

Reworked Ranger

Hit Die: d10

Saving Throw Proficiencies: Strength and Wisdom

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

Weapon Proficiencies: Simple and Martial weapons

Armor Training: Light and Medium armor

Level	Features	Ranger Spellcasting Progression					
		Spells Known	Spell Slots per Spell Level				
			1	2	3	4	5
1	Favored Terrain, Hunter, Spellcasting, Very Fast AC Progression	2	2	-	-	-	-
2	Favored Enemy, Fighting Style, Survivalist	3	2	-	-	-	-
3	Ranger Subclass	4	3	-	-	-	-
4	Feat	5	3	-	-	-	-
5	Extra Attack	6	4	2	-	-	-
6	Practical Wisdom	6	4	2	-	-	-
7	Subclass Feature	7	4	3	-	-	-
8	Feat	7	4	3	-	-	-
9	Roving	8	4	3	2	-	-
10	Hide in Plain Sight, Tireless	9	4	3	2	-	-
11	Subclass Feature	9	4	3	3	-	-
12	Feat	10	4	3	3	-	-
13	Expertise, Relentless Hunter	11	4	3	3	1	-
14	Advanced Fighting Style	11	4	3	3	1	-
15	Subclass Feature	12	4	3	3	2	-
16	Feat	12	4	3	3	2	-
17	Precise Hunter	13	4	3	3	3	1
18	Primeval Awareness	14	4	3	3	3	1
19	Feat	15	4	3	3	3	2
20	Foe Slayer	15	4	3	3	3	2

Level 1

- Favored Terrain: Select one of the following terrains: aquatic, arctic, coastal, desert, forest, grasslands, mountain, subterranean, or swamp. You gain Advantage on all Nature checks related to information about your favored terrain. When you are in your favored terrain, you gain Advantage on Acrobatics and Athletics checks related to movement and all Investigation, Perception, Stealth, and Survival checks. When traveling overland in your favored terrain, you and anyone you are leading ignore difficult terrain. At levels 6, 10, and 14, choose another favored terrain.

- Hunter: You know the spell *Hunter's Mark*, and it does not count against your number of Spells Known. You can cast *Hunter's Mark* at first level a number of times equal to your Proficiency Bonus without expending a spell slot. You regain all uses of this ability when you finish a Long Rest. At level 9, when you cast *Hunter's Mark* with this ability, you cast it at second level. At 17th level, you cast it at third level.
- Spellcasting:
 - **Spell save DC** = 8 + [your Wisdom modifier] + [your Proficiency Bonus]
 - **Spell attack modifier** = [your Wisdom modifier] + [your Proficiency Bonus]
- Very Fast AC Progression: You follow the Very Fast AC Progression (+1 to AC at levels 1, 3, 7, 11, 15, and 19).

Level 2

- Favored Enemy: Select two of the following types of creatures: beasts, fey, humanoids, giants, monstrosities, oozes, plants, or undead. Against creatures of those types, you gain a +1 modifier to attack rolls and a +2 modifier to damage rolls.
 - At level 6, select two more favored enemies; in addition to those listed above, you can select aberrations or dragons. Against two of your favored enemies, you get +2 to attack rolls and +4 to damage, while against the others you get +1 to attack rolls and +2 to damage. You choose which favored enemies gets which modifiers. Whenever you complete a Long Rest, you may switch which favored enemy gets which set of modifiers.
 - At level 10, you can replace up to two of your chosen favored enemies with different creature types if you wish.
 - At level 14, select two more favored enemies; in addition to those listed above, you can choose celestials or fiends. In addition, you can replace up to two of your chosen favored enemies with different creature types if you wish. Against two of your favored enemies, you get +3 to attack rolls and +6 to damage; against two others, you get +2 to attack rolls and +4 to damage, and against the last two, you get +1 to attack rolls and +2 to damage. You may assign these modifiers to your favored enemies as you wish. Whenever you complete a Long Rest, you may re-assign the modifiers.
- Fighting Style: Choose one of the following styles of fighting: Archery, Blind-Fighting, or Two-Weapon Fighting.
 - Archery: You gain a +2 bonus to attack rolls when using ranged weapons
 - Blind-Fighting: You have blindsight to a range of 10 feet. Within that range, you can effectively see anything that doesn't have Total Cover, even if you're blinded or in total darkness. Moreover, you can detect invisible creatures unless they make a successful Stealth check against your Perception.
 - Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack

If you choose Archery, at level 5, you gain the Sharpshooter Feat for free. If you choose Blind-Fighting, at level 5, you gain the Alert Feat for free. If you choose Two-Weapon Fighting, at level 5, you gain the Dual Wielder Feat for free. If you already have the associated Feat, select a different Feat to take subject to DM approval.

At level 9, choose a second fighting style and gain the associated Feat. At level 17, gain the third.
- Survivalist: Whenever you make a Wisdom ability check to which you do not already add your Proficiency Bonus, you add half your Proficiency Bonus.

Level 3

- Ranger Subclass: Choose your Ranger subclass

Level 4

- Feat: At level 4, and again at levels 8, 12, and 16, and 19, choose a feat.

Level 5

- Extra Attack: When you take the Attack action, you can attack twice instead of once.

Level 6

- Practical Wisdom: Choose two of the following skills in which you are proficient: Animal Handling, Insight, Medicine, Perception, Survival. You gain Expertise in these skills. If you only have Proficiency in one of these skills, gain Expertise in that skill and Proficiency in another. If you do not have Proficiency in any of these skills, gain Proficiency in one of them, and then gain Expertise in that skill.

Level 9

- Roving: Your Speed increases by 10 feet. In addition, you gain either a Climbing Speed or a Swimming Speed equal to your Speed. At level 14, you gain the other.

Level 10

- Hide in Plain Sight: When you are in one of your favored terrains, you can make a Dexterity (Stealth) check as a Bonus Action or a Reaction to Hide, assuming the environment is such that hiding is at all possible. With one minute of preparation time, you can camouflage up to six allies as well, rolling your Wisdom (Stealth) and using that roll to set the DC for any Wisdom (Perception) checks to find them.
- Tireless: Whenever you finish a Short Rest, your Exhaustion level, if any, decreases by 1.

Level 13

- Expertise: Choose two skills in which you have Proficiency. Gain Expertise in those skills.
- Relentless Hunter: You add your Proficiency Bonus to Concentration checks to maintain Concentration on *Hunter's Mark*. (This means that if you are Proficient in Constitution saving throws, you effectively get to add your Proficiency Bonus twice to maintain Concentration on *Hunter's Mark*.)

Level 14

- Advanced Fighting Style: Choose one Fighting Style you already know from the following list: Archery, Blind-Fighting, or Two-Weapon Fighting. You add the following effect to that of the basic Fighting Style
 - Archery: On a critical hit with a ranged weapon, you double your static damage as well as the damage dice.
 - Blind-Fighting: The range of your blindsight increases to 30 feet.
 - Two-Weapon Fighting: When you use your Bonus Action to make an attack with your off-hand weapon, you can make two attacks. If you hit a creature with more than one melee weapon attack on your turn, at the end of your turn, that creature takes Force damage equal to the number of hits you delivered times the number of hits you delivered.

(So, if you hit a creature twice, it would take $2 \times 2 = 4$ extra damage. If you hit it four times, it would take $4 \times 4 = 16$ extra damage.)

Level 17

- **Precise Hunter:** You have Advantage on attack rolls against any creature currently marked by your *Hunter's Mark*.

Level 18

- **Primeval Awareness:** As a Bonus Action, you become aware of all living or undead creatures within 60 feet of you; if you are in one of your favored terrains, the radius is 120 feet. You know how many creatures are present in this area, their exact locations, and what type of creature they are (e.g. a monstrosity or a dragon). If a creature is one of your favored enemies, you know exactly what kind of creature it is (e.g. a chimaera or an adult blue dragon).

Level 20

- **Foe Slayer:** You gain the following benefits:
 - You make all attacks against favored enemies with Advantage
 - You score a critical hit on a 19 or 20. If your target is a favored enemy, you critical on an 18 as well.
 - The damage die when you cast *Hunter's Mark* is a d12 instead of a d6
 - You can make one casting of *Hunter's Mark* not require maintaining Concentration. You cannot do this again until the affected casting of *Hunter's Mark* has ended, and you cannot cast *Hunter's Mark* on the same target twice at the same time.

Hunter's Mark

1st-level divination

Casting Time: 1 bonus action

Range: 90 feet

Components: V

Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 Force damage to the target whenever you hit it with an attack roll. You also have Advantage on any Wisdom (Perception or Survival) checks you make to find it.

Using a Higher-Level Spell Slot: When you cast *Hunter's Mark* with a spell slot of second level or higher, the spell deals an additional 1d6 Force damage per level of the spell over level 1, to a max of 5d6.

Ranger Subclasses

Beastmaster:

- **Level 3: Primal Companion**
 - You create a mystical bond with a natural beast, creating a threefold connection between yourself, the animal, and the environment. You must go to an environment where the kind of beast you wish to bond with might naturally be and perform a ritual taking one hour. At the end of the ritual, if there is a beast of the kind you have chosen within 100 miles of

you, one is teleported to your location and infused with your essence and the essence of the natural world, becoming your Primal Companion. If not, nature itself creates one for you from the intrinsic energies of the land, air, and sea. Choose a stat block: **Beast of the Land**, **Beast of the Air**, or **Beast of the Sea**. Whatever kind of beast you choose, its appearance includes clear indicators that it is a supernatural member of its kind.

- As a Bonus Action, you can have your Primal Companion merge with you, becoming temporarily immaterial and attached to you through some kind of physical marking on your body. This could appear as a tattoo, a birthmark, or some other form of mark. The physical mark may be, but does not have to be, thematically related to your Primal Companion. However, regardless of the form of the physical mark, when your Primal Companion is merged with you, other can pick up on something of the animalistic nature tied to yours. Any intelligent creature within 30 feet of you when your Primal Companion is merged with you automatically makes a passive Wisdom (Insight) check, DC 25 - [your Ranger level]. On a success, they detect something “wild” about you, though this may have a negative, positive, or no effect on a given NPC’s attitude toward you or your companions, depending on their perspective on such things. An intelligent creature within 30 feet of you that has familiarity with rangers can make a Wisdom (Insight) check, DC 25 - [your Ranger level], to recognize you as a Beastmaster Ranger with their Primal Companion merged to them. On a failed roll, they may still have suspicions, but cannot make another check to confirm their suspicions until they complete a Long Rest.
 - If your Primal Companion is merged with you, you can release it from your body as either a Bonus Action, one attack from the Attack action, or as an Object Interaction. If you reach 0HP while your Primal Companion is merged with you, it is automatically released from your body (no action required).
- In combat, your Primal Companion acts on your turn. It can move and use its Reaction on its own. However, it only uses the Dodge action unless you use a Bonus Action to command it to take some other Action. You can also sacrifice one of your attacks when you take the Attack action to command your Primal Companion to take some action. If you have the Incapacitated condition, it acts on its own and isn’t limited to the Dodge action.
- If your Primal Companion dies, you have one hour in which you can touch it and expend a spell slot. If you do so, it returns to life one minute later at full hit points. If you do not return your Primal Companion to life in this way in time, other magics that can return a creature to life may be used on it. If you decide not to bring your Primal Companion back to life or cannot do so, you can bond with a new Primal Companion by performing the ritual to bond with one. You do not have to bond with the same kind of beast as before. Your new Primal Companion gains all the benefits appropriate to a ranger of your level.
- If you wish, you can release your Primal Companion via a ritual that takes 1 minute to complete. This leaves you free to summon and bond with a new Primal Companion.
- **Level 7: Exceptional Training**
 - When you command your Primal Companion to take an Action, you can also command it to use its Bonus Action to Dash, Disengage, Dodge, or Help using its Bonus Action.
 - Whenever your Primal Companion hits with an attack roll and deals damage, it can deal your choice of Force damage or its regular type of damage.

- From this point on, whenever you reach a Ranger level that gives you a feat or an epic boon, your Primal Companion either increases one stat by +2 or increases two stats by +1 each, your choice.
- Level 7: Advanced Form
 - Choose one of the following:
 - Growth: Your Primal Companion increases in size from Small to Medium or from Medium to Large. Its movement Speed for all kinds of movement it has increases by 5 feet. Increase the damage die for its Beast Strike by one step (e.g. from 1d4 to 1d6 or from 1d8 to 1d10). Increase its Strength and Constitution by 1. If it becomes Large, decrease its Dexterity by 1.
 - Obscurement: Your Primal Companion taps into the powers of shadow and darkness. Increase its Dexterity by 1. When it makes a Dexterity (Stealth) check, it adds its Proficiency Bonus to the roll twice instead of once. If it is in an area of Dim Light or Darkness, as a bonus action, it can teleport to another area of Dim Light or Darkness within 30 feet. It can do this a number of times equal to its Proficiency Bonus. It regains all uses after completing a Long Rest.
- Level 11: Bestial Fury
 - When you command your Primal Companion to take the Beast's Strike action, it can use it twice.
 - The first time each turn your Primal Companion hits a target under the effect of your *Hunter's Mark* spell, it deals extra Force damage equal to the bonus damage of that spell.
- Level 11: Perfected Form
 - If you chose "Growth" for your Primal Companion's Advanced Form at level 7, you can either now choose "Obscurement" or choose "Perfected Growth". If you choose Perfected Growth, your Primal Companion's Strength and Constitution each increase by 1. If its Size is Medium, its size increases to Large; increase the damage die for its Beast Strike by one step and decrease its Dexterity by 1. If its size is already Large, add one additional damage die to the damage for its Beast Strike (e.g. if it did 1d8+4 damage, it would become 2d8+4).
 - If you chose "Obscurement" for your Primal Companion's Advanced Form at level 7, you can either now choose "Growth" or choose "Perfected Obscurement". If you choose Perfected Obscurement, your Primal Companion's Dexterity and Constitution increase by 1. It now emanates an area of darkness in a radius of 15 feet; inside that area, the level of illumination decreases by one step (e.g. Bright Light becomes Dim Light; Dim Light becomes Darkness). This effect does not impact your Primal Companion's ability to see. If your Primal Companion is conscious, it can suppress this ability at will. If it is unconscious, you can suppress this ability as a Bonus Action; it remains suppressed until your Primal Companion wakes up or you stop suppressing the effect (no action needed). Once per round, if your Primal Companion rolls an attack with Advantage and hits, it does an additional 3d6 Force damage.
- Level 15: Share Spells
 - When you cast a spell targeting yourself, you can also affect your Primal Companion if it is within 30 feet of you.

Primal Companion Stats

- **Beast of the Land**
 - Size: Either Small or Medium. If Small, modify the stats below as follows: -2 Strength, +2 Dexterity
 - AC: 8 + its Dexterity modifier + its Wisdom modifier + your Wisdom modifier
 - HP: [5 + its Constitution modifier] x your Ranger level. Your Primal Companion has a number of d8 Hit Dice equal to your Ranger level.
 - Speed: 40 ft.; Climb: 40 ft.
 - Stats: Str 14, Dex 14, Con 15, Int 8, Wis 14, Cha 11.
 - Senses: Darkvision 60 ft. Passive Perception 12 + its Proficiency Bonus
 - Languages: Understands the languages you know; cannot speak.
 - Traits:
 - **Primal Bond**: Your Primal Companion has a Proficiency Bonus equal to yours. It adds its Proficiency Bonus to all ability checks and saving throws.
 - Actions:
 - **Beast's Strike**: *Melee Attack Roll*, bonus = [its Str or Dex modifier (choose this when you bond with it)] + [its Wisdom modifier] + [its Proficiency Bonus]. *Hit*: Either 1d6 (if Small) or 1d8 (if Medium) + [its Str or Dex modifier, whichever it uses to modify attack rolls] + [its Proficiency Bonus] Bludgeoning, Piercing, or Slashing damage (choose when you bond with the creature). If your Primal Companion moved at least 20 feet straight toward the target before the hit, the target takes an additional 1d6 damage of the same type and, if it is Large or smaller, is knocked Prone unless it succeeds on a Strength saving throw DC 8 + [your Primal Companion's Strength modifier] + [its Proficiency Bonus]. (If your Primal Companion is Small, the target has Advantage on its saving throw.)
- **Beast of the Air**
 - Size: Small
 - AC: 8 + its Dexterity modifier + its Wisdom modifier + your Wisdom modifier
 - HP: [4 + its Constitution modifier] x your Ranger level. Your Primal Companion has a number of d6 Hit Dice equal to your Ranger level.
 - Speed: 10 ft.; Fly: 60 ft.
 - Stats: Str 6, Dex 16, Con 13, Int 8, Wis 14, Cha 11.
 - Senses: Darkvision 60 ft. Passive Perception 12 + its Proficiency Bonus
 - Languages: Understands the languages you know; cannot speak.
 - Traits:
 - **Flyby**: Your Primal Companion does not provoke Opportunity Attacks when it flies out of an enemy's reach.
 - **Primal Bond**: Your Primal Companion has a Proficiency Bonus equal to yours. It adds its Proficiency Bonus to all ability checks and saving throws.
 - **Superior Sight**: When making a Wisdom (Perception) check on the basis of sight, your Primal Companion adds its Proficiency Bonus to the roll twice.

- Actions:
 - Beast's Strike: *Melee Attack Roll*, bonus = [its Dexterity modifier] + [its Wisdom modifier] + [its proficiency bonus]. *Hit*: 1d4 + [its Dexterity modifier] + [its proficiency bonus] Piercing or Slashing damage (choose when you bond with the creature).
- Beast of the Sea
 - Size: Medium
 - AC: 8 + its Dexterity modifier + its Wisdom modifier + your Wisdom modifier
 - HP: [5 + its Constitution modifier] x your Ranger level. Your Primal Companion has a number of d8 Hit Dice equal to your Ranger level.
 - Speed: 5 ft.; Swim: 60 ft.
 - Stats: Str 14, Dex 14, Con 15, Int 8, Wis 14, Cha 11.
 - Senses: Darkvision 90 ft. Passive Perception 12 + its Proficiency Bonus
 - Languages: Understands the languages you know; cannot speak.
 - Traits:
 - Amphibious: Your Primal Companion can breathe air and water.
 - Primal Bond: Your Primal Companion has a Proficiency Bonus equal to yours. It adds its Proficiency Bonus to all ability checks and saving throws.
 - Actions:
 - Beast's Strike: *Melee Attack Roll*, bonus = [its Str or Dex modifier (choose this when you bond with it)] + [its Wisdom modifier] + [its Proficiency Bonus]. *Hit*: 1d8 + [its Str or Dex modifier, whichever it uses to modify attack rolls] + [its Proficiency Bonus] Bludgeoning or Piercing damage (choose when you bond with the creature). The target is Grappled unless it succeeds on a Strength or Dexterity saving throw (your choice) DC 8 + [your Primal Companion's Strength or Dexterity modifier (whichever corresponds to the kind of saving throw the target must make)] + [its Proficiency Bonus]. If the target is more than one size category larger than your Primal Companion, it cannot be grappled in this way.

Gloom Stalker:

- Level 3: Dread Ambusher
 - 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: If you use the Attack action on your first turn after rolling Initiative, you can make one additional weapon attack as part of that action. If that attack hits, the target takes 2d6 Psychic damage in addition to the weapon's damage type.
 - Initiative Bonus: You can add your Wisdom modifier as a bonus to your Initiative rolls

- Level 3: Gloom Stalker Spells
 - When you reach a Ranger level specified below, you add the listed spells to your list of Known Spells.
 - Level 3: *Disguise Self*
 - Level 5: *Rope Trick*
 - Level 9: *Fear*
 - Level 13: *Greater Invisibility*
 - Level 17: *Seeming*
- Level 3: Umbral Sight
 - At third level, you gain Darkvision out to 60 feet. If you already have Darkvision, increase its range by 30 feet. In addition, you are adept at evading creatures that rely on Darkvision. While entirely in darkness, you are Invisible to any creature that relies on Darkvision to see you in the darkness
- Level 7: Silent Step
 - You gain proficiency in Dexterity saving throws.
- Level 11: Stalker's Flurry
 - Your damage when you use Dreadful Strike increases to 2d8 psychic damage. In addition, you can use one of the following abilities once on your turn.
 - Sudden Strike: You learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same Action.
 - Mass Fear: The target of a successful weapon attack and each of that creature's allies 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.
- Level 15: Shadowy Dodge
 - 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.

Hunter:

- Level 3: Hunter's Lore
 - While a creature is targeted with your *Hunter's Mark*, you know whether that creature has any Immunities, Resistances, or Vulnerabilities and, if it has any, what they are.
- Level 3: Hunter's Prey
 - You gain one of the following features of your choice. When you roll Initiative, and at the start of each of your turns, you may replace the chosen option with the other one.
 - Colossus Slayer: When you hit a creature with a weapon attack, the weapon deals an extra 1d8 damage of the same type to the target if it is missing any HP. You can deal this extra damage only once per turn.

- Horde Breaker: Once on each of your turns that you make a weapon attack, you can make another attack against a different target that is within 10 feet of the original target, if that different target is within your weapon's range. The new target must be a creature you haven't already attacked this round.
- Level 3: Hunter's Magic
 - When you reach a Ranger level specified below, you thereafter always have the listed spells prepared.
 - Level 3: *Ensnaring Strike*
 - Level 5: *Silence*
 - Level 9: *Protection from Energy*
 - Level 13: *Confusion*
 - Level 17: *Greater Restoration*
- Level 7: Defensive Tactics
 - You gain one of the following features of your choice. At the end of a Short or Long Rest, you can change which feature you have active.
 - Escape the Horde: Opportunity Attacks against you have Disadvantage
 - Multiattack Defense: When a creature hits you with an attack roll, that creature has Disadvantage on all subsequent attacks against you until the start of its next turn.
 - Supernatural Defense: You have Advantage on all saving throws against magical effects caused by a creature that you have either (a) targeted with *Hunter's Mark* or (b) hit with your Hunter's Prey feature since the start of your last turn.
- Level 11: Superior Hunter's Prey
 - The effect of your Hunter's Prey ability improves:
 - Colossus Slayer: The extra 1d8 damage you deal if a target is missing any HP applies to every attack you make on your turn.
 - Horde Breaker: For each weapon attack you make with the Attack action on your turn, you can make another attack against a different target that is within 10 feet of the original target, if that different target is within your weapon's range. The target of any additional attack due to this ability cannot be the same creature targeted by the original attack.
- Level 15: Superior Defensive Tactics
 - The effect of your Defensive Tactics improves:
 - Escape the Horde: Your movement does not trigger opportunity attacks.
 - Multiattack Defense: The creature who hit you cannot get a critical hit against you for the rest of its turn.

- Supernatural Defenses: In addition to Advantage on your saving throw, the creature causing the magical effect takes 3d8 Psychic damage, regardless of whether your saving throw succeeds or not.

Hollow Warden

- Level 3: The Weird of the Woods
 - As a Bonus Action, you can expend one of your free castings of *Hunter's Mark* or a level one spell slot to draw power from the strange and ancient forces of the hollows you inhabit, causing you to sprout unnatural growths, such as bloody antlers or fangs coated in ichor. Your shadow also lengthens and distorts, dancing around you in impossible ways. For 1 minute, or until you have the Incapacitated condition, die, or end the transformation (no action required), you gain the following modifiers:
 - Armor of the Silent Hills: You gain a +1 bonus to AC as flitting shadows surround you and your exact location seems to warp and distort before the eye. Beasts within 500 feet of you instinctively fall silent, and the sounds of your movement are both muffled and seem to come from somewhere other than where you actually are. Creatures attempting to detect you with a Perception or Investigation check while you have this ability active do so with Disadvantage unless they are attempting to perceive you primarily via their sense of smell.
 - Stride of the Empty Forest: By expending 5 feet of movement, you can teleport from your current location to any unoccupied square you can see within 30 feet. You cannot use Stride of the Empty Forest again until the start of your next turn.
 - Aura of the Fetid Swamp: When you transform, and at the start of each of your turns while transformed, each creature of your choice within 10 feet of you must make a Wisdom saving throw (DC 8 + [your Wisdom modifier] + [your Proficiency Bonus]). On a failed save, the creature is *Frightened* of you until the start of your next turn.
- Level 3: Hollow Warden Spells
 - When you reach a Ranger level specified below, you add the listed spells to your list of Spells Known.
 - Level 3: *Wrathful Smite*
 - Level 5: *Alter Self*
 - Level 9: *Phantom Steed*
 - Level 13: *Dominate Beast*
 - Level 17: *Steel Wind Strike*
- Level 7: The Land Hungers
 - As a Bonus Action, choose a point within 60 feet of yourself that you can see. For 10 minutes, the area in a 30-foot radius around that point takes on aspects of a Hollow, gaining two of the following traits of your choice:

- The land becomes magically difficult terrain
- Creatures flying through the area must make a successful Constitution saving throw (DC 8 + [your Wisdom modifier] + [your Proficiency Bonus]) or be forced to land. A creature who tries to start flying in the area must make a successful Constitution saving throw or else they cannot do so.
- Wisdom saving throws are made with Disadvantage
- The level of illumination decreases by one step (e.g. Bright Light becomes Dim Light; Dim Light becomes Darkness)

In addition, any creature that takes damage while touching the ground in the area of effect takes an additional 1d6 Necrotic damage as the hungry land drains some of its spilled vitality. Constructs are immune to this damage.

- At level 11, the area gains up to three of the listed traits.
- At level 15, the area can gain all four of the listed traits if you wish.
- You are immune to these effects. You can also designate a number of creatures up to your Proficiency Bonus to be immune to the effects. If you wish to make more creatures immune than your Proficiency Bonus allows, you can expend a spell slot to do so. You can designate additional creatures equal to twice the level of the spell slot you expend.
- **Level 11: Creeping Rot**
 - You gain Resistance to Acid and Necrotic damage. In addition, when you are in your Weird of the Woods form, you deal 1d6 Necrotic damage whenever you hit a creature with a weapon attack or Unarmed Strike, in addition to the attack's other damage. If the target is Resistant to Necrotic damage, the damage from your strike ignores that Resistance. If the target is Immune to Necrotic damage, they are treated as only Resistant to Necrotic damage from your strikes.
- **Level 15: The Land Awakens**
 - When you use your The Land Hungers feature, the area of effect gains one of the following traits of your choice in addition to any others:
 - Creatures in the area of effect cannot gain Advantage on Wisdom saving throws
 - Creatures entering the area of effect or that begin their turn in the area of effect must make a Constitution saving throw (DC 8 + [your Wisdom modifier] + [your Proficiency Bonus]) or gain the Blinded condition until the start of their next turn
 - Creatures that end their turn in the area of effect must make a Wisdom saving throw (DC 8 + [your Wisdom modifier] + [your Proficiency Bonus]) or gain the Paralyzed condition until the start of their next turn. Creatures who are immune to being Frightened are immune to this effect

In addition, creatures that take damage while touching the ground in the area of effect take an additional 1d6 Psychic damage as the awakened land worms its way into their psyche. This damage does not replace, but is in addition to, the Necrotic damage inflicted by The Land Hungers.

- If you expend a 4th-level spell slot when you activate The Land Hungers, you can add two of the traits above instead of one, and the Psychic damage increases to 2d6. If you expend

a 5th-level spell slot, you can add all three of the above traits, and the Psychic damage increases to 3d6