

# RANGER CONCLAVE OF URBANISM

Urban rangers have experience in inhabited areas and artificial environments. Many are experts in specific cities, but can get by in any due to lived experience and street smarts. This expertise among humanoids is unparalleled and allows them to face down mages and other intelligent creatures the ways other rangers take on less clever monsters.

## URBAN SPELLS

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Ranger Level	Spell
3rd	Comprehend Languages
5th	Suggestion
9th	Counterspell
13th	Fabricate
17th	Dream

## CREATIVE FIGHTING

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When you use your bonus action to make an attack, add 1d6 to the damage roll for that attack.

At 11th level, increase this to 2d6.

## ARTIFICIAL EXPLORER

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Starting at level 3, you gain all benefits of your Natural Explorer when in cities, towns, villages, hamlets, and other nonisolated areas inhabited by humanoids and/or other sentient creatures, as if you were in one of your favored terrains.

## EXPERIENCED

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At level 3, you gain the ability to read and write in any two languages used by humanoids.

## GUT FEELING

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Beginning when you reach level 7, your instincts guide you about when you may be in danger. You may use your Wisdom modifier instead of your Charisma modifier whenever you make a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check to communicate with a sentient creature that you share a language with.

## EVASIVE DEFENSE

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By level 11, you've become evasive enough to evade or block most attacks that typically come from sentient, civilized creatures. You have advantage on ability checks to escape grapples and saving throws to prevent being charmed or transported to another plane.

## EMBARASSING COUNTERSTRIKE

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Beginning at 15th level, whenever you cast Counterspell and whenever you succeed on a save against a spell or similar magic effect caused by a creature that understands at least one language. You may cause the creature to take 4d6 psychic damage.