

RANGER ARCHETYPES

The ideal of the ranger can have many expressions.

DERVISH

Prerequisite: *Prerequisite: Two-Weapon Fighting fighting style, Favored Terrain: Desert*

You are one of the legendary Dervish: fierce, lightning fast warriors who call the desert their home. Though there are others who profess skill at fighting with a pair of weapons, there are none that compare to the absolute mastery of the style the dervish hold. As well, they excel at both distraction and misdirection, and seem to be able to bend the sands of their homeland to their whim.



SAND SPRINTER

Beginning when you select this archetype at 3rd level, moving through sand and similar materials cost you no extra movement. Additionally, your base walking speed increases by 5 feet. At 7th level, this movement speed bonus increases to 10 feet, and at 15th level it increases to 15 feet.

DERVISH DANCE

At 3rd level, you can use your Dexterity modifier instead of your Strength modifier for attack and damage rolls you make with light melee weapons. Additionally, if you have moved at least 10 feet on your turn, you can attack twice instead of once when you use your bonus action to engage in two-weapon fighting using two light weapons.

SANDSTORM

Starting at 7th level, you learn to kick up an obscuring cloud of sand around yourself while you move. When you move more than 15 feet on your turn, you can use an action to cause your space to become heavily obscured until the start of your next turn. Your ability to see is unhindered by this effect.

SIROCCO

Starting at 11th level, while wielding a light melee weapon in each hand, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Additionally, the damage die of any light melee weapon you wield increases by one step (d4 -> d6 -> d8) to a maximum of 1d8.

DUNE TUNNELER

At 15th level, you learn the secret of moving through the dunes. You gain a burrow speed in sand and similar materials equal to your walking speed. While burrowing, you gain tremorsense out to 30 feet, and you can breathe while submerged. Once per turn, if you exit the sand next to a foe on your turn, you gain advantage on your first attack against that creature.