



SINGULARITY CONCLAVE

Rangers of the singularity conclave have spent much of their formative years close to gravity wells and other space altering events, studying them to gain a deep understanding of their magic. Zipping around the battlefield, these rangers are hard to pin down, and will lock their foes in place before finishing them off, guarding the world from foes unheard of.

SINGULARITY MAGIC

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

SINGULARITY SPELLS TABLE

Ranger Level	Spell
3	hunter's mark
5	hold person
9	fly
13	dimension door
17	hold monster

ANCHOR

3rd level Singularity Conclave feature

As a reaction to a creature, marked by your Hunter's Mark spell, within 60 feet of you moving or teleporting, you can attempt to lock them in place. The creature must succeed a Strength saving throw against your Spell save DC or have the teleport fail, and their speed reduced to 0 until the start of your next turn.

You can use this ability once per casting of the hunter's mark spell, or until you expend a spell slot of 1st level or higher to use it again.

GRAVITATIONAL WEAPONRY

3rd level Singularity Conclave feature

When you attack with a weapon you can use your control over gravity to help you wield it with accuracy and power. You can use your Wisdom modifier Instead of Strength or Dexterity modifier, for the attack and damage rolls you make with weapons.

EXTRA ATTACK

5th level Singularity Conclave feature

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TUGGING SINGULARITY

7th level Singularity Conclave feature

You can maneuver around the battlefield at break neck speeds. You can, as a bonus action, create a gravitational singularity at a point within 30 feet of you that you can see. You are instantly pulled in its space in a straight line, this doesn't count against your movement. If you are grappled or restrained, this effect fails.

You can use this ability a number of times equal to your Wisdom modifier before needing to take a short or long rest.

RAMMING IMPACT

11th level Singularity Conclave feature

Your blows alter the gravitational fabric around your targets. Once per turn, when you deal damage to a creature, you can create a temporary disruption of gravity, inflicting an additional 1d8 magical bludgeoning damage, and you can then choose to push the creature 10 feet in a straight line in a direction of your choice.

CRUSHING PRESENCE

15th level Singularity Conclave feature

You can unleash a terrifying wave of crushing gravity. As an action, all creatures of your choice within 30 feet of you must succeed a Strength saving throw against your spell save DC or be incapacitated, knocked prone and have their speed reduced to 0 until the end of your next turn, as the gravity crushes them to the ground.

You can use this ability once per long rest.