

Alan Venic's Redbook

TOME OF THE RANGER



**A pack of new class options for the ranger
of the world's greatest role playing game**



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RANGER



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe create by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *AlanVenic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. In

certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the ranger class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You could be a deepwood sniper that prefers the protection of the treetops while put down your enemies from a safe distance. Or you could be an enemy killer, specialized in knock down your favored enemies studying their combat techniques. Or you could be a scout, taking great benefit from your movement and using it strategically at combat. Or you could also be a sky lord, finding inner peace only when you are riding your flying mount and reach the skies.

At this supplemental rulebook are presented ten new ranger archetypes. Certainly, one of them will fit the concept you imagine for your ranger. Explore all the possibilities and have fun.

Long live to the RPG!

AlanVenic Gonçalves
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THE RANGER

After a week has passed, the trails of the beast are nearly unseen. However, the faint traces doesn't prevent the hunter to still follow the track of the monster into the woods. At a given moment, the predator is sighted, totally sure its escape are successful. But the beast are not counting on an expert hunter in the pursuit. When the beast least expect, arrows hit its back and the roar of the beast echoes through the forest. The creature can't see its attacker and start to sniff seeking its hunter. More arrows flies and the beast falls on the ground without the chance to see who hat killed it.

A ranger is a peerless hunter and tracker. He has a deep lore about creatures and environments, and uses this knowledge to find and put down hostile beings in a fast and clean way.

CLASS FEATURES

As a ranger, you are a guardian of the wild and expert about the paths and trails hidden in the woods. You have a strong bound with nature, being capable to forge a mystical link with it, becoming a channeler of its force.

FAVORED ENEMY

As an expert hunter and tracker, you know how to discern with precision the tracks of the creatures you have more contact. Find a troop or a single creature of this kind is an easy task for you.

NATURAL EXPLORER

You become a specialist in some terrains you have spent a long time. You can move exceptionally fast through these environments, leading an expedition into the densest forests with no difficult.

FIGHTING STYLE

As a warrior, you choose a fighting style that better suit your way to fight the invaders of your terrain. Your fighting style varies widely, from two weapon fighting to archery.

SPELLCASTING

As a secondary spellcaster, your spells are not the main source of your power. Your spells are used to aid and to amplify your utility, instead of serve as your primal resource. You are a proficient warrior that use spells in crucial moments to resolve difficult situation as fast as possible.

RANGER ARCHETYPE

Your ranger archetype define how you lives on the wild and the way you deal with the creatures that dwell such place. You can specialize in hunt creatures, in infiltration, or in exploration depending on the archetype you choose. In the *Player's Handbook* are presented two archetypes. Here are presented nine new slopes of this class feature and a remake from an archetype present on *Player's Handbook*, bringing a huge variety for the kind of ranger you want to be. The new ranger archetypes are presented in the final of this brief description of the ranger class features.

PRIMEVAL AWARENESS

Communing with nature, you can sense the presence of probable aggressors. Unnatural creatures are noticed by a sixth sense you activate for a short time.

ABILITY SCORE IMPROVEMENT

As a ranger, you have two main abilities. Your Dexterity is essential to improves your agility during combat and move with mastery on the woods. But your Wisdom as important as your Dexterity, since it define your caster ability and influence your perception and senses. Nevertheless, you can find some feats that can expand even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

EXTRA ATTACK

When you reach certain level of experience in combat, you improves your skill with bows and swords. Your attack speed is strongly improved by your offensive spells.

LAND'S STRIDE

When you reach certain level of experience, you can move through any kind of terrain without difficult. Even terrains under effect of spells are not a great threat for you.

HIDE IN PLAIN MSIGHT

By using anything at hand on nature, you can cover your body creating a camouflage nearly undistinguishable, blending yourself with the environment as if you were part of it.

VANISH

Starting at this point, you become nearly undetectable. You cannot be tracked without your concern, and can disappear in front of your enemies in a blink.

FERAL SENSES

Your bond with nature and full consciousness about the environment that surround you let you use other senses beyond your sight to pinpoint your foes.

FOE SLAYER

When you become a master of the wild, you can kill your favored enemies in a fast and clean way. Your attacks hit such creatures with deadly accuracy.

RANGER ARCHETYPES

At this supplemental rulebook are presented ten new ranger archetypes you can choose instead of the ranger archetype presented in the *Player's Handbook*. The Beast Master, the Deepwood Sniper, the Enemy Killer, the Peregrine Runner, the Ruathar, the Scout, the Sky Lord, the Trophy Hunter, the Urban Tracker, and the Wild Guardian.

BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with all animal as its companion and friend.

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower (see *Monster Manual* for the statistics of appropriated beasts). The beast must be appropriated for the environment you are, at DM's discretion. Add your proficiency bonus to the beast's AC, and attack rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher. As any creature, your companion can expend Hit Dice during a short rest to recover hit points, and it recover all its hit points when finish a long rest.

The beast takes its turns on your initiative and obeys your commands as best as it can. On your turn, you can verbally command the beast where to move (no action required by you). You can use a bonus action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. The beast act by itself if you are unconscious or absent, focusing on defend you.

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Starting at 9th level, you can choose a beast that is no larger than Medium and that has a challenge rating of 1/2 or lower as your ranger's companion. When you reach the 13th level, you can choose a beast that is no larger than Large with a challenge rating of 1 or lower as your ranger's companion.

BESTIAL FURY

Starting at 7th level, when you command your companion to take the Attack action, your companion can make an extra melee attack as a bonus action. It can use any of its attack option available.

SHARE SPELLS

At 11th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you. Additionally, when you command your companion to attack, you can use an action to expend a 1st level spell slot to grant 1d6 extra damage to the attacks your beast make until the end of your turn. You can expend a spell slot of higher level,

increasing the damage of your beast attacks by 1d6 for each level of the spell above 1st.

HUNTER COMPANION

Starting at 15th level, you train your companion to attack more efficiently the enemies you are engaged. When you command your companion to attack a creature you hit on your turn, your beast gain advantage on the first attack roll it make against this creature until the end of your turn.

DEEPWOOD SNIPER

The Deepwood Sniper archetype usually is followed by wood elves that use the cover and protection of high treetops in its favor. They lurk on the top of the tree while seek for invaders in their territory. Rarely a hostile creature can see these archers, and on the occasional situations they are seeing hidden on the trees, is too late.

WELL-SUPPLIED ARCHER

At 3rd level, you learn to carve your own arrows, preventing you to run out of ammo. You gain proficiency with woodcarver's tools. Additionally, you can use branches and sticks gathered in the forest to create your own arrow during a short rest. Make a DC 15 Dexterity check using your woodcarver's tools. If you succeed the check, you make 2d10 arrows.

KEEN SIGHT

Also at 3rd level, you improve your sight and become an expert in find and kill your enemies at long distance. You gain advantage on Wisdom (Perception) checks that rely on sight. Additionally, when you make a ranged attack with a bow, the range of the bow is doubled.

HIT AND HIDE

Starting at 7th level, you learn the combat tactic focused on weaken your foes without they can see you. While in a favored terrain for you, you can take the Hide action as a bonus action whenever you make a ranged attack with a bow against a creature beyond 60 feet from you. The target suffer disadvantage on Wisdom (Perception) checks to pinpoint where you are hidden while you are beyond 60 feet of it.

You can climb trees and other steep surfaces on a favored terrain for you, as it is difficult terrain. You don't need to make a Strength (Athletics) check to do this.

MASTERWORK ARROWS

Starting at 11th level, you can fabricate masterwork arrows for your bow. You can spend 8 hours in a fabrication process trying to use your woodcarver's tools to make masterwork arrows. Make a DC 20 Dexterity check using your woodcarver's tools. If you succeed, you make 2d10 masterwork arrows. These arrows cause 1d10 damage if hit by a longbow, or 1d8 damage if hit by a shortbow. Additionally, these arrows score a critical hit on a roll of 19 or 20.

Once you use this feature, you can't use it again until you finish a long rest.

COUP DE GRACE

At 15th level, you can make a devastating shot against a wounded prey. As an action, you can make a single ranged attack with a bow against a creature within range. If you hit, the target must make a Constitution saving throw. If it fail the save throw and is with half its hit point maximum or less, it drops to 0 hit points. If the target succeed the save or is above its hit point maximum, it takes normal damage for the attack plus 10d8 extra damage.

Once you use this feature, you can't use it again until you finish a short or long rest.

ENEMY KILLER

The Enemy Killer archetype simulate a ranger specialized in hunt and kill its favored enemies. You focus in deeply study the creatures you find on your way, becoming a ruthless hunter when learn the weak spots and quirks of such creatures. Doesn't matter the kind of monster you find, your tenacity and focus let you kill them with matchless mastery.

ADDITIONAL FAVORED ENEMY

At 3rd level, you amplify your detailed study about the creatures you found at your adventures. You can choose one additional favored enemy, as well as an associated language.

At 10th level, you can choose another additional favored enemy and an associated language. Your choices should reflect the types of monsters you have encountered on your adventures.

FAVORED DODGE

Also at 3rd level, you know how to avoid the attacks of your favored enemies. When a favored enemy of yours that you can see make an attack against you, you can use your reaction to make the attacker suffer disadvantage on this attack roll.

Starting at 13th level, when you are target of a spell or effect from a favored enemy of yours that you can see that require a Strength, Dexterity or Wisdom saving throw, you can use your reaction to gain advantage on this save.

FOE HUNTER

Starting at 7th level, you become even more efficient fighting your favored enemies. You gain advantage no the first attack roll you make against a favored enemy on each of your turns. If you hit, the attack cause 1d8 extra damage. If you hit a favored enemy of yours when it is surprised, the attack cause 2d8 extra damage.

ESTUDY ENEMY

At 11th level, you analysis and study of the skills and powers of your favored enemies makes you a foe hard to face. When you find a favored enemy of yours, you can make a Wisdom (Perception) check (DC 5 + challenge rating of the creature) to analyze your foe as an action. If you succeed on the check, you can learn certain information about the capabilities of the creature. The DM tells you one of the following characteristics about the creature of your choice:

- Armor Class
- Current hit points
- Movement modes and feet value
- Physical ability scores (Strength, Dexterity, and Constitution)
- Resistances and Immunities
- Senses
- A special trait
- A combat action

If the result of your check overcome the DC by 5 or more, you learn an additional information of your choice among the available information.

Once you use this feature, you can't use it again until you finish a short or long rest.

INSTANT ENMITY

Starting at 15th level, you can magically specialize instantaneously in hunt and fight a creature type that are not a favored enemy of yours. As an action, you can expend a spell slot of 4th level and choose a creature type among aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead or a race of humanoid (such as gnolls or orcs). The chosen type of creature count as a favored enemy for you for 1 hour. You can expend a 5th level spell slot with this feature to increase the duration to 8 hours.

Once you use this feature, you can't use it again until you finish a long rest.

PEREGRINE RUNNER

The Peregrine Runner archetype focus on overcome hostile environments on high mountains to take important messages, avoiding most of the dangers of the terrain. When a precious load must be carried safely, a peregrine runner is summoned for the job. The abilities of a peregrine runner to deal with difficult terrain and to deal with the difficulties of long journey are legendary, and some of them can travel hundred of miles without rest a single day.

HIT AND RUN

At 3rd level, when you hit a creature with a melee attack, you can take the Dash action as a bonus action. If you do so, you doesn't provoke an attack of opportunity for the creature you hit until the end of your turn.

PEREGRINE COMPANION

Also at 3rd level, you gain a peregrine falcon as a companion on your journeys. This beast has the same statistics of a falcon (see the statistics on appendix D on *Player's Handbook*). The falcon obey your verbal commands (no action is required from you), following your orders as best as it can. You can speak with your companion as if both of you share a language.

If your falcon dies, you can obtain another spending 8 hours to create a magical connection with another falcon that is not hostile to you.

MOUNTAIN STRIDE

At 7th level, you become an exceptional climber. You gain climb speed equal to your walking speed. Additionally, your walking speed increase by 10 feet.

GREAT STAMINA

When you reach the 11th level, you has conditioned your body for maximum stamina. You gain advantage on Constitution saving throws to avoid suffer a level of exhaustion. Additionally, when you finish a short rest and expend a Hit Die, you recover a number of extra hit points equal to your ranger level.

Starting at 14th level, you gain immunity to exhaustion.

ABSORB IMPACT

At 15th level, when you fall but is adjacent to a wall or similar vertical surface, or when you are target of a trap, you can use your reaction to make a DC 15 Dexterity saving throw. If you succeed the save, you take no damage. If you fail, you take half as much damage.

RUATHAR

Also called elf friend or star friend, a ranger can choose the Ruathar archetype only after make a great deed for an elven community. The elves welcomes you and consider you as one of them. This leads to deep transformations on you personality and on yourself as a being. Over the years, the conviviality and blessing of the elves and their deities, makes you even more similar to them, although your appearance doesn't change.

RESTRICTION: NONELVES ONLY

Only nonelves can choose the ruathar archetype. This class represent a being of another race that gain the admiration of the elves for something it did for them or for their homeland.

Your DM can determine that races enemy from the elves cannot choose this archetype too, like orcs, goblinoids, or undead. This restriction reflects races totally against the doctrines and practices of the elves.

WORD OF FRIENDSHIP

At 3rd level, you learn a short magical phrase that identifies you as a ruathar. Although anyone can speak this phrase, only a ruathar can issue the magical trigger that makes the phrase something beyond a few words on Elven. Elves that hear this phrase has a friendly attitude toward you. Additionally, you can speak, read, and write Elvish.

ELVEN PERCEPTION

Also at 3rd level, you keen your senses and gain a superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Additionally, you gain advantage on Wisdom (Perception) checks.

CHANNEL ELEMENTS

Starting at 7th level, you can channel the elements of nature through your attacks using weapons traditional among the elves. When you make a weapon attack using a shortsword, longsword, shortbow, or longbow, you can expend a 1st level spell slot to enchant the attack. If you hit, the attack cause 2d8 extra cold, fire, or lightning damage of your choice. This extra damage increase by 1d8 for each level of the spell slot higher than 1st, to a maximum of 6d8.

STAR BLESSING

At 11th level, you can beg the bless of the stars. As a bonus action, you become blessed for 1 minute. While blessed this way, you can roll a d4 and add the number rolled to any attack roll or saving throw you make for

the duration. If you use this feature while outside during the night, the duration is 1 hour instead.

Once you use this feature, you can't use it again until you finish a long rest.

ARVANDOR'S GRACE

Starting at 15th level, the affection of the elven folk for you changes you completely. Your life span changes to match the life span of an elf. You become adult at the age of 100 and can live to be a 750 years old.

Additionally, you don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. After resting is this way, you gain the same benefit that a human does from 8 hours of sleep. You also gain advantage on saving throws against being charmed, and magic can't put you to sleep.

SCOUT

The Scout archetype is a specialist in move through difficult terrains without worrying about any obstruction. The scout's training with natural terrain make him to get advantage on the terrain and his movement to strike his foes quickly and then moving away from them to a safe place. Its perception of the environment makes it the ideal character to go forward on the trail, keeping its party informed about what comes ahead.

SCOUT TATICS

At 3rd level, you learn to keeping the front of your party to take advantage. You can let a trail that your party can find with a successful DC 10 Wisdom (Perception) check. Any creature that doesn't know your trail must be successful in a DC 15 Wisdom (Perception) check to find it. If you are ambushed, fall in a trap, or want to warn your companions about something, you can use your reaction to issue a whistle or a similar sound sign. Any friendly creature of yours within 400 feet of you can hear the warn and can find the location you issue the warn with a successful DC 10 Wisdom (Survival) check.

SKIRMISH

Also at 3rd level, you develops a hunting style based on keep moving all the time. If you move at least 20 feet, you cause 2d6 extra damage on the first attack weapon attack you make just after the move. Additionally, if a creature makes an attack against you in a round you move at least 20 feet, you can use your reaction to impose disadvantage on the attack roll of this creature.

SCOUT MOVEMENT

Starting at 7th level, you move faster if you are wearing a light armor or no armor. Your walking speed increase by 10 feet, and you can use a bonus action to take the Dash or Disengage actions.

INSTINCTIVE PERCEPTION

At 11th level, you amplifies your senses, becoming able to foresee what is bound to happen and what you will find on your way. You gain advantage on Wisdom (Perception) checks, Intelligence (Investigation) checks, and initiative rolls.

FREEDOM OF MOVEMENT

Starting at 15th level, you become imune to effects that can restrain your movements as if you were under effect of a *freedom of movement* spell.

SKY LORD

The Sky Lord archetype is followed by rangers with a strong connection with the high altitudes. To a sky lord, fly is the way to feel the true and full freedom, and when is riding its majestic giant eagle the sky lord feels complete swimming on air stream as were born for this. The sky lords don't seek to improve their skills, but seek to live the plenitude of their freedom as birds in the skies.

EAGLE'S EYES

At 3rd level, your vision sharpens becoming so good as the vision of an eagle. You gain advantage on Wisdom (Perception) checks that rely on sight. Additionally, you don't suffer disadvantage on ranged attack rolls made beyond the weapon normal range.

STORM KINSHIP

Also at 3rd level, you become so familiarized with storms that you suffer no harmful effects from strong winds or heavy precipitation (see *Dungeon Master's Guide*).

CALL FLYING MOUNT

Starting at 7th level, you can use your connection with nature to summon a giant eagle to serve you as a loyal mount. As a ritual that takes 1 minute, you can expend a 1st level spell slot to summon a giant eagle (see the statistics on appendix D of *Player's Handbook*) to serve as a mount for 2 hours. This eagle doesn't obey any order that put it on danger, but it defends itself if cannot run away. The eagle is friendly to you and to your companions and can carry you and another Medium creature.

You can expend a higher level spell slot to make the eagle stay as your mount for a longer time. For each level of the spell slot above 1st, the eagle remain for 2 additional hours.

DEADLY CHARGE

At 11th level, you teach your flying mount to dive toward your foes. While you are mounting your eagle, you can move at least 30 feet straight toward a target and then make a melee weapon attack against it on the same turn as an action. If you hit this attack, it cause 3d8 extra damage and the target must be successful in a Strength saving throw (DC 11 + your proficiency bonus) or be knocked prone.

SUMMON TEMPEST

Starting at 15th level, while you are flying under your winged mount on the heights, you can cast a *control weather* spell.

Once you use this feature, you can't use it again until you finish a long rest.

TROPHY HUNTER

The Trophy Hunter archetype is a ranger specialized in hunt and kill powerful enemies, gathering trophies from their bodies as form to remember the exact way to fight such creatures. Thanks to the mystical fetish they use, the trophy hunters know how to defend themselves against the attacks of monsters they had face before. Furthermore, a trophy hunter is specialized in fight its favored enemies and can help its party to avoid the deadliest attacks from such creatures in critical moments.

HUNTER TROPHY

At 3rd level, you gain the ability to use parts of your enemies to protect yourself against their attacks. When you kill a creature other than a humanoid, you can gather part of its body like a horn, fang, or claw and use it as a trophy. You must face the creature, but doesn't need necessarily make the final blow, and you must gather the trophy up to 1 minute the death of the creature.

To the trophy works as a fetish, you must treat it with a magical mixture of oils and other substances in a ritual that require 8 hours and costs 100 gp. While you bears the trophy, you gain +2 bonus to AC against attacks, and advantage on saving throws against spells and abilities of any creature of the same kind of the trophy you bear. If the trophy is visible, you suffer disadvantage on Charisma (Persuasion) checks and gain advantage on Charisma (Intimidation) checks when you deal with a creature of the same kind of the trophy. For instance, if you are bearing a red dragon claw, you gain the benefits described against red dragons, but not against other kinds of dragon.

A trophy created by you grant the benefits only to you. Although you can make countless trophies, you can link yourself to a maximum number of trophies equal to your Wisdom modifier (a minimum of one) at same time.

After you finish a short or long rest, you must choose which trophies you are carrying is active and they remain active until you finish a short or long rest.

CONFRONT FAVORED ENEMY

Starting at 7th level, you specializes not only in track and find your favored enemies, but also in fight them. You add 1d8 extra damage on the first weapon attack you hit a favored enemy of your in each of your turns.

This extra damage increase to 2d8 when you reach 14th level.

DIRECT ALLY

At 11th level, you know how to defend yourself against your enemies, and can coordinate the moves of your allies to make them do the same. As a bonus action, you can direct a friendly creature you can see and that can hear you within 60 feet of you. The target gain +2 bonus to AC against attacks of a creature you gain the benefits of a trophy until the start of your next turn.

Alternatively, when a friendly creature you can see within 5 feet of you are target of a spell or ability that

require a saving throw from a creature you gain the benefits of a trophy, you can use your reaction to give advantage on its saving throw against this attack.

LEGENDARY TROPHY

When you reach the 15th level, you can make a trophy that represents your skill as an expert hunter of certain kind of monster. When you make a hunter trophy of a creature that are your favored enemy, this trophy works against any kind of creature of that type. For example, if giant is a favored enemy for you and you have gather a trophy from a hill giant, you gain the benefits from this trophy whenever you face any kind of giant, not only a hill giant.

You can't create a trophy from a humanoid race even if you have a humanoid kind as your favored enemy. You can bond only to a single legendary trophy at time, and the trophy require a ritual of 24 hours and cost 1,000 gp to be created.

URBAN TRACKER

The Urban Tracker archetype is focused on survive and adapts to urban environments with mastery. The ranger that follow this path can perceive the nuances on surroundings of large towns and can locate a certain person in the middle of a crowd in almost supernatural way. Its perception of the territory shaped by humanoids is perfect and it can hunt and knock down creatures as a true huntsman.

URBAN EXPLORER

At 3rd level, you gain the benefits of your Natural Explorer in any urban terrain. An urban terrain with this purpose is any place that fits as a village, town or city, at DM's discretion. Additionally, you gain proficiency in the Persuasion skill and gain advantage on Charisma (Persuasion) checks you made to obtain information about a creature, item, or place you want to find.

SEEK AND DESTROY

Starting at 7th level, you learn to track and knock down your enemies in a very efficient way. Whenever you attack a surprised creature, you can expend a spell slot of 1st level to cause extra damage on the attack. You cause 2d10 extra damage and 1d10 extra damage for each level of the spell slot above 1st. additionally, if your attack hit, you gain a bonus on attack rolls against the creature equal to your Wisdom modifier (minimum of +1) for 1 minute.

UNNATURAL PERCEPTION

At 11th level, you become familiarized with any unnatural environment. When you are in any urban environment or dungeon that is not natural, you gain advantage on Wisdom (Perception) or Intelligence (Investigation) checks you make to find traces, secret door, traps, hidden passages, or any feature of the terrain that was not been made naturally. Additionally, you gain proficiency with thieves' tools and has advantage on any check you make using these tools in urban terrain or dungeon that are not natural.

HUNTING LEADER

Starting at 15th level, you become specialized in face any enemy you caught in disadvantage. Whenever you attack a creature under effect of your Seek and Destroy, as an action, you can give advantage on the attack rolls your allies make against this creature until the start of your next turn.

Alternatively, instead of give advantage on the attack rolls of your companions, you can fatigue your foe. When you hit an attack, you can choose cause no damage. Instead, the target must be successful in a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or suffer 1 level of exhaustion.

WILD GUARDIAN

The Wild Guardian archetype emulates a ranger that born and lives great part of its life into the wild in company of wild animals and dangerous beasts only. Thanks to your lone life into natural terrain, you learn to communicate with forest beings and to use your insight and instinct instead of your reasoning. You become an expert hunter in your native territories and can undergo a transformation into a savage animal on battle.

BEAST TONGUE

At 3rd level, your familiarity with beasts and other wild creatures let you communicate and interact with them more efficiently. You can speak with beasts as you share a language with them and their initial attitude toward you is favorable. A beast is indifferent to you if it should be hostile, and is friendly if it should be indifferent.

PRIMAL SCREAM

Also at 3rd level, you are able to bring out your inherent power through a powerful savage scream. As a bonus action, you can issue a wild scream that emerges a feral frenzy on you. You assume a fierce appearance, making sharp claws spring from your fingers and your fangs grow in your mouth. For 1 minute, you gain the following benefits:

- You gain the Multiattack action. You can make a bite attack and two claw attacks, or a bite attack and a weapon attack as an action. You are proficient with your natural attacks and your attack and damage rolls with them are made using your Strength or Dexterity at your choice. Your bite attack cause 1d6 piercing damage, and each of your claw attack cause 1d4 slashing damage.
- You gain advantage on saving throws against being frightened.
- You gain advantage on Charisma (Intimidation) checks.
- You can use a Dash action as a bonus action.

While you are in this state, you can't cast spells that are not on your ranger spell list nor can take actions that require concentration.

Starting at 5th level, when you take the Multiattack action, you can make a bite attack and three claw attacks or a bite attack and two weapon attacks.

Once you use this feature, you can't use it again until you finish a short or long rest.

ANIMAL INSTINCT

At 7th level, your animal instinct emerges when you are hunting, tracking or in danger. You gain advantage on Wisdom (Survival) checks to track and on initiative rolls. Additionally, you gain +5 bonus on your passive Wisdom (Perception).

RENDING POUNCE

At 11th level, you are able to jump over your enemies with your claws rending them. While you are under effect of your Primal Scream, if you use a Dash action as a bonus action to run at least 20 feet straight toward a target and take the Multiattack action to make claws and bite attacks on the same turn, you can rend the target. Each attack that you hit cause 1d8 extra damage. Additionally, the target must be successful in a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.

HUNTING GROUND

Starting at 15th level, you become a tireless beast on your hunting ground. While you are on a favored terrain for you, you gain the following additional benefits:

- You gain advantage on your first attack roll on each of your turns.
- You gain +1 bonus to your AC.
- You gain advantage on Dexterity (Stealth) checks.
- You gain advantage on Strength and Dexterity saving throws.