

RANGER - FIEND HUNTER

Hunting demons and devils isn't about brute force, but it isn't about finesse either, it's about balance. As strong as they are, it is difficult apprehend fiends without fiendish powers of your own. As such, rangers joining the fiend hunter conclave take part in unholy rituals and steal powers from devils and demons alike to blend in amongst them and destroy them with incredible speed.

Fiend Hunter Spells

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

RANGER LEVEL	SPELLS
3rd	hellish rebuke
5th	hold person
9th	fireball
5th	wall of fire
17th	hold monster

Fiendish Metamorphosis

Starting at 3rd level, you can assume the form of either a devil or a demon, using their abilities to defend yourself. As a bonus action, you can engage Metamorphosis for 1 minute. When you do, choose between Demon form or Devil form. You gain the following features based on the chosen form:

DEMON FORM

- Your movement speed is increased by 10 feet.
- Once during each of your turns, when you make a weapon attack roll, you can infuse it with demonic magic. On a hit, you deal one additional weapon damage die.
- You have advantage on Charisma (Intimidation) checks.



DEVIL FORM

- Your AC is increased by 2.
- Once during each of your turns, you may choose a damage type from among cold, fire, lightning, or poison. The next time you take damage of that type, you can reduce the damage by 1d10 + your Wisdom modifier.
- You have advantage on Charisma (Persuasion) checks.

You can transform a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Unholy Knowledge

Also at 3rd level, you learn to read, write and speak Abyssal and Infernal. If you are conscious, you can also sense if there are any fiends within 10 feet of you at any time.



Wicked Form

Starting at 7th level, entering your Metamorphosis enhances your defenses. Whenever you engage Metamorphosis, you gain temporary hit points equal to $2d10 +$ your Ranger level.

In addition, while in your Fiendish Metamorphosis, your spells and attacks ignore the damage resistances of fiends.

Fiendish Blood

By the 11th level, you have become more of a fiend than a human. You can see normally in magical and non-magical darkness within 120 feet.

In addition, whenever you enter your Metamorphosis, you can choose one of the following features to add to your form:

- **Devilish Hide.** At the start of each of your turns, you can deal $1d10$ piercing damage to one creature you are grappling or restraining with an ability or spell.
- **Demonic Chaos.** Once per turn, when a creature targets you directly with a spell, it must roll on the Wild Magic table. This feature doesn't work with area effects spells, such as the explosion of a fireball.
- **Succubus Charms.** You can cast the *charm person* spell (1st-level) at will without expending a spell slot.

Enhanced Metamorphosis

At the 15th level, you can hardly differentiate between human and fiend, spending as much time as you'd like within your metamorphosis state. Your Metamorphosis now lasts until you choose to end it, and you can choose to count as a fiend instead of a humanoid while it is active.

In addition, while in transformed, you can use a bonus action and expend one use of your Metamorphosis to change to the other form of your Fiendish Metamorphosis, or change the feature given

