



TRAILBLAZER RANGER

NEW CHARACTER OPTION: RANGER

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

TRAILBLAZER

Rangers of this archetype have an inexplicable aptitude for wilderness survival and guiding others through it. Those that live amongst others often find easy work as trackers or hired navigators. And while all rangers are known for their huntership, these intrepid explorers remain on the frontier of the unknown, and leave dedicated marks to help others find the way in their wake.

HUNTER'S BLAZE

When you choose this archetype at 3rd level, you learn the *hunter's mark* spell if you don't already know it. When you cast this spell, you can choose to target a

point that you can see with the spell instead. When you do, an obvious blaze appears at the point, such as those you'd see on a wilderness trail. This blaze is called your *Hunter's Blaze* and remains for the duration of the spell or until you use a bonus action to move it up to 60 feet to another point that you can see. The blaze remains fixed at the point, even if it's suspended in space or if a surface that it appears on moves; you decide the aesthetic and design of the blaze. When you cast *hunter's mark* to create a *Hunter's Blaze*, your concentration on the spell can't be ended as a result of taking damage.

Enemy creatures within 10 feet of your *Hunter's Blaze* are effectively marked by your *hunter's mark* while they remain within the area. When you roll the damage die for your *hunter's mark* against a target within the blaze's area, the lowest amount you can roll on the die is equal to your Wisdom modifier. In addition, any difficult terrain within the area of the blaze doesn't impede you or your allies' movement.

The area's size increases as you gain levels in this class: 15 feet (7th level), 20 feet (11th level), and 30 feet (15th level).

WILD INSTINCT

Also at 3rd level, you have a special reserve of preternatural instinct and cunning that you can draw on to better survive in the wilderness. You can use this feature twice, and you regain all expended uses of it when you finish a short or long rest. Once you reach 15th level in this class, you can use this feature three times between rests.

Hunter's Pursuit. Whenever you make a Wisdom (Survival) check to track a target or navigate, you can expend a use of this feature to roll a die and add the number rolled to the check. The die is equal to the damage die from your *hunter's mark* spell. You make this decision after rolling the d20, but before you know the outcome of the roll.

Quick Mark. When you roll initiative, you can expend a use of this feature to cast *hunter's mark* as a reaction, expending a spell slot as normal (unless you have a way to cast it without doing so). You then roll a die equal to damage die from your *hunter's mark* and add the number rolled to your initiative, even if you choose not to cast the spell.

Unerring Strike. When you miss a creature marked by your *hunter's mark* spell with an attack roll, you can expend a use of this feature to roll the damage die for the spell and add the result to the attack roll, potentially causing the attack to hit instead. If it hits, you add two of the spell's damage dice to the attack's damage, instead of one.

WARNING SIGNS

By 7th level, your *Hunter's Blaze* can help your allies brace for danger. Each friendly creature within the area of your blaze (including you) can roll a die and add the number rolled to one Strength, Dexterity, or Constitution saving throw; once a creature rolls this die, it can't do so until the start of your next turn. The die is equal to the

damage die from your *hunter's mark*. The creature can decide to add the die after it makes its roll, but before it knows whether it succeeds or fails.

EMBLAZONED STRIKES

At 11th level, the damage die from your hunter's mark increases to a d8. In addition, the first time each turn that a friendly creature other than you hits a hostile target within the area of your Hunter's Blaze with a weapon attack, that target takes extra damage of the weapon's type equal to the damage die from your hunter's mark.

NATURAL PATHFINDER

Starting at 15th level, you gain a bonus to AC equal to your Wisdom modifier (minimum of +1) against attacks made by creatures within the area of your Hunter's Blaze. In addition, you can use an action to expend a use of your Wild Instinct feature to cast either the *commune with nature* or *find the path* spell with the following changes:

- This version of *commune with nature* only allows you to choose one of the available facts, instead of three.
- This version of *find the path* has a duration of 1 hour, instead of 1 day, and doesn't require material components. You also don't need to be familiar with the location.