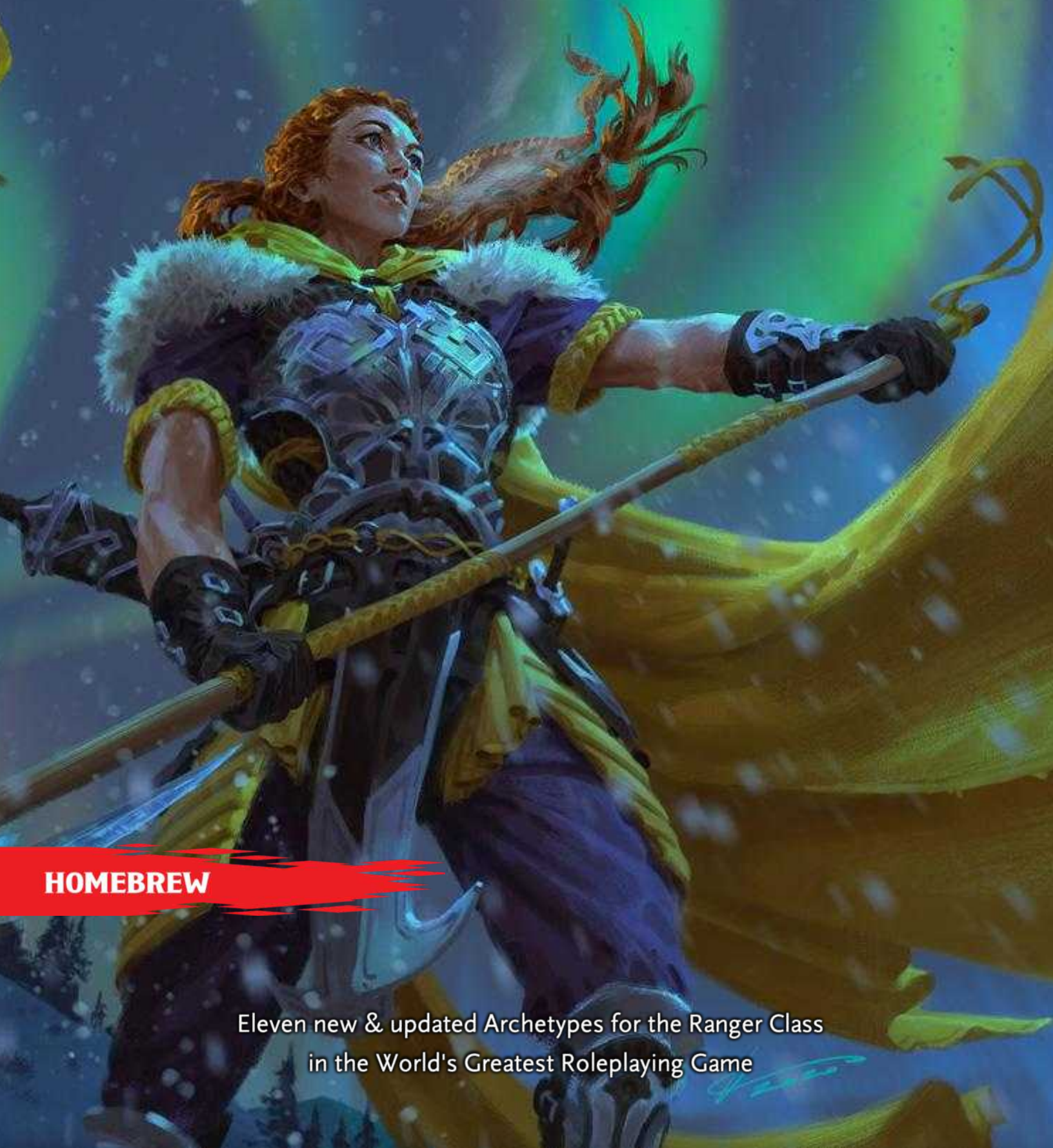




RANGER ARCHETYPES



HOMEBREW

Eleven new & updated Archetypes for the Ranger Class
in the World's Greatest Roleplaying Game

RANGER ARCHETYPE

The following Ranger Archetypes are available to a ranger along with those in the *Player's Handbook*: Bounty Hunter, Buccaneer, Druidic Guardian, Dunestrider, Grim Warden, Nomad, Spellbreaker, Stargazer, and Wrangler.

Also included in this compendium are Alternate options for the Beast Master's Primal Companions and the Hunter.

BOUNTY HUNTER

Bounty Hunters protect humanoids from their own. Trained to hunt in cities and towns, they can track their prey through the dark alleyways and underbellies of any town or city. Trained to use various martial techniques, these rangers can confidently confront and subdue any dangerous humanoid.

BOUNTY HUNTER FEATURES

Ranger Level Feature

3rd	Combat Superiority, Ear to the Ground
7th	Dead or Alive
11th	Unwavering
15th	The Most Dangerous Game

COMBAT SUPERIORITY

At 3rd level, you gain the following Bounty Hunter features:

Maneuvers. You learn two maneuvers of your choice from the list at the end of this Archetype. You can use only one maneuver per attack. When you gain a level, you can replace one maneuver you know with another of your choice.

Superiority Dice. You have three d6 superiority dice. To use a maneuver you must expend one of these dice, and you regain all expended dice when you finish a short or long rest.

As you gain levels in this class your superiority dice grow in size and number. At 7th level you gain a fourth superiority die, and your dice become d8s. At 15th level, you gain a fifth superiority die and all of your superiority dice become d10s.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

$$\text{Maneuver save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

EAR TO THE GROUND

Beginning at 3rd level, when you complete a long rest in a settlement, you have advantage on ability checks to gather information on its contacts, factions, or underworld. You can also identify, read, and communicate in Thieves' Cant.

DEAD OR ALIVE

Beginning at 7th level, when you make a Strength (Athletics) check to grapple or shove a creature prone, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

UNWAVERING

Starting at 11th level, when a Large or smaller creature misses you with a melee attack, you can force it to make a Dexterity saving throw as a reaction. On a failed save, it falls prone, and if you have a free hand you can automatically grapple the creature as part of the same action.



THE MOST DANGEROUS GAME

Your supernatural instincts allow you to predict your foe's attacks. Beginning at 15th level, after you hit a creature with a weapon attack, any time that creature damages you until the start of your next turn, it is reduced by an amount equal to your Wisdom modifier (minimum of 1 hit point).

BOUNTY HUNTER MANEUVERS

The maneuvers listed below are available to Bounty Hunter rangers, who focus on disabling and restraining their foes.

Ambush. When you make a Dexterity (Stealth) check or roll for initiative, you can expend one superiority die and add it to the roll, provided you aren't surprised or incapacitated.

Blind. As a bonus action, you can expend a superiority die, forcing a target within 10 feet to make a Constitution saving throw. On a failure, it takes damage equal to your superiority die and is blinded until the beginning of your next turn.

Concussive Blow. When you hit with a creature with an unarmed strike you can expend a superiority die and force them to make a Constitution saving throw. On a failed save, the creature is stunned until the start of your next turn.

Crippling Strike. When you hit a creature with an attack, you can expend a superiority die, adding it to the damage roll, and force it to make a Constitution saving throw. On a failure, it's speed is reduced to 0 until the start of your next turn.

Dirty Hit. When you hit a creature with a weapon attack, you can expend a superiority die, adding it to the damage roll, and force it to make a Constitution saving throw. On a failed save, the creature's movement speed is halved and it cannot take reactions until the beginning of your next turn.

Trip. When you hit a creature with a weapon attack, you can expend a superiority die, adding it to the damage roll, and if it is Large or smaller, it must make a Strength saving throw. On a failed save, the creature falls prone.





BUCCANEER

Combining their survival skills, affinity for nature magic, and a passion for the high seas, Buccaneers are rangers who feel more at home on water than solid ground. Serving as sailors, pirates, marines or privateers, they are often one of the most valuable crew members on board their vessel. How did you come to sail the seas? Were you pressed into the service of a pirate captain, or have you sworn revenge on a sea monster?

BUCCANEER FEATURES

Ranger Level Feature

3rd	Buccaneer Magic, Sea Legs
7th	Windswept Hide
11th	Deep Sea Diver, Wrath of the Waves
15th	Watery Resilience

BUCCANEER MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>fog cloud</i>
5th	<i>locate object</i>
9th	<i>water breathing</i>
13th	<i>watery sphere</i> ^{XGE}
17th	<i>control winds</i> ^{XGE}

SEA LEGS

When you adopt this Archetype at 3rd level, you gain both a climb and swimming speed equal to your movement speed, and you can hold your breath underwater for a number of minutes equal to 10 + your Constitution modifier.

WINDSWEEP HIDE

Your time exposed to the elements and weather on the high seas has made your body more resilient than most. At 7th level you gain resistance to cold damage. If you are already resistant to cold damage you instead gain resistance to your choice of either lightning or thunder damage.

You can also see twice as far as the average member of your race, and you have advantage on Wisdom (Perception) checks when you have a clear line of sight and skies are clear.

DEEP SEA DIVER

Upon reaching 11th level, you learn to move about the waters as if you were an aquatic creature. While you are underwater, you can take the Dash action as a bonus action, and you gain darkvision out to a 60-foot radius. If you have darkvision from another feature its radius increases by 30 feet.

WRATH OF THE WAVES

You bear the watery magic of the high seas whether on sea or land. Beginning at 11th level, when you hit a creature with a weapon attack, you strike them with watery magic. On hit, you either deal an additional 1d6 cold damage to the target, or force the creature to make a Strength saving throw. On a failed save, it is knocked back 10 feet in a straight line.

Creatures at least one size larger than you have advantage on their saving throw to resist being knocked back.

WATERY RESILIENCE

Starting at 15th level, when you are hit by an attack, you can use your reaction to temporarily take on a liquid watery form, gaining resistance to all damage from the attack. As part of the same reaction you can immediately move up to your full movement speed without provoking opportunity attacks.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of 1), and you regain all uses when you finish a long rest. If you have no uses left, you can spend a spell slot of 1st-level or higher to use this reaction.



DRUIDIC GUARDIAN

While most rangers stand with a foot in the wild and one in the civilized world, some side firmly with nature. Where cities and industry encroach on ancient groves and wild forests, the rangers known as Druidic Guardians stand as defenders of the wild. Wielding the primeval nature magic, these warriors use the power of the wilderness to defend their homes.

DRUIDIC GUARDIAN FEATURES

Ranger Level Feature

3rd	Limited Wild Shape, Druidic Magic
7th	Friend of the Wild, Primal Strike
11th	Guardian's Grasp
15th	Thousand Forms

LIMITED WILD SHAPE

When you adopt this Archetype at 3rd level, you learn to Wild Shape, much like a druid does. You can use a bonus action to assume the form of a beast you have seen before. Your ranger level determines the beasts you can transform into, as shown in the table below. You must follow all the other rules for Wild Shape as detailed in the druid class description.

Level	Max CR	Limitations	Example
3rd	0	No Flight or Swim Speed	Badger
7th	1/4	No Flight Speed	Octopus
11th	1/2	—	Hawk
15th	1	—	Giant Eagle

You can stay in Wild Shape for up to one hour, at which point you revert to your normal form. You can revert to your normal form earlier if you use a bonus action to do so, or if you fall unconscious, you drop to 0 hit points, or you die.

Once you use your Wild Shape 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 Wild Shape again.

DRUIDIC MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Also, when you learn a ranger spell, you can choose from the druid spell list, and it becomes a ranger spell for you.

Ranger Level	Spell
3rd	<i>ensnaring strike</i>
5th	<i>spike growth</i>
9th	<i>plant growth</i>
13th	<i>guardian of nature</i> ^{XGE}
17th	<i>tree stride</i>

FRIEND OF THE WILD

By 7th level, druidic magic has permeated your body, allowing the wilds to recognize you as friend. You can speak, read, and write Druidic, the secret language of druids. While speaking Druidic, you are under the effects of *speaking with animals*.

PRIMAL STRIKE

Also starting at 7th level, your attacks while in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

GUARDIAN'S GRASP

Beginning at 11th level, you can cast *ensnaring strike* without expending a spell slot. You can do so a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

You can use this feature while you are in your beast form.

THOUSAND FORMS

You can use druidic magic to change your own form in subtle ways. At 15th level, you learn *alter self*, and you can cast it at will, targeting only yourself, without expending a spell slot. It counts as a ranger spell for you, but doesn't count against your total number of Spells Known.



DUNESTRIDER

While all rangers are adept at surviving the wilderness, those known as Dunestridders make survival their life's work. These rugged wanderers have adapted to live in the harshest lands imaginable; arid deserts, frozen tundras, alpine heights with little air to breathe, and dead lands blasted by arcane magic. Donning their signature Wastelander's Cloak and using their affinity for illusions, there is little that can kill a Dunestrider.

DUNESTRIDER FEATURES

Ranger Level Feature

3rd	Dunestrider Magic, Wastelander's Cloak
7th	Rugged Resilience
11th	Illusory Strikes
15th	Illusory Transposition

DUNESTRIDER MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>expeditious retreat</i>
5th	<i>mirror image</i>
9th	<i>wall of sand</i> ^{XGE}
13th	<i>hallucinatory terrain</i>
17th	<i>mislead</i>

WASTELANDER'S CLOAK

You are able to survive the most inhospitable environments imaginable. When you adopt this Archetype at 3rd level, you gain proficiency with weaver's tools and the Survival skill.

At the end of a long rest, you can use your weaver's tools to create a Wastelander's Cloak, a hardy garment that protects your body from the harsh environments you call home. While a creature wears this Cloak they gain the following benefits:

- They gain a bonus to Dexterity (Stealth) checks to hide in wasteland environments (like desert, tundra, or blasted lands) equal to your Wisdom modifier (minimum of +1).
- They require half as much water, and one quarter the amount of food in order to survive each day.
- They have advantage on saving throws to resist the effects of harsh environments and subsequent exhaustion levels.

During each long rest, you must spend time maintaining your Wastelander's Cloaks or they fall into disrepair and lose their beneficial properties. You can maintain a total number of Wastelander Cloaks equal to your proficiency bonus.

ELEMENTAL WASTELANDS

While most Dunestridders hail from the deserts of the material plane, it is not unheard of for them to come from the harshest outer planes. Some high-level Dunestridders call the elemental planes home.



RUGGED RESILIENCE

You can shrug off the harsh effects of elemental assaults. Starting at 7th level, when you are subjected to an effect that deals cold, fire, poison, necrotic, or radiant damage, you can use your reaction to reduce the damage you would take by an amount equal to your ranger level + your Wisdom modifier.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses when you finish a long rest. If you have no uses left, you can spend a spell slot of 1st-level or higher to use this reaction.

ILLUSORY STRIKES

You can use potent illusion magic to enhance your combat abilities. Beginning at 11th level, when you take the Attack action on your turn, you can use a bonus action to create a temporary illusory duplicate of yourself in a space you can see within 30 feet of you. Your illusory duplicate then makes one weapon attack with an illusory duplicate of your weapon against a target of your choice. On hit, it deals force damage in place of your weapon's normal damage and disappears.

ILLUSORY TRANSPOSITION

Your skill with illusions has greatly increased. Beginning at 15th level, you can use a bonus action to create your illusory duplicate even when you do not take the Attack action on your turn. Your illusory duplicate must still make an attack.

Also, immediately after your illusory duplicate makes an attack, you can choose to teleport and instantly switch places with your duplicate, without provoking opportunity attacks.





GRIM WARDEN

Sometimes it takes a monster to destroy a monster. Rangers that take up the mantle of the Grim Warden undergo a dark alchemical ritual, known as the Warden's Rite, where they inject sinister alchemical compounds into their bloodstream to enhance their physical abilities. They sacrifice any chance for a normal life, mingling their blood with that of monsters, in order to gain sinister power to destroy their foes.

GRIM WARDEN FEATURES

Ranger Level	Feature
3rd	Grim Warden Magic, Warden's Rite Crimson Brand
7th	Grim Augmentation
11th	Improved Crimson Brand
15th	Sanguine Mastery

WARDEN'S RITE

When you adopt this Archetype at 3rd level, you are subjected to the Warden's Rite, an alchemical ritual that suffuses your blood with sinister magic that grants the following benefits:

- You gain darkvision out to a radius of 60 feet. If you already have darkvision, its radius increases by 30 feet.
- You gain proficiency in alchemist's supplies and Religion.
- When you make an Intelligence (Religion) check related to fiends, undead, or the dark magic of necromancy, you can add double your proficiency bonus to the roll.

GRIM WARDEN MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>bane</i>
5th	<i>hold person</i>
9th	<i>bestow curse</i>
13th	<i>shadow of moil</i> ^{XGtE}
17th	<i>hold monster</i>

CRIMSON BRAND

Beginning at 3rd level, you can draw upon the dark magic in your blood to empower your weapon attacks with your blood. When you hit a creature with a melee weapon attack, you can expend your own life force in the form of Hit Dice as part of the attack to deal additional necrotic damage to the target.

The additional necrotic damage is 1d8 for one Hit Die, plus 1d8 for each additional Hit Die you expend. The maximum number of Hit Dice you can expend as part of one attack can't exceed your Wisdom modifier (minimum of 1 Hit Die).

The additional necrotic damage dealt by this your Crimson Brand increases by 1d8 if the target is a fiend or undead.

GRIM AUGMENTATION

You have gained a greater measure of control over the dark magic that courses in your veins, enhancing your physical abilities. Starting at 7th level, when you make a Strength, Dexterity, or Constitution ability check, you gain a bonus to your roll equal to your Wisdom modifier (minimum of +1).

In addition, your movement speed increases by 5 feet.

IMPROVED CRIMSON BRAND

Beginning at 11th level, the dark magic in your blood seeps into all of your weapon strikes. Once per turn, when you hit a creature with a melee weapon attack, you can choose to deal an additional 1d18 necrotic damage to the target.

SANGUINE MASTERY

The sinister magic of your Warden's Rite has manifested its full potential. At 15th level, you gain the following benefits:

- You have advantage on any saving throw you make to resist both the charmed and frightened conditions.
- You can cast the *protection from good and evil* spell, targeting only yourself, without expending a spell slot.
- At the end of a long rest you regain additional Hit Dice equal to your Wisdom modifier (minimum of 1).
- Your movement speed increases by an additional 5 feet.

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many mechanics that are hard to manage, especially for new players. The Grim Warden Archetype attempts to capture the themes and abilities of the base Blood Hunter class while staying in line with the design intent and philosophy of 5th edition.



NOMAD

The esoteric rangers known only as Nomads delight in travel, exploration, and discovery. They desire to learn all they can, uncovering secrets and hidden lore wherever they venture. No matter their origin, Nomads strive to keep their mind in a meditative state that allows them to perceive a strange, living web of knowledge known as the Noosphere. This web links all who follow the way of the Nomad, and allows them to access knowledge from far off places and distant lives.

NOMAD FEATURES

Ranger Level Feature

3rd	Nomadic Magic, Expunging Strike (1d4), Web of Knowledge
7th	Memory of a Thousand Steps
11th	Expunging Strike (2d4), Strange Movement
15th	Mystical Burst

NOMADIC MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>disguise self</i>
5th	<i>misty step</i>
9th	<i>clairvoyance</i>
13th	<i>dimension door</i>
17th	<i>seeming</i>

EXPUNGING STRIKE

Starting at 3rd level, you learn to erase yourself from minds of your foes with a single strike. Once per turn, when you hit a creature with a weapon attack, you can force it to make an Intelligence saving throw in addition to the attack's damage. On a failed save, it takes an additional 1d4 psychic damage, and it cannot perceive you until the start of your next turn.

At 11th level, the additional psychic damage becomes 2d4.

WEB OF KNOWLEDGE

When you adopt this Archetype at 3rd level, you gain access to the living web of knowledge known as the Noosphere. At the end of each long rest, you gain proficiency with two skills or tools of your choice, which last until the end of your next long rest. You can also choose to learn to speak, read, and write a language in place of one, or both, proficiencies.

MEMORY OF A THOUSAND STEPS

You have begun to become one with the Noosphere. Upon reaching 7th level, you gain resistance to psychic damage.

In addition, when you are hit with by attack, you can use your reaction to disappear into the Noosphere, causing the triggering attack to miss. You then immediately reappear in an unoccupied space of your choice that you have occupied at some point since the start of your previous turn.

Once you use this reaction you must finish a short or long rest before you can use it again, unless you expend a spell slot of 2nd-level or higher to this reaction again.



STRANGE MOVEMENT

Your ability to traverse the Noosphere has grown. Beginning at 11th level, if you have not yet moved on your turn, you can use your bonus action to expend all of your movement and teleport a number of feet equal to double your movement speed to an unoccupied space that you can see.

You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

MYSTICAL BURST

You can draw on the latent psionic energy of the Noosphere to assault your enemies. Starting at 15th level, each time you teleport with a ranger spell, Memory of a Thousand Steps, or Strange Movement you can force creatures of your choice within 10 feet of the point at which you reappear to make an Intelligence saving throw. Creatures take 2d8 psychic damage on a failed save, and half as much on a success.

OPTIONAL RULE: PSIONIC SPELLCASTING

For mechanics to match the fantasy of a paladin who uses their inner psionic power to cast spells, replace your Charisma saving throw proficiency, spellcasting ability, multiclassing prerequisites, and any other Charisma-based features from your class or the Oath of Mysticism with Intelligence.



SPELLBREAKER

Where there is power, there are those that abuse that power. 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 FEATURES

Ranger Level	Feature
3rd	Spellbreaker Magic, Mage Hunter, Spellsight
7th	Arcane Defense
11th	Mage Breaker
15th	Mantle of the Master

SPELLBREAKER MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

SPELLBREAKER SPELLS

Ranger Level	Spell
3rd	<i>absorb elements</i> ^{XGE}
5th	<i>blindness/deafness</i>
9th	<i>counterspell</i>
13th	<i>resilient sphere</i>
17th	<i>wall of force</i>

MAGE HUNTER

When you join the fraternity of Spellbreakers, you gain the training and skill necessary to hunt spellcasters of all kinds. At 3rd level, you gain the benefits detailed below:

- You gain proficiency in Arcana, and any time you make an Intelligence (Arcana) check to related to spellcasting or spells, you add double your proficiency bonus to your roll.
- You can cast *absorb elements*, at 1st-level, without expending a spell slot 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 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 possible roll.

SPELLSIGHT

At 3rd level, you have learned to open your senses to detect the signs of innate arcane potential in other creatures. As a bonus action, choose a creature you can see. 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.



ARCANE DEFENSE

You have learned to ward your mind and body against hostile magic. Beginning 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

At 11th level, you learn to utilize the signature mage slaying techniques of master Spellbreakers. As a bonus action, you can imbue your weapons with primal abjuration magic. Until the start of your next turn, each time you hit a creature with a weapon attack, all damage dealt by the attack becomes force damage, and you gain a bonus to the damage roll equal to your Wisdom modifier (minimum of +1).

If you hit a creature that is concentrating on a spell, it takes an additional 1d8 force damage, and it has disadvantage on its saving throw to maintain concentration on its spell.

You can use this bonus action a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses when you finish a long rest. If you have no uses left, you can spend a spell slot of 1st-level or higher to use it again.

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.





STARGAZER

Mortals have always looked to the stars for tales of the past, and some believe that in observing the motions of the cosmos one can predict fate. Stargazers are rangers who spend their lives studying the great constellations; Adder, Elephant, Hare, Stag, and Wolf, and can use this celestial knowledge to draw on a portion of the constellation's radiant power.

STARGAZER FEATURES

Ranger Level	Feature
3rd	Celestial Guidance, Stargazer Magic
7th	Threads of Fate
11th	Starlight Strikes
15th	Resplendent Soul

CELESTIAL GUIDANCE

Your life is guided by the great constellations of the night sky. Starting at 3rd level, you cannot become lost, even by magical means, so long as you can see the stars or the night sky.

Also, at the end of each long rest, you attune yourself to one of the great constellations from the table below. While attuned to that constellation, you know the corresponding cantrip and 1st-level spell on the Constellation Spells table. Both count as ranger spells for you, but they do not count against your total number of ranger Spells Known.

You can cast your constellation spell at 1st-level without expending a spell slot or material components a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CONSTELLATION SPELLS

Below are the spells you learn when attuned to one of the great constellations: Adder, Elephant, Hare, Stag, or Wolf.

Constellation	Cantrip	1st-level Spell
Adder	<i>viscous mockery</i>	<i>inflict wounds</i>
Elephant	<i>guidance</i>	<i>bless</i>
Hare	<i>minor illusion</i>	<i>longstrider</i>
Stag	<i>shillelagh</i>	<i>compelled duel</i>
Wolf	<i>primal savagery</i>	<i>guiding bolt</i>

STARGAZER MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	Constellation Spells
5th	<i>moonbeam</i>
9th	<i>clairvoyance</i>
13th	<i>divination</i>
17th	<i>wall of light</i> ^{XGE}

THREADS OF FATE

Starting at 7th level, you can use your insight into the stars to twist the threads of fate. When you, or creature you that can see within 30 feet, makes an ability check or saving throw, you can add your Wisdom modifier (minimum of +1) to the result of their roll as a reaction. You can use this reaction after the roll, but before you know if it succeeds or fails.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

STARLIGHT STRIKES

Starting at 11th level, you can enter a trance, filling your eyes with starlight and allowing the constellations of the night sky to guide your attacks. As a bonus action, you can enter this trance which lasts for 1 minute. While you are in this trance and you roll a 9 or lower on the d20 for an attack roll, you can use a 10 instead. You can do so no more than once per turn.

Once you use this ability you must finish a long rest before you can use it again. If you have no uses remaining, you can expend a spell slot of 3rd-level or higher to use it again.

RESPLENDENT SOUL

At 15th level, your very being is suffused with starlight. As a reaction, when a creature you can see within 30 feet hits you with an attack, you can release a targeted flash of starlight and force the attacker to make a Constitution saving throw. On a failed save, the target takes 3d10 radiant damage and is blinded until the start of its next turn. On a successful save, the target takes half damage and is not blinded.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses when you finish a long rest. If you have no uses left, you can expend a spell slot of 1st-level or higher to use it again.





WRANGLER

While all rangers have some degree of skill with all animals, Wranglers take great pride in their beast taming capabilities. With deep insights into the behavior and motivations of both wild animals and monsters, Wranglers are capable of taming, controlling, and befriending all sorts of fantastical animals.

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

WRANGLER FEATURES

Ranger Level	Feature
3rd	Wrangler Magic, Monster Tamer
7th	Bring to Heel, Fearless Grip
11th	Improved Monster Tamer
15th	Wrangler of Legends

MONSTER TAMER

When you adopt this Archetype, you gain exceptional insight into wild animals. At 3rd level you gain the following benefits:

- You gain proficiency in Animal Handling, and you add double your proficiency bonus to your Wisdom (Animal Handling) checks. If you are already proficient in Animal Handling you gain proficiency in Nature or Survival.
- Your weapon attacks against beasts and monstrosities score a critical hit on a roll of 19 or 20 on the d20.
- You have advantage on Strength (Athletics) checks to grapple, climb, or wrestle beasts and monstrosities.
- Any enchantment spell you know that can target a humanoid can also target beasts and monstrosities.

WRANGLER'S AND SIDEKICKS

Tasha's Cauldron of Everything provides rules for sidekicks, allowing creatures to gain simple class features. If your Wrangler is especially dedicated to training a particular beast or monster, consider allowing them to make use of these optional rules.

WRANGLER MAGIC

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>charm person</i>
5th	<i>calm emotions</i>
9th	<i>slow</i>
13th	<i>charm monster</i> ^{XGE}
17th	<i>hold monster</i>

BRING TO HEEL

You can bend creatures of the wild to your will. Beginning at 7th level, when a beast or monstrosity that is charmed by you makes a saving throw to end its charmed condition, you can impose disadvantage on its saving throw as a reaction.

You can also command the monsters you tame. Any beast or monstrosity charmed by you acts 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 your action to command it to take one of the actions from its stat block.

IMPROVED MONSTER TAMER

Your wrangling skills go beyond those of needed for beasts and monstrosities. Upon reaching 11th level, your Wrangler features can now affect any celestial, dragon, fey, fiend, giant, plant, or ooze, in addition to beasts and monstrosities, with an Intelligence score less than or equal to your ranger level.

Also, you can command any beast or monstrosity charmed by you to take an action from its stat block as a bonus action.

WRANGLER OF LEGENDS

Once you charm a creature, there is little it can do to escape. Starting at 15th level, enchantment spells you cast on beasts and monstrosities last until your concentration is broken.

Short and long rests don't break your concentration on enchantment spells you cast on beasts or monstrosities.



ALTERNATE BEAST MASTER OPTIONS

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.

Detailed below are some additional and alternate options for the Beast Master as presented in the *Player's Handbook* and expanded upon in *Tasha's Cauldron of Everything*.

BEAST MASTER MAGIC

New 3rd-level Beast Master feature

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>beast bond</i> ^{XGE}
5th	<i>warding bond</i>
9th	<i>haste</i>
13th	<i>freedom of movement</i>
17th	<i>awaken</i>

ADDITIONAL PRIMAL BEASTS

Additional Option - 3rd-level Beast Master feature

Detailed below is an additional option for the Beast Master's Primal Companion; the *Beast of the Cave*. This stat block uses your proficiency bonus (PB) in several places, and any references to a 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).

ALTERNATE HUNTER OPTIONS

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.

Detailed below are some additional options for the Hunter Ranger Archetype as presented in the *Player's Handbook*.

HUNTER MAGIC

New 3rd-level Hunter feature

You learn certain spells at the ranger levels noted in the table below. These spells count as ranger spells for you, but they don't count against your total number of Spells Known.

Ranger Level	Spell
3rd	<i>snare</i> ^{XGE}
5th	<i>pass without trace</i>
9th	<i>conjure barrage</i>
13th	<i>locate creature</i>
17th	<i>conjure volley</i>

HUNTER'S PREY

Additional Option - 3rd-level Hunter feature

You have specialized your fighting style to counter certain monsters. At 3rd level, can also choose the following:

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

DEFENSIVE TACTICS

Additional Option - 7th-level Hunter feature

You have honed your skills to better protect yourself from your foes. At 7th level, you can also choose the following:

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

Additional Option - 11th-level Hunter feature

You have mastered specialized techniques to thwart your foes. At 11th level, you can also choose the following:

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.

THE ALTERNATE RANGER CLASS

Dissatisfied with the Ranger class in the *Player's Handbook*? Make sure to check out the [Alternate Ranger](#) to become a true master of the wilds!





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