



# BLAZERIDER



**FURIEL V. LUNA**

A ranger that can summon a blaze ride, a soul-binded vehicle from hell  
for the world's greatest roleplaying game

# RANGER

## RANGER ARCHETYPE

### THE BLAZERIDER

Blazeriders are the most daring of all rangers, having tracked down the exiled archdevil Gargauth to worship at his feet. Wherever he went, they followed. For their devotion, he transmuted their souls into sentient infernal machinations called Blaze Rides.

Some devils say that the Blaze Rides were the first of the hellfire engines, made to bring order to the planes and punish chaos, but when Gargauth left he took his secrets with him. Whispers in the corners of the Nine Hells murmur his name with respect and caution.

#### THE BLAZERIDER FEATURES

##### Ranger Level Feature

|      |   |
|------|---|
| 3rd  | Blazerider Magic, Summon Blazer Ride, Born to Blaze |
| 7th  | Chains of Atrophy                                   |
| 11th | Caanevil Rider                                      |
| 15th | Shackles of the Nine Hells                          |

#### THE BLAZERIDER MAGIC

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

#### THE BLAZERIDER SPELLS

| Ranger Level | Spells                      |
|--------------|-----------------------------|
| 3rd          | <i>Compelled Duel</i>       |
| 5th          | <i>Locate Object</i>        |
| 9th          | <i>Dispel Magic</i>         |
| 13th         | <i>Locate Creature</i>      |
| 17th         | <i>Dispel Evil and Good</i> |

#### SUMMON BLAZE RIDE

At 3rd level, the hidden lord has split your soul in two as reward for your worship. With an action, you can summon your other half in the form of a sentient hellish machine to ride into battle.

This custom infernal cycle serves you as a mount and land vehicle capable of growing in power over time with you.

#### BORN TO BLAZE

Also at 3rd level, you gain proficiency with land vehicles as well as thrown and reach weapons.

Additionally, when riding your Blaze Ride, you are proficient in riding it while at the helm and you are proficient in using its weapon station, if outfitted.

Additionally, while on your Blaze Ride, you can perform a *Stunt*, on success, your next attack can be made with advantage.

#### CHAINS OF ATROPHY

Starting at 7th level, if you are knocked off a mount, vehicle, or fall off from firm ground, you can use your reaction to summon chains that anchor themselves around your feet and to the closest solid surface, preventing you from falling and holding you in place until you unsummon your chains with a bonus action.

Additionally, on your turn, you can also use these chains to grapple a creature within 60 feet of you with advantage. If the grapple is successful, the creature takes 1d8 psychic damage at the end of every turn it is grappled until it escapes.

#### CAANEVIL RIDER

At 11th level, you can now perform a *Stunt* with a bonus action. You can also use both hands freely while riding your Blaze Ride and while at the helm of your Blaze Ride, you can fire a weapon station with a bonus action, if one is present, without additional crew.

Additionally, you can add your Wisdom modifier to all your Dexterity saving throws and Dexterity checks while riding your Blaze Ride.

#### SHACKLES OF THE NINE HELLS

Starting at 15th level, you can concentrate and send out magical chains to grapple creatures within a 30 foot radius of you, you can choose how many creatures are attacked by your chains and each creature must make a Wisdom saving throw or become grappled and take 1d8 psychic damage at the end of every turn they are grappled until the creature escapes.

You cannot move while doing this, unless you are on your Blaze Ride, in which case, the creatures also fall prone on a failed saving throw. Once prone, the creatures can be dragged from their position and take an additional 1d4 bludgeoning damage for each failed saving throw made while prone, but only if the Blaze Ride has moved more than 15 feet before their turn.

You can use this feature once every long rest.

## SUMMON BLAZE RIDE

Casting Time: Instantaneous conjuration  
Range: 120 feet  
Duration: Instantaneous  
Classes: The Blazerider

With an action, you summon a large sentient infernal machine with two wheels made out of fire to ride, creating a long-lasting bond with it. Appearing in an unoccupied space at least 5 x 10 feet within range, the Blaze Ride takes on a form that resembles a devil's ride or infernal cycle.

Your Blaze Ride is a reflection of you and its ability scores mirror your own. You and your Blaze Ride share health and hit points, and any damage to it directly hurts you. Additionally, your Blaze Ride speaks no language but you can communicate with it on a deeper, intuitive level, and telepathically across all planes.

You can't have more than one Blaze Ride bonded by this spell at a time. Your Blaze Ride serves you as a vehicle mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit, while riding you are considered at the helm and are granted half cover. While mounted at the helm, you can cast any spells or use any weapon as long as it is done with one hand free and you can make any spell you cast that targets only you also target Blaze Ride.

Blaze Ride can be strapped with equipment, carry cargo, or be outfitted with a bought or salvaged alternative weapon station. Blaze Ride's weapon will replenish its own ammo and can also be equipped with armor upgrades and magical gadgets.

Blaze Ride has a turn of its own with its own initiative. When the Blaze Ride drops to 0 hit points, it blows up and explodes for 8d8 fire damage in a 20 ft. sphere from its center, leaving behind only ashes and embers.

You can also dismiss your Blaze Ride at any time with a bonus action, causing it to disappear. In either case, once you dismiss your Blaze Ride or your Blaze Ride blows up, you cannot summon Blaze Ride again until after a long rest.

## BLAZE RIDE

**Large vehicle, unaligned**

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**Creature Capacity** 1 Medium creature; 2 at 11th level  
**Cargo Capacity** 450 lb.; 1000 lb. at 11th level.  
**Armor Class** 20 + Dexterity Modifier  
**Hit Points** Shared with its Blazerider  
**Speed** 250 ft.; Climb 250 ft. at 11th Level

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**STR DEX CON INT WIS CHA**  
All stats are the same as its Blazerider

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**Damage Immunities** poison, psychic  
**Damage Resistances** fire; nonmagical bludgeoning, piercing, and slashing  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, unconscious  
**Senses** darkvision 120 ft., passive Perception 15  
**Challenge** 13 (10,000 XP)

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**Innate Spellcasting.** Blaze Ride's spellcasting ability is Constitution. The DC for its saving throws equals 8 + your Blazerider's Constitution modifier + your Blazerider's proficiency bonus. Blaze Ride can innately cast the following spells, requiring no material components:

**At will:** *Shield; Blink (at 20th level)*  
**3/day:** *Darkness; Immolation (at 11th level)*

### ACTIONS

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**Jump.** If the Blaze Ride moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement. At 11th level, the distance increases to 60 feet.

**Shove.** Blaze Ride can shove aside a creature.

**Stunt.** On its turn, the rider of the Blaze Ride can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the Blaze Ride must move at least 10 feet in a straight line. If the rider succeeds on a DC 15 Dexterity check, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Blaze Ride and all creatures riding it immediately fall prone as the Blaze Ride wipes out and comes to a dead stop.

### ACTION STATIONS

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**Helm** (Requires 1 Crew and Grants Half Cover). Ride and steer the Blaze Ride when mounted.

**Weapon Station** (Requires 1 Crew and Grants Half Cover). Attack with the vehicle weapon, if outfitted.