

RANGER CONCLAVE OF LEGENDSEEKING

Legendseekers simply wish to see the greatest and most famous beings, sites, and objects in the known world. These rangers often obsess over creatures far beyond the concerns of other rangers, and near as often collect relics from the most gratifying sitings, meetings, hunts, and friendships they've been fortunate enough to have.

Many rangers of legendseeking do as much as they can to learn of and seek out specific monsters, with countless rangers pursuing the most recognizable and rare, such as dragons, unicorns, phoenixes, and krakens, while a small few look for less common creatures, such as slaads, hook horrors, and imps. Despite the many rangers searching, few have the fortune of witnessing their favored creatures.

LEGENDSEEKER SPELLS

Ranger Level	Spell
1st	Identify
3rd	Dragon's Breath
5th	Magic Circle
7th	Find Greater Steed
9th	Legend Lore

CREATURE SPECIALITY

At level 3, you gain an additional favored enemy, and another at level 11. You also gain the ability to read and write an associated language from these choices.

Once per turn, if you hit a creature with a weapon attack or unarmed strike, you may do an additional 1d6 damage. If the creature is your favored enemy, this damage is 1d12.

At 11th level, this damage increases to 2d6, or 2d12, respectively.

MYTHIC BANKS

At level 3, you tap into the general banks of knowledge for legend seekers. This force uses the natural spirits to transmit knowledge on legendary and mysterious creatures. You gain advantage on ability checks to learn or recall the damage immunities, resistances, or vulnerabilities of any creature.

Beginning at level 7, your credentials in the banks are established enough that you can cast Identify as a Ranger spell without your material components being consumed. You may also cast it as a ritual.

WEAKNESS EXPLOITATION

Also starting at level 7, when you damage a creature, you may expend a spell slot of 1st level or higher to change all damage you do this turn to any other damage type.

UNAFFECTION

At level 11, you gain advantage on saves against effects that would blind, charm, deafen, frighten, paralyze, or petrify you caused by creatures that are your favored enemy.

IMITATE POWERS

At level 15, you choose one of the following legendary creatures, and gain all benefits associated:

- **Devil:** You gain resistance to fire and poison damage, and you gain the Hellish Rebuke spell as a ranger spell. Wisdom is your spellcasting modifier for this effect. You may cast this spell, as if with a 1st-level spell slot, once between long rests without expending a spell slot.
- **Dragon:** When you expend a spell slot to cast a spell of 1st level or higher, you may make a ranged spell attack roll against a creature within 60 feet of you, using your Wisdom modifier. You are proficient in this attack. On a hit, the target takes 1d10 damage. You choose the damage type from among acid, cold, fire, lightning, and poison.
- **Lich:** Add two wizard spells of 4th level or lower to your spell list. They are ranger spells for you. When you level up, you may change one of these to other wizard spells of 4th level or lower, instead of changing your other ranger spells.
- **Unicorn:** When you cast a spell that heals a creature or grants a creature temporary hit points, heal 1d10 + your Wisdom modifier (minimum of 1).
- **Yeti:** You gain resistance to cold and thunder damage, and you have advantage on Dexterity (Stealth) and Charisma (Intimidation) checks. In addition, you are not affected by extreme cold temperatures from your environment.