

DUNE SENTINEL ARCHETYPE

Dune Sentinels thrive in the harshest extremes, surviving thanks to their natural gift of sand control and mirage manipulation. Where most see dry barren landscapes, they see a beautiful ecosystem teeming with wonder. Many Sentinels serve excellent guides and protectors for travelers across the Setasi Desert; some are descendants from a long line of Sentinels sworn to protecting the desert's secrets.

DUNE MAGIC

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

DUNE SENTINEL SPELLS

Ranger Level	Spells
3rd	<i>goodberry</i>
5th	<i>mirror image</i>
9th	<i>create food and water</i>
13th	<i>hallucinatory terrain</i>
17th	<i>wall of stone</i>

DESERT WANDERER

When you choose this archetype at 3rd level, you are especially adept at surviving in a dangerous, barren environment. You gain the following benefits:

- You learn the *minor illusion* cantrip.
- You do not suffer the ill effects of extreme heat.
- You add desert to your list of favored terrain. If you already chose this terrain, you may choose another from the list available to you. You only need to travel for 30 minutes or more in a desert to gain the benefits of the traveling in your favored terrain.

DUNE STRIKE

Starting at 3rd level, you gain the ability to infuse your weapon strikes with harsh, obstructive sand. When you hit a creature with a weapon attack, you can choose to deal an additional 1d6 bludgeoning damage to it or reduce its speed by 10 feet until the end of its next turn. You cannot choose the same option more than once per turn.

When you reach 11th level in this class, you can instead choose the same option no more than twice per turn.

SAND STREAM

Beginning at 7th level, you learn to briefly transform your body into sand. As a bonus action or as a reaction when you take bludgeoning, piercing, or slashing damage, you can dissolve into fine particles and move up to your speed without provoking attacks of opportunity. While moving this way, you can pass through creatures as if they were difficult terrain, and through spaces as narrow as 3 inches wide. When you end this movement, your body returns to normal.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.



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CONJURE MIRAGE

At 11th level, you can create convincing mirages from the desert. You know the spell *major image* and it doesn't count against the number of ranger spells you know. You can also cast it once without using a spell slot, and you regain the ability to do so when you finish a long rest.

ONE WITH THE SAND

Starting at 15th level, your Sand Stream feature becomes stronger. You can now use your Sand Stream feature as a reaction whenever you take any type of damage, and you gain resistance to that triggering damage as part of that reaction. You can choose to forgo this resistance and move only up to half your speed to regain a use of your Sand Stream feature.