



# THE SHADE HUNTER

A RANGER ARCHETYPE FOR  
DUNGEONS AND DRAGONS 5TH EDITION

WRITTEN BY: JOHN ADAMS

## *The Path of the Shade Hunter*

There are some rangers that walk the dark places of the world. They specialize in fighting creatures that are at home in the shadows. As you walk the path of the Shade Hunter, you gain abilities that allow you to face these dark creatures on their home ground and empowering your attacks with radiant magic.

### *Radiant Strike*

At 3rd level when you choose this archetype, you are able to draw upon the power of the sun to strike against those creatures that dwell in darkness. Once per round when you make an attack you may add (1d8) radiant damage in addition to your standard weapon damage. This damage increases to (2d8) at 7th level, (3d8) at 11th level, and (4d8) at 15th level.

### *Defensive Awareness*

Upon reaching 7th level, you have learned to rely on senses other than your sight to defend yourself in the darkness. Melee attacks from creatures that you are unable to see no longer have advantage against you.

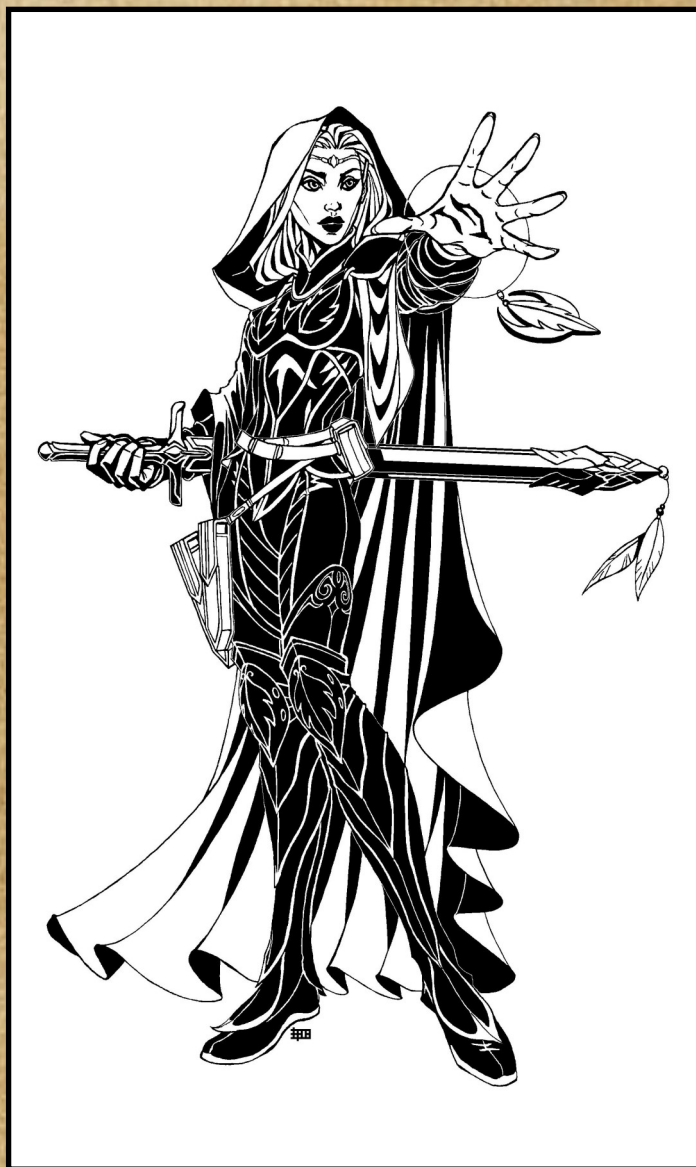
### *Blind Fighting*

Starting at 11th level, you are able to focus on senses other than sight to strike at your enemies. As an action you may make a single weapon attack that ignores penalties for dim light, darkness, invisibility, and blindness.

### *Radiant Shroud*

At 15th level, you have learned how to surround yourself in the radiance of the sun. As an action, you surround yourself in a shining aura that emits

bright light out to 60 feet and dim light for an additional 60 feet beyond that. In addition, any creature that starts its turn next to you suffers (6d6) radiant damage and becomes blinded. A successful Dexterity saving throw, using your spell save DC, negates the blindness and halves the radiant damage. Each round on their turn, as long as they are next to you, the victim may make another Dexterity saving throw. Success ends the blindness. This aura lasts for 1 minute and recharges after completing a long rest.



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