

Ranger

A Wandering Warrior Imbued with Primal Magic.

Far from bustling cities, amid the trees of trackless forests and across wide plains, Rangers keep their unending watch in the wilderness. Rangers learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to their connection with nature, Rangers can also cast spells that harness primal powers of the wilderness. A Ranger's talents and magic are honed with deadly focus to protect the world from the ravages of monsters and tyrants.

Primary Ability: Dexterity and Wisdom

Hit Point Die: D10 per Ranger level

Saving Throw Proficiencies: Strength and Dexterity

Skill Proficiencies: Choose 3: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, or Survival

Weapon Proficiencies: Simple and Martial weapons

Armor Training: Light and Medium armor and Shields

Starting Equipment (Choose A or B):

- **A:** Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP
- **B:** 150 GP

As a Level 1 Character:

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character:

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in chapter 2 to determine your available spell slots.



Favored Enemy (Level 1)

You always have the Hunter's Mark spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest. The number of times you can cast the spell without a spell slot increases when you reach certain Ranger levels, as shown in the Favored Enemy column of the Ranger Features table.

Weapon Mastery (Level 1)

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords. Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

Ranger Features

Level	Proficiency Bonus	Class Features	Favored Enemy
1 st	2	Spellcasting, Favored Enemy, Weapon Mastery	2
2 nd	2	Deft Explorer, Fighting Style	2
3 rd	2	Ranger Subclass	2
4 th	2	Ability Score Improvement	2
5 th	3	Extra Attack	3
6 th	3	Roving	3
7 th	3	Subclass Feature	3
8 th	3	Ability Score Improvement	3
9 th	4	Expertise	4
10 th	4	Tireless	4
11 th	4	Subclass Feature	4
12 th	4	Ability Score Improvement	4
13 th	5	Relentless Hunter	5
14 th	5	Nature's Veil	5
15 th	5	Subclass Feature	5
16 th	5	Ability Score Improvement	5
17 th	6	Precise Hunter	6
18 th	6	Feral Senses	6
19 th	6	Epic Boon	6
20 th	6	Foe Slayer	6

Spellcasting (Level 1)

You have learned to cast spells through prayer and meditation. See chapter 7 for the rules on spellcasting. The information below details how you use those rules with Ranger spells, which appear in the Ranger spell list later in the class's description.

Spell Slots: The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+: You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. Cure Wounds and Ensnaring Strike are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells: Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability: Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus: You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

		Spell Slots per Spell Level				
Ranger Level	Spells Prepared	1	2	3	4	5
1	2	2	-	-	-	-
2	3	2	-	-	-	-
3	4	3	-	-	-	-
4	5	3	-	-	-	-
5	6	4	2	-	-	-
6	6	4	2	-	-	-
7	7	4	3	-	-	-
8	7	4	3	-	-	-
9	9	4	3	2	-	-
10	9	4	3	2	-	-
11	10	4	3	3	-	-
12	10	4	3	3	-	-
13	11	4	3	3	1	-
14	11	4	3	3	1	-
15	12	4	3	3	2	-
16	12	4	3	3	2	-
17	14	4	3	3	3	1
18	14	4	3	3	3	1
19	15	4	3	3	3	2
20	15	4	3	3	3	2

Deft Explorer (Level 2)

Thanks to your travels, you gain the following benefits:

- **Expertise:** Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill.
- **Languages:** You know two languages of your choice from the language tables in chapter 2.

Fighting Style (Level 2)

You gain a Fighting Style feat of your choice (see chapter 5). Instead of choosing one of those feats, you can choose the option below:

- **Druidic Warrior:** You learn two Druid cantrips of your choice (see the Druid class's section for a list of Druid spells). Guidance and Starry Wisp are recommended. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

Ranger Subclass (Level 3)

You gain a Ranger subclass of your choice. The Beast Master, Fey Wanderer, Gloom Stalker, and Hunter subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

Ability Score Improvement (Level 4)

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Extra Attack (Level 5)

You can attack twice instead of once whenever you take the Attack action on your turn.

Roving (Level 6)

Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

Expertise (Level 9)

Choose two of your skill proficiencies with which you lack Expertise. You gain Expertise in those skills.

Tireless (Level 10)

Primal forces now help fuel you on your journeys, granting you the following benefits:

- **Temporary Hit Points:** As a Magic action, you can give yourself a number of Temporary Hit Points equal to 1d8 plus your Wisdom modifier (minimum of 1). You can use this action a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.
- **Decrease Exhaustion:** Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

Relentless Hunter (Level 13)

Taking damage can't break your Concentration on Hunter's Mark.

Nature's Veil (Level 14)

You invoke spirits of nature to magically hide yourself. As a Bonus Action, you can give yourself the Invisible condition until the end of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Precise Hunter (Level 17)

You have Advantage on attack rolls against the creature currently marked by your Hunter's Mark.

Feral Senses (Level 18)

Your connection to the forces of nature grants you Blindsight with a range of 30 feet.

Epic Boon (Level 19)

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify. Boon of Dimensional Travel is recommended.

Foe Slayer (Level 20)

The damage die of your Hunter's Mark is a d10 rather than a d6.

Ranger Archetypes (Subclasses)

Beast Master *(2024 Player's Handbook)*



Bond with a Primal Beast.

A Beast Master forms a mystical bond with a special animal, drawing on primal magic and a deep connection to the natural world.

Primal Companion (Level 3)

You magically summon a primal beast, which draws strength from your bond with nature. Choose its stat block: Beast of the Land, Beast of the Sea, or Beast of the Sky. You also determine the kind of animal it is, choosing a kind appropriate for the stat block. Whatever beast you choose, it bears primal markings indicating its supernatural origin.

The beast is Friendly to you and your allies and obeys your commands. It vanishes if you die.

The Beast in Combat. In combat, the beast acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the beast to take the Beast's Strike action. If you have the Incapacitated condition, the beast acts on its own and isn't limited to the Dodge action.

Restoring or Replacing the Beast. If the beast has died within the last hour, you can take a Magic action to touch it and expend a spell slot. The beast returns to life after 1 minute with all its Hit Points restored.

Whenever you finish a Long Rest, you can summon a different primal beast, which appears in an unoccupied space within 5 feet of you. You choose its stat block and appearance. If you already have a beast from this feature, the old one vanishes when the new one appears.

Exceptional Training (Level 7)

When you take a Bonus Action to command your Primal Companion beast to take an action, you can also command it to take the Dash, Disengage, Dodge, or Help action using its Bonus Action.

In addition, whenever it hits with an attack roll and deals damage, it can deal your choice of Force damage or its normal damage type.

Bestial Fury (Level 11)

When you command your Primal Companion beast to take the Beast's Strike action, the beast can

use it twice. In addition, the first time each turn it hits a creature under the effect of your Hunter's Mark spell, the beast deals extra Force damage equal to the bonus damage of that spell.

Share Spells (Level 15)

When you cast a spell targeting yourself, you can also affect your Primal Companion beast with the spell if the beast is within 30 feet of you.

Beast Trainer **(Tome of Heroes)**

People have used animals in their war efforts since time immemorial. As a beast trainer, you teach animals how to fight and survive on the battlefield.

You also train them to recognize and obey your allies when you aren't able to direct them. While a beast trainer can train any type of animal, they often generate a strong bond with one species and focus their training on beasts of that type.



Beast Whisperer (Level 3)

Starting at 3rd level, you gain proficiency in Animal Handling. If you already have proficiency in this skill, your proficiency bonus is doubled for any ability check you make with it.

Trained Animals (Level 3)

Beginning when you take this archetype at 3rd level, you gain a beast companion. Choose a beast that is Medium or smaller and has a challenge rating of 1/4 or lower. The beast is friendly to you and your companions, and it obeys any commands that you issue to it. In combat, it shares your initiative and takes its turn immediately after yours. The beast can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics.

If you are knocked unconscious, killed, or otherwise unable to command your trained animal, one of your allies can use a bonus action to command it by succeeding on a DC 10 Wisdom (Animal Handling) check.

When you reach 7th level, you can have more than one trained animal at a time. All your trained animals can have a total challenge rating equal to a quarter of your level, rounded down. A beast with a challenge rating of 0 is considered to have a challenge rating of 1/8 for the purpose of determining the number of trained animals you can have. You can use a bonus action to direct all your trained animals to take the same action, or you can use an action to command all of them to take different actions.

To have one or more trained animals, you must spend at least one hour each day practicing commands and playing with your animals, which you can do during a long rest.

If a trained animal dies, you can use an action to touch the animal and expend a spell slot of 1st level or higher. The animal returns to life after 1 minute with all its hit points restored.

Bestial Flanker (Level 7)

At 7th level, when you hit a creature, you can choose one of your trained animals you can see

within 30 feet of you. If that trained animal attacks the creature you hit before your next turn, it has advantage on its first attack roll.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Bred for Battle (Level 11)

Starting at 11th level, add half your proficiency bonus to each trained animal's AC, attack rolls, damage rolls, saving throws, and to any skills in which it is proficient, and increase each trained animal's hit point maximum by twice your proficiency bonus. In addition, you can choose Large and smaller beasts when you select trained animals.

Primal Whirlwind (Level 15)

At 15th level, when you command your trained animals to use the Attack action, you can choose for one trained animal to attack all creatures within 5 feet of it, making one attack against each creature.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Drakewarden *(Fizban's Treasury of Dragons)*



Your connection to the natural world takes the form of a draconic spirit, which can manifest in physical form as a drake. As your powers grow, your drake grows as well, blossoming from a small four-legged companion to a majestic winged creature large and strong enough for you to ride. Along the way, you gain an increasing share of the awe-inspiring power of dragons.

Consider the source of the draconic spirit you have bonded with. The Drakewarden Origin table offers examples.

Drakewarden Origin (1d6)

1	You studied a dragon's scale or claw, or a trinket from a dragon's hoard, creating your bond through that token's lingering draconic magic.
2	A secret order of rangers who collect and guard draconic lore taught you their ways.
3	A dragon gave you a geode or gemstone to care for. To your surprise, the drake hatched from that stone.
4	You ingested a few drops of dragon blood, forever infusing your nature magic with draconic power.
5	An ancient Draconic inscription on a standing stone empowered you when you read it aloud.
6	You had a vivid dream of a mysterious figure accompanied by seven yellow canaries, who warned you of impending doom. When you awoke, your drake was there, watching you.

Draconic Gift (Level 3)

The bond you share with your drake creates a connection to dragonkind, granting you understanding and empowering your presence. You gain the following benefits:

- **Thaumaturgy:** You learn the thaumaturgy cantrip, which is a ranger spell for you.
- **Tongue of Dragons:** You learn to speak, read, and write Draconic or one other language of

your choice.

Drake Companion (Level 3)

As an action, you can magically summon the drake that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The drake is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Drake Companion stat block, which uses your proficiency bonus (PB) in several places. Whenever you summon the drake, choose a damage type listed in its Draconic Essence trait. You can determine the cosmetic characteristics of the drake, such as its color, its scale texture, or any visible effect of its Draconic Essence; your choice has no effect on its game statistics.

In combat, the drake shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drake can take any action of its choice, not just Dodge.

The drake remains until it is reduced to 0 hit points, until you use this feature to summon the drake again, or until you die. Anything the drake was wearing or carrying is left behind when the drake vanishes.

Once you summon the drake, you can't do so again until you finish a long rest, unless you expend a spell slot of 1st level or higher to summon it.

Bond of Fang and Scale (Level 7)

The bond you share with your drake intensifies, protecting you and stoking the drake's fury. When you summon your drake, it grows wings on its back and gains a flying speed equal to its walking speed.

In addition, while your drake is summoned, you and the drake gain the following benefits:

- **Drake Mount:** The drake grows to Medium size. Reflecting your special bond, you can use the drake as a mount if your size is Medium or smaller. While you are riding your drake, it can't use the flying speed of this feature.
- **Magic Fang:** The drake's Bite attack deals an extra 1d6 damage of the type chosen for the drake's Draconic Essence.
- **Resistance:** You gain resistance to the damage type chosen for the drake's Draconic Essence.

Drake's Breath (Level 11)

As an action, you can exhale a 30-foot cone of damaging breath or cause your drake to exhale it. Choose acid, cold, fire, lightning, or poison damage (your choice doesn't have to match your drake's Draconic Essence). Each creature in the cone must make a Dexterity saving throw against your spell save DC, taking 8d6 damage on a failed save, or half as much damage on a successful one.

This damage increases to 10d6 when you reach 15th level in this class.

Once you use this feature, you can't do so again until you finish a long rest, unless you expend a spell slot of 3rd level or higher to use it again.

Perfected Bond (Level 15)

Your bond to your drake reaches the pinnacle of its power. While your drake is summoned, you and the drake gain the following benefits:

- **Empowered Bite:** The drake's Bite attack deals an extra 1d6 damage of the type chosen for its Draconic Essence (for a total of 2d6 extra damage).
- **Large Drake:** The drake grows to Large size. When you ride your drake, it is no longer prohibited from using the flying speed of Bond of Fang and Scale.
- **Reflexive Resistance:** When either you or the drake takes damage while you're within 30 feet of each other, you can use your reaction to give yourself or the drake resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Fey Wanderer *(2024 Player's Handbook)*

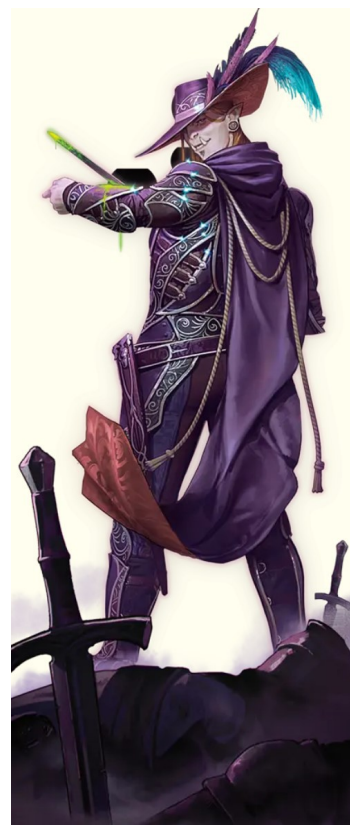
Wield Fey Mirth and Fury.

A fey mystique surrounds you, thanks to the boon of an archfey or a location in the Feywild that transformed you. However you gained fey magic, you are now a Fey Wanderer. Your joyful laughter brightens the hearts of the downtrodden, and your martial prowess strikes terror in your foes, for great is the mirth of the fey and dreadful is their fury.

Fey Wanderer Spells (Level 3)

When you reach a Ranger level specified in the Fey Wanderer Spells table, you thereafter always have the listed spells prepared.

Ranger Level	Spell
3	Charm Person
5	Misty Step
9	Summon Fey
13	Dimension Door
17	Mislead



Feywild Gifts (Level 3)

You also possess a fey blessing. Choose it from the Feywild Gifts table or determine it randomly.

1d6	Gift
1	Illusory butterflies flutter around you while you take a Short or Long Rest.
2	Flowers bloom from your hair each dawn.
3	You faintly smell of cinnamon, lavender, nutmeg, or another comforting herb or spice.
4	Your shadow dances while no one is looking directly at it.
5	Horns or antlers sprout from your head.
6	Your skin and hair change color each dawn.

Dreadful Strikes (Level 3)

You can augment your weapon strikes with mind-scarring magic drawn from the murky hollows of

the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 Psychic damage to the target, which can take this extra damage only once per turn. The extra damage increases to 1d6 when you reach Ranger level 11.

Otherworldly Glamour (Level 3)

Whenever you make a Charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1). You also gain proficiency in one of these skills of your choice: Deception, Performance, or Persuasion.

Beguiling Twist (Level 7)

The magic of the Feywild guards your mind. You have Advantage on saving throws to avoid or end the Charmed or Frightened condition. In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw to avoid or end the Charmed or Frightened condition, you can take a Reaction to force a different creature you can see within 120 feet of yourself to make a Wisdom save against your spell save DC. On a failed save, the target is Charmed or Frightened (your choice) for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Fey Reinforcements (Level 11)

You can cast Summon Fey without a Material component. You can also cast it once without a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest. Whenever you start casting the spell, you can modify it so that it doesn't require Concentration. If you do so, the spell's duration becomes 1 minute for that casting.

Misty Wanderer (Level 15)

You can cast Misty Step 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. In addition, whenever you cast Misty Step, you can bring along one willing creature you can see within 5 feet of yourself. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

Gloom Stalker (2024 Player's Handbook)



Draw on Shadow Magic to Fight Your Foes.

Gloom Stalkers are at home in the darkest places, wielding magic drawn from the Shadowfell to combat enemies that lurk in darkness.

Gloom Stalker Spells (Level 3)

When you reach a Ranger level specified in the Gloom Stalker Spells table, you thereafter always have the listed spells prepared.

Ranger Level	Spell
3	Disguise Self
5	Rope Trick
9	Fear
13	Greater Invisibility
17	Seeming

Dread Ambusher (Level 3)

You have mastered the art of creating fearsome ambushes, granting you the following benefits:

- **Ambusher's Leap:** At the start of your first turn of each combat, your Speed increases by 10 feet until the end of that turn.
- **Dreadful Strike:** When you attack a creature and hit it with a weapon, you can deal an extra 2d6 Psychic damage. You can use this benefit only once per turn, you can use it a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.
- **Initiative Bonus:** When you roll Initiative, you can add your Wisdom modifier to the roll.

Umbral Sight (Level 3)

You gain Darkvision with a range of 60 feet. If you already have Darkvision when you gain this feature, its range increases by 60 feet. You are also adept at evading creatures that rely on Darkvision. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that Darkness.

Iron Mind (Level 7)

You have honed your ability to resist mind-altering powers. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Stalker's Flurry (Level 11)

The Psychic damage of your Dreadful Strike becomes 2d8. In addition, when you use the Dreadful Strike effect of your Dread Ambusher feature, you can cause one of the following additional effects:

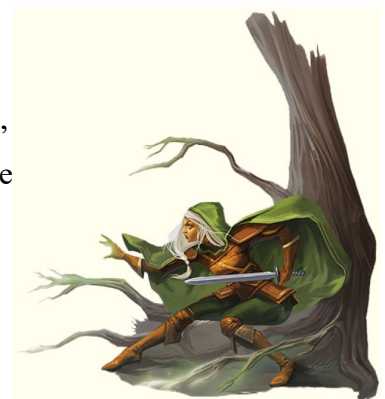
- **Sudden Strike:** You can make another attack with the same weapon against a different creature that is within 5 feet of the original target and that is within the weapon's range.
- **Mass Fear:** The target and each creature within 10 feet of it must make a Wisdom saving throw against your spell save DC. On a failed save, a creature has the Frightened condition until the start of your next turn.

Shadowy Dodge (Level 15)

When a creature makes an attack roll against you, you can take a Reaction to impose Disadvantage on that roll. Whether the attack hits or misses, you can then teleport up to 30 feet to an unoccupied space you can see.

Grove Warden **(Tome of Heroes)**

Fiercely protective of their territory, alseid herds form close bonds with their home forests. In return for their diligent protection, the forests offer their blessings to dedicated alseid rangers. In recent years, woodsy adventurers of other races who have earned the forests' trust also received this blessing, though their numbers are scant. These Grove Wardens can tap into the living magic of ancient forests. Your senses travel through the plants and earth of the woods, and the very land rises up to strike down your enemies.



Grove Warden Magic (Level 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Grove Warden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Entangle
5	Branding Smite
9	Speak with Plants
13	Hallucinatory Terrain
17	Animate Objects

Whispers of the Forest (Level 3)

At 3rd level, when you use your Primeval Awareness feature while within a forest, you add humanoids to the list of creature types you can sense. When sensing humanoids, you know the general direction of the creatures, and you know if a humanoid is solitary, in a small group of up to 5 humanoids, or a pack of more than 5 humanoids.

Forest's Will (Level 3)

At 3rd level, you can magically draw on the living essence of the land to hamper your foes. As a bonus action, choose one creature you can see within 60 feet of you. Your next weapon attack against that creature has advantage. If that attack hits, the creature's speed is reduced by 10 feet until the start of your next turn. When you reach 11th level in this class, if that attack hits, the creature's speed is instead halved until the start of your next turn.

Intruder's Bane (Level 7)

At 7th level, you can command the land around you to come to your aid. As a bonus action, choose a point you can see on the ground within 60 feet. You cause the area within 15 feet of that point to undulate and warp. Each creature in the area must make a Dexterity saving throw against your spell save DC. On a failure, a creature is pushed up to 15 feet in a direction of your choice and knocked prone. Once you use this feature, you can't use it again until you finish a short or long rest.

Wrath of the Forest (Level 11)

At 11th level, you can call on the land in your vicinity to strike at your enemies. When you take the Attack action, you can use a bonus action to make a rock, branch, root, or other small natural object attack a creature within 30 feet of you. You are proficient with the attack, it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you add your Dexterity modifier to the attack and damage rolls. The damage is of a type appropriate to the object, such as piercing for a thorny branch or bludgeoning for a rock, and the damage die is a d8.

Living Bulwark (Level 15)

Starting at 15th level, the land around you comes to your aid when you are in danger, interposing rocks, branches, vines, roots, or even the ground itself between you and your foes. When a creature you can see targets you with an attack, you can use your reaction to roll a d8 and add it to your AC against the attack.

Gunslinger **(Tome of Heroes)**

Gunslingers use their expertise to hunt and track for coin, using their marksmanship skills to bring down their prey. Some gunslingers work by a personal code that defines what they will or will not do for money, while others have no scruples in who or what they hunt.



Trick Shot (Level 3)

You can use your firearms to pull off special feats of marksmanship. Trick shots provide special effects or secondary functions to your firearm attacks. Unless otherwise stated, you can use a trick shot as part of the same action you use to attack with the firearm. You can use only one trick shot each turn. If you are wielding a blunderbuss, you can use only the Deafening Blast and Haft Strike trick shots.

If a trick shot requires a saving throw against its effects, the DC equals 8 + your proficiency bonus + your Dexterity modifier.

- **Deafening Blast:** As your bullet flies toward your target, you can cause one creature you can see within 5 feet of the path of the shot to make a Constitution saving throw. On a failure,

the creature is deafened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Disarming Shot:** You can use the Disarm weapon option when attacking with a firearm. If the target is beyond the normal range for the weapon, it has advantage on its saving throw. Use your trick shot DC for this saving throw instead of the weapon option DC.
- **Haft Strike:** As a bonus action after you load your firearm, you can whip the weapon around and use the stock to make a melee attack at a target within 5 feet of you. This attack deals 1d6 bludgeoning damage if done with a one-handed firearm, or 1d8 bludgeoning damage with a two-handed firearm, plus your Strength modifier.
- **Improved Ricochet Shot:** You can use the Ricochet Shot weapon option against a target that has total cover, provided you are aware of which space the target occupies.
- **Manipulate Object:** You can fire a round from your gun to manipulate an object at a distance, up to the maximum range of your firearm. This allows you to take the Use an Object action from a distance, though your action is limited to things that can be done with the impact of the bullet, such as punching a button, moving a lever, severing a rope, or similar actions. You can also use this trick shot to move an object weighing no more than 10 pounds, pushing it up to 5 feet away from its original location. If an object is being worn or carried, the creature wearing or carrying it must succeed on a Dexterity saving throw to prevent the object from being moved.
- **Shifting Shot:** You fire a shot into a space occupied by a Large or smaller creature, near its feet or body. The creature must succeed on a Dexterity saving throw or be compelled to move 5 feet in a direction of your choosing. The creature automatically succeeds on this saving throw if it would be compelled to move into damaging terrain, such as lava or a pit.

Gunslinger Magic (Level 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gunslinger Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Hunter's Mark
5	Hold Person
9	Clairvoyance
13	Locate Creature
17	Legend Lore

Defensive Tactics (Level 7)

At 7th level, you gain one of the following features of your choice.

- **Die Hard:** When you fail a death saving throw, you can choose to succeed instead. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.
- **Fortified Hearing:** You are immune to the deafened condition.
- **Return Fire:** When a hostile creature you can see makes a ranged attack against you before your turn (including during the first round of combat), you can make a ranged attack against that enemy as a reaction.
- **Sudden Withdrawal:** When a creature you can see hits you with a melee attack, you can move up to half your speed as a reaction after the damage is dealt. This movement doesn't provoke opportunity attacks.

Improved Trick Shot (Level 11)

At 11th level, your impressive marksmanship allows you to perform even greater trick shots with more powerful effects. These improved trick shots require more focus, and you must use an action to perform an improved trick shot.

- **Disruptive Shot:** Make one ranged attack with your firearm. On a hit, if the target is concentrating on a spell, the DC of the Constitution saving throw to maintain concentration is equal to 10 or the full damage taken, whichever is higher.
- **Sharpshooter:** Make one ranged attack with your firearm. Attacking at long range doesn't impose disadvantage on this attack roll. On a hit, double your damage dice for the attack. If you are firing a blunderbuss, choose one target in range to take the extra damage, rolling normally for the rest.
- **Stunning Shot:** Make one ranged attack with your firearm. On a hit, the target takes damage as normal and must succeed on a Constitution saving throw or be stunned until the end of its next turn.

Deadeye (Level 15)

Beginning at 15th level, your weapon attacks with firearms score a critical hit on a roll of 19 or 20.

Haunted Warden **(Tome of Heroes)**

It is no secret the wilds are dangerous and that many an intrepid adventurer has met an untimely end while exploring them. Haunted wardens are rangers who have come face to face with the restless spirit of one of those lost wanderers. Somehow during the course of this meeting, the yearning phantom tethers its spirit to the warden's in order to put its unfinished business to rest. Even after its final wishes are met, or in the tragic instance they can't come to fruition, your companion remains with you until you meet your end, both as a constant confidante and a reminder that the veil between life and death is thin indeed.



Beyond the Pale (Level 3)

Starting when you choose this archetype at 3rd level, you can use a bonus action to see into the Ethereal Plane for 1 minute. Ethereal creatures and objects appear ghostly and translucent.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Haunted Warden Magic (Level 3)

You learn an additional spell when you reach certain levels in this class, as shown in the Haunted Warden Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	False Life
5	Invisibility
9	Speak with Dead
13	Death Ward
17	Dispel Evil and Good

Spirit Usher (Level 3)

At 3rd level, you gain an undead spirit that anchors itself to you and accompanies you on your journeys. The spirit is friendly to you and your companions and obeys your commands. See the spirit's game statistics in the Spirit Usher stat block, which uses your proficiency bonus (PB) in several places.

You determine the spirit's appearance, name, and personality. You should choose a personality trait, ideal, bond, and flaw for it, and you should work with your GM to decide on a background story for the spirit that fits the campaign.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but, if you don't issue any commands to it, the only action it takes is the Dodge action. You can use your bonus action to direct it to take the Attack, Dash, Disengage, Help, Hide, or Search action or an action listed in its statistics. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

When it joins with you, the spirit learns three cantrips it can cast at will, which you select from the following lists. At the end of a long rest, you can change which cantrips the spirit knows.

- Choose one of chill touch, ray of frost, sacred flame, or vicious mockery. Use your level when determining the damage of the chosen cantrip.
- Choose one of druidcraft, prestidigitation, or thaumaturgy.
- Choose one of dancing lights, message, or minor illusion.

The spirit is bonded to you. It can't be turned or destroyed, such as with the cleric's Turn Undead feature. When the spirit usher dies, it retreats to the Ethereal Plane to restore itself and returns to an unoccupied space within 5 feet of you when you finish a long rest. If the spirit usher died within the last hour, you can use your action to expend a spell slot of 1st level or higher to return it to life after 1 minute with all its hit points restored.

Merge Spirit (Level 7)

Starting at 7th level, you can use an action to cause your spirit usher to join its essence with you for 1 minute. While merged, you gain the spirit usher's Ethereal Sight trait and can interact with creatures and objects on both the Ethereal and Material Planes. In addition, while you are merged, you become less substantial and gain the spirit usher's damage resistances and damage immunities.

Once you use this feature, you shouldn't use it again until you finish a short or long rest. Each time you use it again, you suffer one level of exhaustion.

Guardian Geist (Level 11)

At 11th level, when you take damage that would reduce you to 0 hit points, you can use your reaction to call out to your spirit usher. If you do, your spirit usher teleports to an unoccupied space within 5 feet of you and takes half the damage dealt to you, potentially preventing your death.

In addition, when your spirit usher dies, you have advantage on attack rolls until the end of your next turn.

True Psychopomp (Level 15)

At 15th level, you can use your Merge Sprit feature as a bonus action instead of an action. When you and your spirit usher merge forms, you gain its Incorporeal Movement trait and Etherealness action, and you are considered to be undead for the purposes of determining whether or not spells or other magical effects can affect you.

Horizon Walker *(Xanathar's Guide to Everything)*



Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse-especially benevolent dragons, fey, and elementals-that work to preserve life and the order of the planes.

Detect Portal (Level 3)

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

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

Horizon Walker Magic (Level 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Protection from Evil and Good
5	Misty Step
9	Haste
13	Banishment
17	Teleportation Circle

Planar Warrior (Level 3)

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks. As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage,

and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

Ethereal Step (Level 7)

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the etherealness spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Distant Strike (Level 11)

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see. If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

Spectral Defense (Level 20)

At 15th level, your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.

Hunter *(2024 Player's Handbook)*

Protect Nature and People from Destruction.

You stalk prey in the wilds and elsewhere, using your abilities as a Hunter to protect nature and people everywhere from forces that would destroy them.

Hunter's Lore (Level 3)

You can call on the forces of nature to reveal certain strengths and weaknesses of your prey. While a creature is marked by your Hunter's Mark, you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

Hunter's Prey (Level 3)

You gain one of the following feature options of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one:

- **Colossus Slayer:** Your tenacity can wear down even the most resilient foes. When you hit a creature with a weapon, the weapon deals an extra 1d8 damage to the target if it's missing any of its Hit Points. You can deal this extra damage only once per turn.
- **Horde Breaker:** Once on each of your turns when you make an attack with a weapon, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target, that is within the weapon's range, and that you haven't attacked this turn.



Defensive Tactics (Level 7)

You gain one of the following feature options of your choice. Whenever you finish a Short or Long

Rest, you can replace the chosen option with the other one:

- **Escape the Horde:** Opportunity Attacks have Disadvantage against you.
- **Multiattack Defense:** When a creature hits you with an attack roll, that creature has Disadvantage on all other attack rolls against you this turn.

Superior Hunter's Prey (Level 11)

Once per turn when you deal damage to a creature marked by your Hunter's Mark, you can also deal that spell's extra damage to a different creature that you can see within 30 feet of the first creature.

Superior Hunter's Defense (Level 15)

When you take damage, you can take a Reaction to give yourself Resistance to that damage and any other damage of the same type until the end of the current turn.

Monster Slayer *(Xanathar's Guide to Everything)*



You have dedicated yourself to hunting down creatures of the night and wielders of grim magic. A Monster Slayer seeks out vampires, dragons, evil fey, fiends, and other magical threats. Trained in supernatural techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

Hunter's Sense (Level 3)

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

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

Monster Slayer Magic (Level 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Monster Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Protection from Evil and Good
5	Zone of Truth
9	Magic Circle
13	Banishment
17	Hold Monster

Supernatural Defense (Level 7)

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

Magic-User's Nemesis (Level 11)

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted. Once you use this feature, you can't use it again until you finish a short or long rest.

Slayer's Counter (Level 15)

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Snake Speaker **(Tome of Heroes)**

Like the serpents they adore, snake speakers are highly adaptable hunters. Snakes are common throughout the world, and people who need to travel through snake-filled jungles often retain a snake speaker guide, trusting the guide to protect them from scaly poisoners.



Tenets of Safeguarding (Level 3)

Beginning at 3rd level, you can take on limited serpentine aspects. When you finish a long rest, select one of the following features. You gain the benefit of the chosen feature until the next time you finish a long rest. Starting at 11th level, you can select two options when you finish a long rest:

- **Bite:** You develop venomous fangs. When you use the Attack action and attack with a weapon, you can use a bonus action to bite a target within 5 feet of you with your fangs. You are proficient with the fangs, which deal piercing damage equal to $1d4 + \text{your Strength or Dexterity modifier (your choice)}$ plus $1d8$ poison damage on a hit.
- **Keen Smell:** Your nose and olfactory organs change to resemble those belonging to a snake. You have advantage on Wisdom (Perception) checks that rely on scent and on Wisdom (Insight) checks.
- **Poison Resistance:** You have resistance to poison damage.
- **Scales:** Scales sprout along your body. When you aren't wearing armor, your AC equals $13 + \text{your Dexterity modifier}$.
- **Serpentine Movement:** You have a climbing speed of 30 feet.

Speak with Snakes (Level 3)

Starting at 3rd level, you can comprehend and verbally communicate with snakes. A snake's knowledge and awareness are limited by its Intelligence, but it can give you information about things it has perceived within the last day. You can persuade a snake to perform small favors for you, such as carrying a written message to a nearby companion.

Snake Speaker Magic (Level 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Snake Speaker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Charm Person
5	Suggestion
9	Tongues
13	Confusion
17	Dominate Person

Serpent Shape (Level 7)

When you reach 7th level, you can use an action to cast polymorph on yourself, assuming the shape of a giant constrictor snake, flying snake, or giant poisonous snake. While you are in the form of a snake, you retain your Intelligence, Wisdom, and Charisma scores. Once you use this feature, you can't use it again until you finish a long rest.

Starting at 15th level, you retain the benefits of your Scaly Transition feature while in the form of a snake, and you can use this feature twice between rests.

Sinuuous Dance (Level 11)

Beginning at 11th level, your physical movements can beguile your enemies and strengthen your magic. You can choose to use Dexterity as your spellcasting ability score instead of Wisdom.

In addition, when you cast a spell, you can add your Dexterity and Wisdom modifiers together and use the result as your spellcasting ability modifier when determining the DC or spell attack bonus for that spell. Once you use this feature, you can't use it again until you finish a short or long rest.

Decoy Skin (Level 15)

Starting at 15th level, you learn to magically shed your skin and use it as an animate decoy. As an action, you can shed your skin, which creates a duplicate of yourself. The duplicate appears in an unoccupied space within 10 feet of you. It looks like you, has your Armor Class and saving throw bonuses, and has hit points equal to three times your ranger level. It lasts for 10 minutes or until it is reduced to 0 hit points.

As a bonus action, you can command it to move up to your speed, using any form of movement you possess, but it must remain within 120 feet of you. Your decoy can't take actions or use your class features, but it otherwise moves as directed. While your decoy is within 5 feet of you, its appearance and movements so closely mimic yours that when a creature that can reach you and your decoy makes an attack against you, it has a 50 percent chance of hitting your decoy instead.

It looks exactly as you looked when you used this feature, and it is a convincing duplicate of you. A creature can discern that it isn't you with a successful Intelligence (Investigation) check against your spell save DC. Once you use this feature, you can't use it again until you finish a long rest.

Spear of the Weald **(Tome of Heroes)**

The alseid have long defended the limits of their forest homes. These warriors can make a dizzying variety of ranged and melee attacks in quick succession, using ancient magic to flash across the battlefield.

You can choose this archetype only if you are an alseid.



Weald Spear (Level 3)

When you choose this archetype at 3rd level, you gain the ability to call forth a magical, wooden spear from the land of fey into your empty hand as a bonus action. The spear disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You are proficient with the weapon while you wield it. The spear's range is 20/60 feet, and, when you throw the spear, it reappears in your hand after the attack. The spear's damage die is a d8, and it has the finesse and reach properties.

At 7th level, your weald spear attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and your weald spear's damage die is a d10. At 11th level, your weald spear's damage die is a d12.

Touch of the Fey Land (Level 3)

The touch of the land of the fey is always on your spear, hinting at its otherworldly ties. Beginning at 3rd level, when you summon your weald spear, choose one of the following effects:

- **Aflame:** Your spear is ensorcelled in heatless, white, magical flames whose intensity rise and fall to reflect your mood. When you are at your happiest, your spear sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- **Entwined:** Your spear appears to be wrapped in writhing green vines which occasionally coalesce into the shape of a slender, grasping hand. The hand always points in the direction of your home forest.
- **Everblooming:** Your spear is covered in small wildflowers that bloom, die, bud, and bloom again within minutes. Pollinating insects are often drawn to your spear as the spear constantly exudes a pleasant, floral fragrance.
- **Moonlit:** Your spear appears as a pale length of wooden moonlight. A trail of star-like motes travels behind the spear's point.

Canopy (Level 7)

Beginning at 7th level, when a creature within 30 feet of you, including yourself, is targeted by a ranged weapon attack, you can use your reaction to summon a magical canopy of glowing leaves and branches over the target. The target has resistance to the damage dealt by the attack, and the canopy bursts into shredded leaves afterwards. You must then finish a short or long rest to use your Canopy again.

When you reach 11th level in this class, you can use your Canopy twice between rests, and at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain all expended uses.

Steps of the Forest God (Level 11)

Starting at 11th level, after you make a successful ranged weapon attack with your weald spear, you can use a bonus action to teleport to an unoccupied space within 10 feet of your target.

Overwhelm (Level 15)

At 15th level, after you make a successful melee weapon attack with your weald spear against a creature, you can use a bonus action to make one ranged weapon attack with it against a different creature. You don't have disadvantage on the ranged attack roll from being within 5 feet of the first creature you hit, however, you can still have disadvantage on the attack roll from being within 5 feet of other creatures.

Swarmkeeper *(Tasha's Cauldron of Everything)*

Feeling a deep connection to the environment around them, some rangers reach out through their magical connection to the world and bond with a swarm of nature spirits. The swarm becomes a potent force in battle, as well as helpful company for the ranger. Some Swarmkeepers are outcasts or hermits, keeping to themselves and their attendant swarms rather than dealing with the discomfort of others. Other Swarmkeepers enjoy building vibrant communities that work for the mutual benefit of all those they consider part of their swarm.



Gathered Swarm (Level 3)

a swarm of intangible nature spirits has bonded itself to you and can assist you in battle. While you're alive, the swarm remains in your space, crawling on you or flying and skittering around you within your space. You determine its appearance, or you generate its appearance by rolling on the Swarm Appearance table.

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
- You are moved by the swarm 5 feet horizontally in a direction of your choice.

Swarm Appearance (1d4)	
1	Swarming insects
2	Miniature twig blights
3	Fluttering birds
4	Playful pixies

Swarmkeeper Magic (Level 3)

You learn the Mage Hand cantrip if you don't already know it. When you cast it, the hand takes the form of your swarming nature spirits.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Faerie Fire, Mage Hand
5	Web
9	Gaseous Form
13	Arcane Eye
17	Insect Plague

Writhing Tide (Level 7)

You can condense part of your swarm into a focused mass that lifts you up. As a bonus action, you gain a flying speed of 10 feet and can hover. This effect lasts for 1 minute or until you are incapacitated. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mighty Swarm (Level 11)

Your Gathered Swarm grows mightier in the following ways:

- The damage of Gathered Swarm increases to 1d8.
- If a creature fails its saving throw against being moved by the Gathered Swarm, you can also cause the swarm to knock the creature prone.
- When you are moved by Gathered Swarm, it gives you half cover until the start of your next turn.

Swarming Dispersal (Level 15)

When you reach 15th level, you can disincorporate into your swarm, avoiding danger. When you take damage, you can use your reaction to give yourself resistance to that damage. You vanish into your swarm and then teleport to an unoccupied space that you can see within 30 feet of you, where you reappear with the swarm. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wasteland Strider **(Tome of Heroes)**

A barren landscape wracked by chaotic magics, crawling with strange monstrosities and twisted aberrations that warp the minds of those who lay eyes upon them ... you have learned to traverse these wastes and face these creatures without flinching. You patrol its boundaries and stride unseen through its harsh landscape, evading danger and protecting those who find themselves at the mercy of the arcana-laced wilds and eldritch horrors.

Chaotic Strikes (Level 3)

When you choose this archetype at 3rd level, you've learned to channel the unpredictable energies of magical wastelands into your weapon attacks. You can use a bonus action to imbue your weapon with chaotic energy for 1 minute. Roll a d8 and consult the Chaotic Strikes table to determine which type of energy is imbued in your weapon. While your weapon is imbued with chaotic energy, it deals an extra 1d4 damage of the imbued type to any target you hit with it. If you are no longer holding or carrying the weapon, or if you fall unconscious, this effect ends.

1d8	Damage Type	1d8	Damage Type
1	Fire	5	Necrotic
2	Cold	6	Poison
3	Lightning	7	Radiant
4	Psychic	8	Force

Wasteland Strider Magic (Level 3)

Also starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Wasteland Strider Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3	Protection from the Void
5	Calm Emotions
9	Dispel Magic
13	Banishment
17	Hold Monster

Stalwart Psyche (Level 7)

Starting at 7th level, you have learned to guard your mind against the terrors of the unknown and to pierce the illusions of the otherworldly creatures that lurk in the wastelands. You have advantage on saving throws against being charmed or frightened and on ability checks and saving throws to discern illusions.

Call the Otherworldly (Level 11)

At 11th level, you've gained some control over otherworldly beings. You can use an action to summon a fiend or aberration with a challenge rating of 2 or lower, which appears in an unoccupied space that you can see within range. It disappears after 1 hour, when you are incapacitated, or when it is reduced to 0 hit points.

The otherworldly being is friendly to you and your companions. In combat, roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the otherworldly being, it attacks the creature you are attacking, or defends itself from hostile creatures if you aren't attacking a creature, but otherwise takes no actions.

Once you use this feature, you can't use it again until you finish a short or long rest. When you reach 17th level in this class, you can summon a fiend or aberration with a challenge rating of 5 or lower with this feature.

Dimensional Step (Level 15)

At 15th level, you have learned to slip briefly between worlds. You can cast the dimension door spell without expending a spell slot. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.