



The Ranger Major

Ranger School

(*Player's Handbook* (2014); *Unearthed Arcana: the Ranger, Revised* (online download, 2016))

"Instead of one favored enemy, you can choose two races of humanoid. Two for one trade, dude, and you know you encounter more humanoids that you do other types of monsters. I think I did good. Look out grimlocks and mongrelmen!"

--Grackion, freshman human ranger

The Dove Falconhand School for Rangers produces some of the highest quality rangers in the adventuring field, and it does so with consistency and vigor. A fighter fights, and a sorcerer sorcers, but only a ranger ranges. (I think a barbarian barbers?) At any rate, there are no greater hunters, and we teach you all the skills you need to be at the top of the profession. By the completion of this course, you will be so at one with nature, you can hide while people are watching you hide, and still leave them baffled as to your whereabouts. Hide and Seek is *your* game! Ain't nobody beats you at Hide and Seek.

By your second semester in this program, you must select a career path to focus your ranger studies on. Choose carefully. You may think being a Beast Master is cool, until you have to deal with poops after you take your giant badger for walkies in the park.

(An optional version of the Ranger class was presented in an Unearthed Arcana article on the Wizards of the Coast website. It's modified, but largely breaks down the same. Differences are in brackets below.)

FRESHMAN YEAR

In addition to intense weapons and basic armor training and some academic electives, you must complete the following courses in your Freshman year:

Favored Enemy Combat (RGR 101)

Natural Exploration I (RGR 110)

Your choice of the following: Archery (RGR 121), **Defense** (RGR 125), **Dueling** (RGR 137), or

Two-Weapon Fighting (RGR 139)

Ranger Spellcasting Lab I (RGR 151)

Primeval Awareness (RGR 221)

SOPHOMORE YEAR

In your sophomore year, you will need to complete the following:

Extra Attacking (RGR 309)

Favored Enemy Combat II (RGR 301)

Natural Exploration II (RGR 310)

Ranger Spellcasting Lab II-III (RGR 351, RGR 551)

Land's Stride (RGR 404) [or **Fleetness of Foot** (RGR 405)]

Hiding in Plain Sight (RGR 505)

JUNIOR YEAR

In your Junior Year, you must complete the following:

Favored Enemy Combat III (RGR 701)

Natural Exploration III (RGR 710)

Vanishing via Hiding (RGR 714)

Ranger Spellcasting Lab IV (RGR 751)

SENIOR YEAR

To graduate, you must complete the following courses:

Feral Senses (RGR 903)

Ranger Spellcasting Lab V (RGR 951)

Foe Slaying (RGR 985)

Once all credits are complete, you earn the Bachelor of Nature Tracking degree, which is recognized in forests throughout the planes. Trust us, those owlbears will be impressed.

MAGIC FREE MAJOR

(Unearthed Arcana: Modifying Classes (online download, 2015))

Not all Rangers students are interested in spells. The easiest way to eliminate spellcasting from your course schedule, of course, is to skip those classes, but that way you might not graduate. These courses may be selected to replace your spellcasting labs:

Superiority in Combat (RGR 116)

Poultice Creation and Practice (RGR 240)

Natural Antivenom Development (RGR 521)

Calling Natural Allies (RGR 780)

Relentlessness (RGR 950)

Magic Free Rangers majors in the Beast Master program should take:

Beastly Coordination (BMT 833)

ALTERNATE RANGER

(Unearthed Arcana: Ranger (online download, 2015))

For a bit, we were tinkering with a replacement Ranger program that involved linking to a spirit companion. The spirits weren't with us, though, and nothing past the Freshman year was developed.

A few career paths were developed for this program, and those were dumped as well:

Guardian: You can learn to train your spirit beast to protect you and your friends. Unlike those damned Seeker companions, who don't give too figs about your friends' safety.

(Unearthed Arcana: Ranger (online download, 2015))

Seeker: Are you drawn to the unexplored wilds far from home? Yeah? You are? Why are you sitting around in a classroom in the middle of the multiverse's ultimate urban sprawl, then?
(*Unearthed Arcana: Ranger* (online download, 2015))

Stalker: Let's get this straight. We're going to train you in tracking and locating targets, on the understanding that you are going to stalk dragons and aberrations and threats to civilization. Not so you can stalk that girl who sits two tables over in your Alchemy lab. Just so we're clear.
(*Unearthed Arcana: Ranger* (online download, 2015))

Soveliss Greenwalker

(Half-Elf Ranger, senior)

Soveliss is a self-described "manly man". He's rugged, outdoorsy, and very outspoken about what's manly. He lives in the Grove, making bunk in a sturdy tree branch, and he does his own hunting. He brushes his teeth with gravel and shaves with a sharp rock. There is very little he does that he doesn't do the most rugged way possible. He once used a cactus for toilet paper.

This is his second year as a senior primarily because he won't finish his math requirement. He doesn't meet the prerequisites for Calculus, and Trig just isn't a rugged and earthy math.

(*Soveliss is based on a portrait character from the Player's Handbook (2000; 2003); property of WotC*)

Ranger Career Paths

Ranger students need to decide if they're going to walk with the animals, talk with the animals, or think of the amazing archery. There are no bad choices, just considerably less good ones.

Beast Conclave

(*Unearthed Arcana: The Ranger, Revised* (online download, 2016))

(This is a version of "Beast Master", below, designed for the revised Ranger class from an online Unearthed Arcana article. It differs significantly enough to warrant its own "requirements" list, but otherwise, pretend you're reading the "Beast Master" flavor text here.)

- Care and Feeding of Animal Companions** (BCV 201)
- Bonding with Your Animal Companion** (BCV 203)
- Coordinating Attacks with Your Animal Companion** (BCV 330)
- Defense of Beasts via Eye Contact** (BVC 420)
- Storm of Claws and Fangs** (BVC 615)
- Superior Defense of Beasts via Eye Contact** (BVC 820)

Beast Master

(*Player's Handbook* (2014))

Some rangers enjoy having an animal sidekick. Not a raccoon with abnormally expressive facial features, or some talking flounder or showtune singing crab. A kickass animal, like a wolf or panther, or bear. Smallish bear. Not a big bear. We don't have as much space for the animal companions as we used to, so we're limiting things to size medium. Smaller would be great. Actually, why don't you think about that raccoon?

When entering this course, Ranger students must supply an approved animal and register it with the "Companions, Familiars, and Special Mounts" office for approved certification. Otherwise, they'll never let you bring a wild boar into the dorms.

In addition, you must take the following courses on top of your existing Ranger requirements:

- Care and Feeding of Animal Companions** (BMT 201)
- Exceptional Training of Animal Companions** (BMT 401)
- Furious Attack Training of Animal Companions** (BMT 601)
- Sharing Spells with Animal Companions** (BMT 801)

Deep Stalker (aka "Deep Stalker Conclave")

(*Unearthed Arcana: Light, Dark, Underdark!* (online download, 2015), *Unearthed Arcana: The Ranger, Revised* (online download, 2016))

Learn your way around the Underdark like no other. I would say “other than people who live there”, but really Bob the Drow accountant doesn’t know his way around the Underdark better than a ranger who’s studied the place extensively. I’ve learned to be less sarcastic today. And I feel good about that.

This program adds the following to your major requirements:

Underdark Scouting (DST 203)
Deep Stalker Spellcasting Lab I-V (DST 201, DST 301, DST 501, DST 701, DST 901)
[**Extra Attacking** (DST 311)]
Iron Mind Development (DST 414)
Stalker’s Flurry (DST 616)
Stalker’s Dodge (DST 830)

Horizon Walker

(*Unearthed Arcana: Ranger & Rogue* (online download; 2017))

Many threats come from beyond the mortal world. You should know that, being as you’re attending a college not on the mortal world. With this program, you can manipulate the spaces between planes to traverse, combat, and wonder “Isn’t the space between planes a plane? Is there a space between the plane and the space between it and the next plane?”

When you enroll in this program, you can horizon walk your way to the following classrooms:

Planar Magic Lab (HZW 201)
Planar Warfare (HZW 203)
Lore of Portals (HZW 210)
Ethereal Stepping (HZW 414)
Distant Striking (HZW 601)
Spectral Defense (HZW 801)

Hunter (“Hunter Conclave”)

(*Player’s Handbook* (2014), *Unearthed Arcana: The Ranger, Revised* (online download, 2016))

We teach you to lay down a serious hurting. Multiple attacks, massive damage infliction, crazy defensive stances. Fighters are seriously wondering why they don’t get taught that stuff. And we just laugh and laugh...

When you select this path, you must take the following in addition to your regular Ranger requirements:

Your choice of Colossus Slaying (HTR 212), **Giant Killing** (HTR 213), or **Horde Breaking** (HTR 215)
[**Extra Attacking** (HTR 311)]
Your choice of Escaping Hordes- Theory and Practice (HTR 403), **Multiattack Defense** (HTR 407), or **Steel Will** (HTR 420)
Your choice of Volleying in Ranged Combat (HTR 606), or **Whirlwind Attacking** (HTR 616)

Your choice of Evasion (HTR 803), Standing Against the Tide (HTR 808), or Uncanny Dodging (HTR 830)

Monster Slayer

(*Unearthed Arcana: a Trio of Subclasses* (online download; 2017))

There are monsters out there, and if there's anything monsters need, it's slaying. You can be the one that does that vital task. It doesn't pay well, but you get to wander into towns, set your own price, and be a right douche to the townfolk. It's tradition.

This program requires the following courses:

Slayer's Mysticism (MSL 100)- multiple units
Slayer's Eye (MSL 203)
[**Extra Attacking (MSL 311)**]
Supernatural Defense (MSL 413)
Relentless Slaying (MSL 610)
Slayer's Counter (MSL 805)

Primeval Guardian

(*Unearthed Arcana: Ranger & Rogue* (online download, 2017))

Utilizing the power of nature itself, you will learn powerful druidic magic to enhance your deadly combat skills. Moreover, you will learn to grow thorns on your body at will. And your significant other will learn to pluck thorns out of your body at the end of the day, because you're too chicken-shit to do it yourself. You can stare down a bulette and kick a hill giant in the nads, but you can't tweezer out your own thorns. Wuss.

This program adds the following to your major requirements:

Guardian Magic Lab (PMG 201)
Guardian Soul Lab (PMG 206)
Growing and Utilizing Piercing Thorns (PMG 215)
Ancient Fortitude (PMG 417)
Rooted Defense (PMG 606)
Development of a Guardian Aura (PMG 807)

LARP Stalker

Sometimes the campus is awash with students playing water wars, or foam dart wars, or paintball wars (please do this only in approved paintball arenas; the maintenance staff are getting piiiissed), or Live-Action Role-Play battles. Indeed, this will be discussed at length in the *Student Life* chapter on Recreation.

However, when it comes to recreational, live-action combat simulation, nobody holds a candle to you. People will have long since imagined the game to be over and figured you bailed out when they couldn't find you, only to be surprised by a water balloon in the face on their way to lunch three days later.

They may cry out "I'm not playing, you idiot!" But they're playing. When you play, *everybody's* playing.

LARP WEAPON EXPERTISE

Ordinarily, LARP weapons only do damage to participants in a LARP game. (Rules for LARP games (not actual LARP games, in-game LARP games) appear in the *Student Life* book under recreation, but important bits are summarized in sidebars here.)

Beginning at 3rd level, when you use LARP weapons, you do LARP damage to any creature you hit (see the sidebar), whether they are playing a LARP game or not. When the creature takes LARP damage greater than its remaining hit points, it gets fed up with the whole thing and retreats.

Likewise, you take LARP damage whenever you are attacked by a LARP weapon, even if there is no game going on. If you take LARP damage

greater than your current hit points, you are "Out" and lose LARP Weapon Expertise until you have taken a short or long rest.

IT MAY BE FOAM, BUT IT STILL SMARTS

At 7th level, LARP weapons you use are treated as magical in regard to overcoming resistance. On critical hits, instead of rolling double damage, roll damage once for LARP damage, and again for real damage. The target suffers both.

MULTIATTACK

At 11th level, you gain your choice of one of the following (you can use them with either LARP or regular weapons):

LARP DAMAGE

LARP weapons (such as water guns, paintball guns, and hard foam melee weapons) do no damage, except in LARP games, where they do LARP damage.

LARP damage is not real in any way, but LARPer's are able to detect it. When you do LARP damage to a LARPer, keep track of it separately from any real damage. When LARP damage is equal to or greater than the LARPer's hit points, that LARPer is out of the game.

People who are not playing the game do not take LARP damage, but will probably get annoyed by you shooting little foam darts at them.

LARP Weapons examples:

- Water pistol (1d4 damage)
- Water balloon (1d6 splash damage)
- Foam Dart hand crossbow (1d6 damage)
- Foam Dart heavy crossbow (1d10 damage)
- Paintball rifle (1d10 damage)
- LARP melee weapons (per weapon type)

Volley: You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind Attack: You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

TOTAL IMMERSION

Beginning with 15th level, you may choose to do LARP damage whenever you do damage, even with regular weapons or with spells.

In addition, you may choose to take LARP damage from one instance of a single damage source, whether it is an attack, a spell, a trap, or otherwise. Once you have done this, you can't do it again until you've taken a short or long rest. You must declare whether you are taking LARP damage before damage is rolled.

Ranger Faculty

Dove Falconhand [department head]

(Human Ranger, Professor of Ranger Spellcasting, Nature Studies)

Professor Falconhand is one of the famed Seven Sisters of Faerun, and the Head of Ranger Department. She is known for her kindness and bravery. She tends to be somewhat quiet and reserved, but she is also very determined and capable, one of the most popular instructors in the school. She and her sister Storm Silverhand have their own corner of the cafeteria where they meet for lunch and discuss pretty much everything.

(Dove Falconhand is a major character from the Forgotten Realms campaign setting; property of WotC)

Atalanta [tenured]

(Human Ranger, Professor of Archery, Swift Movement, Boar Hunting)

One of the great huntresses of the world of Greece, Professor Atalanta is an expert in the field of hunting, especially boar hunting. Inexplicably, after taking down the most dangerous boar in history, she gave the credit to some other dude. She's modest, that Atalanta. In the humble sense. Not in the length-of-skirt sense. Nothing modest about that at all.

(Atalanta is a figure from Greek mythology, introduced to D&D via "Four Myths from Greece" (Dragon #58, 1982))

Chiron [tenured]

(Centaur Ranger, Professor of General Combat, Epic Deeds)

Teaching both basic freshmen classes (to lay the groundwork) and advanced graduate work, Professor Chiron is interested in one thing: training great heroes. He expects a lot out of his students, and many find they can't hack his intensive training. And if you think that's bad, he also serves as track coach.

(Chiron is a figure from Greek mythology, introduced to D&D via "Four Myths from Greece" (Dragon #58, 1982))

Stoneribs [tenured]

(Human Ranger, Professor of Archery)

One of the greatest archers who ever lived, Professor Stoneribs is said to have been hunting birds for as long as he's been able to walk. He is valiant, manly, brave, all the traits one would desire of a ranger. And for some reason, he puts on a man-sized halibut suit to go swimming. So weird.

(Stoneribs is a figure from Native American mythology; seen in D&D in Legends & Lore (1990))

Danij Viper

(Lizardfolk Ranger, Professor of Animal Handling, Wildspace Husbandry)

Professor Viper is a specialist in the breeding of scavvers, a spaceborne creature similar to sharks. His reasoning is that if you can handle these beasties, training any creature should be a snap. He takes his classes to the Grinder, an asteroid belt in Greyspace, for hands-on training. He also enjoys tossing students who ask too many annoying questions to the scavvers to watch them squirm. "Any more questions?"

(Danij Viper is a character from the Spelljammer box set, War Captain's Companion (1992); property of WotC)

Sul'aashta Steelbane

(Half-Orc Ranger, Professor of Tracking)

Professor Steelbane is a noteworthy bounty hunter, a dragonmarked member of House Tharashk, and not the most pleasant person to be around. She runs a harsh and insulting class, but trains some of the best trackers the school produces. She has an irrational hatred for Warforged, and tends to either ignore them during classes, or use them as targets when training students to stalk and ambush. Warforged students are advised to sign up for someone else's class. If she isn't wearing her glasses, students wearing plate armor should also be wary.

(Sul'aashta Steelbane is a character from the Eberron supplement, Dragonmarked (2006); property of WotC)

Ysrilla Lightstep

(Elf Ranger, Professor of Bounty Hunting, Being Ysrilla Lightstep)

A name notorious in the lands of Athas, Professor Lightstep is a highly accomplished bounty hunter with a surprisingly far-reaching reputation. She may be seen in Tyr one day and as far afield as both Balik and Gulg the next. In truth, she employs and trains a number of young Elf Rangers of similar appearance and motive, all of them using her name to perform their deeds. She has an ulterior motive for teaching here, of course. Sure, Elves from the rest of the planes are shorter than Athasian Elves, but you have to use the assets available.

(Ysrilla Lightstep is a character from Dragon #417 (2012); property of WotC)

Text and concept by Patrick Duke
Art and logo design by David Cummings
Dungeons & Dragon and all related properties ©Wizards of the Coast