

# SLAYER

BONUS  
SUBCLASS!

BRING A FIENDHUNTER  
TO AVERNUS!



# BONUS SUBCLASS

**G**et ready to slay some demons! The Slayer class offers a unique option for a cunning martial character who specializes in hunting down their foes and putting them to the blade. In honor of Wizards of the Coast's new infernal adventure *Baldur's Gate: Descent Into Avernus*, I've created an additional subclass for the Slayer which will let you focus on fiend-killing without needing to be a paladin or a cleric. Enjoy!

## FIENDHUNTER

Mortals are right to fear the demons and devils which sometimes cross into the mortal realm from their homes in the lower planes. Even so, some mortals become the object of fear for the fiends. As a fiendhunter, you focus your deadly arts toward hunting and killing infernal creatures.

## SANCTIFIED HUNTER

Starting when you choose this specialty at 3rd level, you gain special training for the hunting and killing of infernal creatures. You can speak, read, and write Abyssal and Infernal. Additionally, any weapon you wield counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, but only against fiends.

## INFERNAL RESILIENCE

Also at 3rd level, you become unusually hardy against the foulest of demons and devils. You have resistance to poison damage dealt by fiends, and you have advantage on any saving throws against poison which fiends force you to make.

Once you reach 15th level, you have advantage on any Constitution saving throw you make against a spell or ability of a fiend.

## PROFANE VISION

Beginning at 7th level, fiends can no longer hide from your gaze. If a fiend you can see within 120 feet is using the shapechanger ability or is transformed or disguised by magic, you can perceive its true form.

## BANISHING STRIKE

At 13th level, you learn how to send fiends back to their pits. When you hit a fiend with a weapon attack, you can cast *banishment* on that fiend as a bonus action without using any components. The save DC for this spell is equal to 8 + your Intelligence modifier + your proficiency bonus.

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

## BALOR BLADES

Starting at 18th level, your attacks are as vicious as those of the foulest pit-spawn. Whenever you score a critical hit with a weapon attack against a fiend, roll the damage dice three times instead of twice.

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