



THE DEMON HUNTER

DUNGEONS & DRAGONS®

by CyrilT



by lasahido

DEMON HUNTER

Demon Hunters are driven by a yearning to eliminate evil from this world, researching and studying in an effort to find a weakness. Some are drawn into demon hunting by their holy convictions, or desire to protect the weak, others only desire vengeance and retribution for someone they have lost. Tactics used vary as much as the reason for the hunt. All Demon Hunters are masters in physical combat, but they have other means as well. Though their methods may differ the one common bond is to destroy evil beings that inhabit this world.

DISCIPLINE OF THE HUNTER

A demon hunter prefers not to rush mindlessly into battle but rather use their intellect to find and exploit a target's weakness. Demon Hunters are often found in libraries tracking down ancient tomes for any hint of a target's flaw that will allow them to get the upper hand. Why use a bastard sword when a carefully placed dagger can be equally as effective. The path chosen by a demon hunter is not often a glamorous one, but it is methodical and disciplined above all else.

FUELED BY HATRED

Much of the demon hunters power comes from their hatred of those who harm the weak and helpless. Forever driven to avenge those who have been lost, and punish the evil forces that have caused such pain.

CREATING A DEMON HUNTER

QUICK BUILD

You can make a Demon Hunter quickly by following these suggestions. First, Dexterity should be your highest ability score, next should be Intelligence. Second, choose the Folk Hero background.

CLASS FEATURES

Demon Hunters have the following class features.

HITPOINTS

Hit Dice: 1d8 per demon hunter level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Demon Hunter level after the 1st level

PROFICIENCIES

Armor: Light armor

Weapons: Simple Weapons, Hand Crossbows, and Shortswords, Rapiers

Tools: Thieves' Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics Arcana, Athletics, Deception, Insight, Investigation, Nature, Stealth, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background.

- (a) a rapier or (b) a shortsword
- (a) a shortbow with 20 arrows or (b) hand crossbow with 20 bolts
- (a) burglar's pack (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) Leather armor, 2 daggers, and thieves' tools

MULTICLASS DEMON HUNTER

In order to qualify for a multiclass combination including the Demon Hunter class, you must have a Dexterity and Intelligence score of 13 or higher in addition to the needed prerequisite scores of your other classes.

THE DEMON HUNTER

Level	Proficiency Bonus	Lunge	Features
1st	+2	1d6	The Hunter, Lunge
2nd	+2	1d6	Vault
3rd	+2	2d6	Demon Hunter Bond
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Malevolent Attunement
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Hunter Bond Feature
10th	+4	5d6	Nefarious Scholarship
11th	+4	6d6	Demonic Dealings
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Hunter Bond Feature
14th	+5	7d6	Blind Sense
15th	+5	8d6	Ethereal Reprisal
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Hunter Bond Feature
18th	+6	9d6	Reliable Talent
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Metamorphosis

THE HUNTER

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, fiends, monstrosities, or undead.

Alternatively, you can select three of the following evil humanoid races:

Orc, Goblin, Gnoll, Bugbear, Bullywug, Drow, Gith, Grimlock, Kobold, Were-Creatures, Troglydyte, Hobgoblin, Kuo-Toa, Sahuagin, or any other evil aligned humanoid.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional type or two additional humanoids for favored enemy, as well as their associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

LUNGE

Beginning at 1st level, once per turn, you can disengage one target and lunge at a different target if they have another enemy within 5 ft. This allows you to move up to 5 ft and deal 1d6 damage if holding a melee finesse weapon. The amount of the damage increases as you gain levels, as shown in the Lunge column of the Demon Hunter table. You gain an additional 5 ft of distance at the 9th and 13th level.

VAULT

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. As a bonus action you can disengage from combat. While trying to escape combat, your fight or flight instincts grant you an additional 10 ft of movement if you are under half life. Once you reach level 10 you no longer need to be under half life to gain the additional movement.

DEMON HUNTER BOND

Beginning at your 3rd Level, you choose a bond that you emulate in the exercise of your demon hunter abilities. These bonds describe the preferred method of dispatching your foes. These bonds are the bond of Vengeance, The Machine, and Arcanum detailed at the end of the class description. Your bond grants you feature at 3rd level and then again at 9th, 13th and 17th level.

MALEVOLENT ATTUNEMENT

Upon reaching your 5th level, your senses have become sensitive enough to detect the presence of evil. If there is a favored enemy within 20 feet of you will know it, but not where it is located.

This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. As you progress this attunement becomes more sensitive, extending its range 10 ft when you reach the 10th, 14th, and 18th level.

EXPERTISE

At 7th level, chose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

DEMONIC DEALINGS

By 11th level, your demonic familiarity, has given you an unnatural resilience to death. Should your health points drops below zero, your demon infused blood forces your body to keep fighting even when it has reached its limit. Roll a hit die to determine you new hit points. This ability can only be used once between long rests.

Until you rest, your alignment will be considered evil and you will have disadvantage on Charisma checks against creatures with good alignment.

NEFARIOUS SCHOLARSHIP

When you reach the 10th level, your knowledge of evil has become so refined it is now second nature. On you automatically succeed on History and Religion checks against any evil deity and against your favored enemy.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

ETHERIAL REPRISAL

At level 15, studying your foes has given you an understanding of your favored enemies magic, you have advantage on saving throws against their spells.

RELIABLE TALENT

By 18th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

METAMORPHOSIS

At 20th level, you can harness power from the demon's souls you have vanquished and make an unholy partnership with evil. While metamorphosis is active, you add your dexterity modifier twice to attack rolls, and all damage dice are rolled twice and added together until the ability is dismissed or you are incapacitated. At the end of your turn you take 2d6 psychic damage and have the option to dismiss the ability. Metamorphosis can only be used once between long rests. Lunge cannot be used while Metamorphosis is active.

HUNTER BONDS

Demon hunters have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. However there are several methods in which a demon hunters can choose to eliminate his foe. These methods take you down a path that embodies you as a hunter, it is your bond. Your choice of bond is a reflection of your focus not necessarily an indication of your chosen profession, but a description of your preferred techniques. The bond you choose shapes how your charge into combat, and the way your enemies leave this world.

BOND OF VENGEANCE

Your hatred for those who have done evil has focused your training on the grim art of death. This training allows you to bring retribution to those who have egregiously wronged the innocent. Demon hunters who adhere to this bond are diverse: hired killers, assassins, and bounty hunters. These Demon Hunters use blades and poisons to eliminate foes with deadly efficiency. These Demon Hunters choose to get up close to their targets so the last thing they ever feel is the cold steel of their blade.

FIGHTING STYLE

You gain proficiency with the poisoners kit and adopt a fighting style as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

When wearing armor, you gain a +1 bonus to AC.

SUCKER PUNCH

Beginning at 9th level, your ability to seek out weakness lets you turn failure into success in combat. If you miss with a melee attack roll, you can use a bonus action to sucker punch the target, knocking them off guard and doing 1d4+ your dexterity modifier bludgeoning damage.

The next attack on that creature is with advantage, and the creature's next attack is with disadvantage. Once you perform a sucker punch, you can't use it again until you finish a short or long

BLOODLUST

Upon reaching the 13th level, whenever you deal the final blow to an enemy, bringing its health to zero, you gain a surge of hatred powered energy. This grants you temporary hit points equal to half your Demon Hunter level (rounded up minimum of 1.) If you lose some or all temporary hit points they can be recharged with another fatal blow. These temporary hit points are lost at the end of combat.



By Overweight-Cat

PROSPECT OF BLOOD

Starting at 17th level, whenever a creature you can see makes an attack with disadvantage, you can use your reaction to vault up to 10 feet and make an attack with a hand-held, bladed weapons against that creature with disadvantage.

BOND OF THE MACHINE

You use technology in your quest to rid the world of evil, skills you have acquired over many years of alchemy and tinkering have honed your skills in creating machines of death.

TECH POINTS

When you choose this bond at level 3, you learn to construct machines. These machines are powered by tech points.

Devices. At third level you learn to build a Sentry Turret and Bolas, detailed under "Technology" below. It takes an action to activate a device. You learn one device or one machine of your choice at 7th, 10th, and 15th level. Each time you learn a technology, you can also replace one you have already learned with something else.

Tech Points. Beginning at 3rd level you have 4 Tech Points that are expended when you use a piece of technology. You regain all of your expended tech points when you finish a short or long rest. You gain another tech point at 7th level and one more at 15th level.

Saving Throws. Some of your devices require your target to make a saving throw to resist the devices effects. The saving throw DC is calculated as follows:

Device save DC = 8 + your proficiency bonus + your Intelligence modifier.

JUNKYARD HERO

Beginning at 3rd level, you can use your downtime to scavenge spare parts, mechanisms, and raw materials that can be used to build your contraptions. In order to do so, you must be in a city, junkyard, or another location where such items might be found. Your DM may limit the availability of certain types of materials depending on the location where you are scavenging. For each hour that you spend scavenging, you can locate 5 gp plus your Demon Hunter level worth of materials. For each item found roll a d6: 1 and 6 finds a mechanism, 2-5 get you scrap. Materials can also be purchased in limited quantities at most (DM's discretion) merchants. A piece of scrap can be purchased for 50 cp or a mechanism for 1 gp.

VORACIOUS SCROUNGE

At your 7th level you have become even more skilled in finding components for your death machines. When looting or searching an area you realize the unforeseen potential in salvaged items. These items can be used to create devices that help you defeat evil on your quest.

For each area you search roll a d4 and subtract 1 to determine how many items you found. Then roll a d10 for every item to determine what you found from the table below:

d10	Item Salvaged	d10	Item Salvaged
1	Mechanism	6	Compressed Frost
2	Scrap	7	Scrap
3	Poison Vial	8	Mechanism
4	Mechanism	9	Lightning Essence
5	Flammable Oil	0	Scrap

Chemical reagents are stored in a small glass vial

Like scrap and mechanisms, chemical reagents can be purchased from vendors but in a more limited supply. Reagent vials can be purchased for 25 gp.



ROBUST TECHNOLOGY

Upon reaching level 13, your skills as a craftsman have increased allowing you to create your tech with higher precision, your tech die are upgraded to d10.

CALAMITY

Starting at 17th level, your quick thinking grants you the ability pull off the impossible at the last second. If you roll initiative and have no tech points remaining, you regain 1 of tech point. Your tech die are also upgraded to d12.

TECHNOLOGY

With the ability to use technology to help you on your quest, you become an even deadlier force. Your tech consists of Machines and Devices. Devices are a simple piece of technology that require half an hour to construct. Machines are more complicated and require a full hour to construct. This time used to create can be during a short or long rest.

Tech Dice: Some tech use a special die to calculate effectiveness called tech die. Beginning at level 3, your tech die is a d8.

TURRET BASE STATS

Turrets are mechanical machines that use projectiles to attack your enemies. Turrets are created by adding mechanisms and other scraps to a ranged weapon. In order to use a turret use the following stats:

Range: Same as the weapon used to create turret.

HP: Demon hunter level x 2 + Intelligence modifier

AC: Equal to 8 + your Intelligence modifier (immune to psychic damage)

Placement: An unoccupied 5 ft adjacent to you.

Activation: Each turret takes one action to setup and activate. When you deploy the turret, you load it with up to 10 pieces of ammunition from your inventory

Attacking: At the end of each of your turns, the turret automatically targets the nearest enemy and makes an attack action against that creature. Each shot fired consumes one the turrets ammunition. The range of the turret's attack is the same as the weapon used to create it. When the turret attacks, it adds your Intelligence bonus to the attack roll. The turret fires as long as there is a target within range.

Damage: To calculate turret damage roll a Tech Die and add your proficiency bonus.

Deactivation: The turret functions for five minutes, until it runs out of ammunition, or is reduced to zero hit points. You can also use an object interaction to power the turret down early. If the turrets hit points drop to zero the weapon and all ammunition is destroyed. However, you can use an action to pick up the turret. Picking up the turret will destroy the turret functionality, but the weapon and ammunition remain intact, this allows them to be used to build another turret.

SENTRY TURRET

Level 3 Machine

A single ranged weapon, modified to target and fire upon your enemies when placed on the ground.

Requires: 1 ranged weapon, 2 scrap, 1 mechanism and up to 10 ammunition.

BOLAS

Level 3 Device

Two metal balls attached with a cord are spun around and thrown at a medium target or smaller.

Range: (30/60) Thrown

Activation: Throw at a target that must make a dexterity saving throw. If the target fails a DC10 dexterity saving throw they are entangled, knocked prone and take 5 bludgeoning damage. If they pass DC10 but fail DC15 they are entangled. However, if they make a DC15 Dexterity saving throw they are able to completely avoid the bolas. Escaping the bolas requires a DC 10 Strength saving throw or deal 5 slashing damage to the bola.

Requires: 2 scrap, 3 ft of hempen rope



By Legacy of Kain

MECHANICAL MOON WELL

Level 9 Machine

Range: 10 ft

Activation: Activated upon placement.

The healing potions used to construct this turret are heated and atomized. Allowing it to be inhaled, send directly into the bloodstream, healing all creatures within range equal to your Tech Dice Roll + Intelligence Modifier. The mist will also harm undead creatures in range for 1d4 damage.

Requires: 2 scrap, 2 mechanisms, 2 healing potions

DIRECTIONAL CHARGE

Level 9 Device

A metal cone with two reactive vials creates a violent explosion when the liquids are combined.

Range: 15 ft cone

Activation: Activated by an action

A small blast is created in the direction you are facing. This causes all creatures within range are blinded and deafened for one hit die divided by five turns (rounded down, minimum of one. Rounded up for creatures with dark vision)

Requires: 2 Chemical Reagent Vials, 1 Mechanism

PARTIAL COVER DECK

Level 9 Machine

Activation: Once turret is placed it is activated. This turret is a whirling fan that spins offering you a localized shield to hide behind, deflecting ranged attacks. When behind this turret you are offered 1/2 cover from ranged attacks. At level 17 you can double the number of scrap to offer 3/4 cover.

Requires: 4 scrap, 1 mechanism

EXPLODING BOLA

Level 9 Device

Augmenting your standard bolas with chemical vials these bolas wrap around your target and explode causing one tech die worth of damage, upon a failed saving throw.

Range: (30/60) Thrown

Activation: Thrown at target.

Exploding bolas have the same properties as standard bolas, with one addition. If the target does not avoid the bolas they then take a Tech Dice worth of chemical damage when they bolas explode.

Requires: 4 scrap, 2 mechanism, 1 chemical reagent vial, 3ft of hempen rope

CHEMICAL MINE

Level 9 Device

Placement: An adjacent unoccupied 5 ft square

Range: 10 ft

Activation: Upon leaving area the mine is activated. Any creature who enter a 10 ft space around the mine take 1d4 + your proficiency modifier damage. They take this damage again every time they start their turn within the mines radius.

Can be deactivated using an action, but you must pass a dexterity check of 15 or take damage from the Mine. The mine has an ammount of charges equal to your tech die roll.

Requires: 2 scrap, 1 mechanism, 2 chemical reagent vials.

HORRIFIC TOTEM

Level 13 Machine

Range: 10 ft

Activation: Once turret is placed it is activate causing all prepered enemies to become frightened while within the radius of the totem. They must use every opportunity to get 10 ft away from the totem. Once outside of the totems range they are no longer frightened. They however cannot enter the totems range while it is active. Roll a tech die and add your performance modifier to determine a creatures intelligence required to realize the totem is not real

Requires: 5 scrap, 3 mechanisms

ALSET COIL

Level 13 Machine

Range: 30 ft

A metal orb resting atop a pillar that whirrs and hums as it waits to be called upon. At the beginning of your turn, a dazzling blue arc errupts from this portable lightning bolt. Sending a pure energy towards the closest hostile target within range, then sending an additional bolt leaping to another hostile target within 30 feet of the first.

The target must make a Dexterity saving throw or takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The Alset Coil can attack 4+ your intelligence modifier times before it is deactivated. Once placed the Alset Coil cannot be picked up, and cannot be salvaged.

Requires: 10 scrap, 4 mechanisms

SPITFIRE TURRET

Level 17 Machine

You can now augment your turrets with chemical adding more damage to your shots. Ammunition is coated with chemicals that react when they hit their target. Deal your Tech Dice in additional damage + your INT modifier, which is halved on save of 8 + your proficiency + your Intelligence modifier.

Requires: 1 ranged weapon, 4 scrap, 2 mechanisms, 2 chemical reagent vial, and up to 10 ammunition

CHARGED PROJECTILE

Level 17 Device

Modify the weapon in your by imbuing projectiles with a chemical reagent as they leave, increasing the damage of the shots fired by the weapon. When you hit with an attack using this weapon you roll a tech die to determinine the extra chemical damage the targe takes. The weapon deals damage equal to the higher of the two rolls. This will only imbue 10 bolts or arrows per reagent vial and cannot be used on turrets.

Requires: 1 Chemical reagent vial, 10 ammunition



BOND OF ARCANUM

Some demon hunters enhance their finely-honed skills with magic by learning spells. These demon hunters include, mage assassins, and other adventurers skilled in magic.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips: You learn three cantrips: mage hand and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spell Slots: The Bond of Arcanum Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

BOND OF ARCANUM SPELLCASTING

Level	Cantrips Known	Spells Known	Spell Slots / Spell Level			
			1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Spells Known of 1st Level and Higher: You know three 1st level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column associated with the Bond of Arcanum Spellcasting table shows when you learn more wizards spells of 1st level or higher. Each of these spells must be an evocation or abjuration spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class. You can learn

one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation or abjuration spell, unless you're replacing the spell you gained at 8th, 14th, at 20th level.

Spellcasting Ability: Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus
+Your Intelligence modifier

Spell attack modifier = your proficiency bonus + Your Intelligence modifier.

HORRIFY

As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your spell save DC. The creatures that fail their saving throws are all frightened by you until the end of next turn. All creatures take 1d4 worth of psychic damage.

INTEMPERATE MAGIC

Beginning at the 9th level, your ability to learn spells and hone them for maximum damage lets you increase their power. You can now add your intelligence modifier to the damage roll of any evocation spell you cast.

PREPARATION

At the 13th level, you have learned to be even deadlier with your attacks if you know you will not be interrupted. If there are no enemies within 15 feet of you, you gain advantage on attack rolls with spells and cantrips.

POWER SURGE

Starting at 17th level, you can increase the power of your simpler spells. When you cast an evocation spell of 4th level or lower that deals damage, you can deal maximum damage with that spell. Suffer a level of exhaustion per use between long rests. after the first use.

DEMON HUNTER SPELLS

BLAZING PURSUIT

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: V, M (a melee weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your blade erupts into flames, dealing 1d8 fire damage to the target, and the flames create a lingering path that you can travel along to catch your escaping foe. If the target is within 25 feet of you at the end of its next turn and you can see it, you can teleport within 5 feet of it without using your reaction.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8

FROSTWIND BLADE

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a bladed weapon)

Duration: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and its speed is reduced by 10 until the start of your next turn. A freezing wind of the Frostfell howls from the target to a creature marked by you within 15 feet.

At higher levels. At 5th level, the melee attack deals an extra 1d6 cold damage, and the cold damage increases to 1d6 + your spellcasting ability modifier. Both damage rolls increase by 1d6 at 11th and 17th level.

HELL RIP

2nd-level - evocation

Casting Time: 1 action

Range: 40 feet

Components: V, S, M (a piece of worn cloth)

Duration: Concentration, up to 1 minute

Your bond with arcana and familiarity with the underworld allows you to temporarily open a tear in

the fabric between the planes. Cast a 5 ft. portal allowing demons can reach through, dealing 2d10 slashing damage to all creatures on and adjacent to it. If a creature is directly on top of it they are constrained until they can make a DC10 strength saving throw. While constrained their damage is halved to 1d4 per round. If the creature on the portal occupies more than a 5ft square they are not constrained but still take 1d4 damage.

IMMOLATION

3rd-level evocation

Casting time: 1 Action

Range: Self

Components: V, S, M (a bit of phosphorous or a firefly)

Duration: 10 minutes

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet, you can end the spell early by using an action to dismiss it. The flames provide you with a fire shield that grants you resistance to cold damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage.

LIGHTNING LURE

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, M (a ranged weapon)

Duration: Instantaneous

You create a whip of lightning energy that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and take 1d8 lightning damage if it is within 5 feet of you.

At higher levels. The spell's damage increases by 1d8 when you reach 5th, 11th, and 17th level.



MANA BURN

4th-level evocation

Casting time: 1 Action

Range: 30 feet

Components: V, S, M

Duration: 1d4 minutes

A arc of blue energy sends forth from your fingertips draining the magical force from your target. Target rolls with disadvantage on all spells saving throws and attacks and your next magic attack is with advantage.

MORDENKAINEN'S ARROW

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (golden arrow, worth 75 gp)

Duration: Concentration, up to 2 minutes

You create an arrow-shaped ethereal bolt of force that hovers within range. It lasts for the duration. When the bolt appears, you make a melee spell attack against all creatures in a straight line for 15 feet. The bolt flies 15 feet through multiple creatures, friend or foe, in its path dealing 1d10 piercing damage. The arrow lasts until the spell ends or you are interrupted. You can use a bonus action on each of your turns to move the bolt up to 15 feet to another spot you can see and repeat this attack against the same targets or a different ones.

MULTISHOT

2nd-level transmutation

Casting Time: 1 action

Range: 15 feet cone

Components: V, S, M (a projectile weapon)

Duration: Instantaneous

Practicing the death art of Lingchi or "death by a thousand cuts" at a distance causes extreme pain for

any foe caught in its path. You use your magic to fracture a projectiles into hundreds of tiny splinters, causing a spray of death to shoot from your weapon, damaging all creatures in its path. This volley of arrows deals 1d8 piercing damage

OIL TRAP

Conjuration Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bit of oil)

Duration: 10 minutes or until sprung

Cast a 5 ft. invisible magic trap on the ground. If a creature steps on this trap they must make a dexterity saving throw greater than the spell saving throw of the demon hunter, or be knocked prone. If the creature has a passive perception of 15 or higher they can spot the trap and avoid it. Creatures that occupy more than 5 ft. trigger the trap but are immune.

REVENGE

4th-level necromancy

Casting Time: 1 Reaction

Range: Self

Components: V

Duration: Instantaneous

As you fall to the ground and utter a trigger word, the dark power of your impending death and the anger you feel toward your assailants, bursts outward from your body in an explosion of raw necrotic energy. When your hit points drop to 0, you can choose to cast the Revenge spell as a reaction. Each creature in a 10-foot-radius sphere must make a Constitution saving throw. A target takes 2d6 damage for every creature, not including the caster, in the radius of the spell on a failed save, or half as much damage on a successful one.

STICKY TRAP

Conjuration Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a bit of glue)

Duration: 10 minutes or until sprung

Cast a 5 ft. invisible magic trap on the ground. If a creature steps on this trap they must make a strength saving throw greater than the spell saving throw of the demon hunter, or they remain immobile until they do. If the creature has a passive perception of 15 or higher they can spot the trap and avoid it. Creatures that occupy more than 5 ft. will trigger the trap but are immune.

