

## RANGER ARCHETYPE

At 3rd level, a Ranger chooses their Ranger Archetype. The following option is available along with those presented in the Alternate Ranger Class; the Primeval Guardian.

### PRIMEVAL GUARDIAN

While most rangers stand with one foot in the wild and one in the civilized world, some side firmly with nature. Where cities and industry threaten ancient groves and sacred woods, the rangers known as Primeval Guardians stand as defenders of the natural world. Wielding the primeval magic of creation, these warriors can take on a terrible form, reminiscent of the flora and fauna that they have sworn to defend.

#### GUARDIAN FORM

*3rd-level Primeval Guardian feature*

The primordial forests you protect lend you their power. You can use your bonus action to take on your Guardian Form. In Guardian Form, you retain your game statistics, you take on tree-like appearance, and you gain the benefits below:

- Your skin becomes like bark. Your Armor Class is equal to 10 + your Wisdom modifier + your Constitution modifier.
- As a bonus action, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1).
- The reach of your melee attacks increases by 5 feet.
- Your unarmed strikes deal 1d10 bludgeoning damage on hit, and you use Wisdom for the attack and damage rolls.
- You gain a bonus to any Strength (Athletics) checks you make equal to your Wisdom modifier (minimum of +1).

Your transformation lasts for 10 minutes. It ends early if you are reduced to 0 hit points or you choose to end it as a bonus action. Once you transform, you must finish a short or long rest before you can transform again. When you have no uses of this feature remaining, you can expend a Spell Slot of 1st-level or higher to transform again.

### PRIMEVAL MAGIC

*3rd-level Primeval Guardian 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>entangle, goodberry</i>
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5th	<i>enhance ability, spike growth</i>
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9th	<i>conjure animals, plant growth</i>
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13th	<i>blight, giant insect</i>
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17th	<i>insect plague, tree stride</i>
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### PIERCING THORNS

*3rd-level Primeval Guardian feature*

Your attacks are enhanced by primal thorns. Once per turn when you hit a creature with a weapon attack, you deal bonus piercing damage equal to one roll of your Favored Foe die.

### ANCIENT FORTITUDE

*7th-level Primeval Guardian feature*

You gain the endurance of the ancient forests. You gain the following additional benefits while in your Guardian Form:

- When you enter your Guardian Form, you can grow by one size category. For example, from Medium to Large.
- When you enter your Guardian Form you gain temporary hit points equal to twice your Ranger level (rounded up).

### VENGEFUL THORNS

*11th-level Primeval Guardian feature*

The magic of your primal thorns hinders the movement of your foes. Creatures damaged by your Piercing Thorns have their movement speed halved until the start of your next turn.

### SHEPHERD OF THE FOREST

*15th-level Primeval Guardian feature*

You can extend the vibrant primal magic of the forest to those who fight beside you. When you grant yourself temporary hit points while in your Guardian Form, creatures of your choice within 30 feet also gain temporary hit points equal to your Wisdom modifier (minimum of 1).



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