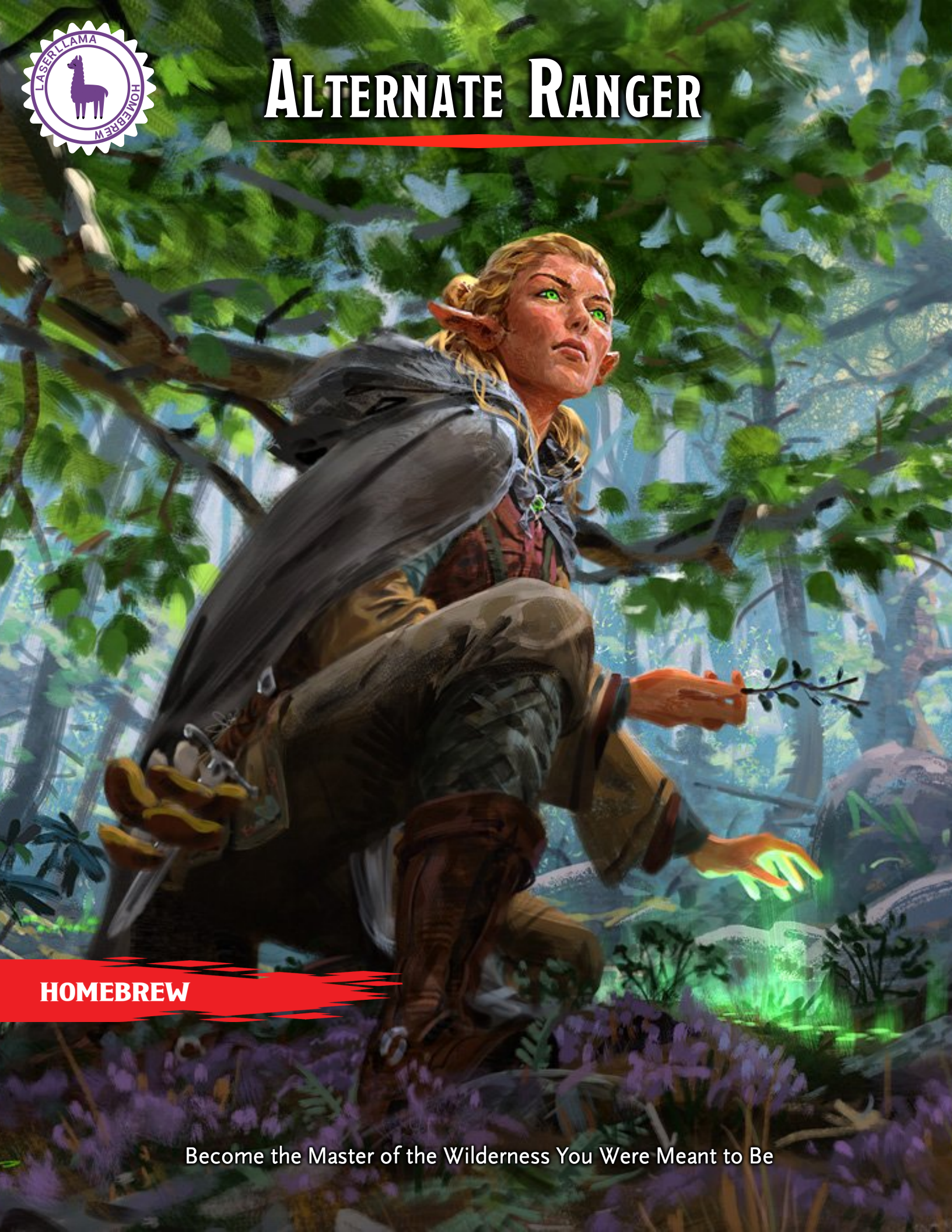




# ALTERNATE RANGER



**HOMEBREW**

Become the Master of the Wilderness You Were Meant to Be

# ALTERNATE RANGER CLASS

As the graying man made his way through the underbrush of the forest his faded green cloak made him nearly invisible. The exceptionally large troll he had been stalking through the night had finally stopped to rest. As the great brute laid down to sleep, a 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 biting dart struck true, the azure 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.

## 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 wild creatures wander from their natural habitat, rangers will track them 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 will 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 skill 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 if you choose to take a 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 isn't 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 ALTERNATE RANGER

Level	PB	Features	1st	2nd	3rd	4th	5th	Knacks Known
1st	+2	Survivalist Knacks, Wilderness Expertise	—	—	—	—	—	2
2nd	+2	Fighting Style, Favored Foe, Spellcasting	2	—	—	—	—	2
3rd	+2	Ranger Archetype	3	—	—	—	—	3
4th	+2	Ability Score Improvement	3	—	—	—	—	3
5th	+3	Extra Attack	4	2	—	—	—	3
6th	+3	Favored Foe Improvement	4	2	—	—	—	4
7th	+3	Ranger Archetype Feature	4	3	—	—	—	4
8th	+3	Ability Score Improvement	4	3	—	—	—	4
9th	+4	—	4	3	2	—	—	5
10th	+4	Wilderness Expertise	4	3	2	—	—	5
11th	+4	Ranger Archetype Feature	4	3	3	—	—	5
12th	+4	Ability Score Improvement	4	3	3	—	—	6
13th	+4	—	4	3	3	1	—	6
14th	+5	Favored Foe Improvement	4	3	3	1	—	7
15th	+5	Ranger Archetype Feature	4	3	3	2	—	7
16th	+5	Ability Score Improvement	4	3	3	2	—	8
17th	+6	—	4	3	3	3	1	8
18th	+6	Favored Foe Improvement, Feral Senses	4	3	3	3	1	9
19th	+6	Ability Score Improvement	4	3	3	3	2	9
20th	+6	Foe Slayer	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 Constitution. 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 of the Knacks 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 10th 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 you are 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 wielding only light weapons, your speed increases by 10 feet and you gain a +2 bonus to damage rolls, so long as you aren't wearing medium or heavy armor, or using a shield.

### PROTECTION

When a creature you can see attacks a target within 5 feet of you, you can impose disadvantage on their attack roll as a reaction. You must be wielding a melee weapon or a shield.

### ADDITIONAL FIGHTING STYLES

The Alternate Ranger class is compatible with all official Fighting Styles found in published content.

### MARINE FIGHTING

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

### MELEE MARKSMAN

When you make a ranged attack targeting a creature within 5 feet of you, you do not have disadvantage on the attack roll.

If you make a ranged attack against a creature within 5 feet, you can strike the creature with your ranged weapon as a bonus action, dealing 1d4 bludgeoning damage on hit.

### STRONGBOW

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

### VERSATILE FIGHTING

When wielding a versatile weapon with two hands you gain a +2 bonus to damage rolls. When wielding a versatile weapon with one hand, and nothing in your other hand, you gain a +1 bonus to both your attack rolls and your Armor Class.

You can also make a shove or unarmed strike attack as a bonus action so long as you have a free hand to do so.

### FAVORED FOE

You are able to hunt as a creature of the wild. Starting at 2nd level, when you hit a creature with a weapon attack, you can expend a spell slot to mark it as your favored foe. Each time you hit your favored foe with a weapon attack (including the attack used to mark it) you deal extra damage to the creature. This extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

It remains your favored foe for 1 hour. Your mark ends early if the creature is slain or you mark another creature.

As you gain levels in this class, the duration of your favored foe mark increases: at 6th level it becomes 8 hours, at 14th level it becomes 24 hours, and at 18th level, your mark lasts until the creature is slain or you mark another creature.

### SPELLCASTING

By the time you reach 2nd level, you can draw on the magical essence present in nature to cast spells, much like a druid or shaman does. See the *Player's Handbook* for the rules of spellcasting, and the ranger spell list at the end of this class.

### 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 the list of spells that are available for you to cast, choosing from the ranger spell list. You prepare a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down. The spells must be of a level for which you have spell slots.

For example, if you are a 5th level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, you can prepare four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st or 2nd-level spell slot. Casting a spell doesn't remove it from your list of prepared spells.





## SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic come from the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. You also use your Wisdom modifier when you set the saving throw DC or make an attack roll for a ranger spell.

**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 a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## RANGER ARCHETYPE

At 3rd level, choose an Archetype that best represents your skills: Beast Master, Hunter, Spellbreaker, or Shadowbane, each of which is detailed at the end of the class.

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

## 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.

## FERAL SENSES

You hunt as an apex predator, never losing track of your prey. Starting at 18th level, you cannot have disadvantage on an attack roll targeting a creature within 30 feet of you.

## FOE SLAYER

You are a hunter of legendary status. At 20th level, when you hit your favored foe with a weapon attack you deal additional damage equal to your Wisdom modifier (minimum of +1).

## 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*\*



# RANGER ARCHETYPE

Choose one of the following Ranger Archetypes that best represents the training and skill set of your ranger: Beast Master, Hunter, Spellbreaker, or Shadowbane.

## BEAST MASTER

Rangers who develop intense bonds of trust with the natural world have been known to attract the attention of guardian nature spirits known as primal beasts. These shapeshifting defenders of the wilderness join forces with rangers that they perceive as worthy. Primal beasts fight side by side with their partner, changing their shape to face the challenge at hand.

### BEAST MASTER MAGIC

You learn the following spells at the ranger levels noted in the table below. They count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells you prepare each day.

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

### PRIMAL COMPANION

At 3rd level, you gain a beast companion with markings that indicate its primal origin. It is friendly to you and obeys your commands. You choose the form it takes, selecting one of the stat blocks at the end of this class: *Beast of the Cave*, *Beast of the Land*, *Beast of the Sea*, or *Beast of the Sky*. These stat blocks use your proficiency bonus (PB) in several places.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you use a bonus action to command it to take an action from its stat block, or another action. If you take the Attack action, you can sacrifice one of your attacks to command the primal beast to take the Attack action. If you are incapacitated, your beast can take any action it chooses.

If your primal beast has died within the last hour, you can touch it and expend a spell slot of 1st-level or higher. After 1 minute, it returns to life with all its hit points restored.

When you finish a long rest, you can cause your primal beast to take on a new form, choosing a new stat block and appearance for it. Your primal beast vanishes if you die.

### EXCEPTIONAL TRAINING

Starting at 7th level, both you and your primal beast can use a reaction to grant the other advantage on any saving a they are forced to make, so long as you can see each other.

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

### BESTIAL FURY

Your presence inspires primal fury. Beginning at 11th level, when you command your beast to take the Attack action, it can make two natural weapon attacks as part of that action.



### PRIMAL BOND

The bond between beast and ranger has reached its apex. Starting at 15th level, when you cast a spell with a range of self, you can grant your beast the effects of that spell, without expending another spell slot, as long as it is within 30 feet.

## 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 make 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 MAGIC

You learn the following spells at the ranger levels noted in the table below. They count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

Ranger Level	Spell
3rd	<i>expeditious retreat</i> , <i>snare*</i>
5th	<i>cordon of arrows</i> , <i>pass without trace</i>
9th	<i>conjure barrage</i> , <i>nondetection</i>
13th	<i>freedom of movement</i> , <i>locate creature</i>
17th	<i>conjure volley</i> , <i>swift quiver</i>





### HUNTER'S PREY

You have specialized your fighting style to counter certain monsters. At 3rd level, you gain one of the following features:

**Colossus Slayer.** Once per turn when you hit a creature that has less than its maximum hit points with a weapon attack, you can deal an additional 1d8 damage on hit.

**Crippling Strike.** Once per turn when you hit a creature with a weapon attack, you can force it to make a Constitution saving throw. On a failed save, its speed is reduced to 0 until the start of your next turn.

**Giant Killer.** When a creature that is at least one size larger than you misses you with an attack, you can use your reaction to make one attack targeting that creature.

**Horde Breaker.** Once per turn when you make a weapon attack against a creature, you can make one additional attack with the same weapon against another creature within 5 feet of your original target and within the range of your weapon.

### DEFENSIVE TACTICS

You have honed your skills to better protect yourself from your foes. At 7th level, you gain one of the following features:

**Escape the Horde.** When a creature targets you with an opportunity attack, they have disadvantage on their attack roll so long as you can see the attacking creature.

**Iron Will.** You have advantage on saving throws to resist the charmed, frightened, and stunned conditions.

**Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to your Armor Class against all attacks made by that creature for the rest of the turn.

**Stout Frame.** As a reaction when you take bludgeoning, piercing, or slashing damage you reduce the damage by an amount equal to your Constitution modifier (minimum of 1).

### MULTIATTACK

You have mastered specialized techniques to thwart your foes. At 11th level, you gain one of the following features:

**Rapid Strike.** If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make one additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

**Volley.** As an action, you can make a ranged attack against any number of creatures within 10 feet of a point within your weapon's range. You roll a separate attack roll for each target, and you must have ammunition for each individual attack.

**Whirlwind Attack.** As an action, you can make a melee attack against any number of creatures within range of your melee weapon. Make a separate attack roll for each target.

### SUPERIOR HUNTER'S DEFENSE

You have mastered defending yourself from wild and vicious prey. At 15th level, you gain one of the following features:

**Evasion.** 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.

**Stand Against the Tide.** As a reaction when a creature misses you with a melee attack, you can force it to repeat the same attack against another creature within its reach.

**Uncanny Dodge.** When a creature you can see hits you with an attack, you can use your reaction to halve the damage you would take from that attack.

### 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 MAGIC

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

Ranger Level	Spell
3rd	<i>absorb elements*</i> , <i>detect magic</i>
5th	<i>blindness/deafness</i> , <i>silence</i>
9th	<i>counterspell</i> , <i>dispel magic</i>
13th	<i>arcane eye</i> , <i>resilient sphere</i>
17th	<i>dispel evil and good</i> , <i>wall of force</i>

### SPELLSIGHT

Starting at 3rd level, you learn to detect arcane potential of others. When you mark a creature as your favored foe, you learn its spellcasting ability and its highest level spell slot.

Once you use this feature you must finish a short or long rest before you can use it again. If you have no remaining uses you can expend a 1st-level spell slot to use it again.



## REFLECT SPELL

Also at 3rd level, you can cast *absorb elements* at 1st-level, without expending a spell slot a total number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

When you cast *absorb elements* and your next melee weapon attack targets the creature whose spell you absorbed, the extra damage from *absorb elements* deals the maximum amount of damage.

## ARCANE DEFENSE

You have can steel yourself against hostile magic. Starting at 7th level, when you are forced to make a saving throw to resist a spell or another magical effect, you gain a bonus to your saving throw equal to your Wisdom modifier (minimum of +1).

## MAGE BREAKER

At 11th level, you learn advanced techniques to better thwart those who wield arcane power. Whenever you mark a creature that can cast at least one spell as your favored foe, you gain the following additional benefits:

- Both the damage of your weapon attacks and the extra damage from favored foe becomes force damage.
- When you hit your favored foe with a weapon attack, they have disadvantage on their Constitution saving throws they make to maintain concentration on their spells.
- When you hit your favored foe with a weapon attack, you can immediately end your favored foe mark, causing your attack to deal maximum damage, instead of rolling.

## MANTLE OF THE MASTER

Your training has reached its apex, and you are considered a master Spellbreaker. Starting at 15th level, you are resistant to all damage from spells and other magical effects.

## SHADOWBANE

Every culture tells stories of evil spirits and monsters that live just beyond the walls of civilization. Thanks to the quiet watch 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, werewolves, and other such vile creatures and destroy them.

## SHADOWBANE MAGIC

You the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### 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>



## SINISTER INSIGHT

Starting at 3rd level, you can analyze your foe as you do battle with them. When you mark a creature as your favored foe, you can enhance the mark with dark magics. Once per turn, when you hit that favored foe with a weapon attack, you can learn one of the following characteristics of your choice:

Armor Class	Damage Resistance
Current Hit Points	Damage Vulnerability
Damage Immunity	Saving Throw Proficiency
Spellcasting Ability	Skill Proficiency

Once you enhance your favored foe mark in this way, you must finish a short or long rest before you can do so again.

## SUPERNATURAL RESILIENCE

Your resolute focus allows you to better resist the creatures you hunt. Beginning at 7th level, whenever your favored foe forces you to make a saving throw, you add 1d6 to your roll.

When you reach 15th level, this bonus becomes 2d6.

## SPELLSUNDER

You have learned how to thwart magic that might help your sinister foes escape your grasp. Starting at 11th level, when a creature you can see within 60 feet casts a spell or attempts to teleport, you can use your reaction to force them to make a Wisdom saving throw. On a failure, the spell or teleport fails.

Your favored foe has disadvantage on their saving throw.

Once you use this reaction, you must finish a short or long rest before you can use it again. If you have no uses left, you can expend a spell slot of 1st-level or higher to use it again.

## RUTHLESS COUNTER

Starting at 15th level, you can counter the attempts of your foes to harm you. As a reaction when your favored foe forces you to make a saving throw, you can make one weapon attack targeting them, before you make the saving throw. On hit, you automatically succeed on your saving throw.





# 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

You have advantage on Wisdom (Survival) checks to navigate the wild, forage for food and water, and avoid becoming lost.

## EXPLORER II

*Prerequisite: 6th level ranger, Explorer I*

At the end of a long rest, you can attune to the surrounding environment. Examples include, but are not limited to: arctic, coast, 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 the herbalism kit.

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*

You, and up to five creatures who you touch, spend at least one Hit Die to regain hit points at the end of the short rest, each of those creatures regains an extra 1d8 hit points.

## NATURAL REGENERATION

*Prerequisite: 14th level ranger*

At the end of a short rest, you can recover ranger spell slots of a combined level equal to your Wisdom modifier. Once you do so, you must finish a long rest before you can do so again.

## SLAYER I

*Prerequisite: 3rd level ranger*

Once you have a quarry in your sights it is rare that they escape. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks made to track your favored foe.

## 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. On a failed save, it is blinded, deafened, frightened, poisoned, or restrained (your choice) until the start of your next turn.

## STALKER I

You are a master at covering your tracks. While moving at a normal pace, you and up to five other creatures who travel with you, produce no tracks nor scent, and you 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 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

There are few natural obstacles that you cannot overcome. You ignore the effects of difficult terrain imposed by natural environments, such as undergrowth, snow, or marshlands. Additionally, you and up to five other creatures who travel with you do not have your travel slowed by difficult terrain.

## STRIDER II

*Prerequisite: 3rd level ranger, Strider I*

Once in your sights, you pursue your quarry 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 movement 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 physical 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 that moves into the space must make a Dexterity saving throw against your ranger spell save DC or become restrained.

The creature repeat the saving throw at the start of each turn, ending the effect on a success. A creature can detect a trap by succeeding on an Investigation check against your ranger 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, and you have advantage on Wisdom (Animal Handling) checks that target animals or beasts that are friendly towards you.

## 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, and it doesn't count against the total number of spells you prepare each day. When you cast this spell your summoned familiar is 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 or lower.

## PRIMAL BEAST STAT BLOCKS

Detailed below are the options for the Beast Master's Primal Companion; the *Beast of the Cave*, *Beast of the Land*, *Beast of the Sea*, and *Beast of the Sky*. These stat blocks your your proficiency bonus (PB) in several places. Any references 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  
(the beast has a number of hit dice [d8s]  
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

**Tremmorsense.** The 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 the 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  
(the beast has a number of hit dice [d8s]  
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 the beast moves at least 20 feet toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d8 slashing damage. If the target is a Large or smaller creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

**Primal Bond.** You can add your PB to any ability check or saving throw that the 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  
(the beast has a number of hit dice [d8s]  
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.** The beast can breathe in air and water.

**Binding Strike.** When the 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, the 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 the 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  
(the beast has a number of hit dice [d6s]  
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.** The beast doesn't provoke opportunity attacks when it flies out of an enemies reach.

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

### Actions

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



## ALTERNATE ARCHETYPES

The official Ranger Archetypes published in both *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything* all work as written with the Alternate Ranger presented here.

The only change that needs to be made is a slight change to the Archetype Spell Lists for the four Archetypes below:

### GLOOM STALKER MAGIC

Replacement 3rd level Gloom Stalker feature

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### GLOOM STALKER SPELLS

Ranger Level	Spell
--------------	-------

3rd	<i>cause fear, disguise self</i>
-----	----------------------------------

5th	<i>darkness, rope trick</i>
-----	-----------------------------

9th	<i>fear, nondetection</i>
-----	---------------------------

13th	<i>greater invisibility, phantasmal killer</i>
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17th	<i>mislead, seeming</i>
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### HORIZON WALKER MAGIC

Replacement 3rd level Horizon Walker feature

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### HORIZON WALKER SPELLS

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>
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13th	<i>banishment, dimension door</i>
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17th	<i>banishing smite, teleportation circle</i>
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### FEY WANDERER MAGIC

Replacement 3rd level Fey Wanderer feature

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### FEY WANDERER SPELLS

Ranger Level	Spell
--------------	-------

3rd	<i>cause fear, charm person</i>
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5th	<i>enthrall, misty step</i>
-----	-----------------------------

9th	<i>dispel magic, fear</i>
-----	---------------------------

13th	<i>charm monster, dimension door</i>
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17th	<i>geas, mislead</i>
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### SWARMKEEPER MAGIC

Replacement 3rd level Swarmkeeper feature

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### SWARMKEEPER SPELLS

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>
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17th	<i>arcane hand, insect plague</i>
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### DRAKEWARDEN MAGIC

Additional 3rd level Drakewarden feature

You learn the following spells at the ranger levels noted in the table below. These spells count as ranger spells for you, you always have them prepared, and they don't count against the total number of ranger spells that you can prepare each day.

### DRAKEWARDEN SPELLS

Ranger Level	Spell
--------------	-------

3rd	<i>thaumaturgy, absorb elements, command</i>
-----	--

5th	<i>dragon's breath, warding bond</i>
-----	--------------------------------------

9th	<i>elemental weapon, fear</i>
-----	-------------------------------

13th	<i>dominate beast, elemental bane</i>
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17th	<i>awaken, dominate person</i>
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# THE ALTERNATE RANGER

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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 more Ranger Archetypes can be [Found Here](#)

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