

SLAYER



A FULL 20-LEVEL CLASS OF
TRACKING AND ASSASSINATION



THE SLAYER

Welcome to this Dungeon Masters Guild supplement for the 5th edition of the world's greatest roleplaying game! Within, you'll find the Slayer, a new character class for players to use in their games. This document covers the description and class features of the slayer, providing you with everything you need to play this class in one of your games.

In addition to a core class, you'll find four subclasses: the bounty hunter, the ghostkiller, the monster hunter, and the ninja. Each of these offers a theme to reinforce your own vision of a hunt-and-slay character.

I hope you enjoy the slayer class; if so, then please consider leaving a review so that other players can find it as well! Thanks for reading, and best of luck in your adventure!



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SLAYER

The elf crouched down close to the dirty stone floor. She'd been told there was no way to track this beast, but she was no ordinary hunter. It had definitely come this way.

Colored strings criss-crossed over the assortment of notes and documents covering the wall of the tiefling's study. He stood silently, fingers steeped in thought, before whispering to himself: "The coronation. He'll be posing as waitstaff. But so will I."

The dwarf fled into the forest, panicked. He ran for several minutes before finally stopping to catch his breath and look around. There was no sign of his pursuer. Satisfied, he straightened up and smiled, then felt a blade in his back and the burning of poison throughout his body. He hit the ground without ever knowing who killed him.

THE HUNT IS ON

The worlds of *D&D* tend to be dangerous places. Monsters stand above humanoids on the food chain, cultists perform foul rituals to wreak havoc on innocent people, and even extraplanar beings sometimes intervene in the events of history.

Adventurers take all sorts of approaches to staying ahead of the specter of death. Some meet their foes in open combat while others use tricks and illusions to manipulate circumstances to their advantage. Still others identify a threat, track it down, and slay it — this is the path of the slayer.

Slayers are cunning warriors, using their wits to hunt their prey and take them out efficiently. Some hunt monsters in the wilderness, some slip poison into a noble's drink, and some stab you in the back without ever being seen. Whatever the method, a slayer knows where you've been and where you're going, and has no intention of fighting fair.

GRIM TRACKERS

Slayers don't always have a shiny reputation. They have no sparkly magic tricks to impress people, and no gleaming armor covered in medals of valor. Their work is deadly and efficient, which can often lead others to look at them as amoral assassins.

While this certainly does describe some slayers, others are just as heroic as any storied warrior — they've just chosen a more pragmatic method of operation. They might hunt down monsters or wanted fugitives to keep people safe, or they might serve as a scout and bodyguard for a noble whose work they believe in.

The common thread among slayers is not their motives, but their methods. Whether for selfish or altruistic reasons, a slayer chooses a target and can track them nearly anywhere. Once the slayer catches up with their quarry, they strike with focused determination.

CREATING A SLAYER

As you prepare to make your slayer character, consider what might drive them to choose such a path. Are they simply a very cautious adventurer, avoiding unnecessary risks by always trying to have the upper hand against monsters? Do they have a morbid fascination with poisons? Perhaps they hunt down criminals in pursuit of vigilante justice, or maybe they hunt monsters for money because they feel like that's the only thing they're good at.



THE SLAYER

Level	Proficiency Bonus	Features
1st	+2	Cunning Tracker
2nd	+2	Poisoner, Slayer's Focus
3rd	+2	Ambusher, Slayer's Specialty
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Eyes of the Hunter
7th	+3	Specialty Feature
8th	+3	Ability Score Improvement
9th	+4	Unwavering Focus
10th	+4	Ability Score Improvement
11th	+4	Evasion, Slayer's Focus (+1d6)
12th	+4	Ability Score Improvement
13th	+5	Specialty Feature
14th	+5	Inevitable
15th	+5	Poison Master
16th	+5	Ability Score Improvement
17th	+6	Blindsight, Slayer's Focus (+2d6)
18th	+6	Specialty Feature
19th	+6	Ability Score Improvement
20th	+6	Apex Predator

Once your character learned the first abilities of being a slayer, what motivated them to become an adventurer and join a party? Do they have an attachment to one of their party members? Is it a matter of practicality, wanting to have a group of allies for those times when sneaking up on your enemy isn't feasible? Or perhaps it was the only job they could find at the moment, or they were otherwise forced into an adventuring group by circumstance?

QUICK BUILD

You can create a slayer quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Intelligence. Second, choose the outlander background.

CLASS FEATURES

As a slayer, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per slayer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per slayer level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Poisoner's kit

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Athletics, Acrobatics, Animal Handling, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- A longbow and 20 arrows
- Any two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) leather armor or (b) scale mail and a shield
- A poisoner's kit

If you are using the Starting Wealth by Class variant rule, you begin with 5d4 x 10 gp. A multiclassed slayer must have Dexterity and Intelligence scores of 13 or higher.

CUNNING TRACKER

Your sharpness of mind makes you a formidable hunter of any prey. Whenever you make a Wisdom (Survival) check to track one or more creatures, you can add your Intelligence modifier to the check.

POISONER

Starting at 2nd level, you are well-versed in the use of poison, granting you several benefits.

First, you have advantage on any ability checks you make to harvest or create poisons.

Second, the gold and time you must spend to create a dose of poison is halved.

Finally, you can apply a dose of poison to a weapon or ammunition as a bonus action instead of an action.

SLAYER'S FOCUS

Also at 2nd level, you learn how to use your wits when engaging your target. You can use a bonus action to designate one creature you can see as your quarry. This effect remains in place until you finish a long rest, but ends early if you are incapacitated or if you use this ability again.

You add your Intelligence modifier to any Wisdom (Perception) checks you make to find your quarry, as well as to the damage dealt by your weapon attacks against it. This bonus damage increases by 1d6 when you reach 11th level in this class, and by another 1d6 when you reach 17th level.

AMBUSER

Beginning at 3rd level, you are adept at getting the jump on your foes. You can add your Intelligence modifier to your initiative rolls.

Additionally, once per turn when you use the Attack action to attack the target of your slayer's focus feature, if that creature hasn't taken a turn in the combat yet or is unaware of your attack, you can make one additional weapon attack against the same creature as part of the same action.

SLAYER'S SPECIALTY

Your career as a slayer can take many forms, represented by a specialty you choose at 3rd level: the Bounty Hunter, the Ghostkiller, the Monster Hunter, or the Ninja. Each of these options is detailed at the end of this class description.

Your specialty grants you features when you choose it at 3rd level, and again at 7th, 13th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

EYES OF THE HUNTER

Starting at 6th level, you can see normally in both magical and nonmagical darkness out to a distance of 120 feet.

UNWAVERING FOCUS

Beginning at 9th level, you always know the location of your slayer's focus quarry as long as it's within 120 feet of you, even if the creature is hidden or invisible.

When you make a weapon attack against your quarry and can't see it, your inability to see it does not impose disadvantage on your attack roll.

EVASION

Starting at 11th level, when you are subjected to an effect, such as a red dragon's fiery breath or a *lightning bolt* spell, 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.

INEVITABLE

By 14th level, your skill at tracking your quarry borders on the supernatural. Whenever you make a Wisdom (Survival) check to track one or more creatures, you can treat a d20 roll of 9 or lower as a 10.

Additionally, you are unhindered by magic meant to obscure tracks or otherwise directly interfere with tracking. For example, a creature which had traveled while under the effects of a *pass without trace* spell would be no more difficult for you to track than if the creature had not been affected by that spell.

POISON MASTER

Beginning at 15th level, you have become so experienced with poison that it doesn't faze you. You are immune to poison damage and the poisoned condition.

Additionally, the amount of time it takes you to craft poison is reduced to one quarter the normal amount of time.



BLINDSIGHT

At 17th level, you have supernaturally sharp senses, allowing you to clearly perceive that which you cannot see. You gain blindsight out to a range of 15 feet.

APEX PREDATOR

When you reach 20th level, you are a paragon of the hunt. Your attacks against the target of your slayer's focus feature are made with advantage and score a critical hit on a roll of 19 or 20.

SLAYER'S SPECIALTIES

Different slayers choose different approaches to their arts of hunting and slaying. The slayer's specialty you choose reflects your approach.

BOUNTY HUNTER

The bounty hunter stalks the most dangerous game. While you're certainly capable of making your way in the wild and tracking down animals, your specialty is in following the trails of persons of interest: wanted criminals, noble rivals, or even the target of your own personal grudge. You focus your talents on finding and apprehending intelligent creatures by sorting through webs of clues, following paper trails, and getting into the heads of your targets.

GREATEST DETECTIVE

Starting when you choose this specialty at 3rd level, you have advantage on any Intelligence (Investigation) checks you make in relation to humanoid or other intelligent creatures.

Additionally, whenever you make a Wisdom (Insight) check, you can add your Intelligence modifier to the check.



THE GAME'S AFOOT

Also at 3rd level, you can use an action to designate a specific individual as your nemesis, as long as the individual has an Intelligence score of 6 or higher. You must have a specific individual in mind to select them, but you don't have to know their real name or true form. For example, you can't choose "whoever has been kidnapping the local children," but you could choose a locally infamous outlaw, even if they're known only by a pseudonym.

You have advantage on all ability checks you make to learn, gather, or recall information about your nemesis.

You can have only one nemesis at a time. Once you select a nemesis, you cannot select a new one until at least one week has passed. If you choose a new nemesis, the old one ceases to be your nemesis.

INSIGHTFUL COMBAT

Starting at 7th level, if the target of your slayer's focus feature has an Intelligence score of 6 or higher, you can add your Intelligence modifier to a weapon attack roll you make against them, or use your reaction to add it to your AC against one of their attacks. You must make this choice after you see the roll but before determining the results.

You can use this feature a number of times equal to your Intelligence modifier (minimum once). You regain all expended uses when you finish a short or long rest.

IMPOSTOR

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernable to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

CHECKMATE

Beginning at 18th level, you are at your deadliest when you have time to track down and corner your nemesis. If you have completed at least one long rest since selecting your current nemesis, then you always know the location of that nemesis as long as they are within one mile of you.

Additionally, the first time you hit a creature with a weapon attack after designating that creature as your nemesis, the attack deals an extra 1d8 damage for each long rest you have completed since they became your nemesis, up to a maximum of 7d8.

GHOSTKILLER

The preferred targets of some slayers are the unquiet dead. You specialize in hunting and slaying everything from stray zombies to vengeful ghosts, from decadent vampires to power-hungry liches.

HALLOWED BLADES

Starting when you pick this specialty at 3rd level, the bonus damage from your slayer's focus ability is radiant damage. If your quarry is undead, this damage increases by 1d6.

LORE OF UNDEATH

Also at 3rd level, you gain advantage on any Intelligence checks made to learn or recall information about undead.

GHASTLY AWARENESS

Beginning at 7th level, you have learned to hone your senses against the restless dead. As an action, you can open your awareness to detect undead creatures. For the next minute, you know the location of any such creatures within 60 feet of you, even if they are behind total cover.

You can use this feature a number of times equal to your Intelligence modifier (minimum once). When you finish a long rest, you regain all expended uses.

UNQUENCHABLE SOUL

By 13th level, your spirit is hardened against the horrors of the living dead. You have resistance to necrotic damage, and your ability scores and hit point maximum can't be reduced by the abilities of undead creatures.

SPIRIT DRAIN

Starting at 18th level, whenever you deal radiant damage to an undead, you gain that many temporary hit points.





MONSTER HUNTER

Slayers who specialize in hunting down massive beasts and terrible monsters follow the path of the monster hunter. Though you're certainly not incapable of tracking down a cultist or a thief, you're the one who steps forward when a town needs a hero to go out and slay whatever has been killing villagers in the forest.

TITAN SLAYER

Starting when you choose this specialty at 3rd level, you are especially adept at bringing down mighty prey. The bonus damage from your slayer's focus ability increases by 1d6 if your quarry is Large or larger.

LAND'S STRIDE

Starting at 7th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

MULTIATTACK DEFENSE

Beginning at 13th level, when a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

TOUGH AS NAILS

Starting at 18th level, whenever a Large or larger creature uses an ability that forces you to make a saving throw, you make that saving throw with advantage.

NINJA

Slayers who supplement their tracking and slaying abilities with the art of stealth choose the path of the ninja, striking decisively from the shadows and then disappearing.

UNARMORED DEFENSE

Beginning when you choose this specialty at 3rd level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

CUNNING SNEAK

Also at 3rd level, whenever you make a Dexterity (Stealth) check, you can add your Intelligence modifier to the check. You can use the Hide action as a bonus action.

DISAPPEARANCE

At 7th level, you learn how to make yourself disappear. You can cast *misty step* without using any components. When you cast this spell in this way, you simultaneously become invisible until the end of your next turn. This invisibility ends early if you attack or cast a spell.

You can use this ability a number of times equal to your Intelligence modifier (minimum 1 time). You regain all expended uses when you finish a short or long rest.

IMPROVED DISAPPEARANCE

Beginning at 13th level, you can cast *greater invisibility* on yourself without using any components.

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

DEATH STRIKE

Starting at 18th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Intelligence modifier + your proficiency bonus). On a failed save, double the damage of your attack against that creature.

