No campaign theme is more gripping than a battle against the minions of hell! This jam-packed sourcebook brings to the table everything you’ll need to run a fantasy campaign centered around demon hunters. From puritanical holy men fighting for their gods to crazed warriors only one step away from damnation themselves, every classic archetype is covered — with new ones introduced as well. The handbook focuses not only on new classes, races, and feats, but also covers ways to tailor the existing d20 canon to a demon-hunter theme. It includes rules for possession and exorcism, organizations both pure and demonic, and guidelines for creating truly villainous demons to hunt.
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Chapter One: Characters

Introduction

Contrary to what some might tell you, I do have friends outside of this calling. Wizards, warriors, those of less honest vocations, but adventurers all, yes, for I find it difficult to relate to those who cannot understand the primal fear of combat, of pitting one’s strength against another, unto the point of death. Most of my friends have helped me in my chosen mission, at least a few times, and for that I am grateful. But to be honest, even they cannot truly understand what it is that I do. They fight demons when they choose to, not because they must. They cannot understand how I burn for the hunt, how much I need the kill. None but the demon hunter can.

This is a book about demon hunters. Demon hunters can be of any class, race, or alignment. It is a calling rather than a profession which ultimately consumes those who answer it. But until that last day, when the demon hunter rasps final curses at the devil rending his heart in two, a demon hunter is a spiritual warrior without peer. For good, for evil, or solely for revenge: the call of the demon hunter cannot be ignored.

In some ways, demon hunters are like any other adventurers. They quest across the width and breath of the world, they raise sword and fire against evil, and they grow more powerful through the accumulation of magic items and other, less magnificent treasures. In other ways, however, they could not be more different. The demon hunter does not adventure for personal glory, or to gain power and influence in the world. Instead, he quests because he feels a compulsion to pit himself against the machinations of evil outsiders and the cults that follow them. He adventures because he knows that without his actions, no matter how insignificant they seem, the world would fall prey to darkness, sin, and corruption.

It is the demon hunter’s duty and his curse to stand against the forces of darkness, to fight alone against the limitless hordes of demons, devils, and other evil, lower planar beings who seek to spread their black shadow across the mortal realm. Whether the demon hunter takes up the path because of religious conviction, because of some demon related tragedy in his past, or simply out of a sense of duty to his fellow man, he faces a lifetime of thankless toil, of hardship, of grief, and of terror, with no hope of escape except through inevitable, often agonizing death. For this reason, those who have any choice in the matter should think long and hard before stepping foot on the demon hunter’s path. Of course, rare is the one who does have the choice.

This chapter opens with a discussion of demon hunter characters, their ambitions, their skills, their methods and their abilities. It closes with four new prestige classes, which are specifically designed with the themes of a demon hunter campaign and the needs of a demon hunter character in mind.
Alignment

Though the demon hunter’s calling is a noble one, which requires him to put not just his flesh but his immortal spirit at risk, not all demon hunters are of good alignment. To be sure, the vast majorities are, for it takes a fundamental belief in the ability of the mortal spirit to overcome evil to even contemplate confronting demons, devils and their allies, but there are some few demon hunters who are neutral, or even actively evil.

A demon hunter’s alignment plays a large part in determining both his methods, and his choice of opponents, as described below.

**Good:** Good aligned beings make up the vast majority of demon hunters. Good aligned demon hunters take up sword, fire and spell in defense of others, because they feel great empathy for those who are prey to demons and great rage at the blasphemy represented by demons and devils. Good aligned demon hunters throw themselves into battle without hesitation, directly putting themselves in harm’s way so that demonic forces do not endanger other, weaker beings. They can and do feel pity for those who succumb to the seductive power of demons, but do not allow this to still their hand when the time comes to mete out retribution.

In many ways, the demon hunter’s concept of “good” is more harsh and uncompromising than the “good” of other adventurers, as those who pursue this vocation for long find it increasingly difficult to maintain hope and compassion in the face of unrelenting, overwhelming despair and evil. By the end of their careers, many good demon hunters have had all traces of mercy, forgiveness, and hope burned out of them; these demon hunters are “good” only in that they do not needlessly kill others, and still raise their blades in defense of the weak, if for no other reason than they know no other way of life.

**Neutral:** Neutrally aligned demon hunters are stern judges and executioners, unburdened by the twin weaknesses of compassion and malice. Unlike the description of neutrality in the PHB, neutral demon hunters are not lacking in commitment, at least not so far as the destruction of demons is concerned. Instead, neutral demon hunters are often hollow shells, men and women so scarred by their encounters with demons that there is little emotion, of any sort, to be found in them.

More so than any others, neutrally aligned demon hunters are frightening. They care about nothing but the hunt and the kill, and would sacrifice anything or anyone in pursuit of their quest to destroy evil outsiders. The church inquisitor who oversees the cleansing of a cult infested town, giving no mercy to any touched by demonic influence, is a good example of a lawful neutral demon hunter, while a character who culls evil outsiders because of their ability to influence the world to an undue degree is a good example of a true neutral demon hunter.

**Evil:** Though very few in number, evil demon hunters do exist. Some evil demon hunters take up this calling because they cannot stand the idea of being...
ings with more power or influence over the world than they. Others become demon hunters because they have been personally wronged by cultists, or by a powerful demon or devil; hunters of this sort are often obsessed with the destruction of a single, specific cult or outsider, and give up their mission when their hated enemy is no more.

Most evil demon hunters, however, did not begin as savage, brutal killers. Instead, they became evil over time, slowly, as the corruption they pitted themselves against worked its way into their souls, and all sense of mercy, compassion and respect for life was burned out of them. These are the most dangerous of the evil demon hunters, for either they do not realize what they have become, or they have fallen so far that they no longer care. Demon hunters of this sort will take any action, inflict any cruelty, all in the name of carrying out their “holy” mission, and always justify the means with the end.

Chaotic: Chaotic demon slayers hunt devils more often than they pursue demons, for the rigid, structured evil of the devil is offensive to their beliefs, and to their natures. While on the hunt, chaotic demon slayers have little use for laws, or social niceties, and will quite happily set fire to a prince’s castle if they find he is in league with devils, the opinions of the local gentry be damned. While many players and game masters consider chaotic characters to be more free spirited and upbeat than other characters, this is certainly not true where the demon hunter is concerned. Instead, most chaotic demon hunters are hard bitten men and women who make their own laws, and are openly scornful of the laws and traditions which allow demons, devils, and their cults to proliferate so freely in the mortal world.

Chaotic demon hunters often work alone, or at least independently of any political or religious institution, believing that to ally themselves too closely to any one group is to hamper their ability to do what must be done. For this reason, they are much feared by cultists and devils who have managed to seize control of governments, or establish their demonic worship as an accepted religion, since the legitimacy they have worked so hard to achieve means nothing to the chaotic demon hunter. At the same time, chaotic demon hunters are often distrusted, or openly reviled by those they seek to protect, since the stench of devils hangs about them, and rumors of their bloody deeds and ruthless tactics spread quickly throughout the civilized lands. The demon hunting ranger who ruthlessly hunts down the agents of a spiritually corrupted bishop is a good example of a chaotic demon hunter, as is the cleric who worships the concept of goodness, and spends his days exorcising devils from the inmates of the kingdom’s asylum.

Lawful: Lawful demon hunters oppose demons more often than devils, because they believe the demon’s unfettered malevolence and their desire to destroy social order are the greatest evils. Lawful demon hunters work in a methodical fashion, planning strategies, creating traps, and thoroughly researching their opponents before beginning the hunt. They prefer to work with established authorities whenever possible, drafting the local constabulary into the hunt, and seeking aid from governments and churches when they can. Lawful demon hunters are methodical in their approach, and honorable in their dealings with others. This does not mean, however, that they are especially kind and compassionate. Lawful demon hunters can be implacable and ruthless in the performance of their mission, and far too stubborn for their own good, for the good of the innocents around them. A strongly lawful demon hunter whose hand is not stayed by compassion will kill every single resident of a town, if he feels the people have fallen too far into darkness and corruption.

Lawful demon hunters rarely work alone. Instead, they seek alliance and sponsorship with governments and churches, drawing on the resources of both to strengthen and compliment their own innate abilities. For this reason, lawful demon hunters tend to be more respected by those around them, as their backing lends an aura of legitimacy to what is too often viewed as an unsavory occupation. Lawful demon hunters also tend to enjoy a longer life than their peers, both because they can count on the assistance of powerful groups, and because they can seek comfort and absolution in allied churches. The demon hunting paladin who quests only at the directive of his church’s elders is an example of a lawful demon hunter, as is the rogue who infiltrates demon cults at the direction of his king.

Roleplaying

While the player is of course free to play his demon hunter as he wishes, the following notes should prove helpful to those wishing to play their demon hunter in a manner consistent with both the themes of this sourcebook, and the body of fantasy literature which involves demon hunters.
The typical demon hunter is grim and focused, a solemn avenger concerned only with his holy quest to destroy demons, devils and their followers, wherever they may be found. While he can and does have friends, he keeps them at arm’s length. Those he loves and respects are often the first targets of his enemy’s vengeance, and demons and devils are clever enough to turn the demon hunter’s allies against him. For this reason, the demon hunter tends to withdraw more and more from human contact over the years, as his friends betray him, or die in his arms. By the end of his career, the demon hunter is almost always alone, nothing but a shadow stalking the dark places of the world, bereft of companionship, bereft of hope.

Demon hunters tend to be quiet and reserved in their dealings, though the iron of their will is readily visible to anyone who pays them even the slightest attention. Many demon hunters are terse, even brusque, even with their closest friends, and are distrusted in equal measure. They see everyone as a potential victim of demonic influence, and thus as a potential enemy. In turn, common men, superstitious as they are, view the demon hunter as a grim maniac, tainted by his contact with dark supernatural forces, and unworthy of admiration, or even kindness. For this reason, demon hunters and commoners get along poorly, with the hunter drifting into town, killing the demon he hunts and then leaving as quickly as he came; only when the demon hunter is gone do the peasants unbar their doors, and even then they speak in hushed tones for weeks afterwards, lest the hunter return and wreak more havoc.

In essence, the demon hunter’s life is a dark one, full of despair, and lightened only by the rare moment of peace and companionship. To truly do the archetype justice, the player must be willing to immerse himself in melancholy and sadness, and should be prepared to allow his character to come