

# RANGER ARCHETYPES

At 3rd level, a Ranger can choose a Ranger Archetype that defines their chosen ideal as a wilderness defender. The following Dunestalker option is available to all Rangers along with the typical archetypes available.

## DUNESTALKER

Deserts are home to many dangers, but none more fearsome than the rangers that roam the dunes. They are the protectors of the travel ways, guardians of the water sources, and hunters of the deadly beasts. Whether in the freezing tundras or the scorching sands, they stand against those who would destroy the land for its resources.

### DUNESTALKER FEATURES

Ranger Level	Feature
3rd	Dunestalker Magic, Desert Ghost, Extreme Conditioning
7th	Whirling Dervish
11th	Chained Attacks
15th	Sandshift

### DUNESTALKER MAGIC

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

### DUNESTALKER SPELLS

Ranger Level	Feature
3rd	<i>burning hands</i>
5th	<i>gust of wind</i>
9th	<i>phantom steed</i>
11th	<i>control water</i>
15th	<i>conjure elemental (air or fire only)</i>

### DESERT GHOST

Starting at 3rd level, you master the art of the unseen stalker. You can give yourself a bonus to your initiative rolls equal to your proficiency bonus.

During your first turn of each combat, if you take an Attack action on that turn and that attack hits, you can choose to move up to half your movement speed without provoking an opportunity attack and make one additional weapon attack as part of the same action.



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### EXTREME CONDITIONING

At 3rd level, your time spent fighting in the deserts has acclimated you to both the scorching heat of the day and the freezing nights. You gain resistance to fire and cold damage and are no longer affected by extreme heat and extreme cold.

### WHIRLING DERVISH

By 7th level, you have become a whirlwind in combat and as agile as a cat. When you make a Dexterity saving throw to avoid the effects of a spell or other area damage, you may add 1d6 to the saving throw.

### CHAINED ATTACKS

At 11th level, you learn to follow up successful attacks with additional strikes. Once on each of your turns when you hit with a weapon attack, you can make another weapon attack as part of the same action.

### SANDSHIFT

Starting at 15th level, your body shifts when attacked like particles in the wind, avoiding most of the damage. When you are hit with an attack, you can use your reaction to gain resistance to all of that attack's damage on this turn.