



# RANGER THE STONEWARDEN

Aranthaen Sub-Class

## RANGER – THE STONEWARDEN

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# Ranger Subclass: The Stonewarden

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## Subclass Overview

Stonewardens are rangers of **cliff, cave, scree, ravine, tunnel,** and broken **mountain path.**

Where other rangers follow tracks through grass, mud, branch, or snow, **a Stonewarden reads the hard places of the world:** cracked shale, disturbed gravel, split lichen, echoing hollows, shifted scree, falling dust, goat paths, old quarry scars, and the subtle tremor of movement through stone.

They are hunters of the heights and depths.

In Aranthaes, Stonewardens are most often found in the **wild regions** around Draktun Pass, the Black Mountains, Geldfray Mountains and Dragon's Ridge – high up on the **stony uplands,** and deep within the **cave systems** beneath the island. Some serve as guides, scouts, bounty hunters, tunnel-runners, monster trackers, or border wardens. Others live almost entirely beyond settled roads, appearing only when something dangerous has crossed into territory it should never have reached.

A Stonewarden does far more than specialize in rocky terrain. They belong to it. They know which slope will slide under a careless boot, which wall will carry sound, which cave breathes with hidden air, and which stone has been touched recently by claw, hand, hoof, or blade. They can sleep wedged into a cliff hollow, cross scree without sending a pebble tumbling, and follow a quarry through terrain most hunters would consider unreadable.

Their magic is practical, sparse, and closely tied to fieldcraft. A Stonewarden might send their voice echoing through a ravine to confuse enemies, sense ore or gemstones hidden beneath the rock, call attention to an unstable ledge, or disturb a single stone so that a distant guard turns the wrong way at the wrong moment. In more dangerous circumstances, that same instinct can become devastating. A pebble might become a warning. A warning could become a slide. A slide can become a rockfall.

Stonewardens are especially feared as pursuers. A fugitive who escapes into woods may hope to lose the trail among leaves and rain. A fugitive who flees into the high passes or deep caves has entered the Stonewarden's hunting ground. There, every scuff, echo, broken mineral vein, disturbed bat colony, and thread of displaced dust becomes testimony.

The most legendary among them may earn the formal title of High Tracker, though common folk rarely use such ceremonial language. To be hunted by a Stonewarden is to discover that even hard stone can remember passage.

This subclass is built around pursuit, ambush, climbing, survival, terrain control, and close-quarters fighting in difficult ground.

A Stonewarden excels at reading the battlefield, using local terrain, moving through stone environments, and punishing enemies who think height, caves, ruins, or broken ground will protect them.

Their strength lies in **quiet patience.**

## Lore & Origins

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The Stonewardens began as practical people doing dangerous work in unforgiving places.

Before they were known as a ranger conclave, they were **pathfinders**, goat-herders, tunnel scouts, quarry guards, cave hunters, and mountain guides who learned that stone keeps its own record. A broken flake of shale, a fresh scrape on limestone, a newly fallen pebble, a disturbed patch of lichen, or a faint change in echo could reveal more than any footprint in mud.

In the high mountain passes around the island, this knowledge meant survival. Caravans needed guides who could read unstable slopes before they failed. Miners and quarry workers needed watchers who could hear dangerous shifts in the rock. Patrols needed trackers who could follow bandits through gullies, caves, and old ruin-paths where ordinary signs vanished.

Over time, the best of these scouts began to share methods, warnings, and rituals. What began as hard-earned fieldcraft slowly became a discipline.

From the cliffs, Stonewardens learned patience, balance, height, wind, hidden ledges, falling stone, and the narrow paths used by goats and mountain predators. From the caves, they learned darkness, silence, air movement, mineral scent, echo, and the small sounds made by creatures that believe themselves unseen. And from the island's ancient ruins, they learned caution – because on Aranthaes, some stone was cut with tools no living mason understands.

This mixture of practical skill and ancient unease gives the Stonewardens their character. They are not scholars in the formal sense, though many know more about the geological bones of Aranthaes than any city academic. In short, they know that the ground is never as silent as outsiders believe.

The Stonewardens' most distinctive art is stone-camouflage. A trained Stonewarden can prepare themselves with dust, mud, crushed lichen, ash, gravel, and stone powder until they seem less like a person hiding beside rock and more like another broken shape within it. It can make a waiting hunter almost impossible to notice until they move.

Their magic grew from these same practices. A distant pebble shifted to distract a sentry. A call carried through a valley to sound as though it came from another ridge. A hand pressed to a cave wall felt the vibration of something moving beyond sight. A ranger learned to sense ore, weak seams, hidden water, or the difference between natural stone and ancient worked surfaces.

From such beginnings came the spells now associated with the conclave: stone-sight, echo-calls, tremor-reading, and the feared working known as Rockfall.

In Aranthaes, the Stonewardens have never been numerous. Most learn from a single mentor rather than a formal school. Others are taken in after surviving a cave collapse, tracking a fugitive through impossible ground, or showing the rare patience needed to listen to stone without imagining answers.

The lesson beneath all Stonewarden teaching is simple: Stone remembers pressure.

A footstep, a fall, a hidden tunnel, a buried vein, a broken oath, a body dragged across gravel - all leave marks. The Stonewarden learns to read them.

## Role in Aranthaes

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Stonewardens occupy a practical and respected place in Aranthaes. They are called upon wherever roads climb, tunnels descend, cliffs narrow, ruins break the surface, or fugitives vanish into ground ordinary trackers cannot read.

In the mountain passes and stony uplands, they serve as guides, scouts, rescue workers, cave-runners, and warning voices. Caravan masters hire them before dangerous crossings. Miners ask them to **find precious minerals**, inspect unstable seams, listen for weakness in the rock, or identify hidden water behind stone. Patrols rely on them when bandits, smugglers, or monsters retreat into gullies, caves, or abandoned workings.

Their reputation is built on competence rather than charm. They trust evidence over confidence: a scrape on stone, disturbed dust, the flight of bats, a changed echo, a hair caught on lichen, or the sudden silence of animals on a slope.

To villagers and caravan guards, this can make them seem grim or strange - but to anyone lost in a cave, trapped on a ledge, or hunted in the dark, **their arrival feels like salvation**.

The Church of the Mother regards Stonewardens as useful but cautious allies. Their knowledge of ancient stone, buried routes, and pre-history can lead them close to mysteries the Church would rather control. When old tunnels are uncovered or strange chambers opened, a Stonewarden may be summoned long before a scholar, priest, or noble is allowed inside.

Merchants and nobles treat Stonewardens as valuable specialists. Sensible patrons pay well, listen closely, and do not argue when told a route is unsafe, or that a rock bears no gold.

Criminals, deserters, and escaped prisoners fear them for simpler reasons. A skilled Stonewarden can follow quarry across scree, through caves, over ridges, and into old ruins by reading signs others never notice. Some become bounty hunters or frontier lawmen, though many prefer rescue and protection, or careers in mining, to pursuit.

For adventuring parties, a Stonewarden is easy to justify beyond their home territory. They may be hired as a guide, sent after a fugitive, drawn into a ruin investigation, tracking something that emerged from below, repaying a debt, or following signs that connect distant events to ancient stone beneath Aranthaes.

Their role in a campaign is clear: they help the party **survive hard terrain**, read dangerous places above or below ground, and notice when the land itself is telling a story.

When the path fails, the tunnel breathes, or the mountain shifts, someone sends for a Stonewarden.



## Subclass Features: Stonewarden

### 3rd Level - Stonewarden Magic

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When you choose this conclave at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Stonewarden Conclave Spells table.

The spell counts as a ranger spell for you, but it does not count against the number of ranger spells you know.

### 3rd Level - Read the Bones of the World

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At 3rd level, you learn to read stone, slope, cave, cliff, dust, and mineral as other rangers read broken grass or fresh mud.

You gain proficiency in one of the following skills: Athletics, Perception, Stealth, or Survival. If you are already proficient in the chosen skill, you may instead gain proficiency in another skill from the ranger skill list.

You also gain a climbing speed equal to your walking speed.

In addition, you have advantage on Wisdom (Survival) checks made to track creatures across stone, scree, gravel, caves, cliffs, ruins, mountains, tunnels, quarries, or other rocky terrain. You also have advantage on checks made to identify unstable stone, hidden cave entrances, recent excavation, worked stone, rockslides, weak seams, unsafe ledges, or signs of movement through stone environments.

When you make a Wisdom (Perception) or Wisdom (Survival) check in rocky terrain, caves, ruins, or mountains, you may use your reaction to steady yourself and listen through the stone. If you do, you may add your Wisdom modifier to the check. You may use this reaction before or after rolling, but before the DM declares the result. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## 3rd Level - Stone-Cloak Fieldcraft

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Also at 3rd level, you learn the Stonewarden's most distinctive art: **turning the terrain itself into your disguise.**

If you spend at least 10 minutes preparing yourself with local materials such as stone dust, mud, ash, gravel, crushed lichen, dry grass, leaves, bark, cave soil, sand, snow, or scree, you may create a stone-cloak. You must be in or near terrain that can reasonably provide such materials.

While wearing a stone-cloak, you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks made in terrain matching materials used.
- If you remain still and take no actions other than Hide, Search, or Ready, creatures have disadvantage on Wisdom (Perception) checks made to detect you by sight.
- You may attempt to hide while only lightly obscured by natural terrain, stone, rubble, vegetation, mist, darkness, ruins, or similar cover.

The stone-cloak lasts until you finish a short or long rest, are drenched by heavy rain or immersion, are exposed to strong wind for more than 1 minute, take fire damage, or choose to remove it. It may also be ruined by circumstances at the DM's discretion, such as being dragged through water, covered in bright paint, or fighting through dense thorns.

You may also spend 1 minute refreshing a damaged stone-cloak if suitable materials are available.

At 7th level, preparing a stone-cloak takes only 1 minute. At 11th level, you may prepare one willing creature in addition to yourself. At 15th level, you may prepare a number of willing creatures equal to your Wisdom modifier.

### Balance Note:

Stone-Cloak Fieldcraft is powerful in the right environment, *but it requires time, preparation, and matching terrain.* It rewards planning, patience, ambush, and scouting rather than acting as instant invisibility.



## 7th Level - Surefoot and Stone-Sense

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By 7th level, your body has learned the habits of cliff, tunnel, scree, and broken ground.

You gain the following benefits:

- You ignore nonmagical difficult terrain caused by stone, rubble, scree, gravel, stairs, slopes, ruins, cave floors, or uneven natural ground.
- You have advantage on saving throws made to avoid falling, being knocked prone, or being moved against your will while standing on stone, earth, or natural ground.
- You reduce any falling damage you take by an amount equal to five times your ranger level, provided you are conscious and not incapacitated.
- You can move stealthily at a normal pace while travelling through mountains, caves, ruins, rocky ground, or underground environments.

In addition, while you are touching stone, earth, or natural ground, you can sense faint vibrations around you. You gain tremorsense out to 10 feet, but only for the purpose of detecting creatures moving across or through the same continuous surface. This sense cannot detect flying creatures, incorporeal creatures, or creatures that are not in contact with the ground or stone.

At 15th level, this tremorsense increases to 30 feet.

### Balance Note:

This feature makes the Stonewarden difficult to outmanoeuvre in their chosen terrain without granting universal blindsight or magical detection. It is strong in caves, ruins, and mountains, but limited elsewhere.

## 11th Level - Quarry in the Stone

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At 11th level, you become terrifyingly **difficult to escape** once you have marked a creature's passage.

When you hit a creature with a weapon attack, you may mark it as your stone-quarry for 1 hour. You may have only one stone-quarry at a time. The mark ends early if you are incapacitated, if the creature dies, or if you mark another creature.

While a creature is your stone-quarry, you gain the following benefits:

- Once per turn, when you hit the creature with a weapon attack, you deal additional damage equal to your Wisdom modifier.
- You have advantage on Wisdom (Survival) checks made to track the creature.
- If the creature moves across stone, earth, gravel, dust, rubble, cave floor, ruin, or mountain ground, you can follow its trail even if it attempts to hide its tracks, unless it uses magic to conceal its passage.
- When the creature provokes an opportunity attack from you, you may make two weapon attacks against it instead of one.

In addition, if your stone-quarry is within 30 feet of you and in contact with stone, earth, or natural ground, you know its direction, though not its exact location, as long as you are touching the same continuous surface.

You can use this feature a number of times equal to your proficiency bonus per long rest.

### **Balance Note:**

Quarry in the Stone gives the Stonewarden a strong martial identity without turning them into a burst-damage class. Its damage is steady, its tracking is thematic, and its strongest benefits depend on pursuit and terrain.

## **15th Level - The Mountain Does Not Yield**

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At 15th level, your patience, balance, and command of hard terrain become almost impossible to break.

When you are standing on stone, earth, or natural ground, you gain the following benefits:

- You cannot be knocked prone or moved against your will unless you are incapacitated.
- You have resistance to bludgeoning damage from nonmagical attacks, falling rocks, collapsing stone, cave-ins, and falls.
- When you fail a Strength, Dexterity, or Constitution saving throw, you may choose to succeed instead.

Once you choose to succeed on a saving throw in this way, you cannot do so again until you finish a long rest.

In addition, when a hostile creature you can see within 30 feet causes stone, earth, rubble, or worked masonry to collapse, shift, break, or fall, you may use your reaction to reduce the damage dealt to yourself and friendly creatures within 30 feet by an amount equal to your ranger level + your Wisdom modifier.

If this reduces the damage to 0 for a creature, that creature may immediately move up to 10 feet without provoking opportunity attacks.

### **Balance Note:**

The Mountain Does Not Yield makes the Stonewarden exceptionally resilient in the environments they are built to master. It protects against falls, forced movement, collapse, and battlefield disruption, but its strongest benefits still depend on contact with earth or stone.

## Expanded Spell Options - Stonewarden

Stonewardens draw their magic from stone, pressure, echo, height, depth, mineral, and patient fieldcraft.

Their spells favour pursuit, concealment, terrain reading, dangerous ground, and the controlled use of unstable rock.

At 3rd, 5th, 9th, 13th, and 17th level, you gain access to the spells listed below.

Once you gain a Stonewarden spell, it counts as a ranger spell for you, but it does not count against the number of ranger spells you know.

### Stonewarden Conclave Spells

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#### 3rd Level

- Alarm
- Stone-Sight †

#### 9th Level

- Meld into Stone
- Rockfall †

#### 17th Level

- Passwall
- Rock Recall †

#### 5th Level

- Pass Without Trace
- Stone-Carried Voice †

#### 13th Level

- Stone Shape
- Mantle of Scree †

Spells marked † are unique to the Aranthaes setting and are detailed in the appendix.

### Spell List Notes

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The Stonewarden spell list is built around practical survival, tracking, fieldcraft, and control of hard terrain rather than overt elemental spectacle.

*Alarm* reflects the Stonewarden's habits of watchfulness, hidden camps, and guarded passes. *Pass Without Trace* supports their role as ambushers, scouts, and pursuers who know how to move through broken ground without betraying themselves. *Meld into Stone*, *Stone Shape*, and *Passwall* tie the subclass directly to caves, ruins, cliffs, tunnels, and ancient worked stone.

The unique Stonewarden spells expand this identity further. *Stone-Sight* allows the ranger to read mineral, weakness, hidden water, ore, gemstones, and worked stone. *Stone-Carried Voice* turns echo and terrain into a tool for communication or misdirection. *Rockfall* represents the dangerous art of starting a collapse without always knowing how far it will spread. *Mantle of Scree* strengthens the ranger's terrain-disguise and battlefield resilience. *Rock Recall* allows a high-level Stonewarden to interrogate stone itself for traces of passage, violence, excavation, and ancient disturbance.

# Appendix: Unique Sub-Class Spells

The following spells are unique to the Aranthaes setting. They are available only to characters and NPCs at the DM's discretion and are not part of the standard SRD spell list.

## Stone-Sight

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*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You attune your senses to nearby stone, mineral, pressure, and hidden seams.

For the duration, you can sense the presence and rough direction of the following within 60 feet of you, provided they are not completely blocked by magical concealment:

- natural stone
- worked stone
- unstable rock
- recent excavation
- hidden cavities in stone
- ore seams
- gemstones or precious minerals
- underground water moving through or behind stone

This spell does not reveal exact shapes, values, quantities, or safe routes. It provides impressions: density, direction, pressure, mineral scent, vibration, colour-memory, and unease.

When you use this spell to examine a stone surface, cave, ruin, wall, tunnel, cliff, mine, or quarry, you have advantage on Wisdom (Perception), Intelligence (Investigation), or Wisdom (Survival) checks made to identify structural weakness, recent digging, hidden doors, unsafe stone, signs of passage, or mineral value.

### Known Stone

When you learn this spell, choose **one type** of stone, ore, mineral, or gemstone as your known stone. Examples include granite, basalt, limestone, marble, obsidian, iron ore, copper ore, silver ore, gold-bearing quartz, coal, salt, crystal, sapphire, ruby, emerald, diamond, or any other mineral appropriate to the campaign.

When your Stone-Sight detects your known stone, you sense it far more clearly than other materials. You learn its rough distance, direction, and whether the deposit is trace, modest, significant, or unusually rich.

Each time you gain a ranger level, you may add one additional known stone to your list. At the DM's discretion, rare or magical minerals may require direct study before they can be chosen.

## Stone-Born Insight

Some creatures have a deeper natural or cultural relationship with stone. At the DM's discretion, dwarves, deep gnomes, earth genasi, kobolds, characters raised among miners or quarry-workers, trained masons, gemcutters, tunnel scouts, or creatures native to caves or mountains may gain one additional useful impression when they cast this spell.

This extra impression might reveal whether the stone has been worked by tools, shaped by magic, weakened by pressure, touched by recent passage, or likely to contain valuable material.

## Stone-Carried Voice

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*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S

**Duration:** 1 minute

You shape your voice through stone, cliff, cave, tunnel, ravine, or mountain air, causing it to carry, split, echo, or emerge from an unexpected direction.

Choose a point you can see within range, or a point you know within range that is connected to you by continuous stone, cave passage, ravine, cliff face, or tunnel. For the duration, your voice may originate from that point instead of your own location.

You may use this voice to speak normally, whisper, shout, imitate an echo, give a warning, or create a brief misleading call. Creatures that hear the voice and have reason to doubt it may make an Intelligence (Investigation) check against your spell save DC. On a success, they recognise that the sound is being carried or shaped unnaturally, though they do not automatically learn your location.

While in mountains, caves, tunnels, ruins, ravines, quarries, or similar terrain, the spell's range increases to 600 feet.



# Rockfall

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*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a loose stone or fragment of shale)

**Duration:** Instantaneous

You disturb a stone, seam, ledge, slope, ceiling, or rocky surface, attempting to turn the terrain itself against your enemies.

Choose a point you can see within range on a stone surface, cliff, cave ceiling, ruin, slope, scree field, masonry wall, or rocky ground. The spell has one of the following effects, depending on the terrain and the DM's judgment.

## **Minor Fall.**

If the terrain is stable or only lightly fractured, loose stones scatter in a 10-foot-radius area.

Creatures in the area must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and fall prone. On a successful save, a creature takes half damage and does not fall prone.

## **Heavy Fall.**

If the terrain is loose, cracked, unstable, steep, or overhead, the fall affects a 15-foot-radius area.

Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes 5d6 bludgeoning damage, falls prone, and has its speed reduced by 10 feet until the end of its next turn. On a successful save, it takes half damage and suffers no additional effect.

## **Uncontrolled Fall.**

If the spell is cast in highly unstable terrain, such as high scree, a fractured cliff, a damaged tunnel, a crumbling ruin, or a cave ceiling under pressure, the DM may expand the affected area, increase the consequences, or cause the collapse to continue beyond the caster's intent. This may create difficult terrain, block a passage, expose a hidden opening, endanger allies, alert distant creatures, or cause further structural damage.

*The spell cannot create stone where none exists and cannot collapse magically reinforced structures unless the DM determines they are already vulnerable.*

## **At Higher Levels.**

When you cast this spell using a spell slot of 4th level or higher, the damage of Minor Fall and Heavy Fall increases by 1d6 for each slot level above 3rd.

## Mantle of Scree

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*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pinch of stone dust, ash, or crushed lichen)

**Duration:** Concentration, up to 30 minutes

Stone dust, grit, ash, and broken mineral gather across your clothing and skin, forming a **shifting mantle** that helps you vanish into hard terrain and endure its violence.

For the duration, you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks made in rocky terrain, caves, ruins, mountains, quarries, tunnels, or areas of rubble.
- Opportunity attacks against you are made with disadvantage while you are touching stone, earth, or natural ground.
- You have resistance to bludgeoning damage caused by falling rocks, collapsing stone, cave-ins, rockslides, or falls.
- When you take the Hide action while adjacent to stone, rubble, a cliff face, a cave wall, or natural rock formation, you may become lightly obscured until you move or take an action other than Hide, Search, or Ready.

The spell is most stable when you remain still. If you move more than 5 feet on your turn, the duration becomes concentration, up to 1 minute, measured from the time the spell was cast. If more than 1 minute has already passed when you move in this way, the spell ends at the end of your current turn.

If you already benefit from Stone-Cloak Fieldcraft, this spell also allows you to refresh or restore your stone-cloak instantly when cast, provided suitable material is present.



## Rock Recall

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*5th-level divination*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (a stone taken from the place being questioned)

**Duration:** Instantaneous

You press your awareness into stone, gravel, cave wall, ruin, cliff, or buried seam, asking what pressure has passed through it.

Choose a stone surface, cave, tunnel, ruin, cliff face, road, quarry, or rocky area you are touching. You learn up to five of the following facts about the area from the past 7 days:

- whether creatures passed through, and roughly how many
- whether blood was spilled
- whether a body was dragged, carried, buried, or concealed
- whether stone was cut, broken, collapsed, moved, or magically shaped
- whether a hidden passage, chamber, cavity, or worked surface lies nearby
- whether fiends, undead, aberrations, elementals, or constructs passed through
- whether a spell of 3rd level or higher affected the stone
- the rough direction taken by the most recent significant creature or group
- whether the stone is natural, worked, ancient, or altered by unknown means

The spell conveys impressions rather than speech: pressure, vibration, scrape, impact, mineral stress, remembered weight, and the echo of movement. It cannot name creatures unless the stone has been strongly and repeatedly associated with that individual.

In ancient ruins or pre-history sites of Aranthaes, this spell may also reveal whether the stone was shaped by tools, magic, impact, or forces no living craft can easily explain.



## Roleplay Hooks – Stonewarden

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A Stonewarden who joins an adventuring party usually has a clear reason for leaving the passes, caves, or ruins they know best.

### Reason for Travelling

- Are you tracking a fugitive, monster, deserter, or stolen relic through terrain only you can read?
- Has a cave, mine, ruin, or tunnel you once guarded been disturbed?
- Did your mentor vanish after following signs beneath the island?
- Have you been hired as a guide, scout, or specialist for dangerous ground?
- Did you find a stone mark, mineral trace, or echo-pattern that connects your home territory to a wider threat?

### Relationship with Stone

- What kind of stone do you know best: cliff, cave, quarry, ruin, scree, volcanic glass, ore, or ancient worked stone?
- Do you speak to stone out of habit, superstition, or genuine belief that it answers?
- What sound unsettles you most underground?
- Have you ever ignored a warning in the rock? What did it cost?
- What mineral, seam, or ancient material are you most determined to understand?

### Secrets Beneath Aranthaes

- Have you seen stone shaped by tools no living mason could make?
- Have you found mineral traces that do not belong anywhere on the island?
- Do you believe the oldest tunnels beneath Aranthaes were built, grown, melted, or struck into being?
- What did your Stone-Sight reveal that you have never told anyone?
- Are you following the trail of something that moved through solid stone?



## Why DMs Should Allow This Subclass

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The Stonewarden is designed to give the ranger a strong terrain-based identity without overwhelming the table with complicated rules or excessive damage. Its features support tracking, scouting, climbing, ambush, pursuit, survival, and battlefield control in rocky or underground environments.

For campaigns set in Aranthaes, this subclass gives the DM a natural way to connect characters to mountain routes, cave systems, mines, ancient ruins, hidden tunnels, and the island's deeper geological mysteries. A Stonewarden can guide the party through dangerous ground, identify signs of buried history, follow quarry where ordinary trackers fail, or recognise when stone has been worked, weakened, disturbed, or shaped by forces older than current civilisation.

The subclass also gives DMs useful tools without removing danger. Stone-Cloak Fieldcraft rewards preparation and patience, but it is not instant invisibility. Stone-Sense helps the ranger notice movement and instability, but it has limits. Rockfall and similar spells create dramatic choices, especially where careless use may worsen a collapse, block a route, alert enemies, or endanger allies.

For DMs, the Stonewarden provides:

- a ranger with a clear role in mountains, caves, ruins, mines, and broken ground
- strong exploration value without bypassing every obstacle
- a natural hook for ancient tunnels, lost chambers, buried relics, and unstable terrain
- a useful guide or tracker who still depends on player choices and DM judgement
- a subclass that feels martial, grounded, and setting-specific

The Stonewarden is especially useful in campaigns involving pursuit, survival, dungeon exploration, mountain travel, smuggling routes, cave monsters, lost mines, ancient ruins, or bounty hunting. Its abilities help the party read the environment rather than ignore it.