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Revised ranger monster slayer

Source: Xanathar's Guide to Everything Monster Slayer Magic From the 3rd level, you'll learn an additional spell when you're lifting certain levels in this class, as shown in the Monster Slayer Spells table. The spell is considered a Ranger spell for you, but it doesn't count with the number of Ranger spells you know. Hunter Sense On the 3rd level, you get the ability to look at a creature and magically see how best to hurt it. As an action, choose a creature that you can see within 20 feet of you. You'll find out immediately if the creature has any damage immunities, resistances, or vulnerabilities, and what they are. When the creature is hidden from true magic, you will feel that it has no damage immunities, resistances, or vulnerabilities. You can use this feature several times equal to your Wisdom modifier (at least once). You recover all used uses of it when you end a long pause. Slayer's Prey From the 3rd level, you can focus your anger on an enemy and increase the damage you inflict on it. As a bonus promotion, you'll call a creature that you can see within 60 feet of you as the target of this feature. If, for the first time in each round you hit this target with a weapon attack, she takes an additional 1d6 damage from the weapon. This benefit takes until you end a short or long pause. It ends early when you know another creature. Extra Attack From 5th level, you can attack twice instead of once when you take the attack action in turn. Supernatural Defense On the 7th level, you gain additional resilience to your prey's attacks on your mind and body. Whenever your Slayer's loot target forces you to make a saving throw, and whenever you do an ability check to escape that target's gripper, add 1d6 to your role. Magic-User's Nemesis On the 11th level, you get the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically thwart it. The creature must succeed with a Wisdom Rescue Throw against your spell to save DC, or its spell or teleport fails and is wasted. Once you use this feature, you will no longer be able to use it until you have completed a short or long pause. Slayer's Counter At 15th level, You Gain the ability to counterattack when your prey tries to sabotage you. If your Slayer's loot target forces you to make a saving throw, you can use your reaction to launch a weapon attack against the quarry. make this attack just before saving throw. When the attack strikes, your save is automatically successful, in addition to the normal effects of the attack. This guide is intended as a deep immersion in the DnD 5e Ranger. For a quick overview of the Ranger class, see our DnD 5e class breakdown. You can see the Ranger class features here. In this article, we examine the class functions of the Ranger and how to by choosing your race, ability score, spell, feats, etc. The color code that follows has been implemented to help you see at a glance how good this option will be for your Ranger. This color coding is not a hard and fast rule; There are many sub-optimized options out there that will be viable for your party and fun to play. Red will not contribute to the effectiveness of your character build at all Orange is an OK option green is a good option blue is a good option, should you consider this option for your character Sky Blue strongly is an amazing option. If you don't take this option, your character wouldn't be optimized so when you're ready, grab your granola, grab some animal friends, and let's go in. The 5th Ranger The 5th Ranger is a master of survival who uses his knowledge of nature to pursue enemies and offer advantages in combat. The common motive around the ranger in DnD 5e is an experienced hunter, tracker and forest worker, most at home on the edge of civilization and the first line of defense against threats from the wild. Most Rangers are played as loners in social settings and will be more than happy to take out before the party. The 5nd Ranger is a controversial class because they are usually considered underpowered. The class features of your early level offer zero benefits if you're not in the right environment or fighting the right monster. This can cause your Ranger to feel limited in his abilities compared to other versatile classes. There has been so much talk that Unearthed Arcana actually released a Revised Ranger to resolve some of the concerns with the class. This new version of the Rangers has not been released in any material, but it is often included at tables, despite the fact that it is still in Playtest mode. We will address the Revised Ranger in a later article. Before you start racing Check out our guide to DnD races for non-standard races. Remember, most races and subraces are limited by the setting and the starting material chosen by the DM. Check out your DM before selecting one of the races listed below. Rangers are a semi-caster class that uses WIS as a spell modifier. Their style of play is similar to that of a villain. Rangers are great in stealthiness and getting the drop on their opponent. They are also optimally played with a maximum DEX score. Your next priority will be WIS or CON, depending on how you want to use your Ranger. If you are up close and personal, throw Save-based spells, CON is where you want to focus. If you stay behind and use the full Ranger magic list, stack your WIS. Dragonborn: +2 STR is nice for a melee ranger, the +1 CHA is wasted. Dwarf: +2 CON and Darkvision are beautiful. Hill: +1 to WIS makes this an all-right pick. Mountain: Don't help a ranger. Eleven: +2 DEX is accurate You are looking with a ranger. The advantage of saving throws against enchantment and immunity to sleep is the icing on the cake. Drow Elf: CHA won't do a ranger much good and the sun sensitivity is annoying. High Elf: INT is useless for Rangers. Wooden Fairy: Small WIS bonus, increased walking speed and mask of the wilderness. This is the optimal Ranger choice. Gnome: INT is useless for Rangers. Forest: Small DEX bonus, Minor Illusion, and Speak with Small Beasts something makes up for the Gnome's useless bonus to INT. Rock: Not good for Rangers. Half Elf: The CHA bonus is largely unproductive for The Rangers, but increasing two skill scores by 1 allows you to boost WIS and STR/DEX to create a fairly rounded character. Advantage in saving throws against enchantment and immunity to be euthanized is nice. Half-Orc: Relentless Endurance and Savage Attack are good for those who want to get close. The STR and CON bonuses will certainly help. Halfling: +2 DEX is exactly what we are looking for and Lucky is always nice to have. Lightfoot: CHA is usually wasted on a ranger, but Natural Stealthy is certainly a nice advantage. Stout: More CON never hurts, the poison resistance will help at some point. Human: People are always decent. Vanilla: A center of the road pick because they increase all their ability points by 1. Variant: Boosts to WIS and DEX and a nice performance on the first level? This is one of the best decisions you can make for your ranger. Check out our Feats section for more information. Tiefling: Tieflings have no features that make them attractive to a ranger. Backgrounds that stick to the fact that we go for DEX and WIS for a ranger, don't let us with a ton of options for backgrounds: Folk Hero: Animal Handling and Survival are two skills that a Ranger SHOULD be really good. Animal handling as written, however, is definitely a below-average skill. Urchin: Sleight of Hand is not a DEX-based skill that Rangers usually have access to. Stealth is a great free competency. Criminal: Deception competence will help balance a dumped CHA value and can help you face a bit more for your party. Free stealth skills are ingenious. Outlander: This is another flavor pick, similar to Folk Hero. The skills aren't great, but the backstory and Wanderers feature certainly make sense for a ranger. Skill Scores Scores (ASI) are increased to the 4th, 8th, 12th, 16th, and 19th levels. Prioritize WIS over the other skill ratings. As soon as WIS is maximal, the decision between CON and DEX on the Ranger Circle you choose. STR: This is a definitive dump statistic for Rangers on how to get along with finesse weapons if you want to go close. DEX: Since the only armor Rangers access to is easy or medium, DEX is your primary means of defense (it is better to be missed than to be hit with some additional HP). DEX also plays into your weapon weapon Damage, initiative, the all-too-common DEX savings throw and the very important stealth ability. CON: If you are planning to go for a melee Ranger, it is best to forgo WIS instead of CON. This allows you to keep your focus on your great Hunter brand spell. If you go for a Ranged Ranger, you can save this after you have stacked your WIS. INT: Don't bother with INT. WIS: If you are planning to go for a Ranged Ranger, it is best to forgo CON instead of WIS. This way you can save your spell DC and get magic attack modifier to a relevant level. If you go for a melee Ranger, you can save this after you stack your CON. CHA: Rangers should not try to focus on social skills outside of WIS based on. If you need to, the overall effectiveness of the character will suffer. Ranger Class Progression 1st Level Hit Points: Rangers have a nice of the street d10 Hitdice. Save: The competence with STR and DEX saves is great. DEX saves are extremely common, STR saves are less so, but helpful to knocking prone and restrained. Weapon/Armor Skills: Light Armor, Medium Armor, Shields, Simple Weapons, and Combat Weapons is exactly what the Ranger wants to work with. Skills: Rangers are not known for their diverse abilities. You can only choose two of the following eight abilities. Animal Handling (WIS): Animal Handling as written is a trash ability. If your DM is lenient with the decisions it is definitely a worthwhile ability for Rangers to pick, but otherwise avoid this. Athletics (STR): Athletics is not a super frequent request for someone in the position of Rangers. It also doesn't fit well with the dumped STR score. Insight (WIS): Insight is ideal for social interactions as it can give you a lot of information about the person you're trying to convince or manipulate. Investigation (INT): Investigation can sometimes network with survival, it is best to choose survival to play the strengths of The Rangers and to go with the WIS-based ability. Nature (INT): Nature is an important INT capability. If there's no one else in your party, it makes sense for the ranger to know what's going on when you're out in the woods. Perception (WIS): We've said it before, perception is the best skill in D&D. If you can train in this regard, you can iron out your low WIS score. Stealth (DEX): If perception is the best ability, stealth is a close second. Survival (WIS): Similar to nature. If you don't have another savvy woodman in your it is your duty as a ranger to pick this up. Preferred Enemy: You can select your favorite creature type (or the least favorite I think) and get some smaller bonuses, such as: tracking advantage and recalling information about them. This feature is certainly a weak class feature and is where the Ranger class starts to go off the rails a little. The creatures you choose for your preferred enemy vary wildly by but a look at the Monster Handbook shows us that beasts, fiends, and undead are very likely to appear. Animals are likely to appear at lower levels, but you can choose more preferred enemies on the 6th and 14th levels. Natural Explorer: Natural Explorer is a stronger passive ability than a favored enemy, but still extremely moral. You can choose one of eight possible terrains to get a variety of bonuses, but if you're not in the chosen terrain, you're SoL. 2nd Level Fighting Style: Archery: +2 to attack reels with long-range weapons is exactly what you're looking for as a Ranger and helps offset the penalty with Sharpshooter shots. Defense: +1 to AC is not overly exciting, but since AC is hard to scale, it can make a difference in early and long play. Duel: The ability to swing a shield while getting close to two-handed weapon damage is a very, very tempting option. Two-Weapon Combat: While Two-Weapon Fightingcan will make you much easier with your offhand weapon, there are some drawbacks to being a dual-wielding fighter. Mainly the fact that attacking with your offhand takes your bonus action. This does not cause your offhand attacks to scale with your additional attacks. This will quickly overshadow the damage you're doing by using a grand sword or taking the Combat Martial Archetype. Spellcasting: Rangers are a semi-caster, which means they only get spell slots up to 5th level and no cantrips. Their magic list focuses mainly on passive, usefulness/survival skills, with the exception of Hunters Mark. Hunter's Mark is for Rangers as Hex is to Warlock. It's their bread and your butter extra damage spell that keeps their attacks at a similar level to fighters and their additional attacks. 3rd Level Primeval Awareness: This is... not a great ability. You can determine when certain creature types are within 1 mile, but not their location or number. Definitely not worth a magic slot 90% of the time. Ranger Archetype On the 3rd level, Rangers get to choose their Ranger Archetype. A Ranger circle fully defines how the build plays, so choose the one based on a style of play that you might enjoy the most. Beast Master 3rd Level Ranger's Companion: This one is a bit of a bummer. The Ranger Companion is strictly worse than a Wizard confidant (and much worse than a pact of the Chain's confidant) at lower levels. The main reason for this is that a confidant acts independently of them, so you don't have to waste any action to command them around. If you want your something, you must be willing to give up your own action to do so. You also can't use your compain's senses or use touch spells as you know it as a confidant. The Companion gets better at later levels, but up to the 7th level it is quite useless. Flying Snake: Flyby can hold out the Flying Snake and it has blind vision. The damage is fine. Giant Badgers: Unfortunately, you won't be able to use multiattacks until you unlock bestial rage on the 11th level, where each other companion gets the ability to make two attacks. This makes the badger in every respect strictly worse than the wolf. Giant Crab: Good AC and HP, can breathe air and water and can grab a target. The damage is not great. Huge Venomary Snake: Good AC, HP is on par with a wolf, and the damage from the failed CON-Save makes this potentially the heaviest hitter of all companions. Owl: Flyby, so it doesn't provoke casual attacks, but the low AC, pitiful damage and HP make this a difficult choice. It really comes online on the 7th level when it has the ability to give the help action on every turn. Pteranodon: Large HP and good AC. Flyby and fixed damage. This is your best option in the air. Vulture: If you don't have pteranodon available to familiarize yours, the vulture will do well. Worse damage, AC and HP than the Pteranodon, but has pack tactics. Wolf: Ahh, the proven Ranger companion. Good damage, HP, AC, pack tactics. and the chance to beat an enemy makes this a top-tier choice. Exceptional 7th Level Training: This makes your companion much more useful, you can use it to get an advantage for one shot per turn. 11th Tier Bestial Fury: This fits well along with the Companion feature that lets you give your companion one of your attacks. To put this into perspective, if you use a longbow, have Hunter's Mark on and have your DEX stacked, you will do 1d8+5 + 1d6 (average of 12). For your sake, if you hit twice with your wolf you average 2d4 + 6 x 2 (average of 20). This is, of course, presupping that you do not have improved weapons. 15. Level Share Spells: Rangers have some beautiful buff spells to increase your companion's enduring power and effectiveness. Stone Skin is an obvious choice. Gloom Stalker 3rd Level Gloom Stalker Magic 3rd – Disguise Self: A decent infiltration spell, but usually Pass Without Trace is a better option. 5. – Rope Trick: A great spell to provide a break or an opportunity to ambush. 9. - Fear: Large Mass Control 13th – Greater Invisibility: Unlimited Attacks with Advantage and Enemies Swing with Disadvantage during 10 Battle Rounds. 17. – Apparently: This is one of those spells that is only as good as the player who comes up with a crazy, crazy idea. Dread Ambusher: Comparable, but much worse than the Rogue's Assassinate feature. The initiative bonus is very nice. Umbral Sight: This is a great skill, but it is quite situable. Level Iron Mind: Wisdom saves throws are very common and failure produces nasty effects. 11th Level Stalker's Flurry: This is just a straight forward great ability to land extra hits 15th Level Shadowy Dodge: You can impose attacks on disadvantages per turn essentially conjures up a free shield in each turn. Horizon Walker 3rd Level Horizon Walker Magic 3rd – Protection from Evil and Good: A strong buff against common creature types. 5. – Misty Step: A bonus promotion to get free card from prison is always welcome. 9. Haste: Another big buff, careful in violating concentration. 13. – Banishment: A failed save on a banishment can mean taking a creature out of battle for good, or just long enough to control the battlefield and action economy. 17. -Teleportation Circle: Situation alpoen that must prepare to be effective. Still useful in high-level campaigns if you don't have a method of fast travel. Detect Portal: This probably won't come a whole lot. Planar Warrior: Increasing your damage once per turn in force, this is a good ability by adding a d8 (2d8s after the 11th level), making this a great skill. 7th Level Ethereal Step: This is a kind of just a worse Misty step because it would require your bonus action and movement to get out of the damage way. It also costs double movement to move up. The only exception would be to enter places where you don't have a line of sight. 11. Level Distant Strike: This is not only a super cool ability, but it is also very effective. To help you move, throw the battlefield without taking casual attacks, and get an extra attack in each round. 15th Level Spectral Defense: Uncanny Dodge is great on Rogues and Spectral Defense is great on Rangers. Hunter 3rd Level Hunter's Prey Colossus Slayer: Reliably deals an additional 1d8 damage per turn. Giant Killer: Good use for a reaction, but is somewhat limiting due to the caveat that it must be a large or larger creature. Horde Breaker: Additional attack that can be performed reliably and multiple times in each battle. Very good. 7. Level Defensive Tactics Advantage the Horde: Decent ability to get out of danger. Good to move around in combat or if you're a long-range fighter, when you're constantly in the melee area. Multi-attack Defense: Many creatures have multiattack. This is essentially a free shield spell against them when they hit you. Steel wants: Advantage in saving throws against fear is a fairly limited ability. 11. Level Multiattack Volley: Good pick-up for Ranged builds. If you've already picked up horde breakers, this will only launch an additional attack if 4 creatures are trapped in the 20ft square. Whirlwind Attack: Again a good selection for melee builds, probably won't net you more attacks than your two attacks + Horde Breaker. 15th Level Superior Hunter's Defense Evasion: Great ability because DEX ranges are so common. Your high DEX score and knowledge of DEX savings is likely to prevent you from taking any damage from these effects unless you roll very badly. Stand Against the Tide: This is fun and can cause some great damage in the right right The fact is that these situations are far and little in between. Eerie Dodge: One of the best defensive skills in the game. Monster Slayer 3rd Level Monster Slayer Magic 3rd – Protection from Evil and Good: A potent buff against ordinary creature types. 5. – Zone of Truth: Good for RP, but seems to be really unseated in the Monster Slayer's magic list. 9. Magic Circle: This is situation-like, but will be a good effect if you can land it under the right circumstances. 13. – Banishment: A failed save on a banishment can mean taking a creature out of battle for good, or just long enough to control the battlefield and action economy. 17. – Keep Monsters: Even a round of incompetence is bad news for any creature. Hunter's Sense: This is a cool skill. Unfortunately, not many creatures have vulnerabilities and most creatures with resistors are pretty obvious. Slayer's Prey: A strictly worse Hexblade's Curse. It's even worse than Colossus Slayer for the Hunter and Planar Warrior for the Horizon Walker. Only underpowered in the general 7th level Supernatural Defense: Here Slayer's Prey begins to get good. Adding a d6 to every save throw and controls against grippers is pretty damn good. 11th Level Magic-User's Nemesis: A free Counterspell per short or long break. If you have a good WIS modifier, this is a great ability to improve the versatility of your Ranger. 15th Level Slayer's Counter: This is a great capstone for the Monster Slayer. 5th Level Extra Attack: Extra attacks are the bread and butter of all battle classes. Like the other half-caster, the Paladin, Rangers get only 1 extra attack. Luckily, they have Jägermark to make up for lost damage. Step of the 8th level: Being immune to not magically difficult terrain will be useful a few times per campaign, but it is not a big game changer. 10th Level Hide in Plain Sight: This is great for underdogs, something Rangers really like to do. It is extremely nerfed by the fact that you need to camouflage after every time you move, making this useless for infiltrations. 14th level Disappearance: Being able to hide as a bonus promotion will be very beneficial for the Rangers, who like to stay at a distance between the cover. Being inobretable can also be beneficial. 18th Level Wild Senses: This is great if you have to fight an invisible creature, something that can or may not happen when you're so late in the campaign. 20. Level Foe Slayer: A great ability, massively limited due to the fact that it can only be applied to your preferred enemies. Rangers have a lot of options when it comes to tricks. Importantly, the Rangers are a predominantly DEX-based class. This means that their AC, Attack, Damage, DEX stores, stealth, etc. are all affected by a skill modifier. Unless expressly stated, will probably want their DEX max before you take any tricks. If you are a variant human, well done. Warning: Rangers, especially Gloom stalkers, like to go first. Crossbow Expert: This can cause one ton of damage for each DEX-based class. The hunting marks of the Ranger hunter make this even more effective. This is a great pickup even before you use your DEX max. Defensive Duelist: If you go for a melee build, this can help to reduce damage. Dual Wielder: Two-weapon battle with this one makes the building a bit viable. Heavy Armored: Decent option to boost your AC when you're lying around some Mithril plate. You definitely don't want to sacrifice your camouflage for it. Happiness: Happiness is a feat that is useful for any character. Magic Initiate: This performance is a good choice if you choose The Assistant as the class from which you can draw spells. The proven Find Familiar as a first-tier spell allows you to deliver touch spells and give players help actions. Mounted Combatant: If you're a small creature (half-ling or dwarf) and take the Master Archetype, you can make your companion a little

more defensively inclined. You probably won't take advantage of melee attacks because your companion is limited to a medium creature. Resilient (CON): When you're in combat, you'll need to make sure your hunter's brand stays active when you're hit. Advantage on CON exams helps you with concentration-tested enthalpy. Sniper: Ranged Attackist is already a very powerful mechanic. This ability provides a ton of extra versatility for long-range attacks and can do some huge damage, especially in combination with the number of attacks Hunter Rangers can get. Take this as soon as you max you DEX. Skulker: Being able to hide when easily obscured is nice to stay hidden after missing an attack. This feat REALLY comes online for 14th Level Horizon Walkers, where they can take attacks, Teleport 10ft then hide as a bonus action. Pure evil. War Caster: Advantage on CON ranges are nice, but you don't have access to cantrips for opportunity attacks. Stay resilient when you need it. Ranger Spells Rangers have access to many spells. Therefore, we think that it would be most advantageous to talk only about our favorite spells at each level, and which ones to avoid. Just remember that this does not mean that those we do not mention are necessarily bad or have no purpose. A full list of Ranger spells can be found here. 1st Level Magic Animal Friendship: This will be yours from at least one low-level animal encounter. Healing Wounds: Healing is important, so take it up if you think you need it. Detect Magic: Each group should roll with at least one character who has access to Detect Magic. Goodberry: Not particularly useful in combat, but if you make Goodberries at the end of each day, you have a solid pool of Undress. Hunter's Sign: THE Ranger Spell. It gives you extra damage and some nice tracking skills. Talk to animals: Its effectiveness is limited, but do you really want to be a ranger who can't talk to animals 2nd Level Animal Messenger: This has a lot of caveats. If you have someone in your party with Send, you will never need it. Barkskin: The go-to spell before Wild Shaping. Find Traps: Reveals the presence of traps, but not their exact location. Rangers can find much better applications for their magic slots. Smaller Recovery: Diseases and conditions come from time to time, so you will be happy to have this when they do. Pass without trace: If you infiltrate an area you shouldn't be with your party, the +10 bonus on stealth is massive. Silence: Spike Growth: Moderately good mass control or can be used to stage an ambush because it is camouflaged. 3rd Level Spell sorcery: Big boost for your party's HP and action economy. Remember that the DM gets the last word about what animals are summoned to choose, you only get to choose the CR. Daylight: The light can stumble on steroids. Removing the darkness could be useful in the situation. Plant Growth: Slows down annoying enemies who move or try to escape a lot, but also not very well. Also cool for history beats to restore the nature that was devastated by the war. Protection from energy: This is usually overshadowed by AbsorbElements, except in the specific circumstances when you are constantly exposed to some kind of damage. Talk to plants: the taste is spot on with this spell, it just doesn't have that many applications. Water breathing: Pretty useless, because they have a floating wild form at this point. The only useful scenario would be if you wanted the rest of your party to follow you underwater. Water Walk: This probably won't be used in an entire campaign. Windwall: Useful against many archers, swarms of flying enemies or deadly fog. Otherwise, the damage is pretty bad. 4th Level Spells Conjure Woodland Beings: Pretty much the same as spells of small elementals, but fey have some distinctive effects of elemental. Freedom of movement: Extremely good if your DM Crowd Control effects throw your way, or if you decide to make a trip underwater. Find Creature: This will be a lifesaver at least once in a campaign. Stone Skin: Effectively double the horsepower of a melee fighter (or your Wild Shape) against creatures without magic weapons or spells for an hour. 5. Level Magic Commune with Nature: for role-playing and story progress, not so great for the fight. Tree Step: A fun spell with a variety of applications if you can get a bit creative. But without trees nearby, you won't go anywhere. Hope you liked the guide! If you have any questions or feel that we have missed something for the 5th Ranger, go to the a comment below. If you like our content, subscribe to Arcane Eye! Eye!

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