

THE WINDSTALKER



THE WINDSTALKER - A 5E RANGER ARCHETYPE

All rangers share a connection with nature, and the creatures they protect or hunt; some, however, have a natural affinity for more mystical beings. The Windstalkers sought the help of the spirits of the wind, fey or elemental guardians and incarnations of one of nature's most primordial concepts, and these fickle spirits saw fit to grant the rangers who follow them their speed and weightlessness, their knowledge, and their aid in combat.

Great hunters and escape artists, Windstalkers feel most at home at the edge of a battle, sprinting around and evading blows, while delivering their own wild strikes... before darting back outside of their enemies' range, adrenaline pumping.

TYPHOON CONDUIT

When you choose this archetype at 3rd level, you learn the *gust* cantrip if you don't already know it. You can cast this cantrip as a bonus action.

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

Ranger level	Spell
3rd	<i>feather fall</i>
5th	<i>warding wind</i>
9th	<i>thunder step</i>
13th	<i>freedom of movement</i>
17th	<i>control winds</i>

CUTTING WINDS

Also at 3rd level, the wind spirits mirror your attacks. When you hit with a weapon attack, a blade or spike of wind strikes your target, dealing 1d4 thunder damage. This increases to 1d6 when you reach 11th level in this class.

RIDE THE GALE

At 5th level, the speed of the wind spirits begins to bleed into you. Your walking speed increases by 5 feet, and by 5 more at 11th and 17th level in this class. If you have a flying speed, this increase applies to your flying speed as well.

READ CURRENTS

At 7th level, the wind spirits teach you to see subtle changes in air pressure and movement, as well as humidity. As an action, you can predict the weather for the next day, or estimate the length of a tunnel.

Alternatively, you may sense for water droplets and pressure changes in the air, indications of a nearby breathing creature. Make a Wisdom (Perception) check against the Constitution score of breathing creatures within 60 feet who are not behind total cover. A success confirms the presence and position of the creatures, and succeeding by 5 or more might reveal their type as well, at the DM's discretion.

Finally, you may now use Wisdom (Survival) checks to track flying creatures.

Using Read Currents more than once per day in the same area will not grant any further information.

BACKWIND

At 11th level, the spirits carry your body out of harm's way. You can no longer be reduced below a movement speed of 5 ft., and can now move at 5 ft. per round even when unconscious. Every time you use this feature to move while unconscious and dying, you must succeed on a DC 14 Constitution saving throw. Otherwise, you automatically fail your death save for that turn.



STEEL CYCLONE

Starting at 11th level, the furious haste of the wind extends to your combat prowess. When dual-wielding melee weapons, you may also make an attack with your offhand weapon every time you attack as part of an Attack action, but you can no longer use your bonus action to do so. Your offhand weapon attacks deal extra damage equal to your ability modifier.

Additionally, when making an attack with a ranged weapon as part of an Attack action, you may choose to will the winds to lash out at a different creature in range. Make a ranged weapon attack, adding your proficiency bonus. If the attack hits, the target takes damage equal to your ability modifier.

WIND OF CHANGE

Once you reach the 15th level, your body and mind are permanently changed to better resemble the wind spirits. You no longer need to eat or drink, you cannot age - even through magical means - except if you allow yourself to, and your personality may change subtly in a way of your choice. For example, you may become more cold and uncaring, like a blizzard, or more aggressive, passionate, and hot-headed, like a desert storm.

BECOME WIND

At 15th level, you have achieved the peak of your symbiosis with the spirits of the wind. Once per long rest, you can transform your body as an action, turning into the concept of wind itself. For 1 minute, you have the following benefits:

- You become untouchable, ethereal, and enemies find attacking you akin to trying to cut through smoke. You gain resistance to damage from nonmagical attacks, and you cannot be deafened, grappled, petrified or restrained.
- You become omnipresent, like the air that surrounds you. Moving within 15 feet of a hostile creature causes you to regain 15 feet of walking speed if your walking speed is 0.
- Your attacks are relentless and wild, like a raging storm. You can use the Attack action twice each turn, but a target that was attacked as part of the first Attack action cannot be attacked as part of the second.

Spells and effects that create strong wind in your space disable this transformation until the start of your next turn.

Unless you used this ability outdoors during a storm or similar natural phenomenon, you must succeed a DC 18 Constitution saving throw or take one level of exhaustion at the end of the transformation.

