

Modified Horizon Walker - A True Planewalker Ranger (By ThePlanarDM, www.theplanardm.com)

Unless specifically stated, all upgrades listed here add to existing class features, not replace them.

Starting Language: Starting at 3rd level, you learn Planar cant, a dialect of common filled with slang from Sigil, and your accent is good enough that you are not mistaken for a “clueless prime.”

Favored Enemy Option: Favored Factions: When choosing a new Favored Enemy at levels 6 and 14, you have the option instead to select two Planar Factions. All members of favored factions count as favored enemies. If you spend one minute observing an individual, you recognize if they belong to one of your favored factions. You may learn one language commonly spoken by members of your favored factions. If you choose the Xaositects, you may instead choose to learn Xaos, the ability to fluently and continuously speak in chaotic strings of garbled words.

Bonus Favored Terrain Option: When choosing new Favored Terrain types at levels 6 and 10, you have the option instead to select one Plane of Existence other than the Material Plane. You gain all benefits of this class feature as long as you are on that plane.

As an action, the Horizon Walker may expend a Spell Slot to protect all allies within 30 feet at the time of casting from general negative environmental effects of one favored plane of existence. Such effects include temperature, poisonous gas, lack of air, despair and other generalized effects specific to that plane. This ability does not provide protection from the effects of traps, magic, physical sources of damage, or from specific, localized effects such as an earthquake, tornado, or lava pool. Expending higher level spells slots increases the length of protection provided: 1st level = 1 hour; 2nd level = 4 hours; 3rd level = 8 hours; 4th level = 24 hours.

Supplemental Ability: Planar Jaunt: You are adept at exploiting loopholes in the makeup of the Planes by focusing your power of belief, granting you the ability to temporarily free yourself from the physical influence of your current plane of existence. When you are outside the Prime Material Plane, you may expend your “Ethereal Step Ability” to use Planar Jaunt instead. Planar Jaunt is functionally identical to Etherealness, but works on the Outer Planes.

Planar Lariat [This spell replaces Protection from Good and Evil.]

1st level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a smear of pitch)

Duration: Concentration, up to 1 minute

You touch a length of rope of 30 ft or less, causing it to animate and form a magical lasso. When you cast the spell, you can attempt to lasso a Large or smaller creature that you can see within range of the rope. The creature must make a Dexterity saving throw against your Spell Save DC or be grappled by the rope for the duration. As an action on its turn, the grappled creature may make a Strength check against your Spell Save DC to escape the grapple. While grappled, the creature cannot cast any spells or use any abilities that enable teleportation or extradimensional movement.

As an action on subsequent turns, you may attempt to grapple another creature using the rope, so long as the rope is not currently grappling any creature.