

The Ranger Major

Rangers are known as skilled woodsmen, with all the skills that go with it. Tracking, hunting, stealth, fighting with two swords. All the things you need to survive in the wilds. Granted, many apply these skills to less rustic careers: bounty hunting, urban adventuring, planar traipsing. But the groundwork is all the same: hardiness, determination, and of course, the fighting with two swords. Or archery. That's good, too.

Many of your courses will be taught in the Grove, where you will learn many of the same skills as Druids. Others will be taught on the battlefield, where you will master your chosen weapons as well as any Fighter. Still other courses will be taught in the lecture hall, where you will be bored.



Ranger students will need to select an academic path to guide their education, whether you want to focus on the hunt or training an animal to be your BFF.

Ranger Faculty

DEAN OF RANGERS

DOVE FALCONHAND (human; she/her)

One of the legendary Seven Sisters, esteemed member of the Harpers, and among the Circle of Eight Hundred that finally defeated the lich-turned-overgod Vecna, Dean Falconhand is fairhanded and confident. She is popular among her students and among the rest of the faculty. In her adventuring days, she was known for her tirelessness and determination, but also for her compassion.

Centuries ago, she was married to fellow ranger and Knights of Myth Drannor member Florin Falconhand, but he has long since predeceased her. She has not had a serious relationship since (granted, she spent a couple of centuries fighting Vecna).

She wears outdoor wear, a combination of modern and the standards of her day, almost never wearing anything stereotypically feminine. She has silver hair, like most of her sisters, often tied back in a ponytail. She maintains a tight, athletic build and spends at least three hours a day in the gym. Despite being centuries old, she appears to be roughly in her thirties.

(Dove Falconhand is a canonical character in the Forgotten Realms setting; her usage here is specific to this setting and is not indicative of any canon portrayal)

CORE FACULTY

ALYSON “RED”

RIDDINGHUDT (human; she/her)

Professor Riddinghudt is a member of the elite cadre of rangers known as the Hooded Sisterhood, devotees of the small clutch of goddesses called the Hooded Sisters. Riddinghudt serves not simply to train rangers at the school, but ideally to find suitable rangers to join her order.

She is stoic, often accused of being humorless, but she's seen some stuff. She hails from Dread, and has lost loved ones to the horrors she has sworn to combat. She is quick to remind students that the dangers of the world are real, and not some game to play.

She is roughly five and a half feet tall, with dark black hair and one piercing blue eye (the other was lost to a werewolf). She wears a blood red cape with a hood, the symbol of her Sisterhood.



Professor Riddinghudt

GWENDOLYN VAN HELSING

(human; she/her)

Years ago, a young student at the University of Tvashti, Gwen the Original, was killed by a vengeful goblin who hated her boyfriend. One of the school's necromancy professors, Dr. Miles Mordenheim, who had been infatuated with the young woman, used his creepy-stalker grief to attempt to clone her, infusing the clones with the mystical essences of various legendary figures from the history of Earth, because he happened to have them handy.

One of these Ten Gwens he created, Gwendolyn van Helsing, remained on Dread for a few years while her sisters moved on to other worlds, becoming a noted hunter of the undead, and making an enemy of the dreaded Lord Dracucard. When Dracucard moved to New

Sigil, Gwen followed, becoming an instructor at Sigil Prep to pay her bills.

Professor van Helsing dresses in jeans and a turtleneck, often covered in a long duster coat. She carries a crossbow and the usual vampire-slaying implements. Her long blonde hair is held back by a hairband, an accessory that all the Ten Gwens seem to have adopted.

MORDEKAI WALKER (human; he/him)

A legendary Baklunish Ranger, Professor Walker is a frontier lawman in the rough and tumble unincorporated lands in the Flaeness on Oerth. He has an eagle eye and a slow Texas drawl, often wearing his cowboy hat pulled forward just slightly above his eyes.

He takes his job teaching seriously, and expects all of his students to make a name for themselves. He'll remember anyone he's ever taught on sight, and if they happen to have turned their skills to lawlessness, he takes it as a personal offense.

With tanned, sun-damaged skin and a bristly mustache, Walker wears a leather vest over a flannel shirt, jeans and cowboy boots, always displaying his Baklunish Ranger badge prominently. He carries a pair of revolvers on his hips and a wickedly serrated hunting knife in his boots.

NADINE OYOME (human; she/they)

Where most of the faculty have some background in forestry or some manner of law enforcement, Nadine comes from the world of sports entertainment, being a former five-time Faerun champion with the All-Realms Dart League, a high-intensity, competitive foam dart competition sponsored by Ioun Entertainments.

Nadine is a high-energy, ever-excited instructor, shouting out encouragements and critiques during combat practices, and eagerly urging students to "Check this out" during lectures. Her enthusiasm is contagious, and somewhat exhausting.

Twice a year, she sponsors a campus-wide Dart War, inviting every student who cares to participate, in which she herself participates. It's a badge of honor to be the one to eliminate her during these contests.

She is surprisingly petite in person, but her strength is obvious even at a casual glance. She wears high tops over black jeans, and Ioun-branded t-shirts and an All-Realms Dart League jacket.

SPECIALIZED FACULTY

CROOKEDCLAW (tabaxi; he/him)

Hunter program coordinator

Most folk don't think about catfolk being quite as buff as Professor Crookedclaw. He's built like a bodybuilder, with huge biceps and a broad chest, and carries a heavy crossbow that many of his students can barely pick up, let alone aim accurately.

Crookedclaw is arrogant and braggartly, more likely to tell you that you're doing something wrong than to tell you how to do it right. It's not impossible to impress him, but you definitely have to work for it.

He is generally shirtless, with tight leather trousers. He is tawny in color, with slightly darker-tan stripes.

IRWIN WANDERER (wood elf; he/him)

Beast Master program coordinator

A knowledgeable and enthusiastic outdoorsman, few know more about animals than Professor Wanderer. He has studied every creature in Chult up close and personal, and plans seasonal expeditions to the wilds of other worlds for which he'll handpick a small group of students to accompany him to learn about exotic beasts up close and personal.

Speaking with a thick Australian accent, Wanderer seems to have a knack for knowing how to approach even the most hostile of beast without being gored. He often brings some weird critter to class with him, inviting students to come up and pet it.

He has hastily combed, sandy blond hair and a friendly smile. His beast companion is a crocodile named Crikey.