

RANGER CONCLAVE OF PIONEERING

Masters of heartiness, pioneers are always knowledgeable of their surroundings, and are undangered, even alone, among many foes. Vigilant and always ready for the wild, pioneers suffer no fears of ambushes, and are often legends of the frontiers and most untoached lands. Pioneers are among the most resilient and difficult to put down rangers, while also capable of finding sustenance well outside their preferred biomes.

PIONEER SPELLS

Ranger Level	Spell
3rd	False Life
5th	See Invisibility
9th	Leomund's Tiny Hut
13th	Death Ward
17th	Greater Restoration

PARRY

By level 3, you are already prepared at all times. As a reaction, you may raise your AC until the start of your next turn by your Strength or Dexterity modifier (your choice). You may use this effect up to a number of times equal to whichever is greater of your Strength and Dexterity modifiers (minimum of 1) between short rests, and may use this effect even when you are surprised.

VENGEFUL BLOW

Starting at level 7, after you use Parry, when you first hit a creature with a melee weapon attack during your next turn, you do an extra 1d12 bludgeoning damage.

MASTER SURVIVALIST

In addition, starting at level 7, you have advantage on checks to hunt, fish, track, or forage.

SPELL PARRY

At level 11, you learn to manipulate and avoid spells. When you fail a save for a spell, you may expend a use of Parry to increase your DC by the result.

PIONEERING ENDURANCE

Once per long rest, starting at level 11, when you would gain a level of exhaustion, you don't.

MASTER OF PIONEERING

At level 15, you've little left to learn in pioneering. You gain the following benefits:

- You do an additional 1d12 damage of the damage type dealt by your weapon the first time you hit a creature with a melee weapon attack per turn.
- You gain a bonus to initiative rolls equal to your Wisdom modifier (minimum of 1).