



# THE DEMON KILLER



**FURIEL V. LUNA**

A fighter who has devoted their life to the pursuit and practice of killing demons  
The demon killer is a new fighter martial archetype  
for the world's greatest roleplaying game

# FIGHTER

## MARTIAL ARCHETYPE

### DEMON KILLER

You kill demons, it's all you know and it's all you're great at, though you also kill other things pretty well.

You have dedicated your life to hunting and eradicating the plains of demons and the chaotic scourge they would unleash if left unchecked

No demon is too small or too big that you will not kill, there is no reasoning with demons, all they understand is death, and it's all they will find when they meet the demon killer face-to-face.

#### DEMON KILLER FEATURES

##### Fighter Level Feature

3rd	Demonlust, Fiendish Rebuke
7th	Onslaught
10th	Vicious Critical
15th	Demonic Reputation
18th	Magical Backlash

#### DEMONLUST

Starting at 3rd level, you gain the ability to recognize any creature you encounter and determine if it is a demon, if the creature is within 30 feet of you.

You can use your knowledge to gain advantage on your first attack against the creature, as long as the creature is a demon.

Additionally, with a bonus action, after being attacked by a demon, you can immediately learn whether the demon has any damage immunities, resistances, or vulnerabilities, and if their CR is greater, lower, or equal to your level.

Lastly, if you discover the CR of the demon is lower than your level, you gain a bonus to your damage rolls against it equal to your proficiency bonus.

#### FIENDISH REBUKE

Also at 3rd level, you gain the ability to trade melee blows with any fiend. If you are damaged by a fiend's melee attack, as a reaction, you may immediately gain advantage and make a special attack of opportunity against that fiend.

#### ONSLAUGHT

At 7th level, you can use your bonus action to initiate an onslaught of attacks that ignore a creature's resistances after you make a successful melee hit against the creature, but before rolling for damage.

The number of attacks you can make as part of your onslaught against the creature is equal to your proficiency bonus.

After the creature is attacked that many times by you, in one or multiple actions, your onslaught ends.

If after initiating an onslaught against a creature and you make any other attacks against any other creatures, your onslaught ends.

You suffer one level of exhaustion when your onslaught ends.

#### VICIOUS CRITICAL

Starting at 10th level, you gain the ability to savagely damage a creature on a critical hit.

When you successfully attack a creature with critical hit, you can expend each of your extra attacks to instead roll additional weapon damage die equal to the number of extra attacks you wish to expend when determining the extra damage for a critical hit.

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

#### DEMONIC REPUTATION

At 15th level, your reputation as a demon killer is frightful. When you kill a creature with a critical hit, all creatures within 10 feet of you that can see you need to make a Wisdom saving throw or become frightened until the start of their next turn, DC 15.

While frightened, the creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Strength saving throw. On a successful save, the creature regains its agency.

#### MAGICAL BACKLASH

At 18th level, you gain the ability to innately cast the spell *counter spell* at its highest level (9th) as a reaction when you are targeted by a spell and with no other requirements needing to be met.

Your spell casting ability for this is Strength. If you roll a 20 on the d20 on your ability check when countering a spell above 4th level, your cast of *counter spell* reflects the spell back at your attacker as a critical hit. The attacker must make a Spell save DC 18, Strength.

On a failed save, the creature takes double damage and suffers all its effects. On a successful save, the creature takes half damage, but suffers no other effect.

You suffer one level of exhaustion after using magical backlash.

# FIGHTER

## MARTIAL ARCHETYPE

### FIEND KILLER

You kill fiends, it's all you know and it's all you're great at, though you also kill other things pretty well.

You have dedicated your life to hunting and eradicating the plagues of devils, demons and any chaotic scourge that would unleash disaster if left unchecked.

No fiend is too small or too big that you will not kill, all they will find when they meet you in battle is death.

#### FIEND KILLER FEATURES

##### Fighter Level Feature

3rd	Fiendlust, Fiendish Rebuke
7th	Onslaught
10th	Vicious Critical
15th	Demonic Reputation
18th	Magical Backlash

#### FIENDLUST

Starting at 3rd level, you gain the ability to recognize any creature you encounter and determine if it is a demon, if the creature is within 60 feet of you.

You can use your knowledge to gain advantage on your first attack against the creature, as long as the creature is a fiend.

Additionally, with a bonus action, after being attacked by a fiend, you can immediately learn whether the fiend has any damage immunities, resistances, or vulnerabilities, and if their CR is greater, lower, or equal to your level.

Lastly, if you discover the CR of the fiend is lower than your level, you gain a bonus to your damage rolls against it equal to your proficiency bonus.

#### FIENDISH REBUKE

Also at 3rd level, you gain the ability to trade melee blows with any fiend. If you are damaged by a fiend's melee attack, as a reaction, you may immediately gain advantage and make a special attack of opportunity against that fiend.

#### ONSLAUGHT

At 7th level, you can use your bonus action to target a creature and initiate an onslaught of attacks that ignore a creature's resistances to attacks and damage of any kind. The number of attacks you can make as part of your onslaught against the creature is equal to your proficiency bonus.

After the creature is attacked that many times by you, in one or multiple actions or turns, your onslaught ends.

If after initiating an onslaught against a creature you make any other attacks against any other creatures, your onslaught ends.

You suffer one level of exhaustion when your onslaught ends.

#### VICIOUS CRITICAL

Starting at 10th level, you gain the ability to savagely damage a creature on a critical hit.

When you successfully attack a creature with critical hit, as a bonus action, you can expend each of your extra attacks to instead roll additional weapon damage die equal to the number of extra attacks you wish to expend when determining the extra damage for your critical hit's total damage.

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

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While frightened, the creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Strength saving throw. On a successful save, the creature regains its agency.

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Your spell casting ability for this is Strength. If you roll a 20 on the d20 on your ability check when countering a spell above 4th level, your cast of *counter spell* reflects the spell back at your attacker as a critical hit. The attacker must make a Spell save DC 18, Constitution. On a failed save, the creature takes double damage and suffers all its effects. On a successful save, the creature takes half damage, but suffers no other effect.

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