

## RANGER CONCLAVE OF ASH

Masters of the life cycle, Rangers of Ash recognize that life comes from light. They also see that fires define civilization, and can end them. The conclave of ash wields the incredible power of fire, and tends to try the limits of this burning pursuit. Despite the fire wreathing their weapon attacks and their attachment to spells they strive to balance the prevalence of fire in the world with growth and regrowth following the cleansing might of wildfires.

### CIRCLE SPELLS

Your connection to the plague grants you capabilities other Druids don't have. At level 3, 5, 7, and 9, your spell list gains the following spells. They are Druid spells for you. You can't unlearn these spells, and they don't count against the number of spells you can have in your spell list.

### URBAN SPELLS

Ranger Level	Spell
3rd	Burning Hands
5th	Scorching Rays
9th	Fireball
11th	Wall of Fire
13th	Immolation

### FIREY EXPERIENCE

At level 3, you have begun to control flames. You gain resistance to fire damage while you are conscious. You may also select two cantrips from the following list: Control Flames, Create Bonfire, or Produce Flame. These are ranger spells for you, and Wisdom is your spellcasting modifier for these spells.

In addition, your affinity with flames helps you interact with fire-using creatures. When you make an ability check using Charisma to communicate with a creature that is immune to fire damage, you have advantage on the roll. If you use the Help action to help a creature make an ability check using Charisma to communicate with a creature that is immune to fire damage, add your Wisdom modifier to the roll.

### FOCUS FLAME

Beginning with level 7, once per round, whenever you make a damage roll, you may do additional damage equal  $1d10 +$  your Wisdom modifier (minimum of 1) to one target. This damage is fire.

At level 15, this additional fire damage is increased to  $2d10 +$  your Wisdom modifier (minimum of 1).

### ADDITIONAL FIRE SPELLS

You can learn to cast even more spells, so long as they use fire. You may cast one of each of the spells from your Ash Spells extended spell list, for which you have a level of spell slot, without expending a spell slot, starting at level 11.

## FIRE MASTER

Starting at level 15, you have immunity to fire damage. You also ignore other creatures' and objects' resistance to fire damage when you do fire damage to them, and, whenever you do damage to something, you may select to do fire damage instead of the original damage type. Fire consumes your weapons and attacks if you do not keep the powerful flame inside.