

Ranger School

(*Player's Handbook* (2014); *Unearthed Arcana: the Ranger, Revised* (online download, 2016), *Xanathar's Guide to Everything* (2017))

"Instead of one favored enemy, you can choose two races of humanoid. Two for one trade, dude, and you know you encounter more humanoids than 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 revised version of the Ranger class was presented in an Unearthed Arcana article ("The Ranger, Revised") on the Wizards of the Coast website. Both versions are allowed in the Sigil Prep campaign, although the present author prefers the UA version.)

FRESHMAN YEAR

In addition to intense weapons and basic armor training and some academic electives, your freshman year must also include Favored Enemy Combat (selected from a roster of approved creature types), Natural Exploration I (RGR 110), and Primeval Awareness (RGR 221). You'll also have some minimal Spellcasting Lab work, although these should be easy to fit into your schedule.

SOPHOMORE YEAR

Your second year will continue your training in combat and exploration, as well as continued spellcasting practice. You will also be required to take Land's Stride (RGR 414), and Hiding in Plain Sight (RGR 505), which will come in particularly useful if you forget to do the homework.

JUNIOR YEAR

Your third year continues with your standard routine of combat and looking around, and you get even better at hiding.

SENIOR YEAR

In your final year, you will take Feral Senses (RGR 903) and most importantly, Foe Slaying (RGR 985) to make sure your favored enemies know what's what.

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. Your spellcasting labs will be replaced largely by Superiority in Combat (RGR 116), Poultrice Creation and Practice (RGR 240), and a few other non-magical courses.

ALTERNATE RANGER (Not the good one)

(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))

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 Master (aka "Beast Conclave")

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

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.

Gloom Stalker (aka “Deep Stalker”, “Deep Stalker Conclave”)

(*Unearthed Arcana: Light, Dark, Underdark!* (online download, 2015), *Unearthed Arcana: The Ranger, Revised* (online download, 2016), *Xanathar’s Guide to Everything* (2017))

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.

Horizon Walker

(*Unearthed Arcana: Ranger & Rogue* (online download; 2017), *Xanathar’s Guide to Everything* (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?”

Portal Detection (RGR 210) is an important first year class, and you’ll later learn to draw on multiversal energy to hit people harder.

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...

This program offers a good deal of versatility, allowing you to choose between various programs instead of them all being mandatory. We do recommend Escaping Hordes- Theory and Practice (RGR 403), however.

Monster Slayer

(*Unearthed Arcana: a Trio of Subclasses* (online download; 2017), *Xanathar’s Guide to Everything* (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.

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.

NEW RANGER ARCHETYPE:

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 chapter on Recreation in the *Student Life* book.

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.

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)

MULTIATTACK

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

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.

NEW RANGER ARCHETYPE:

Lifeguard

Sure, anybody can get Lifeguard certification if they take the classes. But only Rangers can get class features from it.

LIFEGUARD SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this archetype. The spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

3 rd	<i>Heroism</i>
5 th	<i>Lesser Restoration</i>
9 th	<i>Revivify</i>
13 th	<i>Locate Creature</i>
19 th	<i>Scrying</i>

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in Athletics and Medicine, if you don't already have them.

LEVEL 6 SWIMMER

Beginning at 3rd level, you have a swim speed of 30 feet. You can hold your breath for a number of minutes equal to 2 + twice your Constitution modifier.

Your swim speed increases to 40 at 11th level, and the number of minutes you can hold your breath equals 3 + three times your constitution modifier.

PERFECT FORM

You earn your level 7 diving certification. Starting at 7th level, you can fall from any distance without damage, so long as you are conscious, not incapacitated, and end the fall in a body of water at least as deep as your height.

BREATH OF LIFE

Beginning at 11th level, after making a successful Medicine roll to stabilize a dying person, you may spend any amount of your remaining hit dice to restore hit points to them.

UNDERWATER COMBATANT

You never know what sort of aquatic threat you'll need to rescue someone from. Starting at 15th level, when fighting in water against any opponent with a swim speed, you have advantage with your attack rolls, and add your wisdom modifier to any weapon damage.

NEW RANGER ARCHETYPE

Ranger Who Has Chosen Undead to Be Her Favored Enemy

Into every generation is born a Ranger Who Has Chosen Undead to Be Her Favored Enemy, the one girl in all the campaign who can fight the vampires, the skeletons, the gross things that use their intestines as whips, the flying head monsters with the guts just hanging there... Holy crap, undead are gross. Thank goodness we have the Slay... um, the Ranger Who Has Chosen Undead to Be Her Favored Enemy.

LIMITATION

This archetype may only be chosen by female characters for no particular reason. And she must have chosen undead as her first favored enemy. Likewise, it's supposed to only be accessible to one person in any generation, but we tend to ignore that one more readily than the other two.

POINTY THINGS

Beginning at 3rd level, you are proficient with improvised weapons that do piercing damage.

TO THE LIBRARY!

At 3rd level, any time you have access to books and an ally that can read, you may choose to succeed at an Arcana, Religion, or



Nature roll to discover the weakness of a creature or villain without making the roll. Once you have used this ability, you must complete a long rest to use it again.

BACKFLIP OF STABBING

Starting at 7th level, if you take your move before your attack action, you may make a dexterity (acrobatics) roll during your move. If you beat a DC 15, your attack is a critical hit (if it hits) regardless of what you roll.

Once you have used this ability, you must complete a short or long rest to use it again.

THE THING THAT MAKES THIS AN UNDEAD-SLAYING CLASS

Beginning at 11th level, your weapon attacks ignore any resistances possessed by undead creatures you attack.

HEY, I'VE DIED TWICE

Starting at 15th level, if you fail a death saving throw that results in you dying, you may make another death saving throw with advantage after one minute. If you succeed, you inhale deeply, sit up, and are restored to 1 hp.