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DUNGEONS & DRAGONS



Sample file

THE RANGER

Revisited 2024

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Throughout the fifth edition of D&D, the Ranger class has been a constant source of discussion. A revision for it was suggested and discarded in Unearthed Arcana back in 2016, then it received a major overall through optional features in *Tasha's Cauldron of Everything*, and with the 2024 revision, the Ranger was changed yet again... and it is not good. The class identity is solely based on the *Hunter's Mark* spell. While a decent spell and fitting to the Ranger theme, the fact that it still has concentration "prevents" players from choosing other spells that also require concentration.

The Ranger: Revisited 2024 aims to improve the 2024 version of the class, adding elements that enhance the Ranger theme of being "A Wandering Warrior Imbued with Primal Magic". It also includes: optional features for the Beast Master and Hunter subclasses, updated versions of the Drakewarden, Horizon Walker, and Swarmkeeper subclasses, and two new subclasses: the **Blood Seeker** and the **Ghostwalker**.

Design Note: Why Revise the Ranger?

The power level and fantasy niche of the Ranger class has always been a point of discussion throughout the fifth edition of **Dungeons & Dragons**. The subclasses introduced in *Xanathar's Guide to Everything* combined with the optional features from *Tasha's Cauldron of Everything* brought the Ranger to a satisfying power level, but things changed with the 2024 release of the *Player's Handbook*.

While some of the optional features where incorporated into Ranger version presented in the latest *Player's Handbook*, the class felt flat due to the utmost focus in *Hunter's Mark* as a feature without removing the Concentration requirement from the spell. Since almost half (around 43%) of the Ranger Spell List presented in the 2024 *Player's Handbook* also has Concentration, a Ranger PC would often have to chose between the class main feature or its other spells.

This revision main focus is to fix that issue while providing a greater flexibility to Ranger characters. It also presents optional features for the Beast Master and Hunter subclasses, while lightly revising most of the old Ranger subclasses to present them all as compelling options for a player creating a Ranger character.

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Regarding the *Player's Handbook*

All mentions of *Player's Handbook* in this supplement refer to the 2024 revision of the *Player's Handbook*.

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Core Ranger Traits

Primary Ability	Dexterity and Wisdom
Hit Point Die	D10 per Ranger level
Saving Throw Proficiencies	Strength and Dexterity
Skill Proficiencies	*Choose 3:* Animal Handling, Athletics, Insight, Investigation, Medicine, Nature, Perception, Stealth, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor, Shields
Starting Equipment	*Choose A or B:* (A) Studded Leather Armor, Scimitar, Shortsword, Longbow, 20 Arrows, Quiver, Druidic Focus (sprig of mistletoe), Explorer's Pack, and 7 GP; or (B) 150 GP.

Rangers are unparalleled explorers with supernaturally keen senses and a deep appreciation for untamed wilderness. You combine martial prowess, spellcasting, and supernatural awareness, being able to track enemies through nearly any landscape, using the smallest clue to set your course. Few foes are as deadly as a Ranger once their quarry is within sight.

Rangers are watchful warriors who roam past the horizon to safeguard a region, a principle, or a way of life. Masters of bow and blade, they excel in quick assaults and can rapidly and silently eliminate foes. Rangers lay superb ambushes and excel at avoiding danger.

Becoming a Ranger

As a Level 1 Character

- Gain all the traits in the Core Ranger Traits table.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table.

As a Multiclass Character

- Gain the following traits from the Core Ranger Traits table: Hit Point Die, proficiency with Martial weapons, proficiency in one skill of your choice from the Ranger's skill list, and training with Light and Medium armor and Shields.
- Gain the Ranger's level 1 features, which are listed in the Ranger Features table. See the multiclassing rules in chapter 2 of the *Player's Handbook* to determine your available spell slots.

Ranger Class Features

As a Ranger, you gain the following class features when you reach the specified Ranger levels. These features are listed in the Ranger Features table.

Level 1: Spellcasting

You have learned to channel the magical essence of nature to cast spells. For more information on Spellcasting, check the chapter 7 of the *Player's Handbook*.

Spell Slots. The Ranger Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose two level 1 Ranger spells. *Cure Wounds* and *Hail of Thorns* are recommended.

The number of spells on your list increases as you gain Ranger levels, as shown in the Prepared Spells column of the Ranger Features table. Whenever that number increases, choose additional Ranger spells until the number of spells on your list matches the number in the Ranger Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 5 Ranger, your list of prepared spells can include six Ranger spells of level 1 or 2 in any combination.

If another Ranger feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Ranger spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can replace one spell on your list with another Ranger spell for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your Ranger spells.

Spellcasting Focus. You can use a Druidic Focus as a Spellcasting Focus for your Ranger spells.

Level 1: Primal Bonds

You attune yourself to the wilderness, mastering the skills you need to prevail in any situation. You gain one bond of your choice, such as Natural Explorer. You also always know the Favored Enemy bond, and it doesn't count against the number of Primal Bonds you know. Bonds are described in the "Primal Bond Options" section.

Prerequisites. If a bond has a prerequisite, you must meet it to learn that bond. For example, if a bond requires you to be a level 5+ Ranger, you can select the bond once you reach Ranger level 5.

Replacing and Gaining Bonds. Whenever you gain a Ranger level, you can replace one of your bonds with another one for which you qualify. You can't replace a bond if it's a prerequisite for another bond that you have.

When you gain certain Ranger levels, you gain more bonds of your choice, as shown in the Primal Bonds column of the Ranger Features table.

You can't pick the same bond more than once unless its description says otherwise.

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Ranger Features

Level	Proficiency Bonus	Class Features	Primal Bonds	Prepared Spells	—Spell Slots Per Spell Level— 1st	2nd	3rd	4th	5th
1	+2	Spellcasting, Primal Bonds, Weapon Mastery	1	2	2	—	—	—	—
2	+2	Deft Explorer, Fighting Style	3	3	2	—	—	—	—
3	+2	Ranger Subclass	3	4	3	—	—	—	—
4	+2	Ability Score Improvement	3	5	3	—	—	—	—
5	+3	Extra Attack	5	6	4	2	—	—	—
6	+3	Roving	5	6	4	2	—	—	—
7	+3	Subclass feature	6	7	4	3	—	—	—
8	+3	Ability Score Improvement	6	7	4	3	—	—	—
9	+4	Expertise	7	9	4	3	2	—	—
10	+4	Tireless	7	9	4	3	2	—	—
11	+4	Subclass feature	7	10	4	3	3	—	—
12	+4	Ability Score Improvement	8	10	4	3	3	—	—
13	+5	Relentless Hunter	8	11	4	3	3	1	—
14	+5	Nature's Veil	8	11	4	3	3	1	—
15	+5	Subclass feature	9	12	4	3	3	2	—
16	+5	Ability Score Improvement	9	12	4	3	3	2	—
17	+6	Precise Hunter	9	14	4	3	3	3	1
18	+6	Feral Senses	10	14	4	3	3	3	1
19	+6	Epic Boon	10	15	4	3	3	3	2
20	+6	Foe Slayer	10	15	4	3	3	3	2

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Longbows and Shortswords.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Longswords.

Level 2: Deft Explorer

Thanks to your travels, you gain the following benefits.

Expertise. Choose one of your skill proficiencies with which you lack Expertise. You gain Expertise in that skill.

Languages. You know two languages of your choice from the languages tables described in the chapter 2 of the *Player's Handbook*.

Level 2: Fighting Style

You gain a Fighting Style feat of your choice (see the chapter 5 of the *Player's Handbook*). Instead of choosing one of those feats, you can choose the option below.

Druidic Warrior. You learn two Druid cantrips of your choice. The chosen cantrips count as Ranger spells for you, and Wisdom is your spellcasting ability for them.

Whenever you gain a Ranger level, you can replace one of these cantrips with another Druid cantrip.

Level 3: Ranger Subclass

You gain a Ranger subclass of your choice. The Blood Seeker, Drakewarden, Ghostwalker, Horizon Walker, and Swarmkeeper subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Ranger levels. For the rest of your career, you gain each of your subclass's features that are of your Ranger level or lower.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Ranger levels 8, 12, and 16.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 6: Roving

Your Speed increases by 10 feet while you aren't wearing Heavy armor. You also have a Climb Speed and a Swim Speed equal to your Speed.

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