

THE SPELL SENTRY RANGER

A ranger that has married the use of spells to their martial prowess in ways that other rangers have not pursued, the Spell Sentry typically resides in wilderness towns, learning and growing their use of spells to aid them in their work. The spell sentry cannot muster the same magical strength as a druid, but among the rangers the ability of the spell sentry to tap into the magic around them is unparalleled.

While still a “half caster” class, the spell sentry offers more versatility and utility for your use of magic, allowing you to play a good support and damage caster for a party while still being proficient in martial skill.

NATURE'S AID

Starting at 3rd level, you gain the ability to quickly and effortlessly tap into the magical power of nature. You gain one of the following cantrips, which counts as a Ranger spell for the purposes of casting: *Firebolt*, *Produce Flame*, *Ray of Frost*, or *Thorn Whip*. In addition, you gain one of the following cantrips, which counts as a Ranger spell for the purposes of casting: *Acid Splash*, *Frostbite*, *Poison Spray*, or *Sword Burst*.

ASSISTED STRIKE

Starting at 7th level, you learn to sheath your weapons in magical power to aid you in battle. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 of elemental damage (fire, cold, or lightning) to the target (your choice). When you reach 14th level, the extra damage increases to 2d8.

NATURAL EMPOWERMENT

Starting at 11th level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your ranger level (rounded up). You can't use this feature again until you finish a long rest.

In addition, the damage of your cantrips that require a saving throw is increased: if they deal d6s of damage they instead deal 8s, if they deal 8s of damage they instead deal d10s, and if they deal d10s of damage they instead deal d12s.

MAGICAL MYSTERY OF THE LAND

Starting at 15th level, your mastery of natural magic makes you more effective in your ability to manipulate nature. At the end of every long rest, you may select one of the following spells: *Alarm*, *Fog Cloud*, *Pass without Trace*, *Spike Growth*, *Plant Growth*, *Water Breathing*, or *Freedom of Movement*. You may cast this spell without spending a spell slot a number of times up to your Wisdom modifier (minimum of 1) for the rest of the day.