

VALE WARDEN RANGER

A ranger who spends his time patrolling the realm, a vale warden excels in a combination of melee and ranged fighting, using combined arms to whittle down and finish a foe in ways that other rangers (or fighters or paladins, for that matter) do not. Whether pursuing a fleeing enemy, discovering an intruder, or disrupting a hostile force, the vale warden is a one-man army with a tool for everything.

A ranger modeled after the Dunedain from Tolkien's legendarium, the Vale Warden is a flexible ranger with skill at range (like most rangers are assumed to have), in melee (like most rangers have by default but with little incentive to pursue thanks to the ranged mechanics of the game), and in woodland survival and knowledge.

WEAKENING STRIKES

Starting at 3rd level, when you perform strikes against a target to open it up to future attacks. Whenever you perform a melee attack against a target that you have already damaged with a ranged attack, or whenever you perform a ranged attack against a target that you have already damaged with a melee attack, you deal an extra 1d8 damage to the target.

In addition, you may use your item interaction action to both draw a melee or ranged weapon and stow a melee or ranged weapon as a single item interaction. If you take the *Dual Wielder* feat, you increase this number to three weapons so long as two of the weapons are one-handed weapons.

HERBAL KNOWLEDGE

Starting at 3rd level, your training in herbal knowledge and remedies assists the party. You gain proficiency with Herbalism Kits (or expertise, if you already have proficiency), and as a bonus action you may perform a DC13 Herbalism Kit roll to heal an ally within touch range: on a success the target recovers 1d4 + your Wisdom modifier hit points.

In addition, you gain the *Druidcraft* cantrip.

MOBILE STRIKER

Starting at 7th level, you may take the Disengage action as a bonus action for the turn. If you deal damage during your turn, your movement speed also increases by 10 feet.

COMBAT PROWESS

Starting at 11th level, you gain three combat maneuvers from the Battle Master Fighter subclass list. You gain two superiority dice, which are d8s. A superiority dice is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

PIERCING MAGIC

Starting at 15th level, you channel your spells more effectively to damage targets at range. The damage die of arrow spells increases by 1 size (d6s become d8s, d8s become d10s, etc.). They also count as ranged attacks for the purposes of the *Weakening Strikes* ability above.

In addition, the damage die of your melee weapons increases by 1 size (d6s become d8s, d8s become d10s, etc.).