

RANGER HERDSMAN

The herdsman is a ranger that wanders the world while caring for animals, typically for a master. This gives the herdsman greater aptitude with wilderness survival, though at the expense of having less access to armsmiths. Herdsmen know the best places to lie down for safety, the best paths to take, and are used to using their rods and staffs to guard and comfort their herd, and they bring those skills to an adventuring party.

Modeled after famous herdsmen-turned-warriors like David and Shamgar from the Holy Bible, Eumaeus and Philoetius in *The Odyssey*, and others, the herdsman is a simple warrior that deals surprisingly high damage to compensate for its relatively lighter defense and resilience.

HERDSMAN'S ARMS

Unlike other subclasses, you gain this subclass at 1st level instead of 3rd level. You lose proficiency with martial weapons, and you gain proficiency with Constitution saving throws. In addition, simple weapons that roll d4s for damage instead roll d6s, simple weapons that roll d6s for damage instead roll d8s, and simple weapons that roll d8s for damage instead roll d10s (including versatile weapons that go up to d8s for damage).

GUARDING NATURE

Starting at 3rd level, you use your magical connection to ward allies from danger, guarding them along the way. You always have the *Sanctuary* spell prepared each day in addition to the spells you choose, it is treated as a Ranger spell for the purposes of casting, and you may cast the *Sanctuary* spell without using a spell slot a number of times each day equal to your Wisdom modifier (minimum of 1), replenished after a long rest. If you target a Beast creature with the spell, it may be cast at will and does not count against your maximum number of times to cast this spell.

WARY

Starting at 7th level, your senses while traveling are heightened, looking for danger. You may add or subtract 2 from your Initiative rolls when rolling for initiative, and you are immune to the *Surprised* condition as long as you are conscious.

EARLY RISER

Starting at 11th level, your experience as a herdsman has trained you to rest deeply and wake earlier, allowing you to rise earlier for practice. You complete a long rest in four hours instead of eight hours. In addition, simple weapons that roll d6s for damage instead roll d8s, simple weapons that roll d8s for damage instead roll d10s, and simple weapons that roll d10s for damage instead roll d12s (including versatile weapons that go up to d10s for damage).

PRESERVER OF THE FLOCK

Starting at 15th level, your skill in guarding a flock increases, making you more effective in protecting your allies from danger. You are immune to the *Frightened* condition, and gain temporary hit points equal to your ranger level at the start of every combat so long as you are not surprised.