

Suppress: Terrifying Stare. As an action your sensei can force a creature it can see to make a Wisdom saving throw against your spell save DC or gain the frightened condition (both toward you and your sensei). Every turn the sensei can spend its action to continue staring at the frightened

creature to extend the duration of the condition. A creature frightened by your sensei may make a new saving throw to resist the effect as a bonus action.

Tsukumogami Slayer

At 15th level, you gain advantage on attack rolls made against tsukumogami.

Enlighten: Hikari Sensei. Your sensei's Wisdom and Charisma scores increase by 4. As an action, your sensei can cause a creature it can see to treat a death save as a natural roll of 20. You may choose to use this feature after the results of a death save roll are revealed. Your sensei can't use this feature again until it completes a long rest.

Suppress: Dāku Sensei. Your sensei's Strength and Dexterity scores increase by 4. When using the Attack action, it may make two bite attacks.

Vermin lord

Vermin Lords cultivate loyal hordes of disease-bearing rodents to help them in their efforts to stem a greater evil. For many of these rangers, that greater evil is some kind of societal ill, but a rare few see their fellow humanoid as an infestation that threatens the natural world. Regardless of their goal, they make their homes in sewers, slums, and other forgotten places, where they are free to plot against their enemies and tend to their vermin kin.

Vermin Lord Magic

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

Vermin Lord Spells

Ranger Level Spell

3rd consumption*

5th animal messenger

9th flash fever*

13th freedom of movement

17th contagion

Verminkin

At 3rd level, you can comprehend and verbally communicate with vermin (mice, rats, and other rodents determined by your DM). Additionally, you can use an action and expend a spell slot to summon rodent hordes. When you do, you summon a number of swarms of vermin equal to twice the level of spell slot expended. Each swarm is summoned to a space you can see within 30 feet. Swarms summoned in this way go on your initiative, starting on your next turn. These swarms obey your verbal commands (no action required by you), defending themselves by taking the Dodge action if you do not give them a command. Your vermin swarms flee the area and disperse after 10 minutes or when you use this feature to summon other swarms of vermin.

Septic Strikes

At 3rd level, you leave a septic filth behind to fester in the wounds caused by your and your verminkin's attacks. As a bonus action, you can choose any number of creatures within 60 feet of you that took damage from a weapon attack made by you or your swarm of vermin this turn. Chosen creatures take 1d4 necrotic damage.

Filth and Fortitude

By 7th level, the time you've spent with plaguebearing rodents has rendered you immune to disease. Additionally, you gain proficiency with Constitution saving throws.

Infectious Spread

At 11th level, when you use your bonus action to deal the damage granted by your Septic Strikes feature, each creature that takes damage must make a Constitution saving throw with a DC equal to your ranger spell save DC. On a failure, the creature becomes poisoned until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum once). You regain all expended uses of this feature when you finish a long rest.

Strength of the Swarm

At 15th level, while you have a swarm of vermin summoned with your Verminkin feature, you can call on your rodent minions for defense. When you take damage while one or more of your swarms of rats are within 5 feet, you can use your reaction and choose one of those swarms to take the damage instead.

Swarm of Vermin

Medium swarm of Tiny beasts, unaligned

Armor Class 9 plus PB (natural armor)

Hit Points 9 + 5 x your ranger level

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 13 (+1) 12 (+1) 2 (-4) 10 (+0) 5 (-3)

Saving Throws Dex +1 plus PB, Con +1 plus PB

Skills Acrobatics +1 plus PB, Perception +0 plus PB,

Stealth +1 plus PB

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

Senses Darkvision 30 ft., passive Perception 10 plus PB

Languages —

Keen Smell. The swarm has advantage on Wisdom

(Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space

and vice versa, and the swarm can move through any

opening large enough for a Tiny beast.

Actions

Bites. Melee Weapon Attack: your spell attack modifier to

hit, reach 0 ft., one target in the swarm's space. Hit: 2d6 +

1 piercing damage.

*Proficiency Bonus (PB)

Warden

Wardens are rangers that are the mysterious guardians of both urban cities and dense jungles. They watch over their territory with keen eyes, ready to defend the weak wherever they may be attacked. They appear in a flash and disappear with a crack like lightning. Wardens, unlike most rangers, have taken up a path of lead and iron to help them defend others, and their keen senses make them excellent marksmen, both from the treetops, and from up close.

Ranged Weapon Superiority

At 3rd level, you can choose one of the two following features.

Longshot Mastery. +20 to the maximum range and normal range for your ranged weapons. Add 1d6 damage once per turn to any successful ranged weapon attacks made beyond 30 feet.

Close Quarters Dominance. Add 1d8 damage once per turn to successful attacks made within 15 feet or fewer with your ranged weapons. You can make opportunity attacks with your ranged weapons.

Extra Attack (Revised Ranger)

If you are using Wizards of the Coast's Revised Ranger, found in their Unearthed Arcana section, you also get the Extra Attack class feature at 5th level.

Evasion

7th level Wardens let nothing escape their watchful eyes, and are experts at dodging wide area attacks, such as a storm of bullets or acidic waves. 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 the saving throw, and only half damage if you fail.

Multiattack

At 11th level, you learn one of the following features after having trained with your weapons of choice in order to make multiple attacks. You can use the feature they choose when taking the attack action on your turn.

Barrage. You can make a ranged attack at every target available in a 15 foot wide line within within your weapon's normal range. Ignore the reload action or loading times for firearms when making this attack. You must have the ammunition available to hit the targets, and must roll a separate attack for each.

Slam Fire. You can make an attack with your ranged weapons on any number of creatures of your choosing within 10 feet of you that you can see. Ignore the reload action or loading times for firearms when making these attacks. You must have the ammunition available to hit the targets, and must make a separate attack roll for each.

Ever Vigilant

At 15th level, you have become a vigilant guardian for all those you protect, be it from close range or afar. You can use a reaction in order to take a shot at any enemy that is within your weapon's normal range if they attempt to attack or cast a spell at any creatures friendly to you. If you hit, the creature's attack or spell automatically fails. If they were casting a spell, the spell slot is wasted. Once you use this feature, you cannot use it again until you complete a short or long rest.