

RANGER REVISED





WHAT IS THIS?

The Ranger has been criticized vehemently ever since Fifth Edition DnD's release. Although due to my love of the class, I have been a constant defender its capabilities; even I must admit that after giving it an objective look there really are some notable imbalances within the class.

I tried to keep this document as authentic looking as possible, so you can simply print this out and place it in your book without it looking too out of place however obviously due to the difference in the number of pages, that is impossible to achieve in its entirety. Also this introduction itself is obviously quite contrary to that ideal, but I figured I needed to place the standard disclaimer somewhere, so complete authenticity was always going to be impossible, which both made this page mandatory as well as possible.

Below are the issues which I have been able to identify, some are more subjective than others but I took it upon myself to fix them all regardless of how agreed upon they are. With respect to the subjective complaints (no non-spellcasting options), I solved those issues in an optional manner so you can play a Ranger of the spellcasting variety, or the non-spellcasting variety as desired.

- **Disproportionate Ability Ratios:** This is an objective truth that I hadn't noticed anyone mention during any complaints regarding the Ranger. I only noticed it myself when it came to making this document and giving the Ranger a a thorough, examination. In hindsight, this realization has actually made me feel quite foolish for defending the Ranger so vehemently.

The Ranger's closest analogue (The Paladin) gains a total of 12 useful class abilities, 2 half class abilities (Fighting Style, Spellcasting), and 1 very situational, barely useful, ribbon ability.

The Ranger however, only receives 7 useful class abilities, 2 half class abilities (Fighting Style, Spellcasting), and 5 very situational, barely useful, ribbon abilities.

The useful/ribbon ratio obviously heavily favors the Paladin and I solved this issue by simply giving the Ranger a total of 10 useful class abilities, 2 half class abilities (Fighting Style, Spellcasting), and 5 very situational, barely useful, ribbon abilities. Essentially, I balanced the Ranger with the Paladin by giving the Ranger new abilities to equal the Paladin with the assumption that 2 Ribbons = 1 ability.



CREDITS

Original Class Design by: Wizards of the Coast

Written by: Gerard Shore and Wizards of the Coast

Cover Artwork: *Dungeon Master's Guild Stock*

Interior Artwork: *Dungeon Master's Guild Stock* and *Wizards of the Coast*

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- **Hunter's Poor Damage Scaling:** The Hunter starts off strong but tapers off rather quickly. The issue is that all of his damage options are balanced against one another and not against the other classes. Due to the mutually exclusive nature of the Hunter's abilities, only one can be used at a time and so each needs to independently be able to keep up with the damage of the other classes. I solved this issue by adding upgraded versions of all of the early abilities at higher levels.

- **Beastmaster's Robotic Companion:** This is a subjective complaint that I have never really agreed with but still empathized whole-heartedly. The main issue with having the Animal Companion act independently was maintaining the game's action economy and preventing the Ranger from being far too powerful (And every other class that would dip 3 levels for this archetype). I solved this issue by moving Extra Attack to the archetype and denying the ability from the Beastmaster.

- **Poor Animal Companion Survival Rate:** This one is a no-brainer and not something that I bothered defending even in my most Beastmaster-apologetic days. It was an easy fix too - I gave the companion more hit points, saving throw progression, and reduced the time to find a replacement from a long rest to short rest.

- **Lack of Non-Spellcasting Options:** This is another issue that never bothered me but one I could see as a valid concern for others. I also gave it the same solution - I moved Spellcasting from the base class, to the archetype and created a third archetype (The Warden). The end result is that the Hunter is no longer a spellcaster, the Beastmaster is a 1/3 caster and the third more magically focused archetype is a 1/2 caster. Reducing the Beastmaster to 1/3 casting may seem a little out of place but it helped both balance the Beastmaster's new abilities as well as make the Warden comparatively stronger magically.

- **Poor Spellcasting Ability:** The disparity in spellcasting between the Paladin and the Ranger is well known. It boils down to the Paladin having a potential 15 spells prepared versus the Ranger's potential 11 spells known (A paltry number that is considerably less than the supposedly less magically inclined 1/3 casters). I fixed the issue by giving the magically focused archetype a class ability that gave it more spellcasting options and raised the base amount of spells known slightly. The end result is spellcasting that is marginally better than the Paladin's but comes at the expense of a class ability.

Multiclassing Note: When this document is used in conjunction with the multiclassing system, with respect to the "Spellcasting" section, treat the Hunter as a non-caster, the Beast Master as a 1/3 caster and the Warden as a 1/2 caster.

RANGER

Rough and wild looking, a human stalks alone through the shadows of trees, hunting the ores he knows are planning a raid on a nearby farm. Clutching a shortsword in each hand, he becomes a whirlwind of steel, cutting down one enemy after another.

After tumbling away from a cone of freezing air, an elf finds her feet and draws back her bow to loose an arrow at the white dragon. Shrugging off the wave of fear that emanates from the dragon like the cold of its breath, she sends one arrow after another to find the gaps between the dragon's thick scales.

Holding his hand high, a half-elf whistles to the hawk that circles high above him, calling the bird back to his side. Whispering instructions in Elvish, he points to the owlbear he's been tracking and sends the hawk to distract the creature while he readies his bow.

Far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains, rangers keep their unending watch.

DEADLY HUNTERS

Warriors of the wilderness, rangers specialize in hunting the monsters that threaten the edges of civilization—humanoid raiders, rampaging beasts and monstrosities, terrible giants, and deadly dragons. They learn to track their quarry as a predator does, moving stealthily through the wilds and hiding themselves in brush and rubble. Rangers focus their combat training on techniques that are particularly useful against their specific favored foes.

Thanks to their familiarity with the wilds, rangers acquire the ability to cast spells that harness nature's power, much as a druid does. Their spells, like their combat abilities, emphasize speed, stealth, and the hunt. A ranger's talents and abilities are honed with deadly focus on the grim task of protecting the borderlands.

INDEPENDENT ADVENTURERS

Though a ranger might make a living as a hunter, a guide, or a tracker, a ranger's true calling is to defend the outskirts of civilization from the ravages of monsters and humanoid hordes that press in from the wild. In some places, rangers gather in secretive orders or join forces with druidic circles. Many rangers, though, are independent almost to a fault, knowing that, when a dragon or a band of orcs attacks, a ranger might be the first—and possibly the last—line of defense.

This fierce independence makes rangers well suited to adventuring, since they are accustomed to life far from the comforts of a dry bed and a hot bath. Faced with city-bred adventurers who grouse and whine about the hardships of the wild, rangers respond with some



THE RANGER

Level	Proficiency Bonus	Features
1st	+2	Favored Enemy, Natural Explorer, Primeval Awareness
2nd	+2	Fighting Style, Land's Stride
3rd	+2	Ranger Archetype, Hide in Plain Sight
4th	+2	Ability Score Improvement
5th	+3	Ranger Archetype feature
6th	+3	Vanish
7th	+3	Ranger Archetype feature
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	Ranger Archetype feature
11th	+4	Ranger Archetype feature
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Ranger Archetype feature
15th	+5	Feral Senses
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	Ranger Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Foe Slayer

mixture of amusement, frustration, and compassion. But they quickly learn that other adventurers who can carry their own weight in a fight against civilization's foes are worth any extra burden. Coddled city folk might not know how to feed themselves or find fresh water in the wild, but they make up for it in other ways.

CREATING A RANGER

As you create your ranger character, consider the nature of the training that gave you your particular capabilities. Did you train with a single mentor, wandering the wilds together until you mastered the ranger's ways? Did you leave your apprenticeship, or was your mentor slain— perhaps by the same kind of monster that became your favored enemy? Or perhaps you learned your skills as part of a band of rangers affiliated with a druidic circle, trained in mystic paths as well as wilderness lore. You might be self-taught, a recluse who learned combat skills, tracking, or even a magical connection to nature through the necessity of surviving in the wilds.

What's the source of your particular hatred of a certain kind of enemy? Did a monster kill someone you loved or destroy your home village? Or did you see too much of the destruction these monsters cause and commit yourself to reining in their depredations? Is your adventuring career a continuation of your work in protecting the borderlands, or a significant change?

What made you join up with a band of adventurers? Do you find it challenging to teach new allies the ways of the wild, or do you welcome the relief from solitude that they offer?

QUICK BUILD

You can make a ranger quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Wisdom. (Some rangers who focus on two-weapon fighting make Strength higher than Dexterity.) Second, choose the outlander background.

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: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

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 longbow and a quiver of 20 arrows

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

NATURAL EXPLORER

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.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- 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.

You choose additional favored terrain types at 6th and 10th level.

PRIMEVAL AWARENESS

You can use your action to focus your awareness on the region around you. For 1 minute, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

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.

LAND'S STRIDE

Starting at 2nd 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.

RANGER ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Beast Master, or Warden all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 5th, 7th, 10th, 11th, 14th and 18th level.

HIDE IN PLAIN SIGHT

Starting at 3rd level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

ABILITY SCORE IMPROVEMENT

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.

VANISH

Starting at 6th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

FERAL SENSES

At 15th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

FOE SLAYER

At 20th level, you become an unparalleled hunter of your enemies. Once for each attack, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you or your beast companion make.

You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

RANGER ARCHETYPES

The ideal of the ranger has three classic expressions: the Hunter, the Beast Master, and the Warden.

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.

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.

Opportunistic Killer. When a creature 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.

EXTRA ATTACK

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

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 10th level, you gain one of the following features of your choice.

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 single attack roll, compared to the AC of each target.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within your reach at the time of using this ability, with a single attack roll compared to the AC of each target.

SUPERIOR HUNTER'S PREY

At 11th level, you can choose a second option listed under Hunter's Prey. Alternatively, you can choose to upgrade your already chosen ability as below:

Superior Colossus Slayer. Your Colossus Slayer ability can now inflict 2d8 damage if the target is below its hit point maximum. This damage increases to 3d8 at level 12, 4d8 at level 16 and 5d8 at level 20. You can deal this extra damage only once per turn.

Superior Opportunistic Killer. You can use your bonus action to target a creature for 1 minute. Against that creature your Opportunistic Killer ability no longer uses your reaction. During that 1 minute duration, by using your bonus action on your turn, you can change the target of Superior Giant Killer. Once you have used this feature a number of times equal to your Wisdom modifier, you must finish a long rest before you can use it again.

Superior Horde Breaker. Your Horde Breaker ability can now attack two targets within 5' of your initial target that are also within your range. Both of these extra attacks are made with Advantage.

SUPERIOR HUNTER'S DEFENSE

At 15th level, you can choose a second option listed under Defensive Tactics. Alternatively, 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.

SUPERIOR MULTIATTACK

At 18th level, you can choose a second option listed under Multiattack. Alternatively, you can choose to upgrade your already chosen ability as below:

Superior Volley. Your Volley ability can now hit any number of creatures within 30' of a point you can see within your weapon's range.

Superior Whirlwind Attack. Your Whirlwind ability can now target all hostile creatures that are within your melee weapon reach at any point during your turn. Superior Whirlwind Strike can only effect each target once per round.

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.

BEAST MASTER SPELLCASTING

Ranger Level	Spells Known	— SPELL SLOTS PER SPELL LEVEL —			
		1st	2nd	3rd	4th
3rd	3	2	—	—	—
4th	4	3	—	—	—
5th	4	3	—	—	—
6th	4	3	—	—	—
7th	5	4	2	—	—
8th	6	4	2	—	—
9th	6	4	2	—	—
10th	7	4	3	—	—
11th	8	4	3	—	—
12th	8	4	3	—	—
13th	9	4	3	2	—
14th	10	4	3	2	—
15th	10	4	3	2	—
16th	11	4	3	3	—
17th	11	4	3	3	—
18th	11	4	3	3	—
19th	12	4	3	3	1
20th	13	4	3	3	1

SPELLCASTING

By the time you reach 3rd 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.

Spell Slots. The Beast Master Spellcasting 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.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from the ranger spell list. The *Spells Known* column of the Beast Master Spellcasting 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 7th 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.

Spellcasting 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

RANGER'S COMPANION

At 3rd level, you gain a beast companion that accompanies you on your adventures and can be trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower (appendix D presents statistics for the hawk, mastiff, and panther as examples). Add your proficiency bonus to the beast's AC, attack rolls, and all damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though at this level it is unable to perform the attack or multiattack actions. On your turn, you can verbally command the beast where to move and what action to take (no action required by you).

While traveling through your favored terrain with only the beast, you can move stealthily at a normal pace. If the beast dies, you can obtain another one by spending 1 hour performing a ritual to summon and bond with a qualifying beast of a type that you have seen before. It may be either the same type of beast as before or a different one.

Whenever you cast any of the following spells, your beast companion benefits from its effects, as long as it was within 30' of you at the time of casting: Absorb Elements, Cure Wounds, Hunter's Mark, Jump, Longstrider, Barkskin, Darkvision, Find Traps, Lesser Restoration, Pass without Trace, Protection from Poison, Nondetection, Protection from Energy, Water Breathing, Water Walk, Freedom of Movement, and Stoneskin.

ATTACK COMMAND

At 5th level, your command over the bonding ritual have increased to the point where your beast companion now respects your lead enough to take the attack or multiattack action in combat. Just like any other action, the attack or multiattack action does not require an action from you.

BEAST TRICKS

At 7th level, your mastery of the bonding ritual has increased even further. Your beast companion gains one of the abilities below. Choose an ability for your beast companion when you first gain this ability, and choose again whenever you bond with another beast companion in the future.

- **Enhanced Mobility.** With this ability, your beast companion can take the Dash or Disengage action as its bonus action.
- **Animal Stalker.** With this ability, your beast companion can take the Hide action as its bonus action.
- **Bestial Strength.** With this ability, your beast companion counts as one size larger for carry/lift capacity as well as for all aspects related to mounted combat.

BEAST DEFENSE

At 10th level, your beast companion increases its hit points by 10 * your Constitution modifier; it then increases its hit points by a further amount equal to your Constitution modifier with each additional level gained. Additionally, your beast companion gains a bonus to every save that you are proficient in, equal to your proficiency bonus.

BEASTIAL FURY

Starting at 11th level, your beast companion can make two attacks or multiattacks when you command it to use the Attack or Multiattack actions.

MONSTROUS COMPANION

Starting at 15th level, you can now summon and bond with Monstrosities via the bonding ritual. They are considered the same as beasts for every other aspect of the Beast Master Ranger Archetype.

PACK HUNTER

At 18th level both you and your companion have advantage on all attacks as long as you are both targeting the same enemy.



WARDEN

The Warden is a magical avatar of nature that serves as nature's more militaristic aspect of the Druidic orders.

As a stalwart defender of the natural world, the Warden uses the full force of his might to destroy any that earn nature's ire.

WARDEN SPELLCASTING

Ranger Level	Spells Known	— SPELL SLOTS PER SPELL LEVEL —				
		1st	2nd	3rd	4th	5th
3rd	3	3	—	—	—	—
4th	4	3	—	—	—	—
5th	5	4	2	—	—	—
6th	5	4	2	—	—	—
7th	6	4	3	—	—	—
8th	6	4	3	—	—	—
9th	7	4	3	2	—	—
10th	8	4	3	2	—	—
11th	9	4	3	3	—	—
12th	9	4	3	3	—	—
13th	10	4	3	3	1	—
14th	10	4	3	3	1	—
15th	11	4	3	3	2	—
16th	12	4	3	3	2	—
17th	13	4	3	3	3	1
18th	13	4	3	3	3	1
19th	14	4	3	3	3	2
20th	14	4	3	3	3	2

SPELLCASTING

By the time you reach 3rd 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.

Spell Slots. The Warden Spellcasting 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.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from the ranger spell list. The *Spells Known* column of the Warden Spellcasting 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.

Spellcasting 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

BARBED STRIKE

When you take this Ranger Archetype at 3rd level, when you hit a creature with a weapon attack, you can expend one ranger spell slot to summon a writhing mass of thorny vines at the point of impact which deal piercing damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

In addition, the target must make a Strength saving throw against your Spell save DC, or be restrained by the magical vines until the end of your next turn. A Large or larger creature has advantage on this saving throw.

EXTRA ATTACK

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

THE TIES THAT BIND

At 7th level, your dedication to the ideals of nature have caught the attention of the nature spirits and they have bestowed a small portion of the power that is usually reserved for Druids upon you. Choose two cantrips from the Druid list, you can cast those cantrips at will.

In addition, you can prepare a list of Druid or Ranger spells equal to your Wisdom modifier each day for casting. The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid or ranger spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

WILD SHAPE

Starting at 10th level, you can use your action to magically assume the shape of a beast of CR 1 or less, that you have seen before. You can use this feature twice. You regain expended uses when you finish a long rest.

You can stay in a beast shape for a number of hours equal to half your ranger level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

IMPROVED BARBED STRIKE

By 11th level, you are so suffused with nature's energy that all your weapon strikes carry a small fragment of nature's wrath with them. Whenever you hit a creature with a weapon, thorny barbs emerge and the creature takes an extra 2d6 piercing damage. If you also use your Barbed Strike with an attack, you add this damage to the extra damage of your Barbed Strike.

BLADED SPELLS

Beginning at level 15, the Flame Arrows and Lightning Arrow spells can now apply their effects to melee weapon attacks and weapons, as well as ranged weapon attacks, arrows, and quivers. Upon reaching 17th level, you can apply this ability to the Swift Quiver spell.

In addition, when casting any of the above spells, you can choose a number of creatures up to your Wisdom modifier (minimum of one creature) to not be effected by the spell.

IMPROVED WILD SHAPE

Beginning at level 18, you are no longer limited to two uses of your Wild Shape ability per long rest.



NEW BEAST COMPANIONS

Although few seem to realize it, WotC he been slowly feeding us Beast Master enthusiasts new Beast Companions to use.

Most noteworthy among them are the Male Steeder from Out of the Abyss and the Stirge from the Hoard of the Dragon Queen supplement. The latter of which is rendered substantially less noteworthy by this Ranger Revision. Last and probably least, the Giant Centipede can also be found in the Hoard of the Dragon Queen supplement, but its only feature of worth is the fact that it can be taken as a companion at all.

In addition to the above canonical potential beast companions, I created a smattering of options of my own via the use of the "Creating a Monster" section of the Dungeon Master's Guide. Each was based off the beast's real life capabilities (Or my theoretical assumptions of the beast's real life capabilities with respect to thee one, extremely extinct beast) and designed to fill a specific niche. The Cockroach however is a notable exception. Although it was designed to fill a niche as per the others, its abilities were considered with severe hyperbole and intended as a parody of reality.

A word of caution: although these beasts were made within the confines of the official rules, I intentionally made them as potential companions and did so in a way to emphasize the gifts that the Ranger brings to the table. I also created these long before I wrote this revision and at least one of the options may be a little too powerful when used in conjunction with these rules. Use with caution.

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 6 (1d8 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Grappler. The Deinonychus has advantage on attack rolls against any creature grappled by it.

ACTIONS

Multiattack. The Deinonychus makes three attacks: one with its bite and two with its kick.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Deinonychus can't Bite another target.

Kick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

GIANT BOMBARDIER BEETLE

Medium beast, unaligned

Armor Class 14

Hit Points 6 (1d8 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Steadfast. The giant bombardier beetle can't be frightened while it can see an allied creature within 30 feet of it.

Sure-Footed. The giant bombardier beetle has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Bombardment. *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 8 (1d12 + 2) fire damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.



GIANT COCKROACH

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 3)

Speed 50 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, bludgeoning, piercing, slashing.

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Beast of Burden. The giant cockroach is considered to be a Large animal for the purpose of determining its carrying capacity.

Flyby. The giant cockroach doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Avoidance. If the giant cockroach is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Regeneration. The giant cockroach regains 8 hit points at the start of its turn if it has at least 1 hit point.

Rejuvenation. If the giant cockroach is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

GIANT PRAYING MANTIS

Medium beast, unaligned

Armor Class 13

Hit Points 6 (1d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Keen Sight. The giant praying mantis has advantage on Wisdom (Perception) checks that rely on sight.

Chameleon Skin. The giant praying mantis has advantage on Dexterity (Stealth) checks made to hide.

Reactive. The giant praying mantis can take one reaction on every turn in a combat.

Rampage. When the giant praying mantis reduces a creature to 0 hit points with a melee attack on its turn, the giant praying mantis can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Maul. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant praying mantis can't maul another target.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



GIANT TARDIGRADE

Small beast, unaligned

Armor Class 13
Hit Points 3 (1d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	10 (+0)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, bludgeoning, piercing, slashing.

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Avoidance. If the giant tardigrade is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Rampage. When the giant tardigrade reduces a creature to 0 hit points with a melee attack on its turn, the giant tardigrade can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GIANT WOLVERINE

Medium beast, unaligned

Armor Class 14
Hit Points 6 (1d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	6 (-2)	8 (-1)

Skills Perception +0, Stealth +4

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Steadfast. The giant wolverine can't be frightened while it can see an allied creature within 30 feet of it.

Reactive. The giant wolverine can take one reaction on every turn in a combat.

Pounce. If the giant Wolverine 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 Wolverine can make one bite attack against it as a bonus action.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

