

Tome of Lycanthropy:

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 Feral Stalker.

Feral Stalker

A feral stalker is a ranger who was cursed with lycanthropy who has honed their predator instincts hunting prey. Without a chance to cure the curse before it matured these rangers choose self-exile in the wilderness. Many feral stalkers become protectors of the flora and fauna of the wilds in which they live. The time spent living the lifestyle of the curse's animal aspect has evolve the curse allowing the ranger to have better control over their affliction, though they're more animalistic than a civilized mortal. Rangers of this archetype can sometimes be encountered traveling the world in search for a cure to their curse.

Feral Stalker Spells

3rd-level Feral Stalker feature

You also learn an additional spell when you reach certain levels in this class, as shown in the Feral Stalker Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

Feral Stalker Spells

Ranger Level	Spell
3rd	<i>Find Familiar</i>
5th	<i>Pass Without Trace</i>
9th	<i>Haste (Self Only)</i>
13th	<i>Freedom of Movement</i>
17th	<i>Commune with Nature</i>

Lycanthropic Exile

3rd-level Feral Stalker feature

The curse of lycanthropy has left a permanent change on your body as the curse evolved.

Beast Weapons. Your curse has transform parts of your body into deadly weapons. You have a natural weapon that counts as a simple weapon which deals a d6 of damage. You can use your Dexterity or Strength for attack and damage rolls when you attack with it. You choose the appearance of your weapon and if does bludgeoning, piercing, or slashing damage each time you attack.

Lycanthropic Empathy. Any beast creature can understand your speech, and you can understand theirs as if you share a language.

Thick Hide. While you aren't wearing armor, your base Armor Class equals 10 plus your Constitution and Dexterity modifiers.

Ambush Predator

3rd-level Feral Stalker feature

Through your time spent living in the wilds you have become an apex stalker of prey. You gain the following benefits:

Ambusher. You have advantage on initiative rolls and you gain advantage on attack rolls against any creature that has not had a turn in combat or is surprised.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on small and hearing.

Natural Stalker. You can use the Hide as a bonus action if you're lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

Deadly Beast

7th-level Feral Stalker feature

At 7th level, your bestial instincts allow you to exploit the weaknesses of your ambushed prey. If you hit a creature who hasn't had a turn in combat or is surprised with an attack roll, the creature takes extra damage of d6s equal to your Proficiency Bonus.

Example: Proficiency Bonus +3 = 3d6 extra damage.

Feral Howler

11th-level Feral Stalker feature

You can let out primal howls to terrify your foes or bolster your allies.

Howl of the Pack. As an action, you let out an ally bolstering howl. You and each ally that can hear you within 30 feet gains a number of temporary hit points equal to your Ranger level and they can use the Dash action as a bonus action for 1 minute.

Howl of Terror. As an action, you let out a terrifying howl. Each creature of your choice within 30 feet of you must succeed a Wisdom saving throw or become frightened for 1 minute. A creature frightened in this way must drop whatever it is holding and use its action to dash and move away from you by the safest route possible. At the end of each of its turns it can make another saving throw. Ending the frightened condition on a success.

Once you use each howl, you can't use it again until you finish a short or long rest.

Embrace of the Curse

15th-level Feral Stalker feature

You have learned how to embrace your cursed bestial nature for a short time. As a bonus action, you transform into your lycanthrope form for 10 minutes. You gain the following benefits while in this form:

Beast's Aggression. As a bonus action you can move up to half your speed and make a melee attack against a creature.

Lycan Hide. You have resistance to bludgeoning, slashing, and piercing weapon attacks that are nonmagical or non-silvered.

Beast's Might. your feral weapons deals 2d6 instead of 1d6.

Feral Retaliation. You are hit with a melee attack you can use your reaction to make a melee attack with advantage against your attacker.

Once you use this feature you can't use it again until you finish a long rest.