



## RANGER SUBCLASS: WIND STRIDER



## WIND STRIDER

Wind Striders call upon their connection to the natural world in order to channel the power of the winds. These rangers use their affinity to air to move with haste and to become more agile, enabling them to keep out of harms way while also being able to weave through the battlefield. During their journeys, many Wind Striders take the role of guide or mediator who aids both the material and elemental planes.

These rangers often have a connection to the plane of air that can manifest in different ways. Consult the Primordial Quirks table and choose or randomly determine a way your connection to the plane of air manifests.

### PRIMORDIAL QUIRKS

#### D6 Quirk

- 1 You have a flighty personality.
- 2 While in silence, you can hear the sounds of the a slight breeze even if there is none.
- 3 You seem to fall slightly slower than others.
- 4 You ususally dream of either soaring in the sky or endlessly falling.
- 5 You can sometimes see harmless elementals air spirits fluttering about.
- 6 Wherever you go there always seems to be a soft breeze.

### WIND STRIDER MAGIC

#### 3rd-level Wind Strider feature

You learn additional spells when you reach certain levels in this class, as shown in the Warden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

### WIND STRIDER SPELLS

Ranger Level	Name
3rd	Feather Fall, Gust
5th	Warding Wind
9th	Gaseous Form
13th	Freedom of movement
17th	Control Winds

### THUNDERING GALE

#### 3rd-level Wind Strider feature

You can infuse your attacks with the thundering force of winds. When you hit a creature with a weapon, you can deal an extra 1d4 thunder damage to the target, which can take this extra damage only once per turn.

The extra damage increases to 1d6 when you reach 11th level in this class.

### ZEPHYR STRIDE

#### 3rd-level Wind Strider feature

The winds carries you with each stride, even allowing you to become airborne for a short time. When you take

the Dash action, an make a single weapon attack part of that action.

You can also take Dash action as a bonus action a number of times equal to your proficiency bonus. When you do so, you gain a fly speed equal to you walking speed until the end of your turn. You regain all expended uses when you finish a long rest.

### FEATHER STEP

#### 7th-level Wind Strider feature

Your movements become lighter allowing you to move through combat with grace. If you make a weapon attack against a creature, you gain an additional 10ft walking speed. This movement doesn't provoke opportunity attacks.

In addition, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your ranger level.

### WIND WAKER

#### 11th-level Wind Strider feature

You can call upon the spirits of air to aid you in combat. You know the *Summon Elemental* spell, but you can only choose the element of air. It doesn't count against the number of ranger spells you know, and you can cast it without a material component. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

### SHIFTING CURRENTS

#### 15th-level Wind Strider feature

You can attempt to redirect an attack by shifting your opponent's strike. When a hostile creature misses you with an attack that you can see, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice within the attack's range.



## OPTIONAL CLASS FEATURES

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. This section also assumes that you are also allowing the optional class features provided in *Tasha's Cauldron of Everything*.

If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

## ADDITIONAL RANGER SPELLS

### *2nd-level Ranger feature*

The spells in the following list expand the ranger spell list in the Player's Handbook. The list is organized by spell level, not character level. Each spell in the list is found in the *Player's handbook* unless stated otherwise in the source column. The list is organized by spell level, not character level.

### SPELL INFORMATION LIST

Spell Level and Name	Spell School	Concentration	Ritual	Source
<i>1st-Level</i>				
Find Familiar	Conjuration	No	Yes	–
Purify Food and Drink	Transmutation	No	Yes	–
<i>2nd-Level</i>				
Find Steed	Conjuration	No	No	–
Flock of Familiars	Conjuration	Yes	No	Lost Laboratory of Kwalish
Spider Climb	Transmutation	Yes	No	–
Web	Conjuration	Yes	No	–
<i>3rd-Level</i>				
Dispel Magic	Abjuration	No	No	–
Haste	Transmutation	Yes	No	–

## ADDITIONAL WIND STRIDER SPELLS

### *3rd-level Wind Strider feature*

The spells in the following list expand the ranger spell list in the Player's Handbook, but specifically for the ranger archetype option of Wind Strider. The list is organized by spell level, not character level. Each spell in the list is found in the *Player's handbook* unless stated otherwise in the source column. The list is organized by spell level, not character level.

### SPELL INFORMATION LIST

Spell Level and Name	Spell School	Concentration	Ritual	Source
<i>1st-Level</i>				
Thunderous Smite	Evocation	Yes	No	–
Thunderwave	Evocation	No	No	–
<i>2nd-Level</i>				
Blur	Illusion	Yes	No	–
Dust Devil	Conjuration	Yes	No	Xanathar's Guide to Everything
Misty Step	Conjuration	No	No	–
<i>3rd-Level</i>				
Fly	Transmutation	Yes	No	–
Thunder Step	Conjuration	No	No	Xanathar's Guide to Everything
<i>4th-Level</i>				
Conjure Minor Elementals	Conjuration	Yes	No	–
Galder's Speedy Courier	Conjuration	No	No	Lost Laboratory of Kwalish
<i>5th-Level</i>				
Conjure Elemental	Conjuration	Yes	No	–
Far Step	Conjuration	Yes	No	Xanathar's Guide to Everything

## EXPERTISE

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*3rd-level Ranger feature, which replaces the Primeval Awareness feature*

When you reach 3rd level and again at 10th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## FIGHTING STYLE OPTIONS

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*2nd-level Ranger feature*

When you choose a fighting style, the following styles are added to your list of options:

**Great Weapon Fighting** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Quick Shot.** You ignore to loading property on ranged weapons that you are proficient with and when you hit with a ranged attack, you gain a +2 bonus to the damage roll.

## RANGER'S MARK

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*2nd-level Ranger feature, which requires the Favored Enemy feature*

You've learned the ability to focus your senses onto a specific creature, enabling to sense its weak points and making it easier to track. You learn the *Hunter's Mark* spell but it doesn't count against the number of ranger spells you know.

If the marked creature is a favored enemy, the damage dealt by *Hunter's Mark* increases to 1d8. This damage increases to 1d10 when you reach 10th level in this class.

## LEGAL, CREDIT AND CHANGELOG

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