

RANGER

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble.

Thanks to the familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like the combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

RANGER

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)

Hit Points 50 (10d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +3, Wis +4

Skills Perception +5, Stealth +5, Survival +4

Senses passive Perception 15

Languages any two languages (usually Common)

Challenge 2 (450 XP)

Colossus Slayer (1/Turn). When the ranger hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it's below its hit point maximum.

Spellcasting. The ranger is a 5th-level spellcaster. Its spellcasting ability is Wisdom (save DC 12). It can cast the following ranger spells:

1st level (4 slots): *cure wounds*, *hunter's mark*

2nd level (2 slots): *lesser restoration*, *spike growth*

Actions

Multiattack. The ranger makes two attacks with its shortsword or two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

