

Eldritch Grimoire: Ranger

This is Supplemental Material

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate. This is an option written by Odvaskar for that feature: The Witch Hunter.

Witch Hunter

“If you stare at the abyss, it stares back at you” is a saying most witch hunters know well. Many rangers that take this archetype have seen the grievous consequences of a magic users curiosity, uncontrolled power, and lack of morality. Perhaps they’ve seen a town fall to an undead scourge thanks to a necromancer or they’ve lost a loved one who made a pact with an otherworldly entity. All witch hunters roam the world in tracking of those that would abuse magic and hunt their magical creations. They are trained in arcane and occult arts to understand and be better equipped to slay those they hunt. While remembering to not let the occult knowledge corrupt them.

Witch Hunter Magic

3rd-level Witch Hunter feature

You learn an additional spell when you reach certain levels in this class, as shown in the Witch Hunter Spells table. Each spell counts as a ranger spell for you, but it doesn’t count against the number of spells you know. Additionally, your research into different types of magic allows you to cast ranger spells as rituals if you know the spell and it has the ritual tag.

Witch Hunter Spells

Ranger Level	Spell
3rd	<i>Bane</i>
5th	<i>Silence</i>
9th	<i>Counterspell</i>
13th	<i>Banishment</i>
17th	<i>Planar Binding</i>

Occult Inquisitor

3rd-level Witch Hunter feature

At 3rd level, your time spent researching arcana, dark rituals, planes of existence, and evil creatures has made you into an adept investigator of the occult. As a result, whenever you make an Intelligence check, you gain a bonus to the check equal to your wisdom modifier.

Additionally, you gain proficiency in one of the following skills of your choice: Arcana, History, Investigation, or Religion.

Magebreaker

3rd-level Witch Hunter feature

Starting at 3rd level, you gain the ability exploit a spellcaster’s weak point when its focusing on spellcasting. Once per turn, when you take the attack action and make a weapon attack against an enemy concentrating on a spell (or spell-like ability) you can make one additional weapon attack as part of that action.

Arcanum Exorcism

7th-level Witch Hunter feature

At 7th level, you learn an arcane formula that can nullify mind altering magic and possession. As an action you chant the arcane formula. You and any friendly creatures that can hear you within 30 feet of you that is charmed, frightened, or possessed can immediately make another saving throw against the effect.

Once you use this feature, you must finish a short rest before using it again.

Arcane Syphon

11th-level Witch Hunter feature

Starting 11th level, you use your arcane and occult research to create an arcane syphon. A spellcasting

focus that can absorb and store magical energies for you to use. As an action, you can touch a spellcaster and absorb one of its spells slots into your arcane syphon. The spellcaster and you must make an opposing ability check using your spellcasting abilities. On a successful check, you regain an expended spell slot of 1st to 3rd level (your choice) and the spellcaster loses a spell slot of the same level. If the spellcaster is unconscious, you succeed automatically. If the spellcaster doesn't have a spell slot of your choice you can choose another slot from 1st to 3rd level. If the spellcaster has no spell slots or you fail the opposing ability check, you gain no expended spell slot, the spellcaster loses no spell slot, and you can use this feature again.

Once you regain a spell slot using this feature, you must finish a long rest before using this feature again.

Magebane

15th-level Witch Hunter feature

At 15th level, using your arcane syphon as a focus you are able to engulf your body with a permanent anti-magic enchantment. You gain advantage on saving throws against magic and if you roll a critical success (natural 20) on a saving throw against a spell, the spell has no effect on you and instead targets the caster.