

Ranger

Nestled within the boughs of a mighty sentinel tree, a human in rugged leathers watches a band of orcs make camp, whispering his report to a sparrow that will carry the message to his allies.

A wood elf darts between trees, eluding the wicked arrows of a pack of gnolls in close pursuit. As one of the scouts appears in the path ahead of her, the elf smiles, and a massive wolf leaps from the brush to tear out its throat.

Clutching a shortsword in each hand, a half-elf carves two wicked gashes in the flank of an enormous basilisk, careful to avoid the creature's deadly gaze.

In remote wilderness regions far from the bustle of cities and towns, rangers protect sacred groves and valleys steeped in the unspoilt power of nature. They commune with conclaves of spirits and are initiated into the mysteries of nature gods, gaining mysterious powers and abilities.

NATURE GUARDIANS

The dedication and perseverance required to become a ranger requires a singular devotion to the natural order. More than merely frontier warriors and foresters, rangers become one with the wild as they hunt creatures that threaten the balance. As they become stronger and more talented, they often focus their combat training on techniques that are particularly useful against such foes.

Like druids, rangers receive magical power from such entities as powerful elementals, pagan gods, and even conclaves of nature spirits. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt, furthering their grim task in protecting the world from existential threats.

NATURAL ADVENTURERS

Because of their calling, rangers make natural hunters, scouts, guides, and trackers. Many make a living at these professions, but their true mission is much larger. Most rangers are loosely affiliated with others of this calling through semi-secretive orders or are included in certain druidic circles, sharing information about new threats as they emerge.

Because of their independence and self-sufficiency, rangers are well suited to adventuring, and indeed there are many threats that are identified and resolved by rangers before any city folk could ever hear of them. In spite of this, they welcome the aid of capable allies—even if it means enduring grousing and whining from those unaccustomed to the hardships of the wild.

CREATING A RANGER

As you create your ranger, consider the nature of the training that you received. Were you a foundling left in the woods to be taken in by a single mentor who taught you the nature and weaknesses of the threats you would face, or did you join up with a band of rangers who helped end the monster that killed your family? Is your patron known to you, such as an ancient god whose face is carved into sacred trees, or are you empowered by nameless spirits of nature whose attention you have gained by practising old rites?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

THE RANGER

Level	Proficiency		Spell Points	Spells Known	Max. Spell Level
	Bonus	Features			
1st	+2	Favoured Enemy, Hunter's Quarry (1d4), Natural Explorer	—	—	—
2nd	+2	Fighting Style, Spellcasting	2	2	1st
3rd	+2	Ranger Path, Primeval Awareness	3	3	1st
4th	+2	Ability Score Improvement	5	3	1st
5th	+3	Extra Attack	8	4	2nd
6th	+3	Hunter's Quarry (1d6), Natural Explorer improvement	9	4	2nd
7th	+3	Ranger Path feature	10	5	2nd
8th	+3	Ability Score Improvement	13	5	2nd
9th	+4	Favoured Enemy (2)	16	6	3rd
10th	+4	Hunter's Quarry (1d8)	17	6	3rd
11th	+4	Ranger Path feature	18	7	3rd
12th	+4	Ability Score Improvement	19	7	3rd

Class Features

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism kit

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armour

- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

FAVOURED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and interacting with certain types of enemies commonly encountered in the wilds. This knowledge has granted you various advantages in battle against them and allowed you to learn to use similar abilities.

Choose a type of favoured enemy: aberrations, beasts, fey, humanoids, monstrosities, or undead. You have advantage on Wisdom (Survival) checks to track your favoured enemies, as well as on Intelligence checks to recall information about them. When you reach 9th level, you can choose a second favoured enemy.

When you finish a long rest, you can replace one favoured enemy choice with another option, representing preparations you make in anticipation of encountering such foes.

HUNTER'S QUARRY

As a bonus action on your turn, you can mark one creature you can see within 60 feet of you as your quarry for 1 minute, until you are incapacitated, or until you designate another creature as your quarry.

You have advantage on Wisdom (Survival) checks made to track your quarry, and the first time on each of your turns that you hit your quarry and deal damage to it, you can increase that damage by 1d4, or by 1d6 if your quarry is a creature type you have chosen as a favoured enemy. This damage increases when you reach certain levels in this class: to 1d6 (1d8 for a favoured enemy) at 6th level and to 1d8 (1d10 for a favoured enemy) at 10th level.

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

NATURAL EXPLORER

You are an expert in navigating the natural world. Choose two environments: coast, desert, forest, mountains, plains, marsh, or tundra. You choose additional environments at 6th and 10th levels. Whenever you are in one of your chosen environments, you gain the following benefits when travelling for an hour or more:

- You have advantage on Wisdom (Survival) checks to navigate, as well as to forage for food and water.
- When you forage, you find twice as much food as you normally would.
- Even when you are engaged in another activity while travelling (such as foraging, navigating, or tracking), you remain alert to danger.
- While travelling alone, you can move stealthily while travelling at a normal pace.
- Your group doesn't suffer a penalty to passive Wisdom (Perception) scores while travelling at a fast pace.

- Your group move at two-thirds speed in difficult terrain—moving 10 feet in difficult terrain costs 15 feet of movement—so you can cover two thirds the normal distance in an hour or a day, rather than half the normal distance as the group normally would.

In addition, when you reach 6th level, you gain the following benefits while in one of your favoured environments:

- Your walking speed increases by 5 feet, and you gain a climbing and swimming speed equal to your walking speed.
- You are considered proficient in the Stealth and Survival skills if you weren't already, and your proficiency bonus is doubled for any ability check you make that uses either of those skills.
- You can't be tracked except through magical means.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. Other supplements offer additional options. You can't take a Fighting Style option more than once, even if you later get to choose again.

When you gain a level in this class, you can replace a Fighting Style option you know with another option available to rangers, representing a shift of focus in your martial practice.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENCE

While you are wearing armour, you gain a +1 bonus to AC.

DUELLING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

SPELLCASTING

Also when you reach 2nd level, you have learned to channel the magical power of nature to cast spells, much as a druid does.

SPELL POINTS

The Ranger table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a number of spell points equal to the spell's level or higher. You can't expend more spell points than the highest level spell you are able to cast, as shown in the Max. Spell Level column. You regain all expended spell points when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have 2 spell points available, and are able to cast 2nd-level spells, you can cast *animal friendship* at 1st level using 1 spell point or at 2nd level using 2 spell points.

SPELL KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level no higher than the maximum spell level indicated in the Max. Spell Level column. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you finish a long rest, you can choose a ranger spells you know and replace it with other spells from the ranger spell list that you could know at your level.

SPELLCASTING ABILITY

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

Spell save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your ranger spells. Such a focus might be a yew wand blessed by a nature spirit, a unicorn's horn, a wreath of moonflowers gathered from a fey crossing, or some other magically attuned item.

FAVOURED ENEMY SPELLS

In addition to the spells you normally have access to, you also gain access to the spells associated with your favoured enemy, as shown as the Favoured Enemy Spells table below. Spells gained from this feature count as ranger spells for you, don't count against your total spells known, and can't be retrained.

Spell Points, Not Spell Slots

There is no Weave of magic in Taldaras that imposes impractical and illogical concepts such as spell slots. Instead, a simple and elegant system is used in its place: spell points.

To cast a spell using spell points, you simply pay a number of points equal to the level of the spell: 1 point for a 1st-level spell, 2 points for a 2nd-level spell, and so on. No more fussing with not being able to cast *cure wounds* because you're too weak (out of 1st-level slots), forcing you to cast a **stronger** version of the spell (with a 2nd-level slot).

FAVOURED ENEMY SPELLS

Spell Level	Aberration Spells	Beast Spells	Fey Spells	Humanoid Spells	Monstrosity Spells	Undead Spells
1st	<i>detect magic</i>	<i>animal friendship</i>	<i>faerie fire</i>	<i>command</i>	<i>detect magic</i>	<i>protection from evil and good</i>
2nd	<i>phantasmal force</i>	<i>animal messenger</i>	<i>misty step</i>	<i>hold person</i>	<i>invisibility</i>	<i>ray of enfeeblement</i>
3rd	<i>hunger of the stars</i>	<i>conjure animals</i>	<i>bestow curse</i>	<i>dispel magic</i>	<i>dispel magic</i>	<i>fear</i>

RANGER PATH

At 3rd level, you choose an archetype that you strive to emulate: Beast Master, Hunter, or Warden. These paths are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th and 11th level.

PRIMEVAL AWARENESS

Beginning at 3rd level, you can focus your awareness through the myriad connections of nature, allowing you to extend your senses. As an action, you can open your awareness to magically detect the presence of your favoured enemies. Until the end of your next turn, you know the location of any such creature within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. If you spend 1 minute concentrating (as if you were concentrating on a spell), you can extend this sense to a range in miles equal to your Wisdom modifier (minimum 1 mile), in which case the sense penetrates cover, but is blocked by 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt.

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

Additionally, you learn new spells when you reach certain levels in this class if you don't already know them, as shown in the Primeval Awareness Spells table. These spells don't count against the number of ranger spells you know and can't be replaced with other spells.

PRIMEVAL AWARENESS SPELLS

Ranger Level	Spell
3rd	<i>Speak with animals</i>
5th	<i>beast sense</i>
9th	<i>Speak with plants</i>

You can cast each of these spells once without expending spell points. Once you cast a spell in this way, you can't do so again until you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th and 12th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Why Only to 12th Level?

Because this version of the ranger class includes significant revisions, it will require extensive playtesting in order to properly balance. As such, the class has only been developed within the most commonly played level ranges. As the vast majority of content for fifth edition covers only up to about 11th or 12th level, there simply isn't enough opportunity or demand at this time to run content at higher levels.

As content expands for higher level play, playtest material will be made available to cover the expanded range.

Ranger Paths

The ideals of the ranger have many expressions. Different ranger traditions are preserved throughout Taldaras, the methods and knowledge passed on through complex relations between masters and apprentices. These traditions are typically independent or loosely affiliated, and generally practice a single path exclusively. Choose one of the options below.

BEAST MASTER

Rangers who demonstrate an unshakeable commitment to their role as a defender of nature sometimes earn the respect and loyalty of a companion who manifests to them as a beast or augments a beast with which the ranger already has a bond. Such companions fight alongside the ranger as valued allies and partners.

BEAST MASTER MAGIC

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown in the Beast Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. Spells gained from this feature can't be replaced.

HUNTER SPELLS

Ranger Level	Spell
3rd	<i>animal friendship</i>
5th	<i>beast sense</i>
9th	<i>conjure animals</i>

BEAST COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. The beast might be a fey spirit in animal form, a beloved pet you have empowered through an ancient ritual, or some other ally that manifests as a beast and is sustained by your bond with nature. It's friendly to you and your companions, and it obeys your commands.

Choose its stat block—Beast of the Land, Beast of the Sea, or Beast of the Sky (see pages 8 and 9)—which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block; your choice has no effect on its

game statistics. For instance, a Beast of the Land might be a wolf or a bear, retaining the same statistics in each form. Your companion gains the benefits of your Hunter's Quarry feature.

In combat, your companion 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 companion can take any action of its choice, not just Dodge.

If the companion has died within the last hour, you can use your action to touch it and expend a spell point. The beast returns to life after 1 minute with all its hit points restored.

When you finish a long rest, you can summon a different beast companion. The new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes or returns to being a normal beast of its type when the new beast appears. The beast also vanishes if you die.

BEAST COMPANION (LAND OR SEA)

Medium beast

Armour Class 14 + PB (natural armour)

Hit Points 5 + your Wisdom modifier + five times your ranger level (the companion has a number of Hit Dice [d8s] equal to your ranger level)

Speed 40 ft.; climb 40 ft. (Land only); swim 40 ft. (Sea only)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Strength +2 plus PB

Skills Perception +2 plus (PB × 2)

Senses darkvision 60 ft., passive Perception 12 plus (PB × 2)

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Amphibious (Sea Only). The beast can breathe both air and water.

Charge (Land Only). If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

ACTIONS

Grappling Strike (Sea Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + PB piercing or bludgeoning damage (your choice), and the target is grappled (escape DC equals your spell save DC). Until this grapple ends, the beast can't use this attack on another target.

Maul (Land Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + 2 + PB piercing or slashing damage (your choice).

BEAST COMPANION (SKY)

Small beast

Armour Class 15 + PB (natural armour)

Hit Points 3 + your Wisdom modifier + five times your ranger level (the companion has a number of Hit Dice [d6s] equal to your ranger level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Dexterity +3 plus PB

Skills Perception +2 plus (PB × 2)

Senses darkvision 60 ft., passive Perception 12 plus (PB × 2)

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Primal Bond. You can add your proficiency bonus to any ability check or saving throw that the beast makes.

ACTIONS

Rake. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + PB slashing damage.

IMPROVED COMPANION

At 7th level, your magical bond with your companion grows stronger, granting it additional benefits. Your companion has advantage on all saving throws while it can see you. Additionally, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical damage.

BESTIAL RESILIENCE

At 11th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it, and you gain advantage on the next attack you make against the attacker before the end of your next turn.

HUNTER

Emulating the Hunter archetype means accepting your role as a bulwark against the dangers that lurk in the corners of the map. Experts on tracking and dispatching so-called 'monsters'—orcs, trolls, ghouls, and perhaps even dragons, hunters are often looked on with suspicion for their unusual professions. Some embrace this, offering their professional services for hire, while others work from the shadows, taking no payment and accepting no praise for what they view as a sacred duty to destroy that which offends the natural order.

HUNTER MAGIC

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown in the Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. Spells gained from this feature can't be replaced.

HUNTER SPELLS

Ranger Level	Spell
3rd	<i>thunderous smite</i>
5th	<i>protection from poison</i>
9th	<i>protection from energy</i>

AMBUSHER

At 3rd level, you learn to strike first and strike hard. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

During the first turn of each combat, your walking speed increases by 10 feet, and you can make one additional weapon attack as part of the Attack action. If that attack hits a target that has not yet had a turn, it takes an additional 1d4 damage and can't take reactions before the start of your next turn.

The extra damage increases to 1d6 when you reach 11th level in this class.

HUNTER'S PREY

Beginning at 3rd level, you can focus your hunter's instincts on one foe, increasing the harm you inflict on it. A creature you designate as your quarry using the Hunter's Quarry feature takes two dice worth of additional damage from your attacks, rather than one.

HUNTER'S RESILIENCE

At 7th level, you become especially adept at resisting your prey's attacks. You have advantage on saving throws you are forced to make by your Prey. If the source of the effect is your Hunter's Prey, roll your Hunter's Quarry die and add the result to the saving throw total.

ADVANCED HUNTING INSTINCTS

At 11th level, you master specialized tactics to contend with different types of foes. You gain the following additional benefits:

- When your Prey hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- Your weapon attacks against your Prey score a critical hit on a roll of 19 or 20.
- If your Prey makes an attack roll against a creature other than you, or forces a creature other than you to make a saving throw, you can use your reaction to make a melee weapon attack against your Prey.

WARDEN

Wardens are charged with protecting important locations, persons, or objects. They develop abilities that are more defensive in nature, befitting their roles as guardians.

WARDEN MAGIC

Starting at 3rd level, you learn additional spells when you reach certain levels in this class, as shown in the 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. Spells gained from this feature can't be replaced.

WARDEN SPELLS

Ranger Level	Spell
3rd	<i>protection from evil and good</i>
5th	<i>warding bond</i>
9th	<i>aura of vitality</i>

MENACING DEFENDER

When you choose this path at 3rd level, you gain proficiency in the Intimidation and Investigation skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

WARDEN'S BOND

At 3rd level, you can use some of the magic empowering your attacks to bolster an ally. As a bonus action, you cause one creature of your choice within 30 feet of you to gain a number of temporary hit points equal to your ranger level. These temporary hit points last for 1 hour. Once you use this feature, you can't do so again until you finish a short or long rest.

When you reach 11th level in this class, the number of temporary hit points granted to the creature increases by 2d6.

GUARDIAN OF LIFE

At 7th level, you can extend your protection to nearby creature you have bolstered. As a reaction when you or a creature within 30 feet of you who has temporary hit points granted by your Warden's Bond feature suffers a critical hit, you turn that hit into a normal hit. Any effect triggered by a critical hit are cancelled.

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

SCORN THE FAITHLESS

Starting at 11th level, those who dare strike your wards are punished for their audacity. Whenever a creature who has temporary hit points granted by your Warden's Bond feature is hit with an attack, the attacker takes psychic damage equal to your ranger level if you're not incapacitated.

Dungeons & Dragons 5.5e

This playtest, and all other content for the Lost Realm campaign setting, are part of a larger initiative to launch a '5.5 edition' of Dungeons & Dragons, or '5.5e'. D&D 5.5e is a substantial revision of the fifth edition of Dungeons & Dragons meant to address longstanding complaints about the game while still respecting its legacy. This isn't your grandpa's D&D, but nor is it a game where 'race' is as meaningless as 'hair colour' and the vampire down the lane makes vegan black pudding every Tuesday night for the local Friendship Club meeting. Through the world of Taldaras, in an entirely separate multiverse, players can enjoy a setting written as a love letter to the game.

If you like your orcs evil and your wood elves wise, and want your fantasy game to be about fighting all enemies equally regardless of whether their skin is grey, green, or even withered away, then you should check out more 5.5e content at <http://dmsworkshop.com>!

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