

ALTERNATE RANGER EXPANDED

HOME BREW



A Multitude of Additional Options for the Alternate Ranger

ADDITIONAL SURVIVALIST KNACKS

The following Knacks available to the alternate ranger, in addition to those presented in the base class. If a Knack has a prerequisite, like your ranger level or another Knack, you can learn it at the same time that you meet the prerequisites.

ARCTIC ADEPT

Prerequisite: 6th level ranger

You have learned to survive and thrive in frozen tundra. You, and a number of friendly creatures of your choice equal to your proficiency bonus, have advantage on saving throws to resist the negative effects of arctic environments.

In addition, you have advantage on Wisdom (Survival) checks to find food and water in arctic environments.

DESERT ADEPT

Prerequisite: 6th level ranger

You have learned to survive in scorching desert wastelands. You, and a number of friendly creatures of your choice equal to your proficiency bonus, have advantage on saving throws to resist the negative effects of arid desert environments.

In addition, you have advantage on Wisdom (Survival) checks to find food and water in arid deserts.

FELL HANDED I

Prerequisite: 6th level ranger

You are especially deadly in martial combat. When you score a critical hit with a weapon attack against a creature, you have advantage on the next attack you make against that creature before the end of your next turn.

FELL HANDED II

Prerequisite: 14th level ranger, Fell Handed I

When you score a critical hit against a creature, your critical hit range against that creature expands by 1.

For example, after you score a critical hit against a creature for the first time, you now score a critical hit against that creature on a roll of 19 or 20 on the d20.

RIDER I

You have trained to ride animals that will take a rider. You have advantage on Wisdom (Animal Handling) checks to control your mount, and mounting or dismounting only costs you 5 feet of your movement, in place of half.

RIDER II

Prerequisite: 3rd level ranger, Rider I

You have special skill at training and riding animals, both wild and domestic. You have advantage on Wisdom (Animal Handling) checks to domesticate wild animals, and you can teach a beast to be a trained mount in half the normal time.

RIDER III

Prerequisite: 6th level ranger, Rider I, II

You are a master of mounted combat. When you are riding your mount and it is hit by an attack, you can use your reaction to become the target of that attack instead.

In addition, when you or your mount are forced to make a Dexterity saving throw, you can use your reaction to grant both you and your mount advantage on the saving throw.



UNDERGROUND ADEPT

Prerequisite: 6th level ranger

You are especially skilled at navigating the winding tunnels under the earth. You gain darkvision out to a radius of 60 feet. If you already have darkvision its range increases by 60 feet.

In addition, you can use an action on your turn close your eyes and gain tremorsense in a 60 foot radius, allowing you to sense anything touching the ground within that radius. This special sense lasts for 1 minute, or until you open your eyes. Once you use this action you must finish a short or long rest before you can use it again.

WOODSMAN I

You are familiar with forests, trees, and timber of all kinds. You gain proficiency with woodcarver's tools, and you have advantage on any Intelligence (Nature) checks to identify, recall information, and construct things from wood.

In addition, when you hit a tree or raw timber with a melee weapon attack, it becomes an automatic critical hit.

WOODSMAN II

Prerequisite: 3rd level ranger, Woodsman I

You are adept at identifying the strongest trees and timber from which to construct solid objects. You gain proficiency with carpenter's tools, and anything you construct from wood has twice as many hit points, and is twice as durable.

In addition, at the end of each long rest, if you have timber available, you can craft a total number of clubs, greatclubs, javelins, and quarterstaves equal to your proficiency bonus.





ALTERNATE RANGER ARCHETYPES

At 3rd-level, the alternate ranger gains the Ranger Archetype feature. The following options are available to the alternate ranger, in addition to those in the base class: Bounty Hunter, Drakebound, Grim Warden, Nomad, and Stargazer.

BOUNTY HUNTER

While most rangers specialize in hunting beasts, monsters, and other creatures that threaten civilization, Bounty Hunters protect humanoids from their own. Trained to hunt in urban environments, Bounty Hunters can track their prey through the dark alleyways and underbellies of any town or city. Trained to use various martial techniques, these rangers can confidently confront and subdue any dangerous humanoid.

BOUNTY HUNTER FEATURES

Ranger Level Feature

3rd	Combat Superiority, Ear to the Ground
7th	Dead or Alive, Improved Superiority
11th	Unwavering
15th	The Most Dangerous Game

COMBAT SUPERIORITY

You have learned a few martial techniques. When you choose this archetype at 3rd level, you gain the following features:

Maneuvers. You learn two maneuvers of your choice from the list of Bounty Hunter Maneuvers. You can use only one maneuver per attack. When you gain a level, you can replace one maneuver you know with another of your choice.

Superiority Dice. You have three superiority dice, which are d6s for you. You must expend a superiority die to use once of your maneuvers. You regain all of your expended superiority dice when you finish a short or long rest.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

EAR TO THE GROUND

Your line of work requires a discerning ear and a willingness to get comfortable with folks of ill repute. When you adopt the Bounty Hunter archetype at 3rd level, you gain proficiency in the Investigation skill. Any time you make a Intelligence (Investigation) check in an urban environment, such as a city, town, or other settlement, you add double your proficiency bonus to your roll.

In addition, if you spend the night in a settlement, you have advantage on any ability check you make related to gathering contacts, information, or navigating that settlement.

DEAD OR ALIVE

You are amazingly skilled at immobilizing those that you've been charged to bring in. Beginning at 7th level, whenever you make a Strength (Athletics) check to grapple a creature, maintain a grapple on creature, or shove a creature prone, you gain a bonus to that ability check equal to your Wisdom modifier (minimum of +1).

In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with nets.

IMPROVED SUPERIORITY

Your martial skill has improved. At 7th level, you gain an additional superiority die, and all of your superiority dice become d8s. You also learn two additional maneuvers of your choice from the list at the end of this archetype.

Upon reaching 15th level, your skills increase even further, rivaling hunters of legend. You gain another superiority die (for a total of five), and your superiority dice become d10s. You also learn two more maneuvers of your choice.

UNWAVERING

You are a master of disabling dangerous foes. Starting at 11th level, when a Large or smaller creature misses you with a melee weapon attack, you can use your reaction force it to make a Dexterity saving throw. On a failed save, the creature falls prone, and if you have a free hand you can attempt to grapple the creature as part of this reaction.



THE MOST DANGEROUS GAME

Your insight into those you hunt is almost supernatural, enabling you to predict attacks and lessen blows. Beginning at 15th level, if you hit a creature with a weapon attack, any time you take damage from that creature until the beginning of your next turn, the damage is reduced by an amount equal to your Wisdom modifier (minimum of 1 hit point).

BOUNTY HUNTER MANEUVERS

The maneuvers listed below are available to Bounty Hunter rangers, who focus on disabling and restraining those they have been charged to hunt down. They are often more skilled in martial techniques than the typical ranger.

AMBUSH

You have trained to gain the drop on your quarry. When you make a Dexterity (Stealth) check or roll for initiative, you can expend one superiority die and add it to the roll, provided you aren't surprised or incapacitated.

BLINDING SHOT

As a bonus action, you can expend a superiority die, throwing detritus at a creature within 5 feet, forcing them to make a Constitution saving throw. On a failed save, the creature takes damage equal to your superiority die roll and is blinded until the start of your next turn.

CONCUSSIVE BLOW

When you hit with a creature with an unarmed strike you can expend a superiority die and force them to make a Constitution saving throw. On a failed save, the creature is stunned until the start of your next turn.

CRIPPLING STRIKE

When you hit a creature with a weapon attack, you can expend a superiority die to hamper its movement. You add the superiority die to the damage roll, and it must make a Constitution saving throw. On a failure, its speed is reduced to 0 until the start of your next turn.

DIRTY HIT

When you hit a creature with a weapon attack, you can expend a superiority die and target a vulnerable point. You add the superiority die to the attack's damage roll, and the creature must make a Constitution saving throw. On a failed save, the creature cannot take reactions and its movement speed is halved until the start of your next turn.

DISARMING ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

TRIP ATTACK

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.



DRAKEBOUND

Sometimes, powerful ancient dragons will call upon a ranger who has proved themselves worthy of draconic power. These rare few are granted the boon of a draconic companion, known as a drake. Drakebound rangers form a mystical bond with their companion that allows them to share in the awe inspiring power of dragons. As their bond deepens, both ranger and drake grow in mystical might and draconic power.

DRAKEBOUND FEATURES

Ranger Level	Feature
--------------	---------

3rd	Drake Magic, Drake Companion, Draconic Gift
7th	Bond of Fang and Scale
11th	Elemental Breath
15th	Bond Perfected

DRAKE MAGIC

You gain certain spells at the ranger levels noted in the Drake Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

DRAKE SPELLS

Ranger Level	Spell
--------------	-------

3rd	<i>thaumaturgy, absorb elements, command</i>
5th	<i>dragon's breath, warding bond</i>
9th	<i>elemental weapon, fear</i>
13th	<i>dominate beast, elemental bane</i>
17th	<i>awaken, dominate person</i>





DRAKE COMPANION

Starting at 3rd level, you can use an action to magically summon the drake bound to you. It appears in an unoccupied space within 30 feet. The drake is friendly to you and obeys your commands. When summoned, you choose its Draconic Essence: acid, cold, fire, lightning, or poison. This determines its damage immunity and the damage of its Infused Strikes. Your drake uses the Drake Companion stat block, which uses your proficiency bonus (PB) in several places.

In combat, the drake shares your initiative count, but 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 use your bonus action command it to take another action from its stat block. If you are incapacitated, the drake can take any action it chooses.

The drake remains for a number of hours equal to your proficiency bonus, or until it is reduced to 0 hit points, you use this feature to summon it again, or you die.

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 again.

DRACONIC GIFT

Your bond with your drake empowers you. At 3rd level you learn to speak, read, and write draconic and you learn the *thaumaturgy* cantrip, which counts as a ranger spell for you.

BOND OF FANG AND SCALE

The bond you share with your drake grows stronger. Starting at 7th level, while your drake is summoned, you are resistant to the damage type of its Draconic Essence and its bite attack deals an additional 1d6 damage of the same type.

When you summon your drake, you choose if it is a Small or Medium sized, and it gains one of the following traits:

Amphibious. Your drake can breathe both air and water, and it gains a swimming speed of 40 feet.

Aerial Your drake gains a flying speed of 40 feet.

ELEMENTAL BREATH

Starting at 11th level, both you and your drake can produce elemental breath. As an action, you or your drake can exhale a 30-foot cone of elemental energy. Creatures within the cone must make a Dexterity saving throw against your spell save DC. On a failure, they take 6d6 damage of your drake's Draconic Essence type, and half as much on a success.

Once either you, or your drake, use this feature, you cannot use it again until you finish a long rest, unless you expend a spell slot of 3rd-level or higher to use it again.

BOND PERFECTED

Starting at 15th level, when you summon your drake, it can be Small, Medium, or Large in size. You and your drake also gain the following benefits while your drake is summoned:

- Your drake's bite attack deals an additional 1d6 of its Draconic Essence damage type (for a total of 2d6).
- As a reaction, when you or your drake take acid, cold, fire, poison, or lightning damage while within 30 feet of each other, you can grant the other resistance to the damage of the triggering attack.
- The damage of you, or your drake's, Elemental Breath increases to 8d6 of its Draconic Essence damage type.

DRAKE COMPANION

small dragon, neutral

Armor Class 14 + PB (natural armor)

Hit Points 5 + five times your ranger level
(the drake has a number of hit dice [d10s] equal to your ranger level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	8 (-1)	8 (-1)	14 (+2)

Damage Immunities Draconic Essence

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Draconic Bond. You add your PB to any ability check, attack roll, or saving throw that the drake makes.

Actions

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

Reactions

Infused Strikes. When the drake, or a creature within 30 feet that it can see, hits with a weapon attack, the drake can cause the attack to deal an extra 1d6 of its Draconic Essence damage type.



GRIM WARDEN

Sometimes it takes a monster to destroy a monster. Rangers that take up the mantle of Grim Warden undergo a dark alchemical ritual, known as the Warden's Rite, to enhance their physical abilities. They sacrifice any chance they have at a normal life, mingling their blood with that of monsters, in order to gain dark, unnatural power to destroy their foes.

GRIM WARDEN FEATURES

Ranger Level Feature

3rd	Grim Warden Magic, Warden's Rite Crimson Brand
7th	Dark Augmentation
11th	Improved Crimson Brand
15th	Sanguine Mastery

GRIM WARDEN MAGIC

You gain certain spells at the ranger levels noted in the Grim Warden Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

GRIM WARDEN SPELLS

Ranger Level Spell

3rd	<i>bane, hex</i>
5th	<i>hold person, shadow blade</i>
9th	<i>bestow curse, vampiric touch</i>
13th	<i>blight, shadow of moil</i>
17th	<i>enervation, hold monster</i>

WARDEN'S RITE

At 3rd level, you undergo the Warden's Rite, an alchemical ritual that suffuses your blood with sinister magic. You gain proficiency with alchemist's supplies and in the Religion skill. Whenever you make an Intelligence (Religion) check related to fiends, undead creatures, or necromancy magic you can add double your proficiency bonus to the roll.

CRIMSON BRAND

Starting at 3rd-level, you can draw upon the dark magic in your blood, empowering your weapon attacks with your own life force. When you hit a creature with a melee weapon attack, you can expend your Hit Dice as part of the attack to deal additional necrotic damage to the target, on top of the normal damage of the weapon.

The additional necrotic damage is 2d10 for one Hit Die, plus 1d10 for each additional Hit Die you expend as part of the attack. The additional necrotic damage from this feature increases by 1d10 if the target is a fiend or undead creature.

BLOOD HUNTER, DISSECTED

The [Blood Hunter](#) class contains many risky mechanics that are difficult to manage. The Grim Warden is an attempt to adapt the themes of the class while staying in line with the design of 5e.



DARK AUGMENTATION

You have learned to exert greater control over the sinister magic that flows in your veins, enhancing your physical abilities. Starting at 7th level, when you make a Strength, Dexterity, or Constitution ability check, you gain a bonus to your roll equal to your Wisdom modifier (minimum of 1).

In addition, your movement speed increases by 5 feet.

IMPROVED CRIMSON BRAND

Beginning at 11th level, the dark magic in your blood seeps into your weapon strikes. Once per turn, when you hit a creature with a melee weapon attack, you can deal an additional 1d10 necrotic damage to the target.

SANGUINE MASTERY

Your Warden's Rite manifests its full potential. Beginning at 15th level, you have advantage on saving throws to resist the frightened condition, and you are always under the effects of the *protection from good and evil* spell while conscious.

NOMAD

Nomads delight in travel, exploration, and discovery. They desire to learn all they can, uncovering secrets and hidden lore. They strive to keep their mind in a meditative state that allows them to perceive a strange, living web of knowledge known as the Noosphere. This web links all who follow the way of the Nomad, and allows them to access knowledge and skills from far off places and distant lives.

NOMAD FEATURES

Ranger Level Feature

3rd	Nomadic Magic, Expunging Strike (1d4), Web of Knowledge
7th	Memory of One Thousand Steps
11th	Strange Movement, Expunging Strike (2d4)
15th	Mystical Burst





NOMADIC MAGIC

You gain certain spells at the ranger levels noted in the Nomad Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

NOMAD SPELLS

Ranger Level	Spell
3rd	<i>comprehend languages, disguise self</i>
5th	<i>detect thoughts, misty step</i>
9th	<i>clairvoyance, tongues</i>
13th	<i>dimension door, divination</i>
17th	<i>commune, seeming</i>

EXPUNGING STRIKE

Starting at 3rd level, you can erase yourself from minds of your foes with a strike. Once per turn, when you hit a creature with a weapon attack, you can force them to make an Intelligence saving throw in addition to the attack's damage. On a failed save, it takes 1d4 psychic damage, and it cannot perceive you until the start of your next turn.

Starting at 11th level, the psychic damage becomes 2d4.

OPTIONAL RULE: PSIONIC SPELLCASTING

For the mechanics to match the fantasy of a ranger who wields psionic power, replace all Wisdom-based class and subclass features with Intelligence.

WEB OF KNOWLEDGE

When you adopt the Nomad archetype at 3rd level, you gain access to the strange living web of knowledge known as the Noosphere. At the end of each long rest, you gain two skill or tool proficiencies of your choice, which last until the end of your next long rest. You can also choose to learn a language in place of one, or both, proficiencies.

MEMORY OF ONE THOUSAND STEPS

You have begun to become one with the Noosphere. Upon reaching 7th level, you gain resistance to psychic damage.

Also, when you are hit with an attack, you can use your reaction to disappear into the Noosphere, causing the triggering attack to miss. You immediately reappear in an unoccupied space of your choice that you occupied at some point since the starting of your previous turn.

Once you use this reaction you must finish a short or long rest before you can use it again, unless you expend a spell slot of 2nd-level or higher to use it again.

STRANGE MOVEMENT

Beginning at 11th level, if you have not yet moved on your turn, you can use a bonus action to expend all of your movement and teleport a number of feet equal to double your movement speed to an unoccupied space that you can see.

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

MYSTICAL BURST

You have learned to draw psionic energy from the Noosphere to assault your foes. Starting at 15th level, each time you teleport with a Nomadic Magic spell, Memory of One Thousand Steps, or Strange Movement you can force creatures of your choice within 10 feet of the point at which you appear to make an Intelligence saving throw. On a failed save, they 2d8 psychic damage.

STARGAZER

Mortals have always looked to the stars for stories of the past, guidance in the present, and glimpses of the future. Most believe that by reading the motions of the heavenly bodies, one can even change fate. The great constellations, the adder, elephant, hare, stag, and wolf, all tell legendary stories and have even been known to grant mortals that they deem worthy a portion of their radiant power.

STARGAZER FEATURES

Ranger Level	Feature
3rd	Stargazer Magic, Celestial Guidance
7th	Threads of Fate
11th	Starlight Strikes
15th	Resplendent Soul

STARGAZER MAGIC

You gain certain spells at the ranger levels noted in the Stargazer Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.





STARGAZER SPELLS

Ranger Level	Spell
3rd	Constellation Spells
5th	<i>mind spike, moonbeam</i>
9th	<i>beacon of hope, clairvoyance</i>
13th	<i>divination, guardian of faith</i>
17th	<i>dawn, wall of light</i>

CELESTIAL GUIDANCE

You are guided by the constellations of the night sky. When you adopt the Stargazer archetype at 3rd level, you gain proficiency with navigators tool, and you cannot become lost, even by magical means, so long as you can see the night sky.

In addition, at the end of each long rest, you can attune yourself to one of the constellations from the Constellation Magic table below. You learn the corresponding cantrip and 1st-level spell, they count as ranger spells for you, but they don't count against your total number of Spells Known.

You can cast Your 1st-level Constellation Spell at 1st-level, without expending a spell slot or components, a number of time equal to your Wisdom modifier (minimum of once)

CONSTELLATION SPELLS

Constellation	Cantrip	1st-level Spell
Adder	<i>viscous mockery</i>	<i>inflict wounds</i>
Elephant	<i>guidance</i>	<i>bless</i>
Hare	<i>minor illusion</i>	<i>longstrider</i>
Stag	<i>shillelagh</i>	<i>compelled duel</i>
Wolf	<i>primal savagery</i>	<i>guiding bolt</i>

THREADS OF FATE

Your insight into the stars allows you to twist the threads of fate. Starting at 7th level, when you, or a creature that you can see within 30 feet, makes an ability check or saving throw, you can use your reaction to add your Wisdom modifier (minimum of +1) to the result of the roll.

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

STARLIGHT STRIKES

Starting at 11th level, you can use a bonus action to enter a trance, allowing the celestial bodies of the night sky to guide your strikes. While you are in this trance, your eyes fill with starlight, and once per turn, when you make an attack roll you can treat a roll on the d20 of 9 or lower as a 10.

This trance lasts for 1 minute, unless you choose to end it as a bonus action, or you are incapacitated.

Once you use this ability you must finish a long rest before you can use it again, unless you expend a ranger spell slot of 3rd-level or higher to use it an additional time.

RESPLENDENT SOUL

Upon reaching 15th level, you have become suffused you with starlight. As a reaction, when a creature that you can see within 30 feet hits you with an attack, you can release a flash of blinding light and force the attacker to make a Constitution saving throw. The attacker takes 3d10 radiant damage and is blinded until the start of its next turn on a failed save, and it takes half damage and is not blinded on a successful save.

Once you use this reaction a number of times equal to your Wisdom modifier (minimum of once), you must finish a long rest before you can use it again, unless you expend a spell slot of 1st-level or higher to use it an additional time.



ALTERNATE ARCHETYPES

The official ranger archetypes from *Xanathar's Guide to Everything* and *Tasha's Cauldron of Everything* all work as published with the Alternate Ranger class. However, listed here below are some slight modifications to the official Archetype Spell lists for the official ranger archetypes.

GLOOM STALKER MAGIC

Replacement 3rd-level Gloom Stalker feature

You gain certain spells at the ranger levels noted in the Gloom Stalker Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

GLOOM STALKER SPELLS

Ranger Level Spell

3rd *cause fear, disguise self*

5th *darkness, rope trick*

9th *fear, nondetection*

13th *greater invisibility, phantasmal killer*

17th *mislead, seeming*

HORIZON WALKER MAGIC

Replacement 3rd-level Horizon Walker feature

You gain certain spells at the ranger levels noted in the Horizon Walker Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

HORIZON WALKER SPELLS

Ranger Level Spell

3rd *alarm, protection from evil and good*

5th *misty step, rope trick*

9th *haste, magic circle*

13th *banishment, dimension door*

17th *banishing smite, teleportation circle*

MONSTER SLAYER MAGIC

Replacement 3rd-level Monster Slayer feature

You gain certain spells at the ranger levels noted in the Monster Slayer Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

MONSTER SLAYER SPELLS

Ranger Level Spell

3rd *compelled duel, protection from evil and good*

5th *see invisibility, zone of truth*

9th *magic circle, protection from energy*

13th *banishment, faithful hound*

17th *dispel evil and good, hold monster*

FEY WANDERER MAGIC

Replacement 3rd-level Fey Wanderer feature

You gain certain spells at the ranger levels noted in the Fey Wanderer Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

FEY WANDERER SPELLS

Ranger Level Spell

3rd *cause fear, charm person*

5th *enthrall, misty step*

9th *dispel magic, fear*

13th *charm monster, dimension door*

17th *geas, mislead*

SWARMKEEPER MAGIC

Replacement 3rd-level Swarmkeeper feature

You gain certain spells at the ranger levels noted in the Swarmkeeper Spells table. They count as ranger spells for you, you always have them prepared, but they don't count against the total number of spells you can prepare each day.

SWARMKEEPER SPELLS

Ranger Level Spell

3rd *mage hand, entangle, faerie fire*

5th *spider climb, web*

9th *fly, gaseous form*

13th *arcane eye, giant insect*

17th *arcane hand, insect plague*





ALTERNATE RANGER EXPANDED

A multitude of additional options for the Alternate Ranger. Includes new knacks, alternate rules for the official archetypes, and five new archetypes: Bounty Hunter, Drakebound, Grim Warden, Nomad, and Stargazer.

Version 3.5.0

Created by [/u/laserllama](#)

Artist Credits:

Covers - [Villie Assinen - Taiga](#)

Page 1 - [Dallas Williams - Elven Bow](#)

Page 2 - [Robotdelesposito - Moose Riders](#)

Page 3 - [Brian Valeza - Mitzy](#)

Page 4 - [Mike Bierek - Mana-Charged Dragon](#)

Page 5 - [Rodrigo Idaliano - Malakir Cullblade](#)

Page 6 - [Clint Cearley - Ruthless Ripper](#)

Page 7 - [Mila Pesic - Blessing of Frost](#)

Page 8 [Igor Kieryluk - Fyndhorn Elves](#)

The Alternate Ranger class can be found [Here](#).

Additional *Laserllama* Homebrew content, including classes, subclasses, and player races, can be found for free on [GM Binder](#).

Like what you see? Support me on [Patreon!](#)