

RANGER REWORK



HOME BREW

Giving the Ranger its own Identity

RANGER

Since its first inception, Rangers have received many complaints, which can be summarized as:

- The Ranger does not have a strong core identity.
- Rangers have too many ribbon features.
- Rangers are too weak in combat.
- Rangers are too front loaded. There is little reason to continue past level 5 instead of multiclassing.
- Rangers have too many spells requiring concentration.
- Hunter's Mark should have been a feature.
- Rogues and Bards are potentially better explorers and trackers than Rangers.
- Beast Master feels clunky and weak.

The purpose of this rework is to address these complaints while minimizing the number of changes to the original class. The goal is to hopefully better implement the game designer's original vision of the class, and not to completely reimagine it (except for the beastmaster subclass).

For a full, in-depth explanation on all the changes and additions to the class, you can refer to Appendix D: Design Notes. I explained how each feature was addressed. Note that I did not agree with every complaint listed above and explained my reasoning when appropriate. For example, I disagree that the Ranger is weak in combat.

For the core identity of the Ranger, I based the class on the following concepts, adapted from the *Player's Handbook* and *Unearthed Arcana: Ranger (2015)*.

ULTIMATE SURVIVORS

Rangers can wander a barren wilderness alone for months, living only on what they find. A group with a ranger has a significantly easier time surviving in the wilds.

Key features: Natural Explorer, Favoured Terrain, Herbal Medicine

SKIRMISHERS

Rangers are often the last line of defense against the monsters that threaten the edges of civilization. They cannot rely on backup, because they are the backup. As such, Rangers often find themselves against unfavourable odds. They win their battles by utilizing the full potential of their environment to expose their enemies' weaknesses and nullify their strengths.

Key features: Spellcasting, Discipline, Primal Instinct

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CLASS NAME

Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th
1st	+2	Natural Explorer, Favoured Terrain	-	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Hunter's Mark	2	2	—	—	—	—
3rd	+2	Ranger Archetype, Herbal Medicine	3	3	—	—	—	—
4th	+2	Ability Score Improvement	3	3	—	—	—	—
5th	+3	Extra Attack	4	4	2	—	—	—
6th	+3	Herbal Medicine Improvement, Discipline	4	4	2	—	—	—
7th	+3	Ranger Archetype Feature	5	4	3	—	—	—
8th	+3	Ability Score Improvement, Land's Stride	5	4	3	—	—	—
9th	+4	—	6	4	3	2	—	—
10th	+4	Primal Instinct	6	4	3	2	—	—
11th	+4	Ranger Archetype Feature, Hunter's Mark Improvement	7	4	3	3	—	—
12th	+4	Ability Score Improvement	7	4	3	3	—	—
13th	+5	—	8	4	3	3	1	—
14th	+5	Herbal Medicine Improvement, Feral Senses	8	4	3	3	1	—
15th	+5	Ranger Archetype Feature	9	4	3	3	2	—
16th	+5	Ability Score Improvement	9	4	3	3	2	—
17th	+6	—	10	4	3	3	3	1
18th	+6	Primal Soul	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Guardian of Nature	11	4	3	3	3	2

CLASS FEATURES

As a ranger, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution Modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism Kit

Saving Throws: Strength, Dexterity

Skills: Choose two from Animal Handling, Athletics, Insight, Investigation, Perception, and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack

- A herbalism kit
- A longbow and a quiver of 20 arrows

NATURAL EXPLORER

You are skilled at navigating the wilderness and living off the land. You are proficient in Nature and Survival. Your proficiency bonus is doubled for any ability check you make that uses either of these two proficiencies.

In addition, you gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.



FAVORED TERRAIN

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

You also gain the benefits corresponding to your favored terrain:

ARCTIC

You gain resistance to cold damage.

COAST

You gain a swim speed equal to your speed. If you already have a swim speed, your swim speed is doubled. You can hold your breath for twice as long.

DESERT

You gain resistance to fire damage.

FOREST

Choose a skill from the ranger skill list that you are not proficient with. You become proficient with that skill.

GRASSLAND

Your speed increases by 10 feet.

MOUNTAIN

You gain a climb speed equal to your speed. If you already have a climb speed, your climb speed is doubled. You do not suffer the negative effects of high altitude.

SWAMP

You gain resistance to poison damage and have advantage on saving throws against poison.

UNDERDARK

You learn Undercommon. You gain blindsight at a range of 5 feet.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. In addition, that second attack no longer costs a bonus action.

SPPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 for the ranger spell list.

SPPELL SLOTS

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *animal friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *animal friendship* using either slot.

SPPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

SPPELLCASTING ABILITY

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

HUNTER'S MARK

At 2nd level, you learn the Hunter's Mark spell. It does not count against your number of spells known. It no longer requires concentration. You can still only have one Hunter's Mark active at a time. You cannot mark a new creature when the target of your Hunter's Mark drops to 0 hit points.

Starting at 11th level, if the target of your Hunter's Mark drops to 0 hit points before the spell ends, you can use a bonus action on a subsequent turn to mark a new creature.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter or Beast Master, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

HERBAL MEDICINE

At 3rd level, your life in the wilderness has taught you the properties of the plants surrounding you. You know how to gather the right ingredients to produce poultices and medicinal teas of Normal quality.

Each gathering attempt takes 30 minutes. Make an Intelligence (Nature) check with a DC of 12. Make the roll with advantage if you are in possession of a Herbalism Kit. On a success, you collect one ingredient, determined by rolling on the Foraging Ingredients table. On a critical success (by 10 or more), you instead recover 1d4 ingredients, making separate rolls for each on the Foraging Ingredients table. If you are gathering ingredients in your favored terrain, any success is considered a critical success. Gathering counts as a light activity for the purposes of resting and does not interrupt a short rest.

FORAGING INGREDIENTS

d20	Ingredient
1-11	Healing Berries
12-17	Curative Roots
18-20	Restorative Herbs

The items that you can craft using these ingredients are specified in Appendix A: Herbal Medicine Recipes. For each attempt to craft those items, you must succeed on an Intelligence or Wisdom check (your choice) against the corresponding DC. You must be in possession of your Herbalism Kit. Crafting counts as a light activity for the purposes of resting and does not interrupt a short rest. The poultices and teas lose their potency if not used or consumed within 24 hours.

You can craft poultices and teas of Greater quality at 6th level, and of Superior quality at 14th level.

VARIANT: HERBAL MEDICINE

If you are a more experienced player or simply interested in a more developed alchemy system, it is strongly recommended to incorporate The Alchemy Almanac by u/heavyarms. In this case, replace Herbal Medicine's benefits with the following:

- You gather ingredients twice as fast.
- You double your proficiency bonus for checks made with the Herbalism Kit.
- Gathering counts as a light activity for the purposes of resting and does not interrupt a short rest.
- Crafting counts as a light activity for the purposes of resting and does not interrupt a short rest. You can choose to craft impure potions using Herbal alchemy in only 30 minutes. The time required becomes 20 minutes at 8th level and 10 minutes at 14th level. Impure potions lose their potency if not consumed within 24 hours.

ABILITY SCORE IMPROVEMENTS

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DISCIPLINE

At 6th level, your survival on the edges of civilization has trained your endurance and mental focus to new heights. You are proficient in Constitution saving throws. You also have advantage on Constitution saving throws that make you maintain your concentration on a spell when you take damage.

LAND'S STRIDE

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

PRIMAL INSTINCT

At 10th level, you have honed your senses and body to act purely on instinct, separating your consciousness from your body. You can concentrate on two different spells at the same time.

FERAL SENSES

At 14th level, you gain blindsight at a range of 30 feet. If you already have blindsight, the range of your blindsight increases by 30 feet.

PRIMAL SOUL

At 18th level, you cannot lose concentration on your spells from taking damage.

GUARDIAN OF NATURE

At 20th level, you can temporarily become nature's wrath incarnate. Your body cackles with the power of the elements. For 1 minute, you gain the following benefits:

- A whirlwind with a radius of 30 feet follows you. The first time any enemy creature enters the whirlwind or starts its turn there, the creature must succeed on a Strength or Dexterity saving throw (whichever is higher) or fall prone.
- Whenever you cast a ranger spell that has a casting time of 1 action, you can cast it as a bonus action instead.



RANGER ARCHETYPES

The ideal of the ranger has two classic expressions: the Hunter and the Beast Master.

HUNTER

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

PEERLESS HUNTER

You learn the Archery fighting style. If you already know the Archery fighting style, choose another option from the Fighting Style class feature.

HUNTER'S PREY

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer. Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Giant Killer. When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

DEFENSIVE TACTICS

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Steel Will You have advantage on saving throws against being frightened.

MULTIATTACK

At 11th level, you gain the following features.

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 move up to half of your speed. During this movement, you can make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. You can only target each creature once. If you are wielding a light weapon in both hands, you can attack each target with both weapons.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you gain one of the following features of your choice.

Evasion. You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stand Against the Tide. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

BEAST MASTER

The Beast Master archetype embodies a friendship between the civilized races and the beasts of the world. United in focus, beast and ranger work as one to fight the monstrous foes that threaten civilization and the wilderness alike. Emulating the Beast Master archetype means committing yourself to this ideal, working in partnership with an animal as its companion and friend.

ANIMAL COMPANION

At 3rd level, you learn to use your magic to create a powerful bond with a creature of the natural world. You can spend 8 hours bonding with a beast. You normally select your companion from among the following animals: a brown bear, a dire wolf, a giant eagle, or a panther. Their statistics are specified in Appendix B: Animal Companions.

The animal must already have a strong relationship with you (DM's discretion). The animal cannot be more than a few months old. At the end of the 8 hours, the animal companion gains all the benefits of the Companion's Bond ability. You can have only one animal companion. If your animal companion is dead, you may spend 8 hours and at least 25 gp worth of rare herbs to resurrect it as if you cast the True Resurrection spell.

ALTERNATE BEAST COMPANIONS

If you like this iteration of the Beastmaster but feel too restricted by the beast options, feel free to reskin any of the choices and replace the original animal traits with more appropriate ones. Alternatively, you might want to create an original beast companion from scratch. If you do so, consider what conceptual and mechanical niches your beast would fill that would set it apart from the other options.

COMPANION'S BOND

The companion takes its turn on your initiative. It tries its best to follow your orders and acts independently otherwise.

Your companion's stats are replaced by the ones specified in Appendix B: Animal Companions. It becomes proficient in Strength and Dexterity saving throws.

Your companion regains all lost hit points after it finishes a long rest.

LINKED HEARTS

At 3rd level, your life force becomes intertwined with your companion's. As an action, you can touch your animal companion and transfer any number of your remaining hit points to it. Alternatively, you can expend 5 hit points to cure your animal companion of one disease or neutralize one poison affecting it.

LINKED MINDS

At 7th level, you learn the spell *Beast Sense* if you do not already know it. *Beast Sense* does not count against your number of spells known. You can cast *Beast Sense* on your animal companion a number of times equal to your Wisdom modifier (minimum of 1) without expending a spell slot. You regain all expended uses when you finish a long rest.

CHRYSLIS

At 11th level, your animal companion has grown to full maturity. Its stat changes are indicated in Appendix B: Animal Companions.

Furthermore, the primal magic that connects you to your animal companion is slowly infusing itself into your companion's essence. Your animal companion's attacks are considered magical for the purposes of overcoming resistance.

METAMORPHOSIS

At 15th level, the primal magic that flows through your animal companion blooms and unlocks a metamorphosis called an Aspect, as specified in Appendix B: Animal Companions.



APPENDIX A: HERBAL MEDICINE RECIPES

HEALING POULTICE

DC: 10

Preparation Time: 10 minutes

Components: Alcohol, Healing Berries (1), Cloth, Moss or Leaves

Duration: 1 hour

You drench a handful of moss or leaves with alcohol and juice extracted from the Healing Berries. You bind the poultice tightly around the target's wound using a piece of cloth.

Normal. For the duration, whenever the target expends a hit die, instead of rolling, the target regains hit points as if they rolled the maximum number.

Greater. DC 15, Healing Berries (2). In addition to its normal effects, the poultice enables the target to regain 1d4 hit dice at the end of the duration.

Superior. DC 19, Healing Berries (3). In addition to its normal effects, the poultice enables the target to regain 1d8 hit dice at the end of the duration.

CURATIVE TEA

DC: 10

Preparation time: 20 minutes

Components: Water, Curative Roots (1), a small fire

Duration: Instantaneous

You boil the Curative Roots into a tea enough for one person.

Normal. The target is cured of one disease affecting it.

Greater. DC 15, Curative Roots (1) + Healing Berries (1). The tea ends one condition affecting the target. That condition can be blinded, deafened, paralyzed, or poisoned.

Superior. DC 19, Curative Roots (2) + Healing Berries (1). The tea cures the target of all diseases and conditions affecting it. The conditions can be blinded, deafened, paralyzed, or poisoned.

REINVIGORATING TEA

DC: 15

Preparation Time: 30 minutes

Components: Water, Restorative Herbs (1), a small fire

Duration: Instantaneous

You grind the Restorative Herbs and grind them into a tea enough for one person.

Normal. The target can restore an expended spell slot no higher in level than fifth. The target must spend a number of hit dice equivalent to the spell slot level.

Superior. DC 19, Restorative Herbs (2). The target can restore two expended spell slots in level no higher than 5th. The target must spend a number of hit dice equivalent to the combined spell slot levels.



APPENDIX B: ANIMAL COMPANIONS



BROWN BEAR

Medium (Level 11, Large) Beast, Your alignment

Armor Class 11 + proficiency bonus

Hit Points 6 x level (**Level 11**, 9 x level)

Speed 40 ft., climb 30 ft.

Proficiency Bonus your proficiency bonus

At **Level 11**, ability scores become the ones indicated in **bold**.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Proficient in Perception

Senses passive Perception 11 + proficiency bonus

Languages Understands all languages that you speak.

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Sentinel. When the bear hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Aspect of Spring (Level 15). The bear may transform into an Aspect of Spring (no action required). A soft glow shimmers around the bear and seems to rejuvenate the plant life around it. The transformation lasts for 10 minutes or until the bear chooses to revert to its normal form (no action required). The transformation ends early if the bear drops to 0 hit points. The bear may not use this ability again until it has finished a short or long rest.

Regeneration (Aspect of Spring Only). The bear regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Bite or Claws. *Melee Weapon Attack (STR):* reach 5 ft., one target. *Hit:* 1d6 piercing (Bite) or slashing (Claws) damage. (**Level 11**) Damage increases to 2d6 + 4.

Gift of Life (Aspect of Spring Only) (Recharge 5-6). A brilliant green light emits from the bear in all directions. All friendly creatures within 10 feet of the bear regain 2d8 hit points.

DIRE WOLF

Medium (Level 11, Large) Beast, Your alignment

Armor Class 11 + proficiency bonus

Hit Points 5 x level (Level 11, 8 x level)

Speed 40 ft., (Level 11, 50 ft.)

Proficiency Bonus your proficiency bonus

At Level 11, ability scores become the ones indicated in bold.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Proficient in Perception and Stealth

Senses passive Perception 11 + proficiency bonus

Languages Understands all languages that you speak.

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Aspect of Winter (Level 15). The wolf may transform into an Aspect of Winter (no action required). The wolf's fur turns white as snow and its eyes become pale blue. The air surrounding the wolf covers everything in frost. The transformation lasts for 10 minutes or until the wolf chooses to revert to its normal form (no action required). The transformation ends early if the wolf drops to 0 hit points. The wolf may not use this ability again until it has finished a short or long rest.

Snow Camouflage (Aspect of Winter Only). The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Frigid Air (Aspect of Winter Only). The wolf emits an aura of wintry air. All enemy creatures within 30 feet of the wolf have disadvantage on Dexterity saving throws.

Actions

Bite. *Melee Weapon Attack (finesse):* reach 5 ft., one target. *Hit:* 1d8 piercing damage. (Level 11) Damage increases to 2d8 + 3.

Winter's Howl (Aspect of Winter Only) (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a fail, a creature suffers 4d8 cold damage and all attacks against it until the end of its next turn gain advantage. On a success, a creature suffers only half damage.



GIANT EAGLE

Medium (Level 11, Large) Beast, Your alignment

Armor Class 10 + proficiency bonus

Hit Points 4 x level (**Level 11**, 7 x level)

Speed 10 ft., fly 60 ft. (**Level 11**, fly 80 ft.)

Proficiency Bonus your proficiency bonus

At **Level 11**, ability scores become the ones indicated in **bold**.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	15 (+2)	10 (+0)	7 (-2)	14 (+2)	7 (-2)
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16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)
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Skills Proficient in Perception

Senses passive Perception 12 + proficiency bonus

Languages Giant Eagle, Understands all languages that you speak.

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Aspect of the Sun (Level 15). The eagle may transform into an Aspect of the Sun (no action required). The eagle feathers adopt a golden sheen that reflects the light in iridescent colours. The transformation lasts for 10 minutes or until the eagle chooses to revert to its normal form (no action required). The transformation ends early if the eagle drops to 0 hit points. The eagle may not use this ability again until it has finished a short or long rest.

Actions

Beak or Talons. *Melee Weapon Attack (finesse):* reach 5 ft., one target. *Hit:* 1d6 piercing (Beak) or slashing (Talons) damage. (**Level 11**) Damage increases to 2d6 + 3.

Wings of the Phoenix (Aspect of the Sun Only) (Recharge 5-6). The eagle's wings erupt in flames as it dashes towards its enemies. The eagle flies up to its speed. All creatures within 10 feet of the eagle during its movement must succeed on a DC 16 Dexterity saving throw or take 3d8 fire damage.





PANTHER

Medium Beast, Your alignment

Armor Class 11 + proficiency bonus

Hit Points 5 x level (**Level 11**, 8 x level)

Speed 50 ft., climb 40 ft. (**Level 11**, 80 ft., climb 60 ft.)

Proficiency Bonus your proficiency bonus

At **Level 11**, ability scores become the ones indicated in **bold**.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	3 (-4)	14 (+2)	7 (-2)
15 (+2)	20 (+5)	13 (+1)	4 (-3)	14 (+2)	7 (-2)

Skills Proficient in Perception and Stealth

Senses passive Perception 12 + proficiency bonus

Languages Understands all languages that you speak.

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against (no action required).

Sneak Attack. Once per turn, when the panther hits a creature while having advantage on the attack roll, the panther deals an extra 1d6 damage. (**Level 11**) Extra damage increases to 3d6.

Aspect of the Moon (Level 15). The panther may transform into an Aspect of the Moon (no action required). Wisps of shadow mask the panther in darkness. The transformation lasts for 10 minutes or until the panther chooses to revert to its normal form (no action required). The transformation ends early if the panther drops to 0 hit points. The panther may not use this ability again until it has finished a short or long rest.

Shadow Step (Aspect of the Moon Only). When the panther is in dim light or darkness, as a bonus action, the panther can teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. The panther then has advantage on the first melee attack it makes before the end of the its turn.

Actions

Bite or Claws. *Melee Weapon Attack (finesse):* reach 5 ft., one target. *Hit:* 1d6 piercing (Bite) or slashing (Claws) damage. (**Level 11**) Damage increases to 1d6 + 5.

APPENDIX C: REVISED SPELLS

CORDON OF ARROWS

2nd-level transmutation

Casting Time: 1 action

Range: Range

Components: V, S, M (four or more arrows or bolts)

Duration: 8 hours

Choose four points in the ground within range. You shoot a piece of nonmagical ammunition – arrows or crossbow bolts – at each point and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of any of these four pieces of ammunition for the first time on a turn or ends its turn there, the corresponding piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

At higher levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected doubles for each slot level above 2nd.

CONJURE BARRAGE

3rd-level conjuration

Casting Time: 1 bonus action

Range: Self (60-foot cone)

Components: V, S, M (one piece of ammunition or a thrown weapon)

Duration: Instantaneous

You throw a nonmagical weapon or fire a piece of nonmagical ammunition into the air to create a cone of identical weapons that shoot forward and then disappear. Each creature in a 60-foot cone must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

LIGHTNING ARROW

3rd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. The target and all creatures within 10 feet of it must make a Dexterity saving throw. On a failure, a creature takes 4d8 lightning damage and is stunned until the end of their next turn. On a success, a creature takes half damage. The piece of ammunition or weapon then returns to its normal form.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

APPENDIX D: DESIGN NOTES

In this appendix, I will explain if each core issue mentioned in the preamble is valid and how it is addressed with this Ranger Rework.

NO STRONG CORE IDENTITY

Agreed. Rangers are supposed to be the “best explorers”, but what does that mean exactly? Is it simply tracking? Making sure that the party does not run out of rations? These two roles are situational at best and not compelling for a class’ main purpose. To address this issue, I defined “being good at exploration” as “being good at surviving in the wilderness”. That not only entails tracking and foraging, but also surviving against all the dangers of the wilderness, such as poisons, diseases, random encounters, ambushes, and unpredictable foes. When travelling, a Ranger should make the party feel safer, and not simply enable the party to save some coin by not buying rations.

Combat-wise, the Ranger did not have its own niche. Its role was an ineffective split between the Rogue and the Fighter. I asked myself the question: How would the harshness and unpredictability of the wilderness shape a Ranger’s fighting style? The Ranger’s adversaries are often monsters that range unpredictably in numbers, strength and type. Rangers can only survive by improvising and adapting to their surroundings. Instead of simply fighting head on, they would use everything at their disposal to exploit their enemies’ weaknesses and downplay their strengths. I settled on the role of a martial character with an arsenal of utility and battlefield control powers. Many of the Ranger’s spells already focus on that: fog cloud, entangle, spike growth, wind wall, etc. As such, I guided my combat-oriented features to better enable the support of these spells in combat.

TOO MANY RIBBON FEATURES

Agreed. The fact that one of the Ranger’s core features was Favoured Enemy, a ribbon ability, made the class seem very unattractive. The solution of the Revised Ranger does not work either, as adding combat bonuses limited to a situational ability made the class very lopsided. At first, I wanted to make Favoured Enemy give concrete mechanical bonuses that can apply in any situation but synergized very well against specific enemies (similar to the design principle behind Favoured Terrain). Then I came to the realization that all of the Hunter subclass’ abilities do that already. Therefore, I simply decided to remove that feature entirely.

Unlike others, I do not believe Natural Explorer was a ribbon ability. I feel like it mostly seemed that way because few tables really follow the wilderness survival rules that closely.

WEAK IN COMBAT

Disagree. If you do the math, even without any feats, Rangers completely outperform the other classes in DPR until level 11. From level 11 onwards, it is consistent with the highest DPR classes in the game. For instance, at level 5, the Ranger with TWF, Colossus Slayer, and Hunter’s Mark can consistently deal $3 \times (1d6 + 5) + 3d6 + 1d8$ which averages at 40.5 damage per round. That is already above the 40 average damage (disregarding crit) that a fighter has from level 11 to 19.

The reason why they seem weak is that Ranger’s damage output does not increase much past level 5, which makes sense since they already deal way too much damage early on. This Rework addresses this issue by subtly rebalancing the damage output to be on average lower in the earlier levels and slightly higher in the later levels.

BTW, Hunter’s Mark and Colossus Slayer are not even situational abilities, since players usually only focus on marked creatures and the 3 attacks per round almost guarantees that Colossus Slayer will be triggered. The lengthy duration of Hunter’s Mark also almost guarantees that the Ranger can almost always have it active during combat. In fact, Rangers even sometimes find themselves unable to expend all spell slots by the end of the day.

NO EXCITING HIGH LEVEL ABILITIES

Agreed. Other than Feral Senses, the high level abilities are either too weak (Foe Slayer), weaker version of spells (Hide in Plain Sight vs Pass Without Trace), or weaker copies of other classes’ abilities that come way too late to be exiting anymore (Vanish). I replaced them for the most part with features that better supported the martial controller role. The rebalancing of the damage should also make the later levels more exciting.

TOO MANY CONCENTRATION SPELLS + HUNTER’S MARK SHOULD BE A FEATURE

Agreed. Hunter’s Mark is so powerful that concentrating on it is a must. The fact that 28 out of 55 ranger spells require concentration means that the Ranger will almost never use any other spell, which is a shame. Even spells like Lightning Arrow or Hail of Thorns require concentration for some reason. However, without concentration, Hunter’s Mark, which already produces insane amounts of damage at all levels, would be completely broken.

This is pure speculation, but my understanding of the designers’ intent was that they wanted the baseline Ranger to be weaker in combat than a Fighter but with more versatility (from spells). The Ranger would have a limited resource that could be used to either boost damage, or provide other useful utility. The choice should not be automatic, but made with careful consideration. An overpowered Hunter’s Mark that required concentration prevented this vision from coming true.

My solutions: (1) Enable double concentration. The level at which it is gained and the specific nature of Ranger spells should not make it too out-of-line hopefully. (2) Remove concentration requirement from Hunter's Mark but prevent it from transferring to other targets. While the damage output is still high, it is now limited (akin to a Divine Smite). The balance comes from the limited amount of Spell slots. The high cost of Hunter's Mark no longer makes it an automatic choice. Rangers can also finally concentrate on other spells. At level 11, I returned the ability to transfer the mark, since at that level the damage is in-line with the other classes.

NOT ACTUALLY BEST EXPLORERS

In terms of tracking and foraging, agreed. The skill monkey classes (rogues and bards) have expertise, which enable them to surpass Rangers in the survival skill. However, by broadening my definition of "good at exploring" as I explained in the "No Strong Core Identity Section", the problem is no longer as significant. Nevertheless, I also gave expertise to Nature and Survival in the new Natural Explorer feature.

BEASTMASTER IS CLUNKY

Agreed. I completely overhauled this subclass. I wanted to focus on the bond between the Ranger and the companion. I wanted the companion to feel like an actual character, by giving it a sense of progression and aging. Its relationship with the Ranger should also be developed over time. I have the personal complaint that at high levels, when the player characters are fighting archfiends, krakens, liches and dragons, having an ordinary wolf at your side does not make much sense anymore. As such, I wanted to make them much more badass at high level. I hope you like my spin on it! Please check the balancing though, I am unsure about that. At early levels, the damage should be comparable to other subclasses' level 3 features. At level 11, the damage boost is hopefully also in-line with the other subclasses (I am mostly worried about this level). I tried to balance the level 15 abilities by limiting the number of uses to 1/short rest, 10 minutes at a time, and recharge 5-6.

Keep in mind that since animal companions are separate creatures from the Ranger, calculating DPR is not as straightforward as summing everything together. Indeed, the damage boost from the animal companion lasts only until the animal companion falls unconscious. The animal companion might not always attack the same creature as the ranger either (damage that is not spread out is not as effective).

HUNTER SUBCLASS SHOULD HAVE AN EXTENDED SPELL LIST

Not sure. I think Hunters should be the more martial of the subclasses. However, it might be true that without it, it is weaker than the XGtE subclasses. As such, I added the Archery fighting style and made both multiattack abilities accessible. I also buffed whirlwind, since previously it was an objectively inferior attack to volley.

NOTABLE FEATURES EXPLAINED

HUNTER'S MARK

Most agree that Hunter's Mark should have been a feature. However, some prefer to make it completely separate from spells and limit its number of uses to be equal to the wisdom modifier. My problems with that are:

- It doesn't scale well. Wisdom modifier barely changes across the levels. It would be too powerful at early levels and too weak at later levels.
- It was made a spell for a reason. It should compete with the other spells for resource management. Or else I feel like it would be overpowered at early levels.
- Too much complexity to add another system to the Ranger when it is otherwise not necessary.

The upgrade at level 11 provides a much needed buff to their high level combat potency and gives a strong reason not to multiclass.

HERBAL MEDICINE

One of the problems with exploration is that it is often taken care of with a couple of skill checks. While the original Ranger had features that helped those skill checks, they often felt too passive. The Ranger still plays in an identical way as the other classes when it comes to exploration. As such, the Ranger does not **feel** like an explorer. The purpose of Herbal Medicine is to provide a flavorful and **active** way for Rangers to contribute to exploration.

DISCIPLINE + PRIMAL INSTINCT

The game designers said that Rangers should derive a lot of their combat potency from their spells. The change to Hunter's Mark helped that a lot. The purposes of these features is to help that even more. Since a large amount of Ranger spells seemed focus on utility and battlefield control, I believe that a martial controller is a perfect fit for the Ranger mechanically. Having double concentration brings that role to life.

PRIMAL SOUL + GUARDIAN OF NATURE

Honestly, if you guys have better ideas, it would be very appreciated. I was thinking of a feature that made all terrains favoured terrains, but I was not sure what level would be appropriate.