**Horse** : A typical riding horse can carry one rider and most of the typical adventurer’s supplies at a speed of 60 feet. If you have proficiency with land mounts, you can add your proficiency bonus to ability checks you make to control a horse under difficult circumstances.

**Low-Light Vision :** You can see in dim light as well as you do in bright light.

**Keen Senses** : You have advantage on Wisdom (Perception) checks. **Fey Ancestry** : You have advantage on saving throws against being charmed, and magic cannot put you to sleep. **Trance** : Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Mask of the Wild :** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Tracking** : You can spend 1 minute to track other creatures. you succeed automatically, except in the following circumstances: • More than 24 hours have passed since the creatures passed. • The creatures intentionally obscured their trail. • Weather, such as snow or heavy rain, has obscured the trail. • The terrain, such as a river or hard rock, makes discerning a trail difficult.• Many creatures have traveled through the area, such as along a road or inside a city. In such circumstances, a successful Wisdom check against a DC set by the DM is required to track. If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks, you can tell the difference between separate groups. If you successfully navigate while exploring, you can also follow tracks.

**Wanderer :** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Dual wielding:** Two-Weapon Fighting. When you are wielding two light melee weapons, you can attack twice when you take the attack action on

your turn, attacking once with each weapon. You don’t add your ability modifier to the damage of the second attack, however. If you haven’t used your whole move for the turn, you can move between the attacks. And if either weapon has the thrown property, your attack with that weapon can be ranged.

**Favored Enemy** : At 2nd level, you choose the sort of enemy you are dedicated to hunting: colossal monsters like dragons or hordes of orcs, hobgoblins, and similar creatures. Your choice leads you on the path of the Colossus Slayer or the Horde Breaker. Each option is detailed at the end of the ranger section. Your choice grants you features at certain ranger levels, as noted in the Ranger table. **Favored Enemy Options** :

**A) Path of the Colossus Slayer** : You are one of the only things standing between civilization and the gigantic terrors of the wilds, everything from rampaging owlbears to terrifying dragons. You are at your best in combat when you can focus your attention on a single creature, relentlessly tearing down its defenses and standing firm against its frightful devastation. Colossus Slayer Features Level Feature 2 Slayer’s Momentum **Slayer’s Momentum** : You are able to concentrate your attacks so that you can take down a mighty foe. If you damage a creature with a weapon attack, you deal 1d6 extra damage to that creature the next time you deal damage to it before the end of your next turn.

**Fighting Style** : At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

**D) Protection** : When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.