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.

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