



ALTERNATE RANGER



HOMEBREW

Become the Master of the Wilderness You Were Meant to Be

THE ALTERNATE RANGER

Rough and wild looking, a grizzled man silently moves through the forest. He'd been tracking the band of orcsish raiders that had crossed into the farmland he protected. Clutching a shortsword in each hand, he leapt out from the cover of the forest, preying on the orcs when they topped to rest. In a flash, he became a whirl of steel.

After tumbling away from a blast of freezing air, the thin female elf found her feet and drew her bow, and let loose another arrow at the white dragon. She shrugged off the wave of fear that emanated from the beast, and released her final arrow. With a piercing roar the terrible monster plummeted to the ground and laid motionless.

Holding his hand high, a young dwarf whistled, and the hawk circling high above returned to the side of its master. The dwarf whispered instructions and pointed to the owlbear they'd been tracking. In a blur, the dwarf and hawk moved as one, and before the owlbear could react to the assault, it lay dead at the feet of the warrior.

Far from the bustle of cities and villages, past the hedges that shelter the most distant farms from the terrors of the wild, amid the densely packed trees of trackless forests and across empty plains, rangers keep their unending, and often thankless, watch.

DEADLY HUNTERS

Warriors of the wilderness, rangers specialize in tracking and hunting the monsters that threaten the edges of civilization; groups of raiders, rampaging beasts, terrible giants, and deadly dragons. They track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus on mastering devastating techniques and styles of combat. They often focus these abilities on one creature, aiming to slay their foe before they have a chance to retaliate.

Rangers learn to draw upon the power of the natural world to produce minor spells that enhance their tracking and hunting skills and provide aid and respite to their allies.

WILD ADVENTURERS

Though a ranger might make a living as a hunter, a guide, or a tracker, their true calling is to defend the outskirts of civilization from the ravages of the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of orcs attacks, they may be the first, and possibly last, line of defense.

Their fierce dedication makes rangers well suited to adventuring. Accustomed to life far from the comforts of a dry bed and a hot bath, they make excellent guides for adventuring parties that have no experience in the wild.

CREATING A RANGER

Consider the nature of your training. Did you train with a mentor, wandering the wilds together, or did you forge a magical connection to nature in your own way? No matter their background, most rangers choose to adventure to impart their knowledge of the wilds on to the next generation, securing the safety of civilization for years to come.



OPTIONAL

RULE: MULTICLASSING

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose the ranger as one of your classes.

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

QUICK BUILD

You can make a ranger quickly by using the following suggestions. If you wish to focus on ranged attacks or hunting, make Dexterity your highest ability score, followed by Wisdom. Second, choose the Outlander background.

If you wish to focus more on skirmishing or fighting your foes head-on (like with dual-wielding), make Strength your highest ability score, followed by Constitution. Second, choose the Mercenary background.



THE ALTERNATE RANGER

Ranger Level	Prof. Bonus	Class Features	1st	2nd	3rd	4th	5th	Knacks Known
1st	+2	Survivalist Knacks, Wilderness Expert	—	—	—	—	—	2
2nd	+2	Favored Foe, Fighting Style, 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 Expert	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

SURVIVALIST KNACKS

During your time in the wild you have gathered bits of primal knowledge, known as Survivalist Knacks. These Knacks bolster your exploration, hunting, and tracking skills.

At 1st level, you learn two Knacks of your choice from the list at the end of this class description. As you gain levels in this class, you learn additional Knacks, as shown in the Knacks Known column of 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.

WILDERNESS EXPERT

Your skill as an explorer and survivor are unsurpassed. At 1st level, choose one of the skill proficiencies you gained from the ranger class skill list. Your proficiency bonus is doubled for any ability check you make that uses this proficiency. You also learn to speak, read, and write one additional language of your choice. Most rangers choose to learn a language that is spoken by the enemies they specialize in hunting.

When you reach 10th level in this class, you select another skill you are proficient in from the ranger class skill list to gain the benefits of this feature, and you learn to speak, read, and write one additional language of your choice.





FAVORED FOE

Your bond with nature allows you to place a mystical mark on a creature, designating them as your favored foe. Beginning at 2nd level, when you hit a creature with a weapon attack, you can expend a spell slot to mark the creature as your favored foe. Each time you hit your favored foe with a weapon attack (including the attack used to mark it as a favored foe) you deal additional damage of the attack's damage type.

The extra damage you deal on hit to your favored foe is dependent on the level of the spell slot you expend to mark the target, as indicated in the table below.

The creature remains your favored foe for one hour, or until it is dead. If you mark another creature as your favored foe, the effect immediately ends for the previous creature.

When you reach certain levels in this class, the duration of this ability increases. It becomes 8 hours at 6th level, 24 hours at 14th level, and finally at 18th level, its duration lasts until you mark another creature or the target dies.

Spell Slot	Damage	Spell Slot	Damage
1st-level	1d6	3rd-level	1d10
2nd-level	1d8	4th-level	1d12

ALTERNATE RANGER & HUNTER'S MARK

Favored Foe is designed to replace the ranger's reliance on *hunter's mark*, and the spell has been removed from the Alternate Ranger's spell list.

FIGHTING STYLE

At 2nd level, you gain a Fighting Style from the options below. You cannot take the same Fighting Style more than once.

ARCHERY

You are a master marksman, striking from afar. You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You can fight even when you can't see. You have blindsight with a range of 10 feet. Within that range, you can see anything that isn't behind total cover, even if you're blinded or in darkness. You can see invisible creatures within that range, unless the creature successfully hides from you.

DEFENSE

Your training focused on defending yourself. While you are wearing armor, you gain a +1 bonus to your Armor Class.

DRUIDIC WARRIOR

Your connection to the spirits of nature is stronger than most other rangers. You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them.

When you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

DUELING

You have mastered the art of fighting with a single weapon. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to weapon damage rolls.

MARINER

You have trained to fight on, around, and in the water. As long as 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.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO WEAPON FIGHTING

When engaging in two-weapon fighting, you make your additional attack with your off hand weapon as part of your Attack action, adding your ability modifier to the damage.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you aren't wielding a weapon or shield when you make the attack, the d6 becomes a d8.

In addition, at the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

VERSATILE FIGHTING

When wielding a versatile weapon, you gain a +1 bonus to attack rolls when wielding it one-handed, and a +1 bonus to damage rolls when wielding it two-handed.

In addition, as a bonus action you can use your free hand to make an unarmed strike, shove attack, or don or doff a shield.



SPELLCASTING

By the time you reach 2nd level, you have learned to draw upon the magical essence present in nature to cast spells, much as a druid or shaman does. See chapter 11 of the *Player's Handbook* for the general rules of spellcasting, and the end of this class description for the ranger spell list.

PREPARING AND CASTING SPELLS

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

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose 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, your list of prepared spells can include 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-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your intimate relationship with nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

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 chapter 5, of the *Player's Handbook* for a list of things that count as druidic foci.

RITUAL CASTING

Your knowledge of the natural world allows you to draw out its magic. You can cast a ranger spell as a ritual if that spell has the ritual tag and you have the spell prepared.

RANGER SPELL LIST

Below is the list of spells you consult when you prepare your ranger spells. It is organized by spell level, not character level. If a spell can be cast as a ritual, it is marked by 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
feather fall
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)
tongues
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





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 from another feature, your climbing speed increases by 10 feet.

AQUATIC ADEPT

Prerequisite: 6th level ranger

You have learned to move through the water like the swiftest creatures of the sea. You gain a 30 foot swimming speed, and you can hold your breath for up to 1 hour while underwater.

If you already have a swimming speed from another feature, your swimming speed increases by 10 feet.

EXPLORER I

You have spent your life learning the ways of the wilderness. You have advantage on Wisdom (Survival) checks to navigate the wilderness, forage for food and water, identify plants and animals, and avoid getting lost.

EXPLORER II

Prerequisite: 6th level ranger, Explorer I

At the end of each long rest, you can attune to your present 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 the fruits of the earth to create healing poultices. You gain proficiency with the herbalism kit.

At the end of a long rest, you can use a herbalism kit and local plants to create one potion of healing. This potion retains its potency for a number of days equal to your proficiency bonus, after which it spoils and becomes inert.

HERBALIST III

Prerequisite: 6th level ranger, Herbalist I, II

You can use your knowledge of local plant life to soothe your allies. If 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.

RANGER ARCHETYPE

At 3rd level, you choose your ranger archetype from the following: Beast Master, Hunter, Spellbreaker, and Wrangler each of which is detailed at the end of the class description.

The official archetypes (Gloom Stalker, Horizon Walker, Monster Slayer, Fey Wanderer, and Swarmkeeper) all work as published with the Alternate Ranger class presented here.

Your ranger archetype grants you features at 3rd level, and again at 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 you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score 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

Your enhanced senses allow you to strike with perfect accuracy. Starting at 18th level, your attack rolls against creatures within 30 feet cannot be made at disadvantage.

FOE SLAYER

You have become an unparalleled hunter of your enemies. At 20th level, when you hit a creature marked as your favored foe with a weapon attack you gain a bonus to the damage roll equal to your Wisdom modifier (minimum of 1).



NATURAL REGENERATION

Prerequisite: 14th level ranger

You can draw on the surrounding environment to replenish your mystical power. At the end of a short rest, you can choose to recover expended spell slots of a combined level equal to or less than your Wisdom modifier (minimum of 1).

Once you use this feature you must complete a long rest before you can use it 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 any Wisdom (Perception) and Wisdom (Survival) checks 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 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 in addition to the normal damage of the attack. 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 you are traveling with, produce no tracks or 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 can conceal yourself from even the most advanced magic. You are always under the effects of the *nondetection* spell, and you cannot be tracked divination magic or other magical means unless you wish to be.

STALKER IV

Prerequisite: 14th level ranger, Stalker I, II, III

You can ward yourself with nature magic to briefly disappear from sight. When you take the Hide action on your turn, you, along with anything you are wearing, carrying, or have equipped, becomes invisible until the start of your next turn.

This invisibility ends early if you attack or cast a spell.

STRIDER I

There are few natural obstacles that you cannot overcome, or guide others through safely. You ignore the effects of difficult terrain imposed by natural environments, such as forest undergrowth, snow drifts, swamp, or marshlands.

Also, you, and up to five other creatures you are traveling with, do not have your 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 movement speed increases by 10 feet, and you ignore the effects of difficult terrain imposed by spells, magical phenomena, and any other magical effects.

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, and you can brace yourself to absorb incoming blows. 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

You have trained your body to recover more rapidly than most. When you expend Hit Dice to regain hit points at the end of a short rest, you gain a bonus to each Hit Die roll equal to your Wisdom modifier (minimum of 1).

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 gain a bonus to the roll equal to your Wisdom modifier (minimum of 1). If this increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

TRAPPER

You are a master of laying unseen traps. You learn the *snare* spell, and it becomes a ritual spell for you. You always have it prepared, but it doesn't count against the total number of spells you can prepare each day. You can have a number of active snares equal to your proficiency bonus. Setting an additional snare causes the oldest snare to disappear.

WILD INSIGHTS I

You have a natural way with the wild animals of the world. You can communicate simple ideas to beasts using sounds and gestures, and you have advantage on any Wisdom (Animal Handling) checks you make that target animals or beasts that are already friendly towards you.

WILD INSIGHTS II

Prerequisite: 3rd level ranger, Wild Insight I

Your familiarity with the natural world has allowed you to bond you with a minor spirit of nature. You learn the *find familiar* spell. It counts as a ranger spell for you and 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 familiar is a fey creature.





RANGER ARCHETYPE

At 3rd-level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger: Beast Master, Hunter, Spellbreaker, and Wrangler.

The official archetypes (Gloom Stalker, Horizon Walker, Monster Slayer, Fey Wanderer, and Swarmkeeper) all work as published with the Alternate Ranger class presented here.

BEAST MASTER

Rangers who develop intense bonds of trust with the wild 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, taking the best shape to face the challenges at hand.

PRIMAL COMPANION

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

In combat, your primal 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 used your bonus action to command it to take an action from its stat block, or another action. You can also sacrifice one of your attacks when you take the Attack action to command your primal beast to take the Attack action. If you are incapacitated, your primal beast takes 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. Your primal beast vanishes if you die.

BEAST MASTER MAGIC

You gain certain spells at the ranger levels noted in the Beast Master Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

BEAST MASTER SPELLS

Ranger Level	Spell
3rd	<i>beast bond</i> , <i>speak 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>

EXCEPTIONAL TRAINING

The bond between you and your primal beast has grown. Starting at 7th level, both you and your primal beast can use your 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 primal beast's attacks count as magical for the sake of overcoming resistances to non-magical attacks.

BESTIAL FURY

Your presence inspires primal fury within your companion. Beginning at 11th level, when you command your primal beast to take the Attack action, it can make two attacks with its natural weapons as part of the same action.

PRIMAL BOND

The connection between primal beast and ranger has reached its apex. Starting at 15th level, when you cast a spell targeting yourself, you can choose to grant your primal beast the effects of the spell, without expending an additional spell slot, as long as they are within 30 feet of you.

In addition, your primal beast can change its form at the end of a short or long rest.



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).



HUNTER

With their varied skills, rangers can take up many roles; guide, naturalist, tracker, or guardian, but at their core rangers are all hunters. Rangers that lean into their role as a deadly predator, honing their combat skills, are known as hunters. These warriors accept their place as a bulwark between civilization and the terrors of the wilderness.

Walking this path, they master specialized techniques to better combat the threats they face. True hunters will face any foe; marauding gnolls, grotesque trolls, or terrible dragons.

HUNTER MAGIC

You gain certain spells at the ranger levels noted in the Hunter Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

HUNTER SPELLS

Ranger Level Spell

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

HUNTER'S PREY

At 3rd level, you gain one of the following features:

Colossus Slayer. You can wear down the most potent foes. When you hit a creature with a weapon attack, it takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Harrying Strikes. Each time you hit a creature with a weapon attack, you wound it in such a way that its movement speed is reduced by 5 feet until the start of your next turn.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

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.

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

Steel Will. You have advantage on saving throws to resist the charmed and frightened conditions.

Stout Frame. When you are hit by an attack that deals bludgeoning, piercing, or slashing damage you can use your reaction to reduce the damage by an amount equal to your Constitution modifier (minimum of 1).

MULTIATTACK

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 against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can do so no more than once per turn.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack. You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features:

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.





SPELLBREAKER

Spellbreakers are a small, but dedicated, fraternity of rangers who specialize in hunting spellcasters that use their arcane abilities to bring harm to others. While most pursue the life of a Spellbreaker for noble reasons, there are some who seek to destroy any who wield the weave. Most Spellbreakers operate in the shadows, only revealing themselves when the time is right and their success is a certainty. When one wrong move could end in disintegration, there is no room for error.

SPELLBREAKER MAGIC

You gain certain spells at the ranger levels noted in the Spellbreaker Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

SPELLBREAKER SPELLS

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

MAGE HUNTER

When you adopt the spellbreaker archetype, you gain the skills necessary to hunt spellcasters of all kinds. At 3rd level, you gain proficiency in the Arcana skill. Any time you make an Intelligence (Arcana) check to related to spellcasting or spells, you add double your proficiency bonus to your roll.

In addition, you can cast the *absorb elements* spell as a 1st-level spell, without expending a spell slot. You can cast *absorb elements* in 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.

When you cast *absorb elements*, and the first melee weapon attack you make on your next turn is against the creature whose spell you absorbed, you treat the additional damage from *absorb elements* as it's maximum roll.

SPELLSIGHT

Also at 3rd level, you gain the ability to detect the innate magic of others. As an action on your turn, choose a creature that you can see, within 60 feet. You immediately learn the creature's spellcasting ability (if it has one) and the level of the highest spell it can cast.

Once you use this feature you must complete a short or long rest before you can use it again, unless you expend a spell slot of 1st-level or higher to use it again.

ARCANE DEFENSE

You have learned to steel your mind and body to defend yourself from hostile magic. Starting at 7th level, when you are forced to make a saving throw to resist the effects of a spell or another magical effect, you gain a bonus to your saving throw equal to your Wisdom modifier (minimum of 1).

MAGE BREAKER

Starting at 11th level, you learn to utilize the signature mage slaying techniques of a master spellbreaker. When you mark a creature as your favored foe, you can empower the mark with primal magic. While that creature remains your favored foe, any damage from your weapon attacks, and the additional damage from favored foe becomes force damage.

If you hit a creature that is concentrating on a spell, you can end your favored foe mark as part of the attack, causing the attack to deal maximum damage in place of rolling. The target then has disadvantage on its Constitution saving throw to maintain concentration on their spell.

You can empower your favored foe mark in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses when you finish a long rest.

MANTLE OF THE MASTER

Your training has reached its apex, and you are considered a master Spellbreaker. Starting at 15th level, your blood has developed an innate magical ward that grants you resistance to all damage from spells and other magical effects.





WRANGLER

While all rangers have some degree of skill with animals, Wranglers take their animal handling abilities to the new heights. With insights into the behaviors and motivations of beasts, both wild and domestic, Wranglers are capable of taming and controlling as sorts of fantastical creatures.

These wild and rugged rangers are always on the lookout for strange and exotic monsters to befriend and tame.

MONSTER TAMER

When you adopt this archetype at 3rd level, your insight into the creatures of the wild grants you exceptional abilities. You gain proficiency in the Animal Handling skill if you are not already proficient, and you can add double your proficiency bonus to any Wisdom (Animal Handling) checks you make.

In addition, when animals need to be stopped, your insights allow you to strike at them where they are most vulnerable. Your weapon attack rolls against beasts and monstrosities score a critical hit on a roll of 19 or 20 on the d20.

WRANGLER MAGIC

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

Additionally, you can target beasts and monstrosities with enchantment spells that normally only target humanoids.

WRANGLER SPELLS

Ranger Level	Spell
3rd	<i>charm person, command</i>
5th	<i>calm emotions, summon beast</i>
9th	<i>conjure animals, slow</i>
13th	<i>charm monster, dominate beast</i>
17th	<i>awaken, hold monster</i>

BRING TO HEEL

Your skill with the creatures of the wild allows you to bend them to your will. Beginning at 7th level, when a beast or monstrosity charmed by you makes a saving throw to end the charmed condition on itself, you can use your reaction to impose disadvantage on the creature's saving throw, so long as you are within 30 feet of the creature and it can hear you.

In addition, you learn to command the monsters you tame. Beasts and monstrosities charmed by you act during your turn for the duration of your charm, and if you are within 30 feet and the creature can hear you, you can use an action to command it to take one of the actions from its stat block.

FEARLESS GRIP

Your reckless desire to domesticate wild monsters spurs you to great feats. Starting at 7th level, you have advantage on Strength (Athletics) checks you make to grapple, climb, wrestle, or otherwise subdue beasts and monstrosities.

You also have advantage on attack rolls against beasts or monstrosities you are currently grappling or climbing.

IMPROVED MONSTER TAMER

There are few creatures that your will cannot break. Starting at 11th level, your wrangler archetype features now affect all non-humanoid creatures that have an Intelligence score less than or equal to your level in this class.

Also, if you are within 30 feet of a non-humanoid creature that is charmed by you, you can use a bonus action on your turn to command it to take any action from its stat block.

WRANGLER OF LEGENDS

Once you have a creature under your control, there is little it can do to escape your grasp. Upon reaching 15th level in this class, enchantment spells that you cast on non-humanoid creatures last until your concentration is broken on that spell.

Short and long rests do not end your concentration on enchantment spells that you cast on non-humanoids.





THE ALTERNATE RANGER

Become the master of the wilds that you were meant to be with this alternate version of the ranger. Includes four new & revised archetypes: Beast Master, Hunter, Spellbreaker, and Wrangler

Version 3.6.0

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