



GRAVETENDER RANGER

NEW RANGER ARCHETYPE

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

GRAVETENDER

Rangers that tend to the cemeteries and final places of rest in the world are Gravetenders. These solemn caretakers are wardens of the circle of life, and traverse such oft-ignored yet hallowed grounds with grim purpose. And, like the dead returning to soil, Gravetenders offer their vitality in exchange for power and survival. They stand as silent sentinels, vigilant against the encroachment of desecration and undeath, and defend the memories of persons, beasts, and more to ensure their voices are never forgotten to the ravages of time.

GRAVETENDER MAGIC

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

GRAVETENDER SPELLS

Ranger Level	Spells
3rd	<i>bane</i>
5th	<i>misty step</i>
9th	<i>speak with dead</i>
13th	<i>blight</i>
17th	<i>hallow</i>

TOUCH OF THE DEPARTED

Also at 3rd level, you gain the ability to connect with the dead. You can use an action to touch a corpse to learn its relative age when it died (in years), as well as the kind of creature it is, including its species or race if it's a humanoid. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses of it whenever you finish a long rest.

When you reach 7th level in this class, you also learn the name of a corpse you touch in this way, as well as how it died; you don't learn the details of the death itself, merely the general nature of it (such as falling rocks or a stab wound to the back). In addition, if the corpse was Small or larger, you also regain two spent Hit Dice.

Lastly, you can preserve the lives of those teetering on the edge: you learn the *spare the dying* cantrip, which counts as a ranger spell for you. Lastly, undead are considered to be a favored enemy for you, if they weren't already.

GRAVE STRIKES

Starting at 3rd level, your attacks can more easily drive a foe to its grave. Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d4 damage of the weapon's type to the target. This extra damage increases by 1d4 if the creature is missing any of its hit points.

When you reach 11th level in this class, these extra damage dice become d6s.

VITALITY MASTER

At 7th level, whenever you roll a Hit Die, you can roll the die twice and take the higher result. In addition, you regain any spent Hit Dice whenever you finish a long rest.

REAPER

Starting at 11th level, when you deal damage to a creature using your Grave Strikes feature, it marks that creature for the grave. The mark lasts until the start of your next turn. If a Small or larger creature dies while marked in this way, you also regain one expended Hit Die.

Whenever you roll the damage dice from your Grave Strikes feature, you can choose to spend a Hit Die to usher the target to their demise. When you do, roll the Hit Die and add your Constitution modifier to the result; this die isn't

included when determining the extra damage for a critical hit. You then add the total to the damage of the attack, which gains the following benefits:

- You can change the attack's damage type to necrotic.
- You learn if the target has more or fewer than half its hit points remaining.
- If you rolled a 19 on the attack roll, the attack scores a critical hit.

UNDYING WARDEN

By 15th level, any critical hit against you becomes a normal hit. Furthermore, when you're hit by an attack, you can use your reaction to spend a Hit Die and roll it. The result of the attack roll is reduced by an amount equal to the number rolled on the Hit Die; this doesn't include your Constitution modifier. You can decide to spend an additional Hit Die after each roll.

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