



RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature, which offers you the choice of a subclass. The following Sand Dancer is available to you when you making that choice.

SAND DANCER

Dreadfields is home to countless unimaginable horrors. In the past, the northwestern states of the Tadju Confederacy struggled to defend itself from the constant assaults wrought by its creatures. Finally, the city of Çakikaya in Hasastan decided to take a page from their neighbor Castlegrasp's book. They imbued their greatest warriors with the elemental magic present in the terrain itself. This resulted in an elite group of rangers dubbed Sand Dancers.

The art of Sand Dancing has since spread to other parts of the Tadju Confederacy, particularly the western and southernmost regions that firmly straddle the Desolation of Ditimaya.

Most Sand Dancers are rarely seen within the city from which they're borne; instead, they spend most of their time out in the wilderness, acting as the Tadju Confederacy's first line as defense. While not as disciplined as the Stonearms of Castlegrasp, Sand Dancers are just as deadly as the paladins if not more so.

ELEMENTAL RESISTANCE

3rd-level Sand Dancer feature

While you are outdoors in a favored terrain type you've selected for your Natural Explorer feature, you gain a bonus to your Constitution saving throws equal to your Wisdom modifier (minimum of +1).

SAND DANCER MAGIC

3rd-level Sand Dancer feature

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

SAND DANCER SPELLS

Ranger Level	Spell
3rd	<i>hellish rebuke</i>
5th	<i>flaming sphere</i>
9th	<i>fireball</i>
13th	<i>fire shield</i>
17th	<i>wall of stone</i>

ELEMENTAL RESISTANCE

7th-level Sand Dancer feature

Choose a damage type: acid, cold, fire, lightning, or thunder. You gain resistance to the chosen damage type.

When you reach 11th level in this class, you gain resistance to a second damage type from the list above, and a third damage type when you reach 17th level.

SAND STORM

11th-level Sand Dancer feature

As an action, you magically create a swirling sphere of burning sand that extends 30 feet from you in all directions. The area is lightly obscured and ranged attacks made against you and any other target of your choice inside the sphere are made at disadvantage. Also, any time a creature ends its turn in the area, you can force it to take slashing damage equal to your proficiency bonus. The sphere lasts for as long as you concentrate on it, up to 1 minute (as if concentrating on a spell).

Once you use this feature, you can't use it again until you complete a short or long rest.

FLAMING WARD

15th-level Sand Dancer feature

You can cast *flaming sphere* as a 2nd-level spell without expending a spell slot. Once you cast *flaming sphere* using this feature, you can't do so again until you finish a long rest.

In addition, whenever you cast *flaming sphere*, the spell's casting time becomes 1 hour and you don't have to maintain concentration on it. The spell ends early if you're incapacitated or you use your bonus action to end it. Ω