

DEMON

HUNTER'S HANDBOOK



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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.



DEMON HUNTER'S HANDBOOK [GMG4320]

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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 the calling because they cannot stand the idea of be-



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, or 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

have difficulty relating to those who have not experienced the true depths of corruption and blasphemy which they encounter each day. Conversely, when a demon hunter chooses to act, he is a blur of motion and righteous fury, crushing his enemies without mercy, and shouting orders with confidence and competence.

Most demon hunters are deeply spiritual, though this does not mean that all demon hunters are fanatical devotees to a particular faith. Instead, many demon hunters are dedicated to the philosophical concepts of good, and righteousness, though the way in which they protect these ideals may be anything but. The demon hunter takes a dim view of those who would question his methods, since he feels that only he has the depth of understanding of the true nature of demons and devils to judge whether his actions are appropriate or not. Those demon hunters who do follow a specific faith are almost always fanatical in their devotion to it, though they rarely rise far in the church's ranks.

Demon hunters distrust, 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

to a sad end, as the demon hunter, his spirit ground down by the grindstone of years and sorrow, sacrifices himself to his chosen cause.

Divine Races

Mortal demon hunters do not oppose evil outsiders alone. The celestial stewards of the upper planes take a vested interest in opposing the machinations of devils and demons, and take steps to ensure that there will always be powerful, good spirits who stand ready to oppose the lower planes. The following two races stand at the forefront of the battle against evil outsiders, and are very well suited for use in a demon hunter campaign.

Steward Archon

The archons, powerful otherworldly entities who embody goodness and freedom, are staunch enemies of demons, devils, and all other, evil outsiders, confronting them whenever and wherever they can. Unfortunately, they are bound by the same cosmic edicts which restrict demons and devils to their fiery pits until summoned by mortals, and so they are forced to spend the majority of their time in the heavenly planes.

To overcome this restriction, some archons willingly strip themselves of a portion of their divine energy, which filters down as a golden rain, suffusing the souls of worthy beings and blessing them with the power to oppose demonic influence on the mortal plane. These blessed few are the steward archons.

Steward archons are kin to aasimar and equivalent to them in both power and in their dedication to the cause of good. Unlike aasimar, who can be of any good alignment, steward archons are unswerving advocates of law, and their brand of holy justice is stern and unyielding. Almost all steward archons are demon hunters, for the call to oppose evil outsiders is in their blood, and in their souls.

Steward Archons as Characters: Steward archon characters possess the following traits.

- ◊ +2 Strength, +2 Charisma
- ◊ Medium size
- ◊ A steward archon's base speed is 30 feet
- ◊ Scent: Steward archons possess the scent ability.
- ◊ Darkvision: Steward archons possess darkvision to a range of 30 feet.

- ◊ Racial Skills: Steward archons gain a +2 racial bonus on all Intimidate and Sense Motive skill checks.
- ◊ Racial Feats: None. A steward archon gains feats according to its character class.
- ◊ Special Attacks: *continual flame*. A steward archon can use this ability once per day, as a 1st level caster, or as the spell cast by a cleric of his character level, whichever is higher.
- ◊ Special Qualities: Resistance to electricity 5.
- ◊ Automatic Languages: Common, Celestial.
- ◊ Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- ◊ Favored Class: Paladin.
- ◊ Level Adjustment +1.

Aasimar

The aasimar, mortal scions of angelic and celestial beings who inhabit the good-aligned upper planes, are among the greatest and most dedicated of demon hunters, noble warriors who throw themselves into battle against the worst horrors of the lower planes without a moment's thought to their own safety.

Aasimar demon hunters tend to take a very active, confrontational stance against demons and their worshipers. Not for them is the way of the gentle counselor, or the forgiving hand of mercy. Instead, they are warriors, huntsmen and judges, using sword and spear to destroy demonic corruption as a doctor uses needles to lance a boil.

Unlike other, purely mortal demon hunters, aasimar rarely succumb to despair and cynicism; though far from eternal rays of sunshine, they at least remain hopeful the battle against corruption and demonic taint can be won. It is this indomitable spirit, more than their divinely inherited gifts, which makes aasimar so dangerous to demons and those who worship, or command them. Unfortunately, it is also what leads so many of them to die at an early age, since they adamantly refuse to give up their "holy" mission, no matter how many times they barely escape death.

Aasimar as Characters: Aasimar characters possess the following racial traits.

- ◊ +2 Wisdom, +2 Charisma.
- ◊ Medium size.
- ◊ An aasimar's base land speed is 30 feet.
- ◊ Darkvision: Aasimars can see in the dark up to 60 feet.



- ◇ Racial Skills: Aasimars have a +2 racial bonus on Spot and Listen checks.
- ◇ Racial Feats: An aasimar gains feats according to its class levels.
- ◇ Special Attacks: *Daylight*.
- ◇ Special Qualities: Resistance to acid 5, cold 5, and electricity 5.
- ◇ Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- ◇ Favored Class: Paladin.
- ◇ Level adjustment +1.

Demon Bane Aasimar: On occasion, an upper planar being wishing to take a more active hand in the fight against demonic evil on the material plane will give over a portion of divine essence to sire an aasimar whose celestial abilities are specifically tied to the destruction of demons and devils of all sorts. Aasimar of this sort gain the following powers, which substitute for specific, normal aasimar racial abilities.

- ◇ Racial Skills: Demon bane aasimar have a +2 racial bonus to all Sense Motive checks, rather than Listen checks.
- ◇ Special Attacks: Demon bane aasimar can cast *protection from evil* once a day as a 1st level caster, or as a caster of their character level. They gain this ability instead of *daylight*.
- ◇ Special Qualities: Demon bane aasimar have resistance to fire 5, rather than electricity 5.

Demon Hunters of Every Class

The demon hunter is not a specific class. Rather, it is a calling, one heard by men and women of all lifestyles, all professions and all outlooks. In most cases, demon hunters are made, not born, pursuing another vocation until the evil influence of demons and devils strikes their village or their families directly. It is for this reason that so many demon hunters are grim, and fanatically devoted to the destruction of all evil outsiders; the tragedies they personally experience cannot be undone, and haunt their every waking moment, so they are determined that no other should suffer as they have.

The following section discusses the strengths and weaknesses of demon hunters from every character class, offering suggestions of both character concepts, and recommended feats, skills and spells.

Barbarian

Barbarians, the quintessential survivors and stalkers of the wilderness, rarely become demon hunters by choice. Instead, the role is almost always thrust upon them, when, in the course of their explorations, they stumble across degenerate cults who still worship demons summoned by long dead sorcerers, or when they encounter devils stalking the ruins of ancient civilizations.

That said, once a barbarian experiences the challenge of pitting himself against an evil outsider, he often develops a taste for the challenge. Demons and devils are among the most powerful beings of any fantasy world, making them the ideal opponents for skilled barbarian warriors, whose battle fury and durability can overwhelm most other beings with ease.

As a demon hunter, the barbarian is rather more upbeat and optimistic in his work than others, reveling in the hunt and the kill, and only rarely troubling himself with thoughts of the horrid corruption he is confronted with on an almost daily basis. For the barbarian demon hunter, fighting evil outsiders is a matter of pitting strength against strength, not a metaphysical contest of good versus evil. For this reason, barbarians often form the emotional core of a demon hunting adventuring party, boosting their grim, emotionally injured allies with unflinching optimism and almost inhuman displays of courage in the face of absolute evil.

Character Concepts: The daredevil hunter, the cheerful killer, the wild champion, the avenger of the old world. The barbarian demon hunter works best when not connected to a particular faith, when not outfitted in the traditional trappings of the demon hunter, and when not role-played with the despair and melancholy so common to others of his profession. In this way, the barbarian character both serves to highlight the sorrow and pain that other demon hunters endure, and to bring a little levity and optimism to what is often a very dark campaign.

Recommended Feats and Skills: The barbarian demon hunter does best when he concentrates on the class's traditional strengths, its ability to both inflict and endure tremendous amounts of damage. Unlike many other classes, the barbarian

cannot hope to stand for long against the supernatural, mind-affecting powers that many demons and devils possess, so he must destroy his enemies before those powers can be brought to bear. Power Attack is a very good feat for the barbarian demon hunter, as is Cleave, particularly if he finds himself in battle with demon cultists frequently. Of the new feats introduced in this sourcebook, Living Sword of Heaven's Vengeance is a particularly good choice, since it increases the barbarian's damage potential against evil outsiders. For a charismatic barbarian, Imposing Manner is another good choice; since he does not have access to skills which aid investigation, he will have to rely on cowering informants to uncover the nature of the demon cults he hunts.

Bard

Bards are one of the classes least likely to become demon hunters, because the archetypal bard, the optimistic entertainer, the roguish jack-of-all-trades with a song in his heart and a quip for every occasion, has little interest in immersing himself in the squalor and despair which the demon hunter must endure every day. This does not mean, however, that the bard cannot become a very effective demon hunter. In fact, with his diverse range of skills and class abilities, the bard can be extremely effective in opposing demons, devils, and the cults supporting them.

The typical bard demon hunter is deeply religious and his songs have more in common with religious hymns or church chorales than with the sagas and lighthearted tavern ditties of his peers. Outfitted with religious iconography, dressed in dark clothes, and carrying a dark wood harp or mandolin strapped to his back, the demon hunting bard is rather more imposing than other bards, and is less likely to find welcome in the common rooms of inns and taverns. Instead, he finds shelter in the local parish, reaffirming the faith of those beset by evil influence, and rallying the local priests to action against cultists and the monstrous entities who lead them.

The most powerful ability the bardic demon hunter possesses is his bardic knowledge. With this ability, the demon hunter can recall obscure facts about demon cults, or discover clues to the secret weaknesses of demons and devils. In a typical campaign, the party will come to rely on this ability in every investigation, and both game masters and players should endeavor to create situations where it will come into play.

Character Concepts: The bastion of faith, the solemn mourner, the voice of the high priest. The bard works best as a demon hunter when roleplayed as the opposite of the bard archetype. The bard demon hunter is serious and dedicated to his mission, and his skills as a musician are important, not because they bring him fame and wealth, but because they allow him to strengthen the mortal faith against the depraved desires of evil outsiders. In a demon hunter adventuring party, the bard often takes the leadership role, directing the actions of even paladins and clerics, both because of his high Charisma, and because of his mix of skills and class abilities.

Recommended Feats and Skills: The demon hunter bard works best when he concentrates his skill choices on those which allow him to collect and interrogate informants, and which allow him to infiltrate demonic cults silently and efficiently. For this reason, Diplomacy, Gather Information, and Sense Motive are critically important, as are Hide, Listen and Move Silently. Knowledge (arcana) and Knowledge (religion) are both useful skills as well, since they allow the character to interpret secret symbols, and Use Magic Device is critical for those demon hunting bards who wish to be able to turn a cult's weapons against it.

In terms of feats, the Demon Slayer's Insight feat is tailor made for the bardic demon hunter, as is Inspirational Bulwark. Otherwise, the bardic demon hunter does very well with feats which boost his skills, such as Skill Focus, Alertness, and Investigator.

Cleric

The cleric is, along with the paladin, the archetypal demon hunter, a man of faith who pits his beliefs and his inherent goodness against the blasphemous hordes of the damned. It goes without saying that the cleric is a true devotee of his faith, with an unshakeable belief in the purity of his cause that makes him a deadly opponent to cultists and evil outsiders alike.

The cleric is one of the few demon hunters who enjoys the respect, the admiration, and even the love of the commoners he protects, because they see him as a holy man whose faith is strong enough to preserve him from the squalor and corruption of demon cults and their masters. For this reason, the demon hunter cleric can expect the support of most good aligned beings when carrying out his duties, as



Variant: Planar Cleric

The planar cleric is a variant base class, very similar to the cleric, with a few specific, important differences. In a campaign, the planar cleric is a servant of the gods who is empowered to confront and defeat demons, devils, and all other evil outsiders. While the layman and the commoner see little difference between the planar cleric and his peers, it is the planar cleric who most often assumes the mantle of exorcist and demon hunter, since his divinely granted abilities are so perfectly suited for that role. In fact, most theologians believe that planar clerics are specifically chosen to oppose evil outsiders, and so most undergo very strict, very specific training within their church to prepare them for the spiritual rigors of challenging demons with blade and will. As a result, planar clerics tend to be much more stern than other priests, and fanatically devoted to their gods; they have to be, if they hope to maintain their faith in the face of corruption given terrible life.

The planar cleric is a variant of the standard cleric class. A character cannot multiclass as both a cleric and a planar cleric, just as a specialist wizard cannot multiclass as another specialist wizard.

Variant Abilities: The planar cleric differs from the standard cleric in the following ways.

Domains: The planar cleric, regardless of alignment or the domains available to his god, must have either the Righteousness or Purity domain. He can select any other domain for his second domain choice, as appropriate for his god.

Turn or Rebuke Evil Outsiders: The planar cleric, rather than gaining the ability to turn undead, gains the ability to turn or rebuke evil outsiders of all sorts (demons, devils, *etc.*). He does this by channeling the holy or profane power of his faith through his holy symbol.

The planar cleric's turn outsiders ability works as the turn undead ability, save that if the planar cleric's level is double the hit dice of the evil outsider or outsiders he turns, the outsider is instantly banished to its native plane for a number of years equal to the cleric's turn damage, rather than destroyed outright. Only if a planar cleric has four times as many cleric levels as the evil outsider has hit dice is it destroyed.

If an evil outsider has possessed another being (see page 34 for details), then the planar cleric, with a successful turn check, forces the possessed being to cower, or retreat as normal. If the cleric has twice as many levels as the possessing outsider has hit dice, then the outsider is forced out of the victim's body; once ejected by a turn check, the outsider is no longer considered turned, though it may not attempt to repossess its former victim for a period of one full day, and may be turned as normal by subsequent checks. If the planar cleric has four times as many class levels as the possessing outsider has hit dice, then the outsider is forced from the victim, and instantly banished to its plane of origin as above. It is not, however, destroyed.

Though evil planar clerics are rare, they do exist. Evil planar clerics can rebuke evil outsiders, just as an evil cleric can rebuke undead. Typically, planar clerics of evil alignment are not demon hunters. Instead, they use their ability to command the allegiance of evil outsiders to establish themselves as the heads of powerful cults, offering up worship both to gods, and to demon kings and devil princes.

As with turn undead, a planar cleric of neutral alignment has the choice of turning evil outsiders, or rebuking them. Once the decision has been made, it cannot be changed.

Spell resistance is not considered when making a turn evil outsiders check.

even those of other faiths recognize his courage, and the value of what he does.

In his church, the demon hunting cleric stands equal to but apart from his fellow priests and clerics. While all clerics are prepared to confront demons and devils when they must, only the demon hunter focuses his duties on their eradication. Since demon and devil infestations can occur anywhere in the world, and since the demon hunter cleric must be free to pursue them at any time, he is rarely assigned to a church or temple of his own. Instead, he oper-

ates as an independent agent, traveling from parish to parish, lending his expertise and his powers to the local bishops and lay priests. It is the rare demon hunting cleric indeed who advances far in his church's hierarchy, at least along traditional paths. Instead, the demon hunter cleric, or exorcist, grows in fame and prestige, becoming a legend to the common man, and an idol to the younger priests of his order.

The demon hunter cleric's most powerful weapon is his spells, of course, since he has a full complement



of divine spells which are specifically designed to oppose evil outsiders. Spells like *protection from evil*, *magic circle against evil*, and *holy word* are exceptionally useful against demons and devils.

Character Concepts: The exorcist, the inquisitor. The cleric works best as a demon hunter when cast in the mold of fire and brimstone puritanical priests, or the infamous witch hunters of the Middle Ages and 17th century. Though these archetypes may seem anachronistic in a typical fantasy campaign, they work very well in play, and truly capture the religious zeal of the clerical demon hunter, which is so important for doing a character of this sort justice. In a demon hunter adventuring party, the cleric is the bastion of faith, the iron wall which protects the spiritual purity of his allies, and the iron fist which crushes cultist, demon, and devil alike.

Recommended Feats and Skills: The feats Cracks in the Armor, Fractured Angel, Indomitable Will, Inspirational Bulwark, and Slave to Heaven's Mandate, all of which can be found in this book, are ideal for the exorcist, since they boost his most critical abilities. Spell Focus is another feat which can be very valuable to the exorcist, as it meshes well with Cracks in the Armor, and gives the demon hunter the critical advantage he needs to overcome demonic spell resistance.

Knowledge (religion) is the demon hunting cleric's most valuable skill, since it is the foundation of his ability to exorcise demons who would possess those of his faith. For this reason, it should be kept at maximum at all character levels.

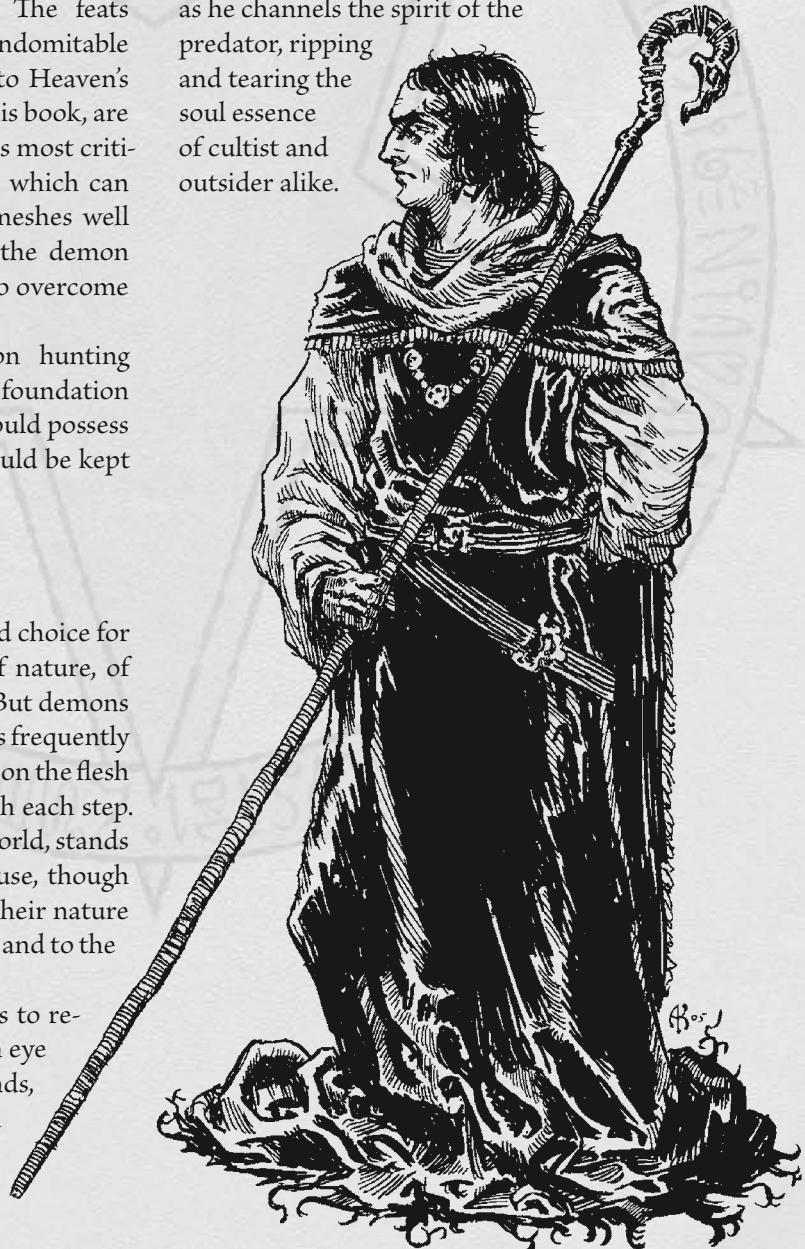
Druid

At first blush, the druid may seem an odd choice for a demon hunter, for his is the world of nature, of beast, and water, and the eternal green. But demons and devils haunt the wilderness almost as frequently as they haunt the civilized lands, feasting on the flesh of beasts, and despoiling the ground with each step. The druid, as the defender of the living world, stands directly opposed to evil outsiders, because, though they are a natural part of the universe, their nature is fundamentally anathema to the green, and to the beasts that dwell in it.

As a demon hunter, the druid prefers to remain in his wilderness home, keeping an eye out for the animals he considers his friends, and ever vigilant for the signs of a demon walking his forest home. When a druid demon hunter does enter the civilized

lands, it is almost always to pursue an evil outsider which laid waste to his chosen territory; when questing in this fashion, the druid becomes a terrifying, implacable enemy, using his spells to choke the streets with thorns and vines, summoning packs of wolves to rip and tear cultist flesh, and calling down lighting bolts to shatter walls and crush his quarry's corruption bloated flesh.

As a demon hunter, the druid is more comfortable with the horrific nature of his foes, for he understands and accepts that it is their nature to gorge on spiritual essence and purity, just as it is the lion's nature to gorge himself on blood and flesh. This absolutely does not mean that he accepts the corruption they bring, or that he offers them mercy; the druid is, perhaps, less merciful than any other demon hunter when he corners his prey, as he channels the spirit of the predator, ripping and tearing the soul essence of cultist and outsider alike.



Character Concepts: Nature's avenger, the angel of the green, the ultimate predator. The druid demon hunter is a figure of myth and superstition, feared by the common man as a wild animal, an uncaring avenger of the wilds who appears from nowhere, lays waste to buildings and entire towns, and then disappears into the depths of the forest, leaving chaos and destruction in his wake. There is an element of truth to this fear. The typical druidic demon hunter is not concerned with the welfare of individuals, caring only for the sanctity and security of the natural world. This means that he will treat the artifacts of civilization with little regard; the druid demon hunter thinks nothing of razing an entire city block to the ground, just so long as the cult which controls it is damaged, or destroyed. Likewise, he will not hesitate to kill even the most influential, high ranking court noble, if he is convinced that noble has been corrupted by demonic forces. Of course, not all druid demon hunters act in this fashion, but most do.

Recommended Feats and Skills: As a primary caster who is also fortunate enough to have considerable melee power thanks to his wild shape, the druidic demon hunter enjoys the best of all worlds. In order to ensure that his spells can affect evil outsiders, he should strongly consider both the Spell Focus and Spell Penetration feats. Additionally, since the druid will most often come to grips with devils and demons while in his wild shape form, since that ability affords him his best protection against attacks, he should select the Natural Spell feat at the earliest opportunity.

In terms of skills, the druid demon hunter should maintain significant ranks in the Diplomacy skill, for those times when he must convince suspicious peasants or local officials to help him in his duty. Listen and Spot will be very important skills as well, since wilderness based demon cults always try to camouflage their altars and gathering places. Finally, Spellcraft is another critically important skill for the demon hunting druid, since it helps him recognize and prepare for the spells of cultists and demons, as well as recognize the signs of recent demon summoning.

Fighter

Demon hunters of the fighter class are blunt instruments in the war against evil outsiders. They are warlords and killers, putting cults to the sword, and razing demon infested villages in an orgy of blood

and fire. Fighters who become demon hunters are solemn warriors who go about their tasks with grim precision, counting on force of arms to carry the day, since they have no sorcerous powers or overwhelming faith to rely on. The demon hunting fighter typically arms himself with a variety of exotic arms and armor, each of exquisite make and all intended to take advantage of their prey's specific weaknesses.

The demon hunting fighter is very straightforward in his actions. He roots out demon cults by shaking down potential informants, then kicks in the door and kills everyone who dares raise a hand against him. Whenever possible, he seeks to stop cults before they are able to summon their masters to the mortal plane, because, for all his martial skill, he has difficulty slaying more powerful outsiders. For this same reason, the demon hunters of this class are very willing to work with allies, preferably with spellcasters who can use their spells to counteract the magical abilities of demon princes and devil lords.

Demon hunting fighters are often employed full time by pious kings, and by religious organizations that have need of those who have martial skill. Even churches with ready access to paladins find use for demon hunting fighters, as they are not hampered by codes of morality, allowing them to act as the situation demands, free of ethical concerns.

Character Concepts: King's executioner, black ops specialist, implacable avenger. The demon hunting fighter is a powerful warrior, self assured but unafraid to seek help when he needs it. Free of the ethical restrictions that dog some other demon hunters, the fighter is often ruthless, making up in efficiency what he lacks in supernatural power.

Demon hunting fighters often go more than a little crazy, particularly after they have been at the job for a few years. Since they have poor Will saves and lack the social skills necessary to sense and protect themselves against falsehood, they are comparatively easy prey for demons, devils and the more cunning of their mortal servants. Those who avoid such fates often do so by becoming harder and more vicious than those they oppose, treating peasants cruelly and doing anything it takes to destroy their foes, regardless of the cost to those around them.

Recommended Feats and Skills: One feat which every demon hunting fighter should strongly consider is the Iron Will feat, as it will give him a critical boost to his attempts to save against the mind affecting abilities of evil outsiders. For the same reason, the Fading Spirit and Dead Inside feat chain, found in this sourcebook, are excellent



choices, since they will boost his Will save bonus to levels equal to that of a wizard or cleric.

With his vast number of bonus feats, the demon hunting fighter is spoiled for choice. Power Attack is an excellent choice for those fighters who expect to face high hit point outsiders, while the Cleave feat is good for tearing through hordes of cultists. Since he can afford to dedicate feats to specialized tasks, the demon hunter fighter should consider gaining proficiency in one or more exotic weapons, as their focused bonuses will give him the edge in battle. The new weapons introduced in this book are ideal for that task.

The demon hunting fighter's skill choices are very limited, and most of his skills will not be directly applicable to slaying evil outsiders. Intimidate is the exception to this, as it is the demon hunter's only way of reliably forcing informants to talk, or gaining the cooperation of local officials; regardless of what other skills he must sacrifice, the demon hunter should ensure that his Intimidate skill is at maximum ranks each level.

Monk

The monk is the odd man out, in terms of his place in the typical campaign world. With his eclectic mix of skills and class abilities, however, the monk is a fantastic demon hunter, versatile enough to excel at both reconnaissance and killing.

Most monks who become demon hunters are carrying on the traditional work of their temples. In a typical campaign world, there will be several temples whose only purpose is turning out martial artists well versed in the ways of demon and devil fighting. Most of these temples have a strong religious component, and many were in fact founded by angelic beings who wished to create a mortal weapon to stand against demon and devil cults.

Demon hunter monks are less concerned with enlightenment than traditional martial artists. Instead, enlightenment comes to them as a natural consequence of their strong, martial spirit overcoming the constant, corrupting temptations of their chosen prey. Since they do not pursue enlightenment as a goal in itself, demon hunting monks are usually far earthier than their peers, and are much more concerned with the well being of their fellow man. They also tend to be more rough and tumble than their more philosophical brethren, unafraid to immerse themselves in the squalor of civilization, and associate with the roughest elements of society.

Character Concepts: The chosen slayer, the living weapon of the gods, the aspiring angel. The demon hunting monk is a skilled, mystical warrior, whose abilities give him a considerable edge in the fight against evil outsider influence in the mortal world. The monk often prefers to work alone, as he combines all the skills of a formidable warrior, a wise mystic, and a stealthy infiltrator, but he is wise enough to understand that a group can sometimes accomplish more than any one man, no matter how skilled.

Demon hunting monks are supremely confident in their abilities, and generally resistant to the melancholy and despair that plagues so many other demon hunters. That said, when a demon hunter monk falls, he falls hard, usually as a result of throwing himself against a subtle, demonic opponent whom he was completely unprepared to face.

Though they are overwhelmingly lawful beings, monks reserve equal hate for both demons and devils. They despise the former for their uncontrolled decadence and murderous inclinations, and the latter because they pervert the wills of men using the tools of reason and focused will.

Recommended Feats and Skills: Slave to Heaven's Mandate and Living Sword of Heaven's Vengeance are both excellent, thematically appropriate choices for those monks who come from temples focused on training and guiding demon hunters. Stunning Fist is another good choice for the demon hunting monk; though he cannot easily use it on demons or devils, if he can use it at all, he can use it to capture demon cultists, the better to interrogate them at his leisure. One of the chief problems the monk demon hunter has is his inability to pierce the damage reduction of many evil outsiders. For this reason, he should strongly consider augmenting his fighting abilities with feats like Weapon Focus, applying them to a special monk weapon, which he can then enchant with the special properties necessary to harm demons.

The monk's skill list includes several critical demon hunting skills. Hide, Listen, and Spot will all serve the monk very well when he needs to find and infiltrate a demonic cult's stronghold, while the Diplomacy skill gives him the ability to convince townsfolk and local officials to aid him in his word. Tumble is another very important skill, since it will allow him to bypass guards to strike at demons directly, or to intercept a sorcerer before he can complete a summoning ritual. Though he does not have all the skill points necessary to purchase every



skill of use, the demon hunting monk should also have at least half his level in ranks in the Knowledge (arcana) skill, which gives him the ability to recognize demon sign, and to interpret occult symbols.

Paladin

The paladin is the quintessential demon slayer, a holy warrior chosen by the gods to directly oppose the machinations of the lower planes. Unlike other paladins, who fight for the concept of good, and stand ready to oppose evil of any sort, the demon hunting paladin is focused solely on the destruction of demons and devils. While he will not stand idly by as robber barons or orc raiders terrorize innocents, he does not permit the deterring of such "lesser evils" interfere with his holy crusade, since the well being of the eternal soul, and the sanctity of the mortal world as a whole, are far more important to him than any temporary misery.

Most demon hunting paladins are called to the duty after direct confrontation with demonic hosts or cultist activity. Others are exalted by the gods for the work they have already done in opposing evil outsiders. In any case, demon hunting paladins are fanatically devoted to their cause, to a degree that can make others uncomfortable in their presence.

The way in which a demon hunting paladin carries out his work varies from character to character. Some prefer to operate as the traditional shining knight, inspiring others to action by confronting demons, devils and those who serve them directly, in honorable combat. Paladins of this sort often have short but spectacular careers, slaying demons by the dozen, then falling prey to cunning traps laid down by a cult, or to betrayal at the hands of those less morally upright than themselves. Other paladins prefer to go about their work more quietly, skulking in the shadows and only revealing themselves, and the full extent of their divine fury, when they have fully investigated the situation, assessed the dangers, and taken steps to ensure they are prepared for betrayal.

Character Concepts: The mortal angel, the zealous crusader, the righteous inquisitor. The demon hunting paladin is a ferocious, powerful warrior blessed by the gods with the ability to crush demons, devils, and other outsiders wherever they are found. The paladin is a shining example of everything that is good and noble in the mortal spirit, and in many ways, the polar opposite of the demons and devils he slays.

Demon hunting paladins are often far less optimistic, and far more hardened than other paladins. Having endured many betrayals and hardships in their mission, they are very careful in selecting their allies, and very quick to strike at those they think may betray them. While they must, in order to maintain their exalted status and abilities, hold themselves to a certain standard of decency and mercy, many demon hunting paladins skirt the line of what would be acceptable behavior for other paladins. For the most part, this is acceptable to the gods they serve, who recognize that evil outsiders, and those who serve them, are evils which must be eradicated without mercy, without pity, and without remorse.

Recommended Feats and Skills: The paladin's class abilities are perfectly suited for his work as a demon hunter. To bolster his capabilities, he should strongly consider selecting the Living Sword of Heaven feat. Likewise, for those players who wish their paladins to evoke the flavor of a doomed champion, the Slave to Heaven's Mandate feat is both powerful and thematically appropriate. Otherwise, since the paladin is a class which functions best when directly confronting opponents in melee combat, the demon hunter paladin should strongly consider the Power Attack feat.

While the paladin, thanks to his special mount, is a very skilled mounted combatant, the demon hunter can ill afford to expend his feat choices on mounted combat, as the majority of his battles against evil outsiders, and their cultist followers, will take place in temples, tumble down warehouses, or other, enclosed locations, where mounts will be more of a hindrance than a help.

In terms of skills, the demon hunting paladin must invest skill points in either Diplomacy or Sense Motive, and preferably both. Both skills will prove critically important for any paladin who hopes to overcome the natural cunning of evil outsiders, or who wishes to ensure the cooperation of local officials, few of whom will oppose demon cults without being strongly convinced. Should the paladin have other skill points to spend, then he should favor ranks in the Knowledge (religion) skill, so that he is well versed in all manner of religious practices, both sacred and profane.

Ranger

The ranger is the quintessential hunter, and thus is, in many ways, the ultimate demon hunter. The ranger's strength is literally in the *hunting* of demons, so ranger



demon hunters can usually be found stalking across every corner of the world, seeking out rumors of rampaging demons and devils, tracking them down, and bearding them in their lair. While no demon hunter feels anything but loathing for his sworn enemy, none match the white hot, killing hatred of the demon hunting ranger. A ranger who hunts demons or devils does not do so because he wishes to preserve the sanctity of the mortal world. Instead, he does it because he cannot stand the idea of such evil beings even existing, to the point where he must dedicate his life to their absolute eradication. While the paladin and the cleric approach demon hunting with unmatched religious zeal and an unshakeable sense of duty, the ranger approaches it with nothing but an unquenchable murderous rage.

The demon hunting ranger functions best when running demonic enemies to ground, and then killing them when they are helpless, or at least as helpless as ancient, near immortal and staggeringly powerful spirits can be. For this reason, the ranger conducts his hunts with careful precision, laying traps and destroying a demon's or cult's support network before moving in for the kill. He uses fear for his own ends, sniping opponents and doing his best to inspire terror, the better to force his enemies to make mistakes.

The demon hunting ranger is very different from his woodsman kin, preferring to stick close to civilization, as that is both where the majority of demon cults can be found, and where demons and devils prefer to find their prey.

Character Concepts: The tireless killer, the man with nothing left to lose. The demon hunting ranger is possessed of an overwhelming hatred for all things demonic, and is solely focused on the hunt and the kill. While he can be reasonable and even friendly with those who do not share his hatred, he holds himself aloof from the concerns of the mortal world, and hesitates to make deep attachments to anyone, lest those attachments impede him in his quest to destroy all evil outsiders.

The demon hunting ranger is prone to long bouts of melancholy on those occasions when he cannot pursue his calling, and is only truly happy when on the hunt. When hunting, he thinks of nothing else, and cannot be dissuaded from stalking his prey for any reason, no matter the worthiness of the cause. To say that the demon hunting ranger is fanatical is an understatement of incredible proportion, and even other demon hunters will have difficulty matching his devotion to the cause.

Recommended Feats and Skills: The demon hunting ranger is an excellent candidate for the Slave to Heaven's Mandate feat, as his fanatical devotion to killing evil outsiders matches the mood of the feat perfectly. He can also make excellent use of the Living Sword of Heaven feat, as its benefits, coupled with his favored enemy bonuses, will enable him to destroy demons quickly and very efficiently. Since the ranger is so fanatically devoted to his chosen cause, and since his Will save is poor, he can also make good use of the Fading Spirit and Dead Inside feats, both from a mechanical and thematic standpoint. Finally, since the demon hunting ranger has comparatively few hit points in comparison to the demons and devils he faces, he is well advised to select feats which improve his skills with ranged weapons, particularly bows.

In terms of skills, in order to be an effective demon hunter, the ranger must dedicate skill points at each level to his Hide, Listen, Move Silently, Spot, and Survival skills. With his extra skill point at each level, the ranger should purchase ranks in Search and Handle Animal, as the former will allow him to uncover clues from the bodies of the cultists he kills, and the latter will help him train his animal companions, so that they can better serve him in his chosen mission. Craft is another useful skill, as it allows the demon hunter ranger to prepare traps and snares to wound or destroy his prey.

Rogue

Daring, cunning, fearless. The rogue who chooses to pit himself against demons, devils, or any other sort of evil outsider is all of these things and more. The rogue demon hunter is especially dangerous, because only he is capable of beating evil outsiders at their own game; he has more guile than a demon, and is a better liar than all but the most deceitful of devils. The rogue understands the subtle dance of word and blade, and he can subvert demon cultists, infiltrate cults, and carve the heart from a summoned devil before it draws its first breath.

Many demon hunting rogues are former cultists themselves, who underwent a change of heart when exposed to the true, inhuman depravity of those they worshiped. Since they have first hand experience with the inner workings of demon cults, these sorts of rogue demon hunters are perhaps the most dangerous sort of opponents for demons and devils. Other demon hunting rogues carry out their mission as trained operatives for churches, or powerful



government institutions, working in the shadows to destroy cults before their existence is revealed to the citizenry and, more importantly, before their machinations can threaten the established order of the kingdom. Rogues of this sort are often less dedicated to their mission than other demon hunters, doing the work because they are told to, not because they harbor any hatred for cults, or the beings that command them.

Character Concepts: Reformed cultist, the church's enforcer, the black hand of the king. The demon hunting rogue is a cunning killer, a skilled liar, and a gifted infiltrator, fully capable of blending in with any demon cult. Ruthless and daring, he risks hideous death at the hands of immortal beings far mightier than he, but does not hesitate to oppose any evil outsider who crosses his path.

The demon hunting rogue prefers to oppose demons by stymieing their cults' attempts to summon them. In this way, he can destroy the cult without having to face their master, who will undoubtedly be more powerful than the rogue. To better accomplish this goal, the rogue initiates a campaign of assassination and coercion, bribing local officials, intimidating or seducing cultists, poisoning the unholy water the cultists cleanse themselves in, and so on. The demon hunting rogue is also very willing to work with other adventurers whose skills compliment his own, though they may never know he has "allied" himself with them, as he uncovers clues about demonic cults and then feeds them to other, more martially powerful demon hunters, all without revealing his presence.

Demon hunting rogues, particularly those with cultist backgrounds, often come to regret the less savory activities they engage in, and are prone to mental and emotional fatigue. Many end up taking greater and greater risks, all in the name of alleviating their guilt, and in the desperate hope of feeling emotion and passion again, even if only for a fleeting moment. For this reason, they can be dangerous to associate with, as their daredevil tendencies put their friends at great risk.

Recommended Feats and Skills: The rogue is the master of skills, with points enough to master any skill he wishes. For the demon hunting rogue, the most critical skills are Bluff, Diplomacy, Disguise, Gather Information, Hide, Intimidate, Listen, Move Silently, Search, Sense Motive, and Spot. Since not even the rogue has skill points enough to maximize the ranks of each of these skills, he should be prepared to dedicate a significant score to his

Intelligence. In addition, he need not select both Diplomacy and Intimidate, and should select only one to focus on. When he can, he should also assign skill points to Craft, Decipher Script, and Disable Device, as those skills will allow him to unravel the secret codes of cultists, and set and remove traps.

Sorcerer

The demon hunter sorcerer is empowered by his blood to stand against demons, devils, and all their kin. His spells are born in his spirit, meaning he is a deadly weapon in the war for control of mortal souls. Many sorcerer demon hunters are in fact the offspring of demon and mortal unions; shamed by their parentage, they seek to atone for the debauched actions of their mortal parent, and the blasphemies of their inhuman sire, using their hell-spawned powers in service of good, or perhaps more appropriately, in service of revenge and anger.

Other demon hunter sorcerers are granted their incredible arcane powers as a result of angelic influence, as the powerful spirits of the celestial planes invest a portion of their eternal, sacred power into a worthy champion. Sorcerers of this sort are calm and serene, even in the face of absolute evil, for they know the holy spirit of the lords of good, and light protects their souls.

In any case, demon hunter sorcerers are, like demon hunting paladins, born to the duty, the spells they manifest focused around the binding of demons, and the summoning of celestial beasts capable of rending demons and devils limb from limb.

Character Concepts: The demon spawn, the child of angels, the rebellious son. The demon hunting sorcerer is a being of contradictions, possessed of staggering arcane might, often directly inherited from devils, who uses his abilities to counter the plots of the lower planes at every opportunity.

The life of the sorcerous demon hunter is hard, particularly for those who are the offspring of demons themselves. In a typical campaign, the sorcerer is already a figure of fear and suspicion, because his powers are considered unnatural at best. Combine this with a demonic heritage, or even just a propensity to meddle in the affairs of demon cults, and you have a recipe for scorn, distrust, and outright hatred. Since they are often so outcast from society, sorcerers are easy prey for the twin demons of despair and self-loathing, so they are apt to skirt the edges of evil, even as they continue to crush devils and devil cults with ruthless abandon.



Recommended Feats and Skills: It is critically important that the demon hunting sorcerer be able to affect his prey with his spells. For this reason, Cracks in the Armor is an essential feat for any sorcerer who hunts evil outsiders. To ensure his ability to pierce spell resistance, the sorcerer should also strongly consider the Spell Penetration feat.

In terms of spells, the demon hunting sorcerer often knows the full range of *summon monster* spells, the better to summon up celestial creatures to do battle with demons directly. In addition, he is likely to know several spells which inflict direct damage upon his demonic opponents, so he will wish to consider selecting the Spell Focus and Greater Spell Focus feats, the better to ensure outsiders cannot overcome his spell save DCs.

The sorcerer is very skill poor, both in terms of skill points and in skills applicable to demon hunting. Whenever possible, he should add skill points to his Bluff, Concentration, Knowledge (arcana), and Spellcraft skills, as each will have some application in his chosen calling. Since he has so few skill points,

it is likely that he will have to split his advancement across several levels, and will not have the impressive skill totals of some other classes. Fortunately, his spells, if they are well chosen, will more than make up for this deficit.

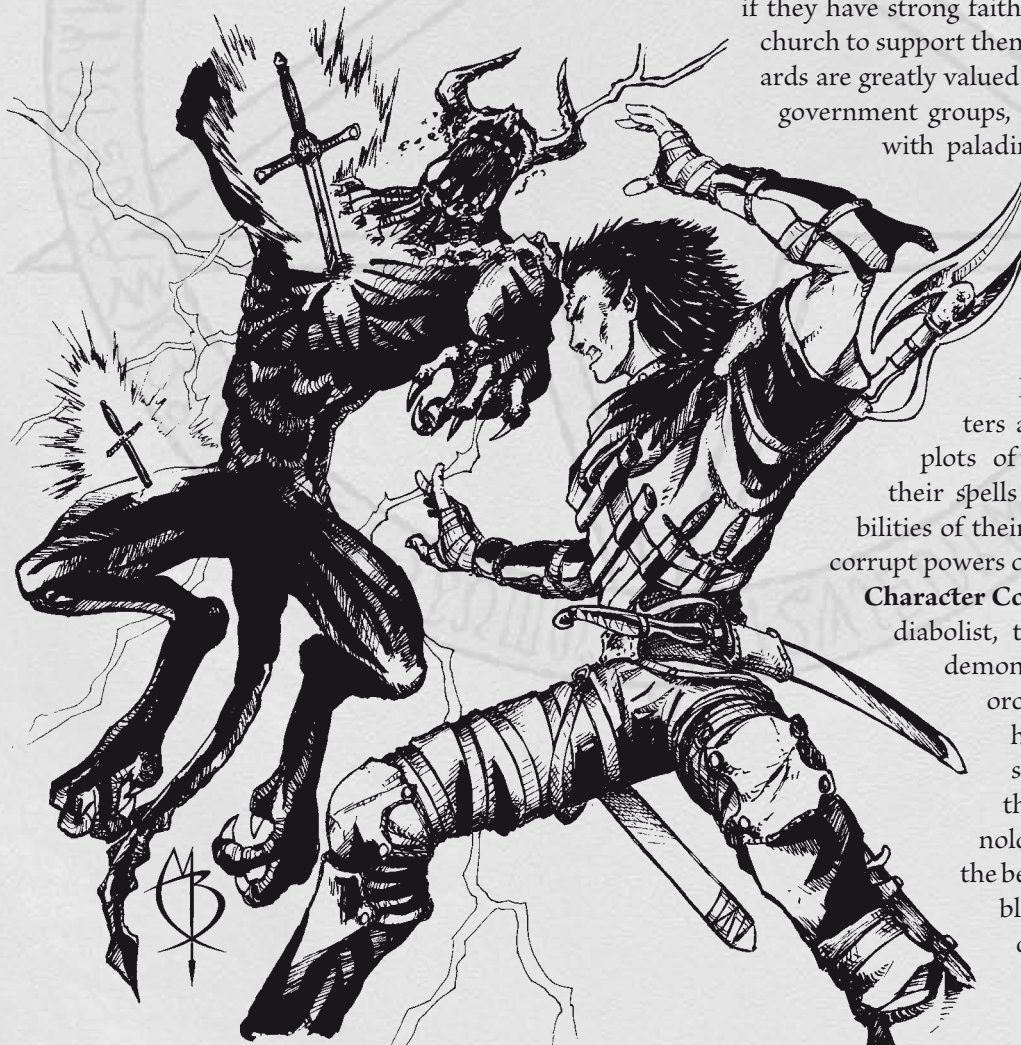
Wizard


Demon hunting wizards are dangerous opponents for evil outsiders, because the arcane spells they command are capable of negating any and all of a demon or devil's abilities. At the same time, wizard demon hunters are perhaps the class most likely to succumb to temptation and give themselves over to the service of those they opposed. This is because the wizard has unmatched access to spells which can summon and bind demons, and more than one demon hunting wizard has, in attempting to "turn the power of demons against themselves," grown addicted to the power he wields, and fallen under the sway of those he presumed to command.

Not all wizards succumb to this fate, particularly if they have strong faith, and the backing of a church to support them. Demon hunting wizards are greatly valued by both churches and government groups, and are often teamed with paladins, fighters and other

martially skilled demon hunters. In this capacity they function as both advisor and support, using their knowledge of all matters arcane to counter the plots of demon cultists, and their spells to enhance the capabilities of their allies and render the corrupt powers of devils ineffective.

Character Concepts: The reformed diabolist, the church sponsored demonologist, the arcane exorcist. The wizard demon hunter surrounds and suffuses himself with the tools of the demonologist and the diabolist, the better to understand the blasphemous natures of those he fights. He is obsessed with the study of astrological





charts, pores through ancient tomes of corrupt aspect, dissects the bodies of demons and devils he slays, and sometimes, but only sometimes, summons and binds demons to serve his ends, commanding them to destroy their fellows, or simply forcing them to provide him with much needed information on the strengths of the lower planar hosts. As he grows in might and in confidence, the wizard demon hunter might even risk extended forays into the black pits himself, there to destroy demons and devils in their lairs, and more importantly, to gather information which will serve his cause on the mortal plane.

The demon hunting wizard often skirts the borders of sanity, or crosses them completely, as his in-depth study of the corrupt nature of evil outsiders unhinges his mind. In rare cases, this will lead to the wizard going over to the side of those he opposed, as he comes to admire their perfect decadence, their unmatched blasphemy. Usually, however, he falls instead into a horrific fantasy world all his own, seeing secret, arcane symbols and signs of demon blasphemy everywhere; paranoid, restless and plagued by nightmares, he is but a shell of his former self, and though he maintains full control over his spells, the way in which he chooses to use them is often self-destructive and dangerous to those around him.

Recommended Feats and Skills: In terms of feats, the wizard demon hunter is well advised to arm himself with the Cracks in the Armor feat, as that will ensure his ability to pierce the spell resistance of his evil outsider enemies. Likewise, the Spell Focus and Greater Spell Focus feats will help him in battle against more powerful outsiders, who have significant saving throw bonuses in all areas. Since the wizard has almost unlimited access to arcane spells of all types, he can make very good use of the various Craft Magic Items feats, both for making items for his own use, and more importantly, for crafting items for his demon hunting allies.

The wizard class's skill list is not conducive for creating a demon hunter who can move well in high or low society. Instead, the wizard demon hunter must concentrate on more esoteric skills, trading the ability to influence cultists and local officials with his verbal skills, for the ability to influence them with a well timed *charm person* spell. In order to truly excel as a demon hunter, the wizard should invest significant ranks in the following skills: Concentration, Craft (for magic items), Decipher Script, Knowledge (arcana, the planes, religion), and Spellcraft. Fortunately, the average demon hunting wizard has Intelligence enough to master each of these skills.

Prestige Classes

The way of the demon hunter requires many specialized skills, for those who hunt demons must be prepared and equipped to deal with the corruption and blasphemous genius of demons, devils, and the cults who do their bidding. Not so much a job one chooses, as a mission one is called to, demon hunters have their own culture and traditions, which manifest themselves in unique combinations of skills and abilities. In a fantasy game, these unique combinations are represented as prestige classes.

The following prestige classes are intended for use by demon hunters only, as they represent the specialized abilities of those whose sole focus is the eradication of evil outsiders. Each is designed to represent one of the iconic types of demon hunters, and is well balanced for use in any demon hunting game. While these prestige classes can also be used in a game which does not strongly feature adventures against lower planar opponents, be warned that they may be weak in comparison to more generalized prestige classes.

The Bound Spellcaster

I am alone now. There are none who will take me in, none who will acknowledge my existence, none who will call me brother. I am made pariah by mine own hand. Those who stood beside me, who hunted at my side, laughed with me, and who swore to fight and die to protect me, now shun me, and seek to slay me. I do not blame them, and were it otherwise, were they the ones who have done as I have done, then I must admit that I would raise blade and spell against them.

So why did I do it? Why did I allow myself to become corrupted, to become this... thing? Because it had to be done. Because I alone have acknowledged the truth, I alone have rejected the pretty delusion they and others of their ilk cling to. What is this truth?

We cannot win.

The legions of hell are infinite, the soldiers invincible, immortal, and perfect in their corruption. Mortals, no matter their faith, no matter their courage, no matter their strength, cannot stem the tide of their advance, no more than a child can halt the river's flow with his cupped hands. All that we do, all that we can do, is but delay the inevitable.

Table 1: The Bound Spellcaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Assume demon flesh, soiled purity, demonic ally	+1 caster level
2	+1	+3	+0	+3	Shatter corruption's strength +1	
3	+1	+3	+1	+3	Up the darkling path	+1 caster level
4	+2	+4	+1	+4	Darkened spirit	
5	+2	+4	+1	+4	Shatter corruption's strength +2	+1 caster level
6	+3	+5	+2	+5	Improved binding	
7	+3	+5	+2	+5	Fury of hell	+1 caster level
8	+4	+6	+2	+6	Shatter corruption's strength +3	
9	+4	+6	+3	+6	Blackened soul	+1 caster level
10	+5	+7	+3	+7	Dark ascendance	+1 caster level

But it need not be this way. The demons and the devils that plague us can be destroyed, but only if we turn their power against them. The cost is terrible, yes, but what does the weight of one soul, my soul, matter when measured against the purity of all the souls of men?

The bound spellcaster is a prestige class for those wizards and sorcerers who oppose demons by turning their own power against them. The bound absorbs the strength and corrupt essence of a lower planar outsider, gaining incredible physical and spiritual might, but sacrificing his soul in the process.

Hit Die: d4

Requirements

Base Will Save: +5

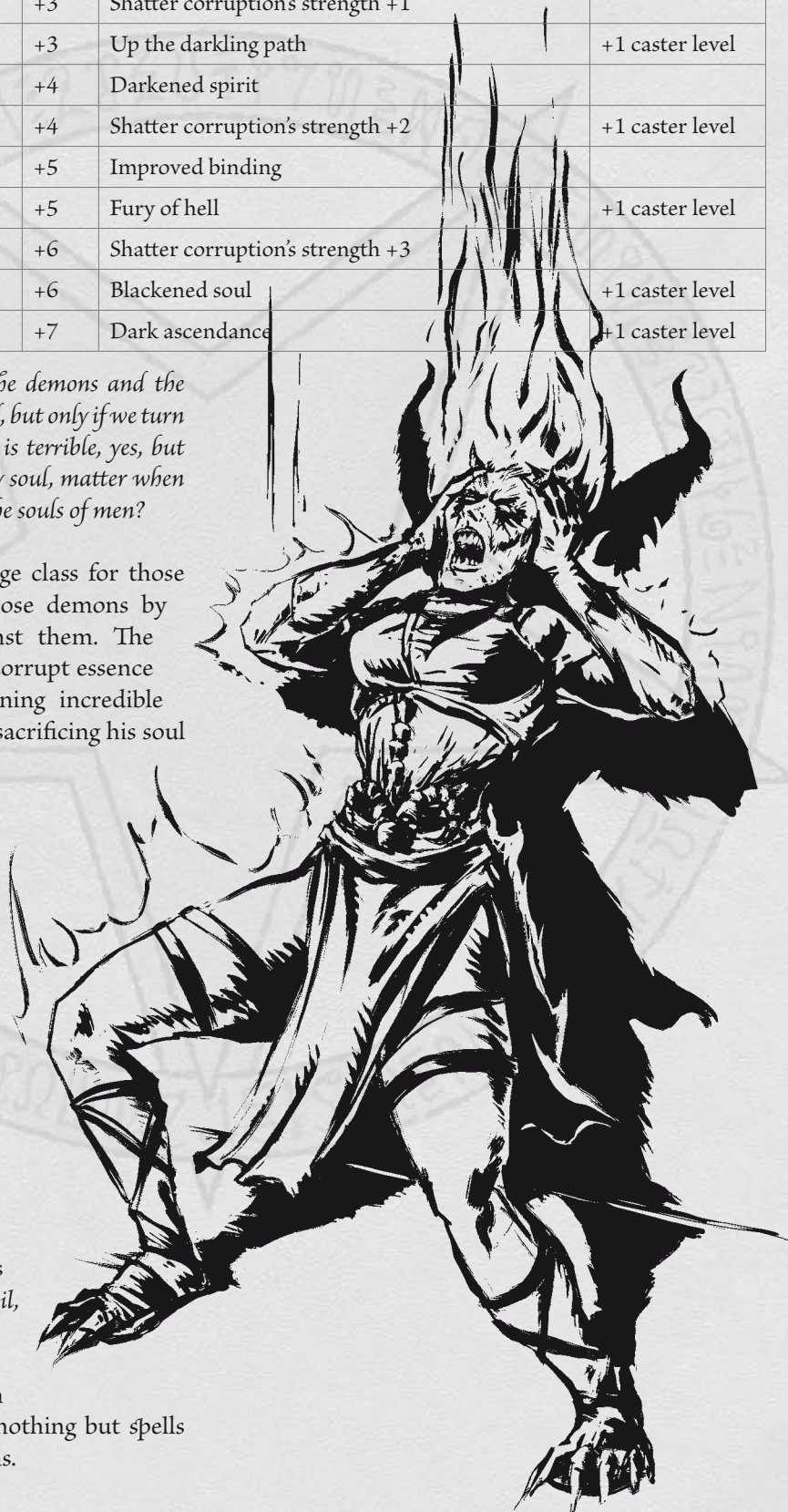
Skills: Knowledge (the planes) 10 ranks, Spellcraft 10 ranks

Feats: Spell Focus (Conjuration), Spell Penetration

Alignment: Any non-evil (see below)

Spells: Ability to cast arcane spells of 4th level and above, and three of those spells must be *magic circle against evil*, *lesser planar binding* and *dimensional anchor*.

Special: Must destroy a demon or devil in single combat, using nothing but spells and personally crafted magic items.



Class Skills

The bound spellcaster's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int bonus

Class Features

All the following are class features of the bound spellcaster prestige class.

Weapon and Armor Proficiencies: The bound spellcaster gains no new weapon proficiencies, nor does he gain proficiency with any armor, or shields.

Spells Per Day: A bound spellcaster continues training in spellcasting to supplement his study of demons and devils. At 1st, 3rd, 5th, 7th, 9th, and 10th level, the bound adds new spells per day (and spells known, if applicable) as if he had gained a level in an arcane spellcasting class he belonged to before becoming a bound. He does not, however, gain any other abilities a character of that class would gain (such as bonus spells, or improvements to familiars). This essentially means that the bound spellcaster adds his class levels to the caster level of any one arcane class he already possessed.

Assume Demon Flesh (Ex): In an effort to gain both understanding of and power over fiends of all sorts, the bound spellcaster summons the essence of either a powerful demon or powerful devil and, through a blasphemous ritual of the darkest sort, strips its spirit flesh and binds it to his own. In so doing, he gains the strength that only the pure, corrupt essence of the beasts of the lower planes can bring, but also dooms his soul to a slow, relentless spiral down into darkness and squalor.

In order to perform the ritual, the bound must summon and bind a lower planar being of at least half his own caster level in hit dice. To do this, he must prepare a *magic circle against evil*, summon the creature with some variation of the *planar binding* spell, and then imprison it with a *dimensional anchor*. Assuming this is done correctly, then the caster can attempt to force the bound outsider to merge with his own body, and subsume its spirit into his own. Since this is not a standard service the demon can be bound to, the bound spellcaster must force the issue, using a Charisma check as per the *lesser planar binding* spell; the check cannot be modified

by promises of reward, since no demon would ever willingly risk having its spirit effectively destroyed, even for the scant few centuries a mortal spellcaster might be expected to live. Instead, the bound spellcaster can increase his chances of successfully binding the outsider by collecting items of personal value to it, such as a sacrificial knife used by a cultist who worshiped it, or by seeking out and discovering its true name. The bonus received depends upon the importance of the items used; a sacrificial knife, for example, would add a +1 to the check, while knowledge of the outsider's true name would grant a +6 bonus. In any case, the total bonus to the caster's check can never rise above +6. Should the caster fail to compel the demon, he can try again, as per the rules for the *lesser planar binding* spell, gaining the same bonus, if applicable, from the artifacts he possesses.

Assuming the bound spellcaster is successful in compelling the outsider, then it is immediately destroyed, its spirit flesh torn from its bones and absorbed into the caster. The caster is immediately and irrevocably transformed, his body taking on vestigial signs of demonic taint; he sprouts short horns, his tongue forks, his teeth extend slightly, he exudes the slight stench of brimstone and burning flesh, and a light dusting of dark scales erupts from his body.

At this point, the bound spellcaster begins to transform into a half-fiend, gaining some of the powers of that template. At 1st level, he gains the following:

- ◇ +1 bonus to natural armor class.
- ◇ The spell-like abilities of a half fiend with hit dice equal to his caster level. These abilities improve as the bound sorcerer improves in power.
- ◇ Darkvision to 30 ft.
- ◇ +2 save versus poison.
- ◇ Resistance to acid 5, cold 5, electricity 5, and fire 5.
- ◇ +2 Str, +2 Dex, +2 Int.

Soiled Purity (Ex): When the bound spellcaster devours the spirit flesh of a demon, its corruption permanently stains his soul, leading him one step closer to the path of evil, and the ways of the evil outsider. His alignment shifts one step towards evil; for example, from good to neutral.

Demonic Ally (Ex): As the bound spellcaster is transformed by his dealings with the lower planes, so too is the familiar who serves him. When the

character takes on his 1st level as a bound spellcaster, his familiar gains the fiendish template. The template is applied as normal, save that the fiendish familiar gains the ability to smite evil once per day, rather than good. In addition, the familiar gains the ability to speak any and all lower planar languages.

The transformation the familiar undergoes is more than spiritual, as his outside visage shifts and morphs to a more demonic form. The familiar develops crimson scales or smooth skin covered in small, grotesque boils. His eyes blaze with cold fire, and steam rises from his paws whenever they make contact with the mortal plane. When the familiar gains the ability to speak, his voice becomes a low hiss, reverberating and echoing with a dozen unnatural tones. No matter its size, the familiar takes on a hulking appearance, more massive and imposing than any natural animal of its type.

Shatter Corruption's Strength (Ex): Beginning at 2nd level, the bound's spiritual connection to evil outsiders allows him the ability to overcome their supernatural resistance to mortal spells. He gains a +1 profane bonus to his caster checks to pierce the spell resistance of evil outsiders, and adds a +1 profane bonus to the spell save DCs of all spells cast against evil outsiders.

At 5th level, the bound's profane bonuses to both piercing spell resistance and the DCs of his spells increase to +2, and at 8th level, they increase to +3.

Up the Darkling Path (Ex): At 3rd level, the bound spellcaster's spirit soaks up more of outsider's corrupt power, further transforming the character's body and soul. He gains the following new abilities from the half-fiend template:

- ◊ He gains a claw and bite attack, as per the description of the half-fiend template.
- ◊ He gains the ability to perform a *spell smite*. Once a day, he can add a bonus equal to his caster level to the damage inflicted by any spell. This bonus applies only to spells cast against evil outsiders.
- ◊ He gains damage reduction 5/magic.
- ◊ +2 Con, +2 Cha.

Darkened Spirit (Ex): When the bound reaches 4th level, the slumbering spirit of the outsider within him stirs, poisoning his eternal soul. The bound spellcaster's alignment shifts one step on the law-chaos axis, towards the alignment of the outsider he bound. So, for example, a bound spellcaster of chaotic alignment who assumed the spirit flesh of a devil would move one step towards lawful, to neutral in this case. If the bound spellcaster's

alignment is already the same as the outsider's, then nothing happens.

Improved Binding (Ex): The bound spellcaster understands how to bind and control summoned evil outsiders. Beginning at 6th level, he gains a bonus equal to his bound class level to all Charisma checks made to compel evil outsiders to perform a service, as per the *lesser binding spell*. In addition, he can draw a diagram to make his *magic circle against evil* more secure (as per the spell description) in only one round, and need not make a Spellcraft check when doing so.

Fury of Hell (Ex): By 7th level, the bound spellcaster's spirit has almost fully consumed the demon bound within his body. He gains the following abilities from the half-fiend template, which stack with those he already possesses.

- ◊ His claw and bite attacks are considered magic weapons.
- ◊ He gains immunity to poison.
- ◊ He gains bat wings, allowing him to fly at his base speed, with average maneuverability.
- ◊ He gains spell resistance equal to his caster level +10.
- ◊ His darkvision increases to 60 ft.
- ◊ His damage reduction increases to 10/magic.

Blackened Soul (Ex): At 9th level, the bound spellcaster has become thoroughly corrupted by the evil outsider's will. His alignment shifts one more step towards evil. An evil bound spellcaster does not necessarily abandon his role as a demon hunter, but he becomes infinitely more cruel in his methods.

Dark Ascendance (Ex): At 10th level, the bound spellcaster's spirit shreds the defenses of the outsider within him, and he undergoes a dark apotheosis. He gains all the following abilities from the half-fiend template, and is now a full half-fiend.

- ◊ His type changes to outsider, though he does not recalculate his hit dice, base attack bonus, or saves. He is considered a native outsider.
- ◊ His resistance to acid, cold, electricity, and fire increases to 10.
- ◊ His total caster level is now equal to his bound spellcaster class levels + his previous arcane caster levels, but only for the purposes of determining his spell resistance, his ability to *spell smite*, and his access to the half-fiend's spell-like abilities.
- ◊ +2 Str, +2 Dex, +2 Int.



The Preserver

All things in the natural world are sacred. The stream is sacred, as are the rocks it flows upon, as is the salmon who swims its cool depths. So too, even, are men, for all that they would spurn the purity of the wild, of the green, in favor of their cities of dead stone, and lifeless wood.

Demons and devils are not of this world. They are blasphemies, loathsome parasites who prey upon those whose weakness created them: man. They are scavengers, stalking the mewling herd of humanity, culling the weak and devouring their souls. For this, I do not hate them. It is their nature, their destined place in the celestial design. The jackal is a scavenger, and so, too, is the lion in his fashion, bringing down the elders of the herd, the young, the sickly. If demons and devils would but be content with their place, I would wish them nothing but good hunting, for all must feed. It is the way of nature.

But they are not content. They are not satisfied destroying the works of men, rending their flesh, and devouring their souls. Instead, the demon must destroy all that he surveys, for no purpose save amusement, and the devil must slay all beasts he encounters, though he will not suffer their flesh to cross his lips. Nature will not suffer needless waste, or needless death lightly. It will permit only balance, it will permit each only what it needs to survive, and no more.

And so I must hunt.

The preserver is a prestige class for those druids chosen by the will of nature to oppose the depraved plans of the lower planar beasts. The preserver is the living embodiment of the balance of the natural world. The preserver slays demons and devils not because they are evil, but because they are wasteful, and because they corrupt the natural balance with their very existence.

Hit Die: d8

Requirements

To qualify to become a preserver, a character must fulfill all the following criteria.

Base Attack Bonus:
+5

Skills: Knowledge (nature) 8 ranks, Spellcraft 8 ranks, Survival 8 ranks



Table 2: The Preserver

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+0	+2	Nature's sheltering palm +1, wild shape progression, celestial companion	+1 caster level
2	+1	+3	+0	+3	Nature's fury +1, wild shape (Tiny)	+1 caster level
3	+2	+3	+1	+3	Celestial shape 1/day	+1 caster level
4	+3	+4	+1	+4	Celestial beast	
5	+3	+4	+1	+4	Nature's sheltering palm +2	+1 caster level
6	+4	+5	+2	+5	Nature's fury +2, celestial shape 2/day	+1 caster level
7	+5	+5	+2	+5	Timeless body	+1 caster level
8	+6	+6	+2	+6	Wild shape (Huge)	
9	+6	+6	+3	+6	Nature's sheltering palm +3, celestial shape 3/day	+1 caster level
10	+7	+7	+3	+7	Nature's fury +3, celestial ascendance	+1 caster level

Feats: Natural Spell, Track

Special: Must have the ability to wildshape; must have slain an evil outsider using nothing but divine spells or attacks using a wildshape animal form.

Class Skills

The preserver's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (the planes) (Int), Ride (Str), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int bonus

Class Features

All the following are class features of the preserver prestige class.

Weapon and Armor Proficiencies: The preserver gains no new weapon proficiencies, nor does he gain proficiency with any armor or shields.

Spells Per Day: A preserver continues training in spellcasting, to supplement his study of demons and devils. At 1st, 2nd, 3rd, 5th, 6th, 7th, 9th, and 10th level, the preserver adds new spells per day (and spells known, if applicable) as if he had gained a level in a divine spellcasting class he belonged to before becoming a bound. He does not, however, gain any other abilities a character of that class would gain (such as bonus spells, or improvements to familiars). This essentially means that the preserver adds his class levels to any druid caster levels he already possessed.

Nature's Sheltering Palm (Su): It is the preserver's sacred duty and his pleasure to stand up against the corrupt power of the lower planes, and to turn nature's fury against those immortal, blasphemous beings which would see it destroyed or thoroughly perverted. Nature responds to the preserver's dedication, giving him the strength to resist the boundless power of evil outsiders of all sorts. Beginning at 1st level, the preserver gains a +1 sacred bonus to all saving throws against the supernatural powers or spell-like abilities of evil outsiders. This bonus only applies while the preserver is in a natural wilderness environment. This means it does not apply while the preserver is within the boundaries of a typical city or dungeon, but would apply if he were adventuring in a natural underground environment, such as a cavern.

At 5th level, the preserver's sacred bonus to saving throws increases to +2, and at 8th level, his bonus increases to +3. The benefits of this ability stack with those gained from the Fading Spirit feat, and other similar feats.

Wild Shape Progression (Ex): The preserver maintains his close ties with the natural world, and so his ability to assume the shape of animals is not weakened. He adds his preserver class levels to his druid class levels for the purposing of determining his total number of wild shape uses per day. He does not, however, gain the alternative wildshape abilities the druid class receives (such as the ability to become a tiny creature, or a plant), nor does he gain the separate ability to transform into an elemental except as granted by this class's specific special abilities.



Celestial Companion (Ex): The sacred power of the natural world does not just protect the preserver; it also guides and strengthens his animal companions. Starting at 1st level, the preserver's animal companions are considered to be celestial creatures, gaining all the benefits of that template. An animal companion who leaves the preserver's service immediately loses the benefits of the celestial template. In addition, the preserver adds his class levels to his druid class levels to determine the power and the special abilities of his animal companion.

Nature's Fury (Su): The natural world does not willingly bear the corrupt touch of fiends, and so it empowers the preserver with the strength to destroy evil outsiders wherever they may be found in the natural world. Beginning at 2nd level, the preserver gains a +1 sacred bonus to all attempts to pierce spell resistance, and a +1 sacred bonus to the save DCs of all spells cast against evil outsiders. This bonus only applies while the preserver is in a natural wilderness environment. This means it does not apply while the preserver is within the boundaries of a typical city or dungeon, but would apply if he were adventuring in a natural underground environment, such as a cavern.

At 6th level, the preserver's sacred bonus increases to +2, and at 10th level it increases to +3. The benefits of this ability stack with those gained from feats like Cracks in the Armor.

Wild Shape (Tiny): At 2nd level, the preserver gains the ability to assume the shape of an animal of Tiny size, exactly as the druid ability of the same name.

Celestial Shape (Su): The preserver is empowered by the spirit of the green, the living voice of the natural world. He is suffused with its sacred power, and can draw upon it in times of great need to become something more than man or beast, the living incarnation of the holy spirit of nature and humanity. Beginning at 3rd level, preservers can wildshape into the form of an animal enhanced by the half-celestial template.

At 6th level, the preserver can assume a half-celestial form twice per day, and at 9th level he can do so three times each day. These half-celestial wildshape uses are in addition to the preserver's normal number of wild shape uses each day.

Celestial Beast (Sp): The preserver's spells are empowered by the living force of nature, and when he summons animal allies to fight at his side, only the most majestic and regal respond. Beginning at

4th level, when the preserver casts a *summon nature's ally* spell, the summoned animal or animals are considered to have the celestial animal template.

Timeless Body (Ex): The preserver's work is so important that the green is reluctant to lose him, and so his body remains hale and hearty well into his advanced age. At 7th level, the preserver gains the druid's timeless body class ability, and no longer suffers penalties do to aging.

Wild Shape (Huge): In order to better combat physically powerful, evil outsiders, the preserver is empowered by nature to assume the shapes of massive animals. Beginning at 8th level, the preserver gains the ability to wildshape into an animal of Huge size, exactly as the druid ability of the same name.

Celestial Ascendance (Ex): The preserver is nature's angel, the living embodiment of all that is good and right in the natural world. At 10th level, he undergoes a profound spiritual metamorphosis, becoming a being of sublime natural purity. He gains all the benefits of the celestial template.

The Righteous Sword

Is there hope for man? Of course, that's a foolish question. Man is strong, and more resilient than most would wish to admit. So there is always hope. But truly, hope is not enough. The drunkard has hopes, the fool has hopes, but neither will ever see those hopes fulfilled. Why, you ask? Because they have no will, no heart to turn hope into reality. Mankind as a whole is much the same.

I hunt demons, and I slay devils. That is my purpose, that is my calling, and it is my pleasure. But I cannot stand against the hordes of Hell alone. No one can. Therefore, it is also my duty to awaken man from his malaise, to turn him again to the heavenly paths, that he might walk at the side of angels and regain his holy authority.

Even now, I do not stand alone. There are others brave enough to stand against Hell, and though I do not always agree with their methods, I know that they have found the path, and I know they will lead others to it. Soon enough, the day will come where I will not be one among a few. I will stand, one among legion, a man like any other. And I will be proud to do so.

The righteous sword is a prestige class for those holy warriors who have dedicated themselves to the fight against demons, devils, and all who would support



them. The righteous sword is a towering force for good, and the perfect prestige class for clerics, paladins, and to a lesser extent, rangers.

Hit Die: d10

Requirements

To qualify to become a righteous sword, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (the planes) 8 ranks, Knowledge (religion) 8 ranks

Feats: Inspirational Bulwark, Living Sword of Heaven's Vengeance.

Spells: The character must be able to cast divine spells.

Special: In order to enter this prestige class, the character must have slain a demon in single combat, using nothing but weapons and divine spells.

Class Skills

The righteous sword's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int bonus

Class Features

All the following are class features of the righteous sword prestige class.

Weapon and Armor Proficiencies:

The righteous sword is proficient in all simple and all martial weapons. He is proficient in light, medium and heavy armor, and with shields.

Spellcasting: The righteous sword continues to gain power as a divine spellcaster. Each time he gains a new level in the righteous sword prestige class, he may gain new spells per day and as if he had also gained a level in whatever divine spellcasting class he possessed before adding the prestige class, as indicated on table 3. He does not, however, gain any other benefit a character of that class would have gained (added smites per day, favored enemy bonuses, etc). This means that he adds the level of righteous sword to the level of whatever divine spellcaster class he has, then determines spells per day and caster level appropriately.



Table 3: The Righteous Sword

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+2	+0	+2	Turn evil outsiders, a good man's wrath +2	+1 caster level
2	+2	+3	+0	+3	Smite evil 1/day	
3	+3	+3	+1	+3	Living inspiration	+1 caster level
4	+4	+4	+1	+4	Enforced honor 1	
5	+5	+4	+1	+4	A good man's wrath +4	+1 caster level
6	+6	+5	+2	+5	Improved Living Sword of Heaven's Vengeance	
7	+7	+5	+2	+5	Fearsome champion	+1 caster level
8	+8	+6	+2	+6	Smite evil 2/day	
9	+9	+6	+3	+6	Enforced honor 2	+1 caster level
10	+10	+7	+3	+7	Annihilation, a good man's wrath +5	+1 caster level

Turn Evil Outsiders (Su): The righteous sword is the living embodiment of celestial wrath, the agent of the divine on the mortal plane. Beginning at 1st level, he gains the ability to turn evil outsiders, as though he were a planar cleric of his righteous sword class levels. If the righteous sword already has levels in the planar cleric variant class, then the class levels stack for the purposes of turning evil outsiders.

A Good Man's Wrath (Ex): When battling evil outsiders, the righteous sword's wrath is awesome to behold. Starting at 1st level, he gains a +2 sacred bonus to all damage rolls made with ranged or melee weapons, but only when attacking evil outsiders.

At 5th level, the bonus to damage increases to +4, and at 10th level, the bonus to damage increases to +5.

Smite Evil (Su): The righteous sword can summon up incredible divine power when confronting evil outsiders, power enough to lay them low with a single blow. Once a day, beginning at 2nd level, he can add his Charisma modifier to his attack roll and his class level to his damage, with any one attack made against an evil outsider. The decision to use this ability must be made before the attack roll is attempted. If the righteous sword has any existing paladin levels, then they stack with his class levels in righteous sword for the purposes of determining bonus damage. In addition, if the righteous sword uses his paladin granted smite evil ability to attack an evil outsider, then he may add his righteous sword levels to the bonus damage.

At 8th level, he gains the ability to make a second smite evil attack each day. The bonus damage granted by this ability stacks with that gained from the good man's wrath ability.

Inspirational Bulwark: The righteous sword is a pillar of holy strength, a shining example of the courage of men. At 3rd level, he gains the Inspiration Bulwark feat for free. Since he already has the Inspiration Bulwark feat, he gains the bonuses for selecting it a second time. Should he already have selected the feat twice, then the bonuses to his own saves against fear increase to +5 and his ally's bonuses to saves against fear effects caused by evil outsiders also increase to +5.

Enforced Honor (Su): The righteous sword of heaven embodies truth and honesty, so much so that other beings find it difficult to propagate falsehoods around him. Beginning at 4th level, the righteous sword radiates a continuous *zone of truth* effect, as the spell cast by a cleric of his class levels. The righteous sword's paladin and cleric class levels stack with his righteous sword class levels for determining the caster level of the enforced honor effect.

At 9th level, the truth effect which surrounds the righteous sword becomes so powerful that reality itself cannot lie to him. He gains a bonus equal to half his class level against all spells of the illusion school.

Improved Living Sword of Heaven's Vengeance (Ex): The righteous sword is the bane of all evil outsiders, his weapons striking strong and true. At 6th level, the bonus from the Living Sword of Heaven's Vengeance feat is doubled; against evil outsiders, the righteous sword's critical modifier is increased by 2, and the critical multiplier of his weapon is increased by 2 steps total, from $\times 3$ to $\times 4$, for example.

Fearsome Champion (Ex): The righteous sword is feared by all evil outsiders, for he is incorruptible and sworn to their destruction. Beginning at 7th level,

the righteous sword gains a bonus to Intimidate skill checks equal to his class level, but only against evil outsiders, and cultists who serve them.

Annihilation (Ex): The righteous sword will suffer no evil outsider to live. At 10th level, he gains the annihilation ability. When he kills an evil outsider, that outsider is absolutely and permanently destroyed, rather than being banished to its home plane.

The Reformed Cultist

Sometimes, I like to tell myself that I only fell in with the cult because I was young and stupid. Sometimes, I tell myself I did it because I had no other choice, that I needed the money, that without the cult's power I never would have escaped my village, that by refusing their offer, I would have ended up dead, or worse, a sacrifice on their altar. Yes, sometimes I tell myself these things, but never once do I believe them.

The truth is, I joined the cult because I wanted more than I had. My parents were hopeless scum, they had nothing, they wanted nothing, except drink. They always wanted one more drink. They sold my sister to a slaver — I hear she's dead now — and they sold my little brother to... someone, I don't know who. I hope for his sake that he's dead too. So, I guess I didn't think I had much choice.

No, forget that. That's just an excuse. There is always a choice. I joined the cult because I wanted to, because they had the power, and I wanted it for me. They said they wanted my sworn allegiance, and I gave it to them, for what it was worth. They said they wanted my soul,

and I gave it to them. Wasn't using it anyway. They said they wanted a sacrifice, to show my dedication, and so I gave them my parents. That was the easiest thing I ever gave.

And so I spent some time with them, and I did things, many, many things that I am not proud of. But I made something of myself, finally, I got the power. Looking back, the demon we served didn't seem like such a bad fellow, really, and that's the danger. They never do seem bad, they give you power, they give you glory, they make you feel like you belong. All for the cost of your soul — and if you're the kind of man who thinks joining a demon cult is a good idea, then chances are your souls bound for hell already.

I'd like to say that I quit the cult when things went too far, when they crossed the line. Truth is, I didn't. I didn't quit the cult, I just lived when it died. To this day, I don't know why Magda spared me, when she killed so many others. Yeah, I sold out the cult to her, but turning on your friends to save your own skin? That's worthy of death. But the fact remains that when she killed the demon, she gave me back my soul. Well, she gave me back the chance to reclaim my own soul. Like she said, I may have promised my soul to one demon, but I sold it to all of hell. So now, I'm trying to repent the only way I know how. Killing demons, destroying cults, using what I know to bring them down from the inside. It's not a job for heroes, but it's the right job for me.

The reformed cultist is a prestige class for those who have turned from the demons and devils they once worshiped, and now seek to repent for their evil by destroying cults from the inside. It is the perfect class for those hunters who prefer subtle methods, and

Table 4: The Reformed Cultist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Occult insight, sold soul
2	+2	+3	+0	+3	Sneak attack +1d6, resist diabolic magic
3	+3	+3	+1	+3	Demon sense
4	+4	+4	+1	+4	Spell trick
5	+5	+4	+1	+4	Sneak attack +2d6, resist diabolic magic
6	+6	+5	+2	+5	Nameless and faceless
7	+7	+5	+2	+5	Spell trick
8	+8	+6	+2	+6	Sneak attack +3d6, resist diabolic magic
9	+9	+6	+3	+6	Bonus feat
10	+10	+7	+3	+7	Spell trick, know thy enemy





who use their skills and their wits, not their spells and muscles, to carry out their sacred mission.

Hit Die: d6

Requirements

To qualify to become a reformed cultist, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Bluff 10 ranks, Decipher Script 10 ranks, Intimidate 10 ranks, Use Magic Device 10 ranks

Feats: Fading Spirit, Persuasive

Special: Must have been a member of a cult that worshiped an evil outsider

Class Skills

The reformed cultist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spell-

craft (Int), Spot (Wis), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int bonus.

Class Features

All the following are class features of the reformed cultist prestige class.

Weapon and Armor Proficiencies: The reformed cultist gains no new proficiencies with weapons, armor, or shields.

Occult Insight: The reformed cultist knows all the tricks of demonic cults. He knows their organization, he knows their goals, and he understands their methods. Beginning at 1st level, the reformed cultist gains a bonus equal to his class level to all Bluff, Decipher Script, Forgery, Gather Information, Intimidate, Sense Motive, and Spellcraft skill checks, but only when those skills are used in matters directly related to demonic cults, or to evil outsiders themselves.

Sold Soul (Ex): The reformed cultist sold his soul to Hell long ago, and though he now works to atone for his sins, his soul is still forfeit. Fortunately for him, there are advantages to having no soul. The reformed cultist is immune to the effects of the

magic jar spell and to the effects of other, similar spells, spell-like abilities, and supernatural powers which directly affect the soul.

Unfortunately, no matter how hard the reformed cultist attempts to atone for his previous sins, and no matter how hard he works to change his spirit, his soul is gone with little to no hope of recovery. When a reformed cultist dies, whether by violence or by natural causes, his soul is instantly and irrevocably devoured, either by the evil outsider who originally claimed his soul or by the corrupt essence of the lower planes itself. As a result, the reformed cultist cannot be raised or resurrected from the dead by any mortal means; even the power of *miracle* and *wish* spells are insufficient. The only ways a reformed cultist can recover his soul are through direct divine intervention, or by journeying to the lower planes and winning back his soul directly.

Sneak Attack: The cultist does not fight fairly. He is the knife in the dark, the subtle blade, striking when his victims least expect, and when they have no defense. The reformed cultist fights the same way, ambushing cultists and outsiders alike, and slitting their throats. Beginning at 2nd level, the reformed cultist inflicts an extra 1d6 points of damage any time he strikes while his opponent is unawares, or unable to defend himself. This ability works exactly as the rogue ability of the same name, and the damage from this ability stacks with sneak attack damage gained from rogue class levels or other, similar sources.

At 5th level, the reformed cultist's sneak attack damage increases to 2d6, and to 3d6 at 8th level.

Resist Diabolic Magic (Ex): The reformed cultist has first hand knowledge of the spells and supernatural abilities used by evil outsiders, and by the cultist-priests who serve them. At 2nd level, the reformed cultist selects any one spell school (except divination or universal). He gains a +2 saving throw bonus against spells of that school, and against spell-like abilities and supernatural powers which mimic spells of that school. This bonus only applies against spells cast by evil outsiders, or by demon cultists.

At 5th level, and again at 8th level, the reformed cultist selects an additional school of magic, gaining the +2 bonus to saving throws as above.

Alternately, if the player wishes, he can instead choose to increase his bonus to resist spells of a school he has already selected. In this case, his bonus to saves against spells of that school increases by +1.

Demon Sense (Su): The reformed cultist was so thoroughly immersed in the lore of evil outsiders

in his former life that he can sense their presence, sniffing them out as a hound might sniff out a rabbit. His demon sense works as the spell *detect undead*, save that it detects the presence and strength of evil outsiders, rather than undead. This ability works unconsciously, so the reformed cultist need not concentrate to maintain it, and it works continuously.

Spell Trick (Sp): The reformed cultist is a dabbler in matters both arcane and divine, having learned minor incantations during his days as a fanatical demon cultist. At 4th level, he gains the ability to cast any one 1st level spell from the cleric or sorcerer/wizard spell list, as a cleric or sorcerer of his class level. The reformed cultist can cast this spell once each day, but cannot cast any spell with the *good* descriptor.

At 7th level, the reformed cultist gains the ability to cast any one cleric or sorcerer/wizard spell of 2nd level, once per day as above. In addition, he gains the ability to cast his 1st level spell trick an additional time each day.

At 10th level, reformed cultist gains the ability to cast any one cleric or sorcerer/wizard spell of 3rd level, once per day as above. In addition, he gains the ability to cast his 1st and 2nd level spell tricks an additional time each day. This means that he can cast his 1st level spell trick three times each day, his 2nd level spell trick twice, and his 3rd level spell trick once each day.

Nameless and Faceless (Ex): The reformed cultist has obliterated all legacies of his former life, becoming a wanderer with no ties, and no past. For this reason, he is able to blend in anywhere, and imitate any culture. At 6th level, he gains the ability to alter his appearance at will, as by the *alter self* spell. In addition, he is completely immune to *scrying* of any sort.

Bonus Feat: At 9th level, the reformed cultist gains one of the following as a bonus feat: *Dead Inside*, *Demon Slayer's Insight*, or *Imposing Manner*. He gains the benefits of the feat, even if he does not meet the feat's prerequisites.

Know Thy Enemy (Ex): The reformed cultist understands demons better than the demons understand themselves. At 10th level, whenever the reformed cultist strikes an evil outsider with a critical hit, he temporarily cuts its tether to the lower planes. During the round in which the evil outsider suffered the critical hit, and for the round immediately following, it cannot use any supernatural or spell-like abilities.



Chapter Two:

Demon Hunter Abilities

I care nothing for gold and trinkets, save for their use in my chosen mission. Wealth is transient, an illusion, a crutch for those who refuse to see what is truly important. Gold will not save your soul, but its lure may damn it. So I care nothing for the skills of “adventurers.” Faith matters. Courage matters. The demon hunter understands this, must understand this, if he is to survive. Will, a blade, and knowledge of his enemies, these are the tools of the demon hunter. Know yourself well, know your enemy better, and you will know victory.

The demon hunter is not an adventurer — not in the traditional sense, anyway. He has no time to quest for gold, he has no interest in tournaments, and no desire to fight orc warlords in faraway lands. He cares only for opposing and destroying demons, devils, and all the other beasts of the lower planes. As a result, his skills and his talents develop dif-

ferently than other adventurers do. This chapter introduces new feats, new skill uses and new equipment designed with the needs and the themes of the demon hunter in mind.

New Demon Hunter Feats

The ways of the demon hunter are not the ways of other adventurers. Demon hunters are holy men and hard-bitten killers, pitting themselves against evil, immortal beings, armed with nothing but their wits, and if they are lucky, the support of a church or sympathetic celestial being. These new feats are intended to represent the full spectrum of the demon hunter experience, and to give mechanical representation to the common themes of literature and film which

Table 5: New Feats

Feat	Prerequisites	Benefit
Cracks in the Armor	Cast arcane or divine spells	+1 CL, +2 vs. SR against evil outsiders
Demon Slayer's Insight	Int 13+, Skill Focus (Knowledge [the planes])	+4 to certain skill checks vs. evil outsiders
Dominant Thoughts	Outsider with ability to possess mortals	+4 DC to possession attempts
Mortal Coil	Dominant Thoughts	+4 Will saves to resist exorcism
Fading Spirit	—	+2 save vs. mind-affecting abilities of outsiders
Dead Inside	Fading Spirit	+4 save vs. mind-affecting abilities of outsiders, +2 to save vs. all outsider abilities
Fractured Angel	Wis 13+, Cha 13+	Attacks holy and magic for purposes of damage reduction
Improved Exorcism	Skill Focus (Knowledge [religion])	+4 to Knowledge (religion) checks for exorcisms
Indomitable Will	Iron Will	Reroll certain failed Will saves
Imposing Manner	Cha 13+, Skill Focus (Intimidation)	+2 to Bluff, Gather Information, Intimidation, and Sense Motive
Inspirational Bulwark	Wis 15+	+2 save vs. fear; immune to fear caused by evil outsiders
Living Sword of Heaven's Vengeance	Good alignment	Increase threat range by one increment in melee against evil outsiders
Slave to Heaven's Mandate	Good alignment	Given quests by good outsiders

concerns demons, and those who hunt them. These feats are intended for use by demon hunting characters only, and can only be selected by other characters with the express permission of the game master.

Cracks in the Armor

Brother Santodenerius knows more about the spiritual nature of fiends than any other living being, save the fiends themselves, and he knows how to exploit their weaknesses. There is no better ally to the demon hunter than he. I've not seen one of his spells fail, and that is more than I can say for other so-called priests.

Prerequisites: Ability to cast arcane or divine spells.

Benefits: Your extensive studies of outsiders have given you an understanding of their nature which allows you to exploit the weaknesses of their corrupt spirits. You gain a +2 to all caster checks made to pierce the spell resistance of evil outsiders and the saving throw DCs of any spells you cast are increased by +1 when used against evil outsiders.

Special: When casting any spell with the good, or holy descriptor, your bonus to pierce spell resistance increases to +4, and the save DC of the spell is increased by +2.

Dead Inside

I worry for my friend Martinius. When we met, he was passionate and vigorous, he was sunlight and flame, and I confess I felt more than professional kinship for him, in our too brief time together. I saw him again, just a few months ago, in the coach house of a little border town. So little of him remained, an empty shell. "Magda," he said, when at last he could bring himself to speak. "Do not worry for me. They cannot touch me now. There is nothing left to hurt."

Prerequisites: Fading Spirit

Benefits: You are dead inside, emotionally and spiritually, and denizens of the lower and upper planes have difficulty affecting you with their supernatural abilities. Your bonus to saving throws against the mind-affecting spells, spell-like abilities and supernatural powers of outsiders increases to +4, and you now gain a +2 bonus to all saves against any spells, spell-like abilities and supernatural powers used by beings of the outsider type.

Demon Slayer's Insight

Demons and devils are, at their core, nothing but lie given form, a fundamental untruth of the universe

which all moral men are obligated to destroy. It is for this reason that the demon slayer's most potent weapon is not the sword he wields, or the magic he controls, but knowledge and reason; knowledge is the shield which protects against the demon's falsehood, reason the sword which ends the devil's treason.

Prerequisites: Int 13+, Skill Focus (Knowledge (the planes))

Benefits: You gain a +4 insight bonus to all Bluff, Gather Information, Intimidation, Search, Sense Motive and Spellcraft skill checks which involve evil outsiders, and the same bonus to all Knowledge skill checks involving the same.

Dominant Thoughts

I'm sorry, Father, but I just can't get these terrible thoughts out of my head. Where do they come from? Why are they appearing so suddenly? What if I can't help but to act on them?

Prerequisites: Angel, celestial, demon, devil, or other outsider with the ability to possess mortal creatures.

Benefits: The DC for Will saves to resist your possession attempts is increased by +4. This not affect your ability to retain control of a possessed body when an exorcism is attempted, only your ability to initially taint your targeted creature.

Fading Spirit

This calling... it is not easy. Death is a constant. But I do not speak only of the body's demise. When facing demons, the worst injuries are reserved for the spirit and the soul. Courage can be torn, love poisoned, hope strangled... and yet, there is a perverse sort of strength to be found in the death of spirit. What is broken cannot be broken again.

Benefits: Your spirit has been hollowed by continuous conflict with evil outsiders. You gain a +2 bonus to saving throws against the mind-affecting spells, spell-like abilities and supernatural powers of outsiders.

Special: In order to select this feat, you must have faced and defeated a lower planar outsider.

Fractured Angel

The mortal world is corrupt, and grows more so every day. Though the stewards of heaven dearly wish to help us in our conflict against their ancient, spiritual enemies, our own moral weakness prevents them from



doing so all too often. Still, there are those of us who have been touched by the divine and made as blessed as our imperfect spirits will allow. Our souls are but shadow reflections of blessed glory, but sometimes, only sometimes, that is enough to carry the day.

Prerequisites: Wis 13+, Cha 13+

Benefits: The spirit of an upper planar being of purest good has touched you, and though you cannot bring to bear the full measure of its holy power, you can use it to strike out at fiends. Any melee or ranged weapon you wield is considered to be both *holy* and *magic* for the purposes of piercing the damage reduction of evil outsiders. This bonus also applies to any unarmed attacks you might make.

Special: The Fractured Angel feat can be selected a second time. If it is selected again, any weapon you wield is considered to have any special property necessary to pierce an evil outsider's damage reduction. As before, the benefits of the feat apply to your unarmed attacks as well. In order to select this feat a second time, you must have Wisdom and Charisma scores of 15+.

Improved Exorcism

Precision, Jonas! The pentagram must point exactly toward the rising moon. Deviating even half a degree will weaken the exorcism. Trust me, I've done this many times.

Prerequisites: Skill Focus (Knowledge [religion])

Benefits: You receive a +4 bonus to Knowledge (religion) checks for purposes of exorcising a possessing spirit. See page 34 for full rules on exorcism.

Indomitable Will

Magdalena's is the strongest will I have ever encountered. She is a tower of spirit, a woman to be admired. I have seen her throw off the yolk of demonic possession several times, when all around her had succumb to corruption. I do not know how she does it, but I thank the gods of earth and sky that she can.

Prerequisites: Iron Will

Benefits: Once a day per five character levels, you can reroll any failed Will save made to resist a

mind-affecting spell, spell-like effect, or supernatural ability. The new save is made immediately after the failed save, and is rolled with all the same bonuses. Only one reroll can be attempted per saving throw, though this feat can be used multiple times each round, up to the limit of uses per day.

Special: If this feat is used to resist mind-affecting spells, spell-like abilities, or supernatural abilities used by evil outsiders, then you can attempt up to two re-rolled Will saves against each effect up to the limit of uses per day.

Imposing Manner

People fear our kind, and I understand that fear, though it saddens me. We hunters immerse ourselves in the worst corruptions of the world, and the stink of



demon taint does not fade. More, it would not be wrong to say that those of us who have chosen this calling are lean, hard and spare of spirit; our emotions are worn down to the bone, and I myself cannot help but feel disdain when confronted with the hysterics and babble of civilized society.

Prerequisites: Cha 13+, Skill Focus (Intimidation)

Benefits: Your imposing manner and focus are very threatening to those who do not share your hardened spirit. You gain a +2 bonus to all Bluff, Gather Information, Intimidation and Sense Motive skill checks, because other people are too frightened of you to be comfortable in their deceptions. The benefits of this feat stack with other feats, like Skill Focus, which grant bonuses to skill checks.

Inspirational Bulwark

Demons and devils thrive upon the fear they engender in the mortal heart. It is, perhaps, their most potent weapon. The demon hunter understands fear, and he respects it, but does not allow it to touch him. In this way, he denies his sworn foe his weapon, disarms him of it, and gains great advantage thereby.

Prerequisites: Wis 15+

Benefits: You gain a +2 bonus to all saves against fear, and complete immunity to fear effects caused by the spells, spell-like effects, or supernatural abilities of evil outsiders, or by those who directly serve them. In addition, all allies within a 20 ft. radius of you gain a +2 morale bonus to their own saves against fear effects used by evil outsiders, or those who directly serve them.

Special: This feat can be selected a second time. If you do so, then your bonus to save against any fear effect increases to +4, and your allies now benefit from a +4 bonus to saves against evil outsider's fear effects.

Living Sword of Heaven's Vengeance

Before the sword of a moral man, the thrice damned are as wheat before the scythe.

Prerequisites: Good alignment

Benefits: You were born to oppose the lords of the lower planes. When making a melee attack against an evil outsider, your weapon's critical threat range is increased by one, as is the damage multiplier on a successful critical hit. This bonus counts as a natural part of the weapon's critical threat range, meaning it is multiplied by the Improved Critical feat, and by spells and special abilities which increase a weapon's critical threat range. The benefits of this feat apply to your unarmed attacks as well.

Mortal Coil

"Foolish man," whispered the haunting voice in Dorian's mind. "Do you not know who you oppose? I have ridden mortal vessels for longer than your people have walked these lands, and I will continue to do when your people have gone back to dust." Dorian shuddered and tried to concentrate on the cross in his hands. His fingers had begun trembling. "Try as you might, you will never vanquish me. I belong to your world more strongly than you!"

Prerequisites: Dominant Thoughts

Benefits: When you possess a mortal, your spirit becomes firmly attached to the mortal realms. You receive a +4 bonus to Will saves to resist exorcism.

Slave to Heaven's Mandate

The child was born to serve our cause, and he will be a slave to it. I pity him, I suppose, even as I thank all the gods in Heaven for his gift. Will the boy use his gifts well? Of that there is no doubt. He cannot help but do so. Will he be happy? Is the slave ever truly happy?

Prerequisite: Good alignment

Benefits: You are under the influence and control of powerful, good, upper planar outsiders, and are helpless to escape their commands. A maximum of once a week, they can attempt to force you to take on the task of slaying a specific evil outsider. If you wish to resist, you must succeed at a Will save against a DC equal to 10 + half your level + half the total bonus of your Charisma and Wisdom scores; the more powerful the demon hunter, the more divine will the heavenly host exerts. On a failed save, you are affected as by a *geas* spell which cannot be broken by any mortal magics. The *geas* is always a directive to slay a specific evil outsider, most often one which has made its way to the mortal plane. The targeted outsider is always one which the demon hunter is capable of slaying, as the heavens do not wish to throw away the lives of their valuable servants needlessly. While working to fulfill this *geas*, you gain a +2 sacred bonus to all attack and damage rolls, skill checks and saving throws. The sacred bonus increases to +4 when you directly confront the targeted evil outsider in combat.

Special: The GM determines when the heavens will attempt to command you.

New Skill Uses

While demon hunters can make good use of the skills which are common to all adventurers, this calling demands more specialized training. Demons and devils are cunning and powerful, with centuries of experience tempting, corrupting, and slaying humans, and so the demon hunter must master his skills completely, and learn to use them in new and unexpected ways, if he hopes to survive.

The following new skill uses and new skill synergies are intended for use by demon hunter characters only, and can only be selected by other characters with the game master's permission.

Knowledge (arcana)

Knowledge (arcana) represents the demon hunter's understanding of the ways and traditions of demon



cults, and his understanding of the names and natures of his most hated foes, demons and devils.

New Use — Identify Demonic Occult Practices: With a successful check, the demon hunter can identify the occult practices of an evil outsider's cult, its traditions, and even the names of its infamous members, both past and present. As usual, the DC of the check depends upon the difficulty of the question, and in this case also depends upon the cult's secrecy. The cult's level of secrecy adds between +0 and +15 to the DC of the skill check, with a +0 representing a cult that is both ancient and infamous throughout the world, and a +15 either representing a new cult, or one which is so hidden that it has escaped the world's notice for centuries.

New Synergy: A demon hunter with 5 or more ranks in the Knowledge (religion) skill gains a +2 synergy bonus to all Knowledge (arcana) skill checks involving the occult practices of demonic cults.

Knowledge (religion)

Knowledge (religion) represents the demon hunter's knowledge of matters related to faith, religious doctrine, holy symbols and other such matters which help him in his holy work.

New Use — Exorcism: Exorcism is the act of driving out evil from people or places, using a combination of faith, willpower and, especially, prayer. Though actual divine powers are not required to exorcise a possessing spirit, actual training in spiritual matters is — a character or non-player character without at least 5 ranks in Knowledge (religion) cannot attempt an exorcism. See the next section for full rules on exorcism.

New Synergy: A demon hunter with 5 or more ranks in the Knowledge (religion) skill gains a +2 synergy bonus to Intimidate skill checks made against demon cultists.

Spellcraft

Use Spellcraft to identify a spell as it is being cast, or to identify the nature of a summoning.

New Use — Identify Summoning: With a successful Spellcraft check against a DC equal to 20 + spell level, the demon hunter can correctly identify the exact type of creature to be summoned by an opponent's *summon monster* spell or by any *planar binding* spell. No action is required to use Spellcraft in this fashion, and no retry is allowed.

New Synergy: A demon hunter with 5 or more ranks in the Knowledge (the planes) skill gains a +2 synergy bonus when using any Spellcraft check that involves evil outsiders or demon cultists.

Exorcism and Possession

What is Possession?

Possession is the means by which beings of the lower and upper planes, as well as ghosts and other similar spectral undead, can attempt to seize control of a mortal's body and spirit. A possessing being can influence and then, ultimately, gain control of its victim entirely, which almost always leads to the death of the victim but not before he has been directed to perform much mischief, mayhem and murder.

Demons, devils, and other evil outsiders are some of the most powerful and dangerous beings in creation, capable of snuffing mortal life with a shrug. Fortunately, evil outsiders have incredible difficulty crossing over from their own planes of existence to the mortal plane, and most can only do so by waiting for a hapless innocent to summon them, a situation which happens far more rarely than they would like. So, in order to take control of their own destinies, lower and upper planar beings have learned to push their consciousness through the veil between worlds, the better to tempt and torment mortals into summoning them forth, or, if nothing else, to ride their skins and have a spot of fun.

During possession, an evil outsider does not have access to the majority of its abilities. Instead, it gains a few new minor abilities which allow it to influence the real world. In order for an otherplanar being to bring its full powers and body through to the mortal plane, it must control its victim long enough to guide it through the performance of a summoning ceremony. Thanks to both the diligence of demon hunters and the possessing being's own hunger to destroy, possessions rarely last long enough for the summoning to come to pass; few lower planar beings truly mind that, so long as they can control their victim long enough to cause pain and suffering.

What Possession is Not: In a typical d20 fantasy campaign, there are many different ways through which monsters and men can seize control of a hapless victim's mind, among them *charm* spells, alchemy, bardic music, the nymph's glance, and



domination spells. Though these magical effects have much in common with possession, they are not the same thing and cannot be dispelled or overcome through the use of exorcism.

Who Can Possess: Angels, celestials, demons, devils and all other intelligent outsiders who directly serve gods of any sort have the possession ability. Other powerful outer planar beings, such as slaad, can have the possession ability if the GM so chooses. Many forms of intelligent, spectral undead have the possession ability as well, though beings like ghosts, who already have the *malevolence* ability, do not.

How do Demons Choose their Victims?

Demons and devils hunger for the souls of the innocent. The more pure, the better. When selecting victims to possess, evil outsiders always pick the pure of heart as their targets of choice; while already-corrupted souls are easier to claim, innocent spirit flesh is a gourmet feast no demon or devil can resist.

Children: Children are ideal targets for possession, for though they can be cruel, their souls are not tainted and scabbed over by a lifetime of ethical compromise, as adult spirits are. What's

more, children lack both the willpower to resist the overwhelming might of a demon's essence, and the ability to recognize the strange voices calling to them from their subconscious for what they are. A child is likely to see a demon as a friend, a secret "playmate" who not only approves of mischief, but actively encourages it.

Paladins, Clerics, and Other Holy Men: A demon or devil who manages to corrupt the spiritual purity of a cleric or paladin gains great respect in the hierarchy of the underworld, so evil outsiders will risk much to possess holy men. Of course, there is great inherent danger in attempting to corrupt one who both understands the dangers of evil outsiders and who carries within him the spark of divine power, but that is a risk all but the most cautious demons are willing to take.

Cultists, Demonologists, and Other Targets of Opportunity: Of course, the easiest targets for possession are cultists, demonologists, and others who intentionally truck with the lower planes. While the souls of those already damned by their own willing actions lack the spicy flavor of purity, a demon will not pass up an opportunity to claim them. Often an evil outsider will only possess such a being for



a short time, using his flesh as a way to get closer to more desirable targets, abandoning them at the first opportunity. More rarely, a demon will take a possessed cultist's body on a death ride, wreaking havoc on the mortal plane until a demon hunter or a determined mob of victimized peasants batters his victim to death.

Spotting Victims

Generally, evil outsiders must wait until they are summoned to the mortal plane before they can select a victim, but there are certain other means by which a clever demon can attempt to mark victims for later possession.

Scrying: Powerful demon sorcerers, or demon lords with access to items like crystal balls enjoy spying on the mortal plane as a diversion from millennia of tedium. When scrying, such demons prefer to focus in on areas of either holy power, such as churches and temples, or areas which have seen great strife in the form of war, poverty, disease, or starvation.

Hellpools: Certain remote areas of the lower planes are home to hellpools, still ponds of obsidian-black lava which, if the proper command word is spoken, become windows to the mortal planes, showing random images of living souls. Demons and devils congregate around these pools, ever hungry for even the sight of a potential victim, though most never do more than dream of possessing a living soul. However, more knowledgeable outsiders, those who understand the tides of energy which power the lower planes, can seize control of a hellpool and cause it to focus in on a mortal of their choice to establish a very tenuous link to them. Via this link, the master of the hellpool can send a brief message to their chosen victim, as by the spell *dream*. A demon can communicate with each victim a maximum of one time per point of its Charisma bonus, and so the demon will always attempt to entice his victim into summoning him, usually by disguising his true nature and offering his unwitting target tempting rewards for service.

Cultist Selected Targets: Clever demons know that having willing servants in the mortal world can bring great benefits, and so most will foster demon cults whenever they can. The easiest way for a demon to gain access to a victim for possession is to command his cult to find one for his use. When the appropriate victim is found, they are kidnapped and brought to the sacrificial altar, allowing the demon

to possess them at their leisure after it has been summoned via any number of dimension-bridging spells.

The Possession Attempt

There are two stages to possession, initial contact and full possession. All creatures to be given the ability to possess mortals follow these two steps. If a monster already has an ability that allows it to possess a living creature, as the ghost does with its *malevolence* ability, then it uses those rules instead.

Initial Contact and Tainting: When a possessing creature's will first comes into contact with its victim, the victim must attempt a Will save. The DC of the save is equal to $10 + \frac{1}{2}$ the possessing creature's hit dice + the possessing creature's Charisma modifier.

If the saving throw succeeds, then the victim hears phantom voices, is overcome with chills and perhaps feels a strong sense of foreboding but is otherwise unaffected. The would-be possessing spirit cannot attempt to possess the victim again for a full day.

If the saving throw fails, then the possessing spirit has tainted the victim's mind. Each day, the possessing spirit can attempt to force the victim to perform some action of its desiring, typically something which would debase the victim or result in blasphemy of some sort; at this level of possession, the victim cannot be forced to do something which is immediately lethal to itself or to someone else but there is otherwise no restriction as to what the possessing spirit can force its victim to do, subject to the limits of the victim's capabilities. The victim is allowed another Will save against the same DC; if the check succeeds then the victim has resisted the urge but if it succeeds, the victim succumbs and performs the act.

The initial contact and *tainting* of the victim lasts only for a relatively short time, with the exact duration determined by two factors: the comparative strengths of the possessing spirit's and the victim's wills, and the raw power of the possessing spirit. Table 6 is a guideline to the base time required for a possessing spirit to seize full possession of its victim.

To determine exactly how long within the listed timeframe it takes for a possessing spirit to assume absolute control over its victim, subtract the difference between the possessing spirit's and victim's Charisma scores from 12. So, for example, if a 13 hit dice demon with a Charisma of 19 were attempting

to seize absolute control over a peasant with a Charisma of 9, it would do so after only two day's time ($2 = 12 - (19 - 9)$). Likewise, if a 4 hit dice angel with a Charisma of 14 attempted to seize control over an orc warlord with a Charisma of 8, it would do so after six months had passed ($6 = 12 - (14 - 8)$).

Table 6: Required Base Time for Possession

Hit Dice of Possessing Spirit	Time Required
1-5	12 Months
6-12	12 Weeks
13-20	12 Days
21+	12 Hours

Full Possession: Once an evil outsider seizes full control over its victim, it can do as it will. Full possession is functionally equivalent to a *magic jar* spell, save that no receptacle is needed, there is no time limit duration and the possessing spirit cannot leave its victim (unless invited to enter another being). It gains none of its supernatural powers but does gain access to a few minor supernatural abilities, which it can use at will as a standard action. It can use *prestidigitation*, *mage hand*, *ghost sound*, *dancing lights* and *message* at will, can use *cause fear*, *charm person*, *unseen servant* and *major image* 3/day, and *bull's strength*, *bear's endurance* and *cat's grace* 1/day. All these abilities can be used whether or not the possessed being can perform verbal or somatic actions, so they are cast as though both Silenced and Stilled.

Once a demon or devil has taken total possession of a victim, its essence is somewhat anchored to the mortal plane. It cannot be forced back to its own plane by means of *banishment*, *dismissal*, *dispel evil* or other, similar spells. It is for this reason that exorcism is practiced, for it allows even non-divinely powered holy men to force demons and other extraplanar monsters to flee the mortal realm.

Conducting an Exorcism

In order to conduct an exorcism, there must be a demon hunter or other holy person with at least 5 ranks in the Knowledge (religion) skill. Ranks in the skill represent an understanding of relevant theological practices and texts that discuss exorcism. The presiding exorcist must also have access to a holy symbol. The exorcism must be performed in a quiet place, relatively free of interruptions. Many

exorcists also find it helpful to surround themselves and the possessed with candles, holy symbols, and other such religious accoutrements, but that is not an actual requirement.

A single demon hunter is all that is required to perform an exorcism, but many choose to bring in both assistants who are conversant in religious matters and those who are conversant in decidedly more physical skills.

Finally, in order for an exorcism to be performed, the possessed victim must be present and must be bound in some fashion.

Once all the preparations have been made, the exorcism can begin. Once begun, it cannot be interrupted for longer than a few minutes, lest the efforts be wasted and the exorcism automatically fail. See below for further details of interrupting an exorcism.

At the beginning of the exorcism, the demon hunter must announce his intention to banish the possessing spirit and must formally declare that he is bringing his will to bear against the spirit. Following that declaration and throughout the remainder of the exorcism ceremony, he must hold onto or brandish a holy symbol and recite the exorcism litany. He must do this for a minimum of a full eight hours.

At the conclusion of each full eight hour period, the exorcist can attempt to exorcise the spirit from the victim. To do this, he rolls a Knowledge (religion) skill check; the following conditions modify the check, as appropriate:

- ♦ +1 circumstance bonus to the check if the exorcism is performed in a church of the exorcist's faith. The bonus increases to +2 if the church is the exorcist's own parish.
- ♦ Assistants can use the aid another action to enhance the exorcist's check. A maximum of two assistants can help in this fashion.
- ♦ +1 cumulative circumstance bonus (maximum equal to the exorcist's Charisma bonus) to the check if the exorcist succeeded in his previous check (see below)
- ♦ +1 cumulative bonus to the check each time the possessing spirit succeeds at its Will save to resist exorcism.
- ♦ +2 holy or unholy bonus to the check if the exorcist is a cleric or paladin and uses a turn undead (or alternative divine power) use for the day.
- ♦ +4 if the exorcist has the Improved Exorcism feat.



- ◊ +2 sacred bonus if the exorcist uses exorcism candles (see page 49).
- ◊ +1 circumstance bonus if the exorcist uses a cold forged iron holy symbol (see page 51).

The result of the exorcist's Knowledge (religion) checks sets the DC for a Will save which the possessing spirit must then attempt. The outsider gains a +2 circumstance bonus to the Will save if it is in full possession of the victim, since it is so firmly anchored to the mortal world. The feat *Mortal Coil* grants a further +4 bonus. If the outsider's save is successful, then it successfully weathers the exorcism for that eight hour period. If the save is failed, then the outsider's hold on its victim is weakened, with results depending on whether the spirit had merely *tainted* its victim, or if it had completely possessed it.

If the possessor spirit had simply *tainted* the victim, then it is forced out of the victim entirely and banished back to its own plane for a period of a year and a day. Conversely, if the spirit had assumed full possession of the spirit, then its absolute hold is broken and it is now considered to be *tainting* the victim.

If the possessing spirit resists the first exorcism attempt, or if its hold is weakened to *tainting*, then the exorcist can make another check after another eight full hours has passed, with results as outlined above.

Once the possessing spirit has been completely banished, as outlined above, then the exorcism is ended.

If an evil outsider who has fallen from full possession of its victim to mere *tainting* succeeds at its next saving throw, it regains full possession of the victim, as well as all appropriate bonuses.

The Costs of Exorcism: Performing an exorcism is extraordinarily taxing on body, mind and soul. At the conclusion of the second hour of the exorcism rite and each hour after that, the exorcist must attempt a Fortitude save. The DC of the save is equal to 10 + 1 per hour of exorcism after the first. So, an exorcist in the 3rd hour of the ceremony must attempt a save against a DC of 12. If the save is successful, there is no adverse effect. If the save fails, the exorcist suffers 1d6 points of nonlethal damage and is considered fatigued. The exorcist also becomes fatigued each time the possessing outsider's Will save is successful; if already fatigued, the exorcist becomes exhausted instead.

In order to eliminate fatigue, the exorcist must rest for a full night, which will end the exorcism attempt. This means that an exorcist who is working

alone must hope that he can end the ritual quickly. Exorcists who have assistants are more fortunate; while they are resting, a trained assistant can continue the exorcism ceremony, though any failures they suffer also penalize the lead exorcist when he resumes his work.

A Failed Exorcism: If an exorcism is interrupted before it is completed, or if the exorcist is driven to exhaustion and can no longer continue, then the possessing spirit retains its hold on its victim. The exorcist who failed to exorcise the spirit cannot attempt to do so again for a full year and a day.

How to Game Master Exorcism: The key to successfully using exorcism in your campaign is keeping tension high. Exorcism is not just a life or death struggle, the stakes are much higher than that. Exorcism is a battle for the soul itself. If the exorcist cannot banish the malevolent outsider then the victim's spirit will be dragged off screaming, to face an eternity of torment in a hellish afterlife.

When running a session that features an exorcism, you must also pay careful attention to building atmosphere. Most exorcisms take place in relatively static locations, such as bedchambers, church halls and the like, and usually involve metaphysical rather than physical conflict. This means that good description and narration are a must. Fortunately, you do not have to entirely rely on description, since most of the powerful other planar beings who will take the role of possessing spirit have immense supernatural abilities with which to assault the player characters. Still, in any exorcism scene, the spiritual battle must take precedence.

New Demon Hunter Domains

The following new domains are intended for exorcists only, and reflect the specialized, divine powers they might be granted.

New Domains, and the Gods Who Grant Them: The new domains presented in this sourcebook are slightly different from other domains. They do not represent the channeling of a specific deity's divine portfolio as spells but rather a cleric's absolute commitment to the protection of the mortal plane from evil outsiders. As such, the domains of Exorcism, Purity, and Righteousness should not be assigned to specific deities, but rather to groups of deities who share specific attitudes and concerns.



The Exorcism domain can be selected by clerics of any god whose portfolio/domains include Chaos, Evil, Good, Law, Protection, Knowledge, or Magic. Deities whose portfolios encompass the first five concepts are very concerned with the sanctity of their dominion over not only their worshiper's souls but over the mortal plane itself. Whether they are motivated by an honest desire to protect mortals or by a jealous desire to retain control over their dominions, they are the deities most likely to actively encourage clerics to take up the mantle of exorcist. Gods of knowledge and magic, conversely, are often less concerned with the corruptive effects of demonic influence on mortals than they are with its disruptive effects on the flow of magic and truth. Demons are consummate deceivers and powerful spellcasters, and if their plans go unchecked, there is a very real possibility they could seize control of a world's magic entirely, or pervert the twin concepts of knowledge and truth beyond hope of recovery.

The Purity domain can be selected by clerics of any god whose domains include Good, Healing, Law, Protection, Strength, or the Sun. Gods of these concepts are very concerned with shepherding their followers and protecting them from the ravages of an uncaring universe. Offended by the savage corruption that evil outsiders represent, they stand firm against their dark desires, a "purity" of purpose shared by many of their greatest clerics.

The Righteousness domain is granted by the most warlike and valorous of deities, regardless of their alignment, and can be selected by clerics of gods who grant the Destruction, Protection, Strength, or War domains. Unlike the previous two domains, which represent the spiritual side of the exorcist's calling, the Righteousness domain represents the strength of mortal flesh. The clerics who select it or are chosen to wield its might are among the mightiest of divine champions.

Planar Clerics: As has been discussed before, planar clerics are divine servants who have chosen or been chosen to focus on the spiritual conflict between the lower and upper planes. Since a planar cleric can serve any god, the restrictions listed above do not apply to them; this means that a planar cleric who worships a god who does not grant one of the domains listed above can freely select from the Exorcism, Purity, or Righteousness domains. In fact, as described in chapter one, a planar cleric must select either Purity or Righteousness as a domain.

Celestials, Domains, and Non-Aligned Clerics: Not all demon hunting clerics worship a specific

deity. In fact, many of the most dedicated demon hunter clerics are those who support the cause of good for its own sake, smashing evil outsiders for no other reason than the purity of their own purpose. Non-aligned clerics can choose the Exorcism, Purity and Righteousness domains as they wish, with no restrictions.

When a cleric without a specific deity casts a spell from one of the new domains included in this sourcebook or when he uses the granted power of one of the domains, he does so by tapping into the ultimate purity of one of the celestial stewards of the upper planes, an angel or an archon. In essence, his flesh becomes a conduit for the power of one of these most holy beings, and he is momentarily raised to their exalted status. At the GM's discretion, when a non-aligned cleric taps into this celestial energy, he becomes suffused with holy light; he radiates light as the spell, and the spectral image of an angel superimposes itself over his form, complete with phantasmal wings, a glowing halo, and a blazing sword of golden flame. These effects last for only one round, and occur only the first time the cleric accesses one of the above domains in each encounter.

Exorcism

The Exorcism domain is for those clerics who represent the holy dominion of the gods over the mortal plane.

Domain Ability: Turn or destroy evil outsiders as a good cleric turns undead. Use these abilities a single time each day. This granted power is a supernatural ability. If you are a planar cleric, you instead gain a +2 bonus to all turn evil outsider checks.

Exorcism Domain Spells

- 1) *Sanctuary*
- 2) *Consecrate*
- 3) *Glyph of warding*
- 4) *Dimensional anchor*
- 5) *Break enchantment*
- 6) *Banishment*
- 7) *Holy word*
- 8) *Dimensional lock*
- 9) *Imprisonment*

Purity

The Purity domain is for those clerics who preach and practice a doctrine of honesty, chaste behavior, and denial of the pleasures of the flesh.



Domain Ability: You can focus your mind to perform a feat of incredible willpower as a supernatural ability. You gain an enhancement bonus to any one Will save or Wisdom-based skill check equal to your class level. Activating the power is a free action, and the power can be used once per day.

Purity Domain Spells

- 1) *Zone of truth*
- 2) *Calm emotions*
- 3) *Remove disease*
- 4) *Discern lies*
- 5) *Break enchantment*
- 6) *Repulsion*
- 7) *Greater restoration*
- 8) *Mind blank*
- 9) *Iron body*

Righteousness

The Righteousness domain is for those clerics who embody the concepts of truth, honor, and unflinching courage in the face of ancient corruption.

Domain Ability: You gain a +2 bonus to all saving throws against fear effects used by those of evil alignment.

Righteousness Domain Spells

- 1) *Remove fear*
- 2) *Spiritual weapon*
- 3) *Rage*
- 4) *Divine power*
- 5) *Righteous might*
- 6) *Hero's feast*
- 7) *Holy aura*
- 8) *Iron body*
- 9) *Miracle*

New Demon Hunter Spells

Demon hunters are men of faith and magic commanding potent prayers and sorceries in the battle against all demonkind. The following new spells are intended for use by demon hunter characters, and give them both thematically appropriate spells and powerful weapons to use against the endless hordes of the lower planes.

Celestial Chains

Abjuration

Level: Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One outsider

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes

You point at a target and lengths of golden chain erupt from your finger, surrounding and binding a targeted outsider. When the chains strike, they inflict 1d6 points of damage + 1d6 points of damage per 4 caster levels (maximum 5d6). A successful Reflex save reduces the damage by half.

After the chains strike their target, they attempt to wrap around his body and bind him. If the target fails a Will save, they are held in place, as by the spell *hold person*. Each round, they can attempt to escape with another Will save (as a full round action). On a failed save, they suffer 1d6 points of damage.

Celestial Chorus

Evocation [Good] [Sonic]

Level: Brd 5, Clr 7

Components: V, S

Casting Time: 1 action

Range: See text

Area: 50 ft. radius burst centered on you

Duration: Instantaneous (see text)

Saving Throw: Will half (see text)

Spell Resistance: Yes

When this spell is cast, you summon up the celestial emanations of the holy planes, which burst forth from you as a thunderous hymnal. The summoned energy inflicts 1d6 points of sonic damage per two caster levels (max 10d6) to all evil beings within the radius of effect. Against evil outsiders, the spell inflicts 1d6 points of sonic damage per caster level (max 20d6), and also forces them to succeed at a Fortitude save, or be deafened permanently and stunned for one round.

Corruption's Sustaining Flow

Necromancy (evil)

Level: Clr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You
Duration: 1 round per 2 caster levels
Saving Throw: No
Spell Resistance: No

Upon casting this spell, you are filled with evil energies, energies that suck up the corrupt essence of any evil outsider you harm. Each time you successfully strike an evil outsider with a weapon, an unarmed attack, or a spell that directly reduces hit points, you gain half the damage inflicted as temporary bonus hit points, to a total maximum number of bonus hit points equal to your caster level + Wisdom modifier. These temporary hit points are subtracted first when you receive damage, and can be restored to maximum with further successful attacks.

While this spell is in effect, you take on minor demonic characteristics — a forked tongue, blazing eyes, red scales, *etc.* — as you absorb hit points; these are purely cosmetic changes, but can be quite startling. Temporary hit points gained by use of this spell disappear immediately at the end of the spell's duration.

Material Components: A bit of demon flesh, which must be consumed at the moment of casting.

Destiny's Spear

Evocation
Level: Pal 4
Components: V, S
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: 1 living outsider of evil alignment
Duration: See text
Saving Throw: Will half
Spell Resistance: Yes

By concentrating for one round on a single evil outsider within range of the spell, you summon up a spear made of pure holy energy, the collected wrath of all the angelic warriors slain in battle with the unholy hosts of the lower planes. At the end of the round in which the spell is cast, a six foot long spear of pure, golden light appears in your hand. At the start of the next round, you can throw the spear as a free action at the evil outsider who was the target of the spell, so long as that being remains within the spell's range; the spear is thrown using your full ranged attack bonus, with no penalty for range, and ignores intervening barriers and other living beings. With a successful attack, it inflicts 1d4 points of force damage per caster level (max 10d4). If you have a smite use remaining, you can focus the smite

through *destiny's spear*; when used in this fashion, the spear is thrown using an attack action, rather than a free action.

Final Vengeance

Evocation
Level: Brd 4, Clr 3, Drd 3, Pal 4, Rng 4, Sor/Wiz 5
Components: V, F, DF
Casting Time: 1 standard action
Range: Personal
Area: 20 ft. + 5 ft./level radius burst
Duration: 1 hour/level, or until discharged
Saving Throw: Fort half
Spell Resistance: No

This spell is the final, ultimate weapon in the dedicated demon hunter's arsenal, an explosion of holy energy fuelled by the caster's own soul which wreaks immediate vengeance against the murderous legions of the damned.

Upon casting this spell, the demon hunter's soul is filled with seething holy energy. When reduced to -10 hit points, or when otherwise killed by an evil outsider, the demon hunter's soul explodes, filling the area of affect with a wave of celestial power. All evil outsiders within the spell's radius suffer 2d8 points of damage per caster level, with a save allowed for half damage. Any evil outsider reduced to -10 or fewer hit points by this explosion of holy energy is instantly and irrevocably slain.

The *final vengeance* spell is a weapon of last resort, to be used only when the demon slayer expects to die in a coming battle, for the explosion of holy energy irrevocably destroys the caster's soul. A demon slayer who delivers *final vengeance* cannot be *raised*, *resurrected*, or otherwise restored to life: their soul has been completely consumed in the celestial conflagration, preventing them from even reaching the afterlife. It is for this reason that those demon hunters who have willingly sacrificed their eternal spirits in this fashion are so revered.

Heavenly Bells

Evocation/Enchantment (compulsion) [mind affecting] [sonic]
Level: Brd 4, Clr 5
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft/level)
Area: All beings within a 20 ft. radius
Duration: 1 round/2 levels



Saving Throw: Fort save (see text)

Spell Resistance: Yes

When you cast this spell, the sound of celestial bells fills the heavens. Good aligned beings are heartened by the strength of pure good, and gain a +2 sacred bonus to all attack rolls, damage rolls, and saving throws. The bonus remains for as long as they remain within the area of effect, and for one round after.

Evil beings, conversely, are shaken by the power of the bell's sacred tones, and suffer a -2 sacred penalty to all attack rolls, damage rolls, and saving throws. In addition, in order to cast a spell, or use a spell-like ability, a being of evil alignment must succeed at a Concentration check against a DC equal to the save DC of the spell + your Charisma bonus.

Heaven's Tears

Conjuration (creation)

Level: Clr 2, Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range:

Area: 10 ft. + 5 ft./level radius emanation

Duration: 1 round/2 levels

Saving Throw: No

Spell Resistance: Yes

Upon casting this spell, a torrent of water suffused with the power of the upper planes rains down within the target area. Each round, all undead and evil outsiders within the area of affect suffer damage as though struck by a direct hit from holy water. When the torrent is concluded, the affected area remains soaked with holy water; for a number of rounds equal to the initial downpour, any undead or evil outsider who moves through the affected area suffers 1 point of damage each round, as though splashed by holy water. When the duration of this secondary effect ends, the water is rendered completely normal, losing all its holy properties.

Holy Berries

Transmutation (good)

Level: Drd 2, Rng 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: 1d6 berries touched

Duration: 1day/level

Saving Throw: None

Spell Resistance: Yes

Casting *holy berries* upon a handful of freshly picked berries makes 1d6 of them magical. You (as well as any druid, or ranger of sufficient level to cast the spell) can immediately discern which berries are affected. When a *berry* is thrown in combat as a grenade-like weapon, it inflicts damage exactly as though it were a vial of holy water.

Nature's Champion

Transmutation (good)

Level: Animal 3, Drd 3, Rng 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 animal

Duration: 1min./level

Saving Throw: Will negates

Spell Resistance: Yes

Upon casting this spell, you temporarily empower one animal with the holy energies of the upper planes, creating a champion of good to strike against the champions of the lower planes. For the duration of the spell, the target animal gains the benefits of the celestial creature template. The benefits of this template stack with those of other templates the animal may already possess, and if the animal already possesses the celestial template, then it gains the half-celestial template instead. *Nature's champion* does not grant the caster any ability to control the targeted creature.

Fiendish animals cannot be affected by the benefits of *nature's champion*. Instead, if the spell is cast upon them, they must succeed at a Will save or lose the benefits of the fiendish template for the duration of the spell's effect. Animals summoned via magical means, such as those summoned by the various *summon nature's ally* spells, can be targeted by this spell.

Nature's Retribution

Transmutation

Level: Drd 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. per level)

Targets: All evil outsiders in a 20 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The natural world does not suffer lightly the unnatural touch of evil outsiders. The energies of the

living world recoil from the awful unnaturalness of the damned, writhing and burning. You can refocus these energies into a mighty fist, directing the rage of the green against those who would despoil it. In doing so, you permanently destroy a small portion of nature's essence, a small price to pay for ridding its body of a corrupt, stinking cancer.

Clenching your fist, you cause streamers of vivid green energy to come pouring forth from the ground, and from all plants within the affected area. The summoned energy smashes down like a wave, causing 1d8 points of damage per caster level (15d8 maximum) to all evil outsiders within the area of effect. You can choose to cause less damage if you wish. Evil outsiders slain by this spell are permanently destroyed, their corrupt essences dispersed by the fury of nature.

For each 1d8 points of damage inflicted, a 5 foot square of natural growth, starting adjacent to you and moving outward, is instantly destroyed. Areas of natural growth which are destroyed by the casting need not be connected to one another. In addition to caster level restrictions to damage, the amount of damage which can be inflicted is limited by available natural growth; if 50 feet of natural growth is all that is available within the spell's range, then *nature's retribution* can inflict a maximum of 5d8 points of damage. Creatures of the plant type are not effected by the destructive properties of this spell.

Sense Fiends

Divination

Level: Pal 1/Rng 1

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect the corrupt aura that suffuses fiends. The amount of information received depends upon how long you study a particular area.

The spell functions identically to the *detect undead* spell, save that it detect evil outsiders, rather than undead.

Sin Pox

Transmutation

Level: Clr 0, Drd 0, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 humanoid being

Duration: 1day/level

Saving Throw: Fort negates

Spell Resistance: Yes

This minor spell punishes liars and sinners of all sorts. Victims of this spell break out in a grotesque, crimson, pus-filled pox whenever they intentionally lie or otherwise commit a sin in the eyes of the spellcaster's deity. These pox are harmless, but both disgusting and painful; the victim suffers a -2 penalty to all Bluff, Diplomacy, Disguise, Gather Information and Perform skill checks, as well as a -2 penalty to all NPC reaction checks.

Soul Poison

Transmutation

Level: Clr 6

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Targets: One living being touched

Duration: Permanent (see text)

Saving Throw: No

Spell Resistance: No

This spell is among the most corrupt of enchantments, a vicious spell only the most depraved, deluded or evil demon hunters would even contemplate casting. When cast, this spell irrevocably infects the victim's soul with a virulent spiritual poison, one absolutely lethal to evil outsiders.

In order to successfully impregnate a victim's spirit with *soul poison*, the caster must first perform an hour-long ceremony, during the performance of which the victim's spirit is steeped in pure, divine emanations. Contrary to expectations, these divine emanations are not evil; they cannot be, for demons have an infinite capacity for devouring evil. Instead, these emanations are of the purest good, albeit twisted and amplified to a degree that overwhelms the poor victim's spirit.

When a demon kills or successfully possesses a victim of this spell, the soul explodes, unleashing a torrent of energy into the outsider's spirit. The outsider immediately suffers 2d6 points of initial Constitution and Charisma damage, with another 2d6 points of Constitution and Charisma damage occurring one minute later. There is no saving throw to resist this damage.



The effects of this spell on the victim are permanent, unless *dispelled*, or unless the subject is affected by *remove curse*, *break enchantment*, *miracle*, or *wish*. A subject who dies as a result of an eruption of *soul poison* cannot be *raised*, *resurrected*, or otherwise restored to life: their soul has been completely consumed in the celestial conflagration, preventing them from even reaching the afterlife. A victim affected by this spell who is not killed or possessed by a demon does not suffer this fate when they die; instead, the soul energies are harmlessly dispersed at the moment of death, allowing the victim to reach his or her final reward.

Material Components: Exotic spices and crushed bits of gold, diamond, and jade worth a total of 1,000 gold pieces, which are consumed when scattered upon the victim's body during the ceremony. In addition, the caster must read from a holy book sacred to his god; the book explodes in a flash of light the moment the *soul poison* is released into a demon's spirit.

Terrible, Beautiful Angel

Illusion/Necromancy (Glamer) [Fear, Mind-Affecting]

Level: Brd 4, Clr 5, Pal 4

Components: V, S,

Casting Time: 1 standard action

Range: Personal

Target: 1 good aligned creature

Area: 20 ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Upon casting this spell, you are shrouded in the glory of the heavens, becoming a being of terrible, unimaginable beauty. All evil outsiders within range who clearly behold the *terrible, beautiful angel* are stricken with unimaginable horror, a horror so powerful that it can be fatal. The exact effect depends upon the viewer's power, as outlined on table 7.

Table 7: Terrible, Beautiful Angel

Hit Dice of Viewer	Effect
¼ caster's	Death
¼-½ caster's	Comatose, panicked
Equal to or less than caster's	Panicked
Greater than caster's	No effect

Death: The victim is instantly slain, stricken dead by fear.

Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and automatically panics again if it sees you again during that time.

Comatose: The subject falls into catatonia for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a *sleep* effect. Upon awakening, the victim is panicked as above.

The Rack

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Pal 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20 ft. radius emanation

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

The *rack* is a more powerful version of the *zone of truth* spell. Like that spell, *the rack* prevents all who enter its area of effect from speaking deliberate, intentional lies, and like that spell, all who enter the area of effect are permitted a save to avoid succumbing. Unlike *zone of truth*, however, victims who enter the spell's radius are not aware of the enchantment. Further, *the rack* punishes those beings who attempt to lie while within its radius of effect; each time a victim attempts to lie use the Bluff skill, they suffer 1d6 + 1 point/2 caster levels of nonlethal damage, with a save allowed for half damage. Further, liars who fail to save are temporarily inflicted with the traditional symbol of the liar: a forked tongue. The forked tongue reverts to normal when the nonlethal damage is healed.

Vengeance of the Lost

Divination/Necromancy

Level: Clr 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 evil outsider

Duration: Instantaneous; see text

Saving Throw: Will half

Spell Resistance: Yes

It is a sad fact that even the greatest demon hunter cannot save everyone. Many are the victims of the lower planes, their names forgotten to time, their souls consumed to fuel the demonic engines of war. These spirits of the damned cry out for vengeance, their spectral screams echo through the ether of the upper planes, and they torment the dreams of their loved ones everywhere. Fortunately, thanks to the power of this spell, they can receive the vengeance they crave.

Upon casting this spell, the demon hunter awakens the last remnants of the spirits consumed by the targeted evil outsider, causing them to erupt forth visibly, ripping and tearing with spectral claws and teeth. The targeted outsider suffers 1d4 points of damage per caster level, as well as 1d4 points of temporary Wisdom and Charisma damage, with a Will save allowed for half damage. If the damage inflicted by the spell is sufficient to kill the outsider, then the consumed souls are freed from their torment, rising up from the lower planes to the afterlife they earned as a consequence of their actions.

Wings of Glory

Transmutation

Level: Clr 4, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You sprout immense swan's wings, which glow with the power of the upper planes. The wings allow you to fly at a speed of 60 feet per round (40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load). You can ascend at half speed, and descend at double speed, and you enjoy good maneuverability. In addition to allowing you to fly, the wings shed sunlight equivalent to the noontday sun, and surround you with a *protection from evil* aura, exactly as the spell.

If you choose not to fly, then once per round, as a free action, your wings of glory can attack a single, adjacent opponent, inflicting 1d6 points of damage. The wings attack as a fighter of your caster level, and are considered to be both magic and *holy* for the purposes of overcoming damage resistance. Thanks to their *holy* properties, they inflict an additional 2d6 points of damage to evil beings.

The arcane material component is a swan feather which has been dipped in holy water.



Witch Hammer

Evocation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: 1 outsider touched

Duration: Instantaneous

Saving Throw: Will partial (see text)

Spell Resistance: Yes

With a touch, you deliver a pulse of arcane energy which wracks evil outsiders with pain, and forces them to flee bodies they have possessed. With a successful touch attack, you inflict 1d4 points of damage per caster level (10d4 maximum). A Will save reduces the damage by half. On a failed save, the outsider is wracked with agony; in addition to the damage it receives, it is stunned for one round.

Demon Hunter Equipment

The demon hunter's calling is very specialized, much more so than that of other heroes. He must possess specialized equipment which not only maximizes his strengths but compensates for his mortal weaknesses as well. The following new equipment does just that, while also thematically linking the demon hunter character to his calling.

New Armor

Demon hunters can and do wear armor whenever they can, as it is often their only protection against the rending teeth and slashing claws of their evil outsider opponents, to say nothing of saving them from the hidden knives of cultists. Yet armored men are not always welcomed into frontier towns, and so the demon hunter must take pains to disguise his readiness for combat. Hence, the nature of the following new armors.

Armored Ankle Coat: Demon hunters often wear long, ankle-length heavy leather or canvas coats, which both serve to protect them from harsh

weather during their travels, and make them appear more intimidating to cultist and commoner alike. An armored ankle coat is a simply an ankle coat which has been reinforced with heavy canvas, a thin layer of padding, and armored plates at the shoulders, the raised collar, and at the points where the coat covers the kidneys and the heart. By itself, the armored cloak offers only minimal protection to the wearer, but it is certainly better than nothing.

An armored ankle coat can be worn over any other type of light or medium armor, in which case its armor bonus stacks with that of the other armor (an exception to the usual rules). Many demon hunters keep their coats pulled tight to disguise what they carry beneath.

Confessor's Armor: Confessor's armor is not a separate style of armor. Instead, it is a modification that can be added to any suit of medium or heavy armor, save hide. Confessor's armor is covered with holy symbols of all sorts, and inlaid with sacred liturgy and arcane symbols that represent esoteric concepts of good, holiness, and honor. When armored in confessor's armor, the demon hunter gains a +2 sacred bonus to all grapple checks made against evil outsiders, because the symbols weaken them and burn them on contact (no damage). In addition, a demon hunter wearing confessor's armor gains a +2 sacred bonus to all Knowledge (religion) skill checks made to perform an exorcism.

New Weapons

The demon hunter's choice of weapons depends as much upon his personality as it does the nature of his demonic opponents. Some demon hunters prefer to wield massive swords and great axes, the better to shatter their opponent's bodies. Others prefer to fight with small, easily concealed weapons, counting on quickness and dogged determination to bring down their mighty foes. Other demon hunters, particularly those who lack physical strength and durability, prefer to attack from range, the better to kill their foes with minimal risk to themselves. Regardless of their preferred arms, a demon hunter will use any tool available, no matter how strange or seemingly unwieldy, that has a chance of destroy-

Table 8: New Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30 ft	Speed 20 ft	Weight
<i>Light Armor</i>								
Armored ankle coat	50 gp	+1	+8	0	5%	30 ft.	20 ft.	15 lbs.

Table 9: New Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
Simple Weapons							
<i>Light Melee Weapons</i>							
God's fang	30 gp	1d3	1d4	19-20/x2	-	2 lbs.	P/S
<i>One-Handed Melee Weapons</i>							
Holy water gauntlet	15 gp	1d3	1d4	x2	-	2 lbs.	B
Holy water sprinkler	20 gp	-	-	-	-	-	-
War symbol	35 gp	1d6	1d8	x2	-	6 lbs.	B
<i>Two-handed melee</i>							
Great symbol	40 gp	1d6	1d8	x3	-	10 lbs.	B
<i>Ranged weapons</i>							
Holy water bolts (10)	10 gp	-	-	-	-	2 lbs. (unfilled)	-
Holy water stones (10)	1 gp	-	-	-	-	1 lbs.	-
Throwing cross	10 gp	1d3	1d4	x2/x3	15 ft	2 lbs.	Slashing
Martial Weapons							
<i>Ranged</i>							
Holy water arrows (20)	10 gp	-	-	-	-	2 lbs. (unfilled)	-

ing his foe. The new weapons introduced below are particularly appropriate for the demon hunter, and will help establish him thematically, as well as give him an advantage in combat against demons, devils, and those who follow them.

God's Fang: A god's fang is a holy symbol modified to hold a small, retractable, spring-loaded blade. The blade is activated with the touch of a button and is comparable to a dagger. Especially devious demon hunters, those who do not wish to advertise their immense capacity for violence, or those who frequent demon and demon-cultist haunted lands, greatly favor god's fangs. A well-made god's fang is difficult to recognize; those inspecting it must succeed at a Spot check against DC 20 to notice it is more than just a holy symbol.

A god's fang can be used as a regular holy symbol, since that is indeed what it is, and can also be imbued with sacred holy symbol properties as listed below.

Great Symbol: A great symbol is a larger, two-handed version of the war symbol. It is carried primarily by demon hunters who wish to advertise their divine allegiances openly, and who prefer to fight demons with exceptionally direct methods. Like a war symbol, a great symbol is a holy symbol and can be imbued with sacred holy symbol properties by paying the appropriate cost.

Holy Water Arrows and Quarrels: Holy water arrows and quarrels are simply hollow ammunition

intended to hold holy water. Each arrow or quarrel can be filled with a single dose of holy water. On a successful attack, the arrow or quarrel shatters, dealing normal damage and striking the target with a direct hit of holy water. On a successful critical hit, the arrow pierces the target's flesh before exploding, injecting the holy water directly into the target.

Holy Water Gauntlet: A holy water gauntlet is a reinforced glove studded with five small, hollow brass needles along the knuckles, and a reinforced brass tube on the top of the gauntlet. The tube is designed to hold a single dose of holy water. On a successful critical hit with an unarmed attack with the gauntlet, the holy water is injected through the needles and into the target. Since the holy water is pushed directly into the outsider's flesh, bypassing its skin and scales entirely, it inflicts double damage, in addition to the damage inflicted by the unarmed attack. A move action is required to refill the gauntlet with a new dose of holy water.

Holy Water Sprinkler: A holy water sprinkler is a mace, morningstar, flail or club whose head has been partially hollowed out so as to allow for small quantities of holy water. On a successful hit, the holy water sprinkler delivers an extra point of damage from splashing holy water to any evil outsider or undead it strikes. On a successful critical hit, the holy water sprinkler delivers extra damage as though by a direct hit with holy water (2d4). When a holy water sprinkler is used against undead, roll



to confirm critical hits as normal but only for the purposes of increasing holy water damage.

A holy water sprinkler can deliver a total of 8 successful splash damage strikes or a single direct hit strike before needing to be refilled. If the holy water sprinkler delivers 4 splash damage strikes before a critical hit is rolled, then a direct damage strike inflicts only 1d4 damage.

Stones, Holy Water: Holy water stones are hollow sling stones made of glass, into which a small quantity of holy water can be poured. Once half a dose of holy water has been added, the stone can be stoppered with a gob of wax. On a successful hit, the holy water stone inflicts both normal sling stone damage and 1d4 points of damage from its holy water payload, but only to evil outsiders and undead. On a success critical hit, the glass holy water stone shatters and slices the target, allowing the holy water to enter directly into their body; the holy water inflicts 2d4 points of damage in this case. When a holy water stone is used against undead, roll to confirm critical hits as normal, but only for the purposes of increasing holy water damage.

Throwing Cross: A throwing cross is a metal holy symbol, roughly a foot in length and width. Made entirely out of steel, sharpened on the edges, and balanced for throwing, demon hunters use the throwing cross to inflict punishing damage on evil outsiders. Though it is known as a throwing cross, this weapon can actually be made to resemble any holy symbol. When used against a being of evil alignment, the critical multiplier of the throwing cross is increased by one step; this increase is considered a natural, non-magical part of the throwing cross' threat multiplier.

War Symbol: A war symbol is similar to a mace. It consists of a short handle topped with the reinforced holy symbol of the bearer's god. War symbols are a very popular weapon with demon hunters, particularly those who worship gods of war. A war symbol is considered to be a holy symbol for all intents and purposes, meaning it can be used as a focus for divine spells and as the means by which a planar cleric can turn evil outsiders. A war symbol can also be imbued with any of the sacred holy symbol properties, simply by paying the appropriate amount of extra gold.

New Equipment

In addition to the normal tools of the adventurer, demon hunters use a few, highly specialized items in their quest to rid the world of fiends.

Exorcist Bells: Exorcist bells are small, hand-sized silver bells covered in arcane and holy symbols. When rung, the holy intonations of the bells echo with subtle sacred energy, discomfiting and enraging fiends. When used as part of an exorcism ceremony, the bells grant a +2 bonus to Knowledge (religion) checks made to perform an exorcism. In addition, when used in conjunction with an Intimidate check made to demoralize cultists or evil outsiders, the bells grant a +2 sacred bonus to the check.

Holy Censer: A holy censer is a small lantern-like device mounted on a short, sturdy chain. It contains a small brass cup that can be filled with various sorts of incense; when swung in a slow circle, the censer disperses the smoke from the incense over a wide area. Swinging a holy censer requires a move action, and increases the radius of effect of any incense placed within it twofold (for example, from a 10 ft. radius to a 20 ft. radius).

Holy Writ: A holy writ is a scroll upon which is written the holy litany of a religion dedicated to a good or neutrally aligned god, and sealed with wax impressed with the holy symbol of that same church. When unrolled and read while attempting to turn evil outsiders, the holy writ adds a +2 sacred bonus to the turn check. A holy writ can only be used once; after use, any sacred energy it possessed is burned away.

Sacred Incense: Demon hunters burn sacred incense before entering battle with fiends, because its fumes steel their hearts against the terrors of evil outsiders. Likewise, demon cultists burn sacred, or rather profane, incense when preparing for battle against demon hunters and churches, as it prepares them for the rigors of throwing themselves into battle against holy men who hunger for nothing less than their total destruction.

To gain the benefits of sacred incense, the demon hunter must burn it, and immerse himself in the fumes for a minimum of ten minutes. When that is done, he gains a +2 bonus to fear saves for the next hour, a bonus that stacks with other bonuses to save against fear. Alternately, if the inhaler remains within the sacred incense's fumes, he gains a +4 bonus to saves against fear.

A single package of sacred incense is sufficient to affect all inhalers within a 10 foot radius; multiple packages of sacred incense can be burned simultaneously, with each extending the radius of effect an additional 5 feet, to a maximum of 25 feet.

Saint's Blood: Saint's blood is a more powerful version of holy water, made by mixing holy water

with a few drops of consecrated blood from a saint, or from a cleric, druid or paladin of at least 5th level. A vial of saint's blood can be thrown exactly as a vial of holy water can, but inflicts 3d4 points of damage on a successful hit, and 3 points of splash damage to all evil creatures within 5 ft. of the point of impact.

Alternately, a vial of saint's blood can be drunk. Should a good aligned creature imbibe a vial of saint's blood, they gain a +2 sacred bonus to all saving throws against spells, spell-like effects, or supernatural abilities used by beings of evil alignment. Should an evil aligned being drink saint's blood, however, they immediately suffer 12 points of damage, exactly as though struck by a direct hit which inflicted maximum damage.

Saint's blood appears as a glowing crimson liquid, shot through with motes of golden light.

Table 10: Demon Hunter Equipment

Item	Cost	Weight
Exorcist Bells	50 gp	1 lb.
Holy censer	30 gp.	2 lbs.
Holy writ	20 gp	1 lb.
Sacred incense	35 gp	1 lb.
Saint's blood, flask	50 gp	1 lb.

Sacred and Magical Oils, Candles, and Essences

The demon hunter's mission is a sacred crusade, one requiring both immense sacrifice and immense dedication to a holy ideal. It is no surprise then that demon hunters surround themselves with the accoutrements of worship and faith, trusting in their ambient holy power to give them an edge against the terrifying, alien evil of the lower planes.

The following new sacred incenses, candles and oils are wondrous items intended to deepen the religious undertones of a demon hunter campaign. Using these new items will help add an element of the spiritual to your campaign, recalling the mood and themes of demon hunting through the ages.

Candle, exorcism: Exorcism candles are sacred candles made from a combination of bee's wax and fat taken from the corpse of an intelligent being. Exorcism candles are, as the name might imply, used in conjunction with the prayers and rituals required to successfully perform an exorcism. When an exorcism candle is burned for a minimum of 1 hour during the performance of an exorcism,

it adds a +2 sacred or profane bonus to the next Knowledge (religion) check the presiding demon hunter performs. The benefits from multiple exorcism candles do not stack but exorcism candles can be used multiple times during the performance of an exorcism. A single exorcism candle can only be used once, with the benefits fading if not used within a day.

Moderate conjuration; CL 10th; Create Wondrous Item, *protection from (evil, good)*; Price 100 gp

Candle, Greater Revelation: A *greater revelation candle* is similar to a *revelation candle*, only far more powerful. When burned for one hour, it provides a demon hunter with the ability to *commune* with an upper planar being exactly as if he had cast the spell himself. Demon hunters use *greater revelation candles* almost exclusively for one of two purposes: to determine the weaknesses and goals of a lower planar being, or to pierce the webs of deception which invariably swath demon worshipping cults. A demon hunter who uses a *greater revelation candle* need not expend any experience points when *communing*.

Moderate transmutation; CL 12th; Create Wondrous Item, *commune*; Price 600 gp

Candle, Revelation: *Revelation candles* are sacred candles made from a combination of bee's wax and animal fat taken from celestial or fiendish animals that has been soaked in rare and expensive oils and herbs. Incredibly expensive and used only in conjunction with the casting of *commune* spells, a *revelation candle* provides three benefits. First, it adds an effective +1 caster level to the demon hunter when he casts *commune*. Second, it opens the demon hunter's mind to better understand the divine language of his god, so answers given by the deity can be up to 10 words long. Finally, it reduces the experience point cost of casting *commune* to 50. A *revelation candle* can be used only once and must be burned for a full hour before the casting of the spell. The benefits of multiple *revelation candles* do not stack and are lost if the cleric does not cast *commune* within a day of burning.

Moderate transmutation; CL 10th; Create Wondrous Item, *owl's wisdom*; Price 300 gp

Food, Communion: *Communion food* is used when a former demon worshipper or demon-possessed mortal truly wishes to repent his deeds. The exact form of the communion food depends upon the nature of the god the demon hunter serves, so that the communion food of a god of



war might be a wafer in the shape of a shield, while the communion food of the god of the harvest might be an apple soaked in rare and precious herbs. Communion food is given to the one seeking atonement, and if eaten during the performance of an *atonement* spell, the cost of casting is reduced to 200 experience points. Communion food can also be used by a demon hunter seeking his own *atonement* and reduces the costs as above. Though it is food, the magical nature of *communion food* preserves it, so that it endures centuries without spoiling.

Moderate divination; CL 10th; Create Wondrous Item, *augury*; Price 200 gp

Incense, Faith Shield: This powerful, magical incense is infused with sacred energies and made from powdered angel's wings. When burned, it provides all within its radius of effect with a +2 sacred bonus to all saving throws to resist the spells, spell-like abilities, and supernatural abilities of evil outsiders. A single package of *faith shield incense* burns for 10 minutes, and fills a 10 ft. radius.

Moderate conjuration; CL 7th; Create Wondrous Item, *bless*; Price 300 gp

Incense, Oblivion: *Oblivion incense* is a powerful, demonic narcotic which has the ability to erase the memories of all good beings who inhale its vapors. Those of good alignment who enter its 20 ft. radius of effect must succeed at a Will save against DC 15 or lose all memory of the previous 24 hours, including all spells prepared during that time. In addition, those who fail to save will not remember any events that occur during the next 24 hours, meaning they cannot prepare spells during this time. *Oblivion incense* is a common item in wealthy, demon-dedicated temples, and is used to both protect against demon hunters and erase the minds of the cult's victims.

Moderate enchantment; CL 9th; Create Wondrous Item, *mindfog*; Price 800 gp

Oil, Anointment: Anointment oil is a magical oil which can be smeared across the forehead of a cleric, druid, paladin, or any other character who uses divine spells. When this is done, the oil grants the recipient two benefits. First, it adds a +1 sacred or profane bonus to the save DC of the next divine spell they cast. Second, it adds a +1 sacred or profane bonus to their caster level check to pierce the target's spell resistance. Once smeared on a recipient's forehead, the oil evaporates after one hour if not used before.

Moderate divination; CL 10th; Create Wondrous Item, *divine favor*; Price 200 gp

Sacred Holy Symbol Materials

The holy symbol is one of the most important parts of a cleric's equipment. It is only with the aid of his holy symbol that he is able to banish undead and cast his most powerful spells. It would not be overstating things to say that the holy symbol is one of the cleric's truest companions, for it is his earthly link to the divine in every sense.

There are as many kinds of holy symbols as there are faiths. Most are just variations on a theme, uniquely styled in the form of something sacred to the god, but a few have more unique properties. Many of these unique properties are presented below, but this is by no means an exhaustive list.

Take careful note of two things. First, not all these sacred holy symbols are specifically geared toward demon hunters, though all will be useful to them in one way or another. Second, the cost of the holy symbol is not related to the value mortals place upon the material it is composed of, but rather its comparative power.

A holy symbol can possess only a single material property. Holy symbol properties are non-magical in nature, meaning they retain their properties even in *antimagic* fields and other similar effects. Acquiring the materials for a special holy symbol may require a great quest.

Table II: Sacred Symbol Materials

Material	Cost
Angel soul	400 gp
Blackthorn	200 gp
Bone	300 gp
Celestial animal bone	200 gp
Cold forged iron	100 gp
Demon spirit	400 gp
Fiendish animal bone	200 gp
Jade	100 gp
Ivory	300 gp
Relic	500 gp
Rosewood	200 gp

Angel Soul: A holy symbol made from the gathered essence of an angel or other powerful celestial being is a mighty weapon against the legions of the damned. When brandished during the casting of a good spell that requires a divine focus, the angel soul holy symbol increases the spell's save DC by +1.

Blackthorn: Blackthorn is an unholy wood that can only be harvested in the tortured, dark forests of the diabolic planes. When carried by a cleric of evil alignment, it adds a +2 bonus to all Concentration checks.

Bone: A holy symbol made from bone is especially effective when used in conjunction with healing. When brandished during the casting of a *cure* spell, the cleric can re-roll any single die but must take the new result, even if it is lower.

Celestial Animal Bone: A holy symbol created from the bones of a celestial creature is especially effective when used to *summon*. When presented in conjunction with a *summon monster* spell, a celestial animal bone holy symbol grants a +2 bonus to the summoned creature's Strength score but only when used to summon a celestial creature.

Cold Forged Iron: A holy symbol of cold forged iron is especially potent against spirits. When used in the performance of an exorcism, it adds a +1 circumstance bonus to Knowledge (religion) checks made to banish a possessing spirit.

Demon Spirit: A holy symbol made from the coagulated essence of a lower planar being is a powerful weapon indeed. When brandished in conjunction with any *planar binding* spell, the holy symbol adds +1 to the DC of the Will save to resist being summoned and trapped.

Fiendish Animal Bone: A holy symbol created from the bones of a fiendish creature is especially effective when used to *summon*. When presented in conjunction with a *summon monster* spell, a fiendish animal bone holy symbol grants a +2 bonus to the summoned creature's Strength score but only when used to summon a fiendish creature.

Jade: A holy symbol made from jade is especially effective against undead. A cleric wielding a jade holy symbol adds a +1 bonus to all Charisma checks made during attempts to turn or rebuke undead.

Ivory: Ivory is sacred to the celestial planes. A holy symbol made of ivory adds a +2 sacred bonus

to all attempts to exorcise a possessing evil outsider.

Relic: Anointed in the blood of a saint, a relic holy symbol is a potent weapon in the war against evil outsiders. When brandished in conjunction with the casting of a spell, it adds a +1 to caster level checks made to pierce spell resistance but only when cast against evil outsiders.

Rosewood: Rosewood is a sacred material that can only be harvested in the groves of the celestial planes. When carried by a cleric of good alignment, it adds a +2 bonus to all Concentration checks.



Trophies from the Kill

When an evil outsider dies, its spirit is sent screaming back to its lower planar home, where it must reform itself over long, agonizing months. Its loathsome, shattered physical form remains, however, and can be used by the demon hunter who slew it to make potent magical items.

In order to harvest magical components from an evil outsider, the demon slayer must tear them from the corpse and store them within a carefully prepared herbal solution within one day per hit die the beast possessed; each day beyond the first the demon hunter waits, the body loses some of its magic, losing all supernatural properties when the corpse has 0 effective hit dice. The strength of the herbal solution required to store the outsider's remains depends upon the mystical power of the beast, and costs 100 gold pieces per hit die. A single dose of solution is sufficient to store all the remains of one evil outsider. Once the remains are stored, they can be kept indefinitely.

Outsider remains can be used to create many powerful magic items, as their innate, corrupt supernatural power can take the place of magical spells needed for the creation of magical items, and can also serve as the base material for the creation of other magic items. The ways in which evil outsider remains can be used are outlined below.



Magical Weapon & Armor Properties

An evil outsider's bones, which are black as pitch and always warm to the touch, are infused with debased spiritual power. An outsider's bones can be used to create powerful magical weapons of all sorts, with the lingering remnants of the outsider's powers sufficient to replace required spells for many weapon enhancements. An evil outsider's bones can be used in the following ways.

- ◊ Demon bones count as masterwork material for the purposes of crafting magical arms and armor. They are identical in strength, weight and durability to steel. Multiple bones can be fused together to create an item, or they can be infused to steel, transferring their properties to that material.
- ◊ When used to craft magical armor or shields, an evil outsider's bones can be enchanted with the *ghost touch* or *invulnerability* properties, without the crafter knowing the required spells. In order to be used in this fashion, the bones must come from an outsider with hit dice equal to or greater than the caster level required to imbue an item with that special ability. An outsider's bones can also be used to alleviate the costs of *acid*, *cold*, *electricity*, or *fire resistance* of any strength (*greater acid resistance*, for example). When used in this fashion, the cost required to add the special ability is reduced by 25%. The special ability bonuses count against the total enhancement bonus the item can possess.

- ◊ When used to craft magical weapons, an evil outsider's bones can be enchanted with the following properties, without need of knowing the required spells: *bane* (evil outsiders only), *flaming*, *flaming burst*, *ghost touch*, *unholy*, and *vicious*. Any demon, or other chaotic, evil outsider's bones can also be enhanced with the *anarchic* special ability, while a devil, or other lawful, evil outsider's bones can also be enhanced with the *axiomatic* property. In order to be used in this fashion, the bones must come from an outsider with hit dice equal to or greater than the caster level required to imbue an item with the desired special ability. The special ability bonuses count against the total enhancement bonus the item can possess. A weapon made from an evil outsider's bones cannot be enhanced with the *holy* special ability, or any special ability that affects creatures or requires spells of its opposite alignment on the chaotic/lawful axis.

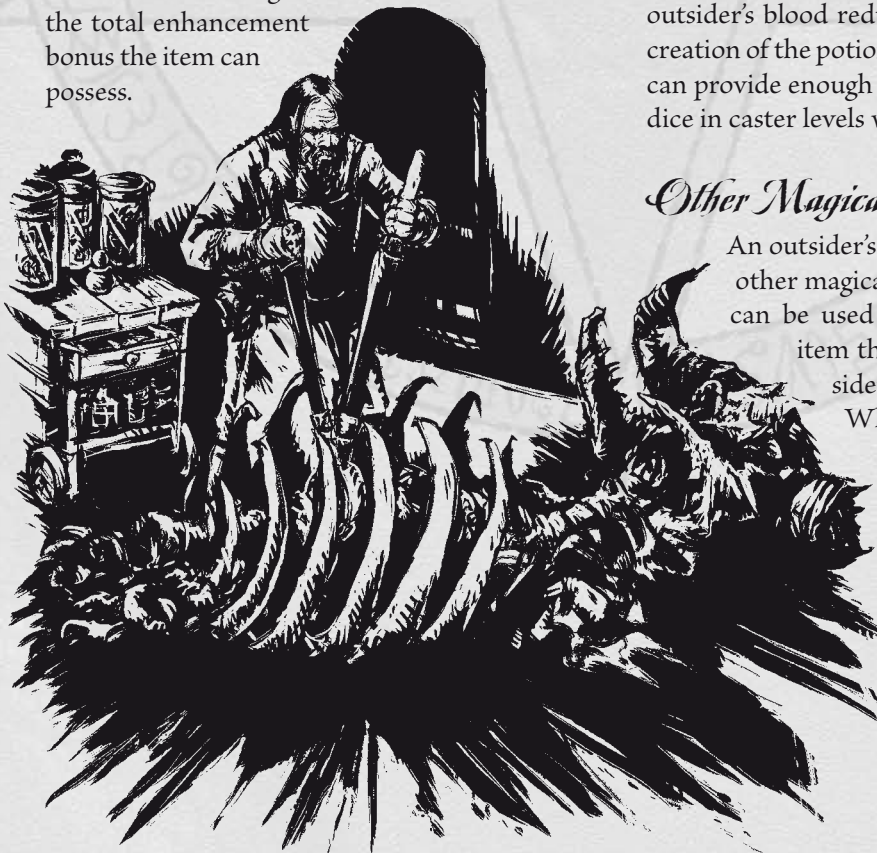
Potions and Oils

An evil outsider's tainted blood can be used to infuse liquids to create magical potions and magical oils. Evil outsider blood can be used to create *potions of endure elements*, *protection from evil*, *darkness*, *darkvision*, *resist (acid, cold, electricity, fire)*, *flaming arrow*, *magic fang (any)*, *magic circle against (chaos, law)*, *rage* (demon only), *magic weapon (any)*, and *protection from arrows*. When used in this fashion, the outsider's blood reduces the base cost spent in the creation of the potion or oil by 50%. An evil outsider can provide enough blood to create a total of its hit dice in caster levels worth of potions or magical oils.

Other Magical Items

An outsider's corpse can also be used to craft other magical items. An evil outsider's body can be used in the creation of any magic item that requires a spell that the outsider possessed as a spell-like ability.

When used in this fashion, the demon's remains reduce the base cost of the magic item by 15%. An evil outsider's remains cannot be used in the creation of an item that requires a spell with the holy descriptor, or which requires a spell which requires spells of its opposite alignment on the chaotic/lawful axis.



Chapter Three: The Campaign

A campaign focused around the adventures of a group of demon hunters is not like a standard d20 fantasy campaign, and requires a great deal of preparation and forethought on the part of the GM.

As with any other themed campaign, a demon hunter campaign only succeeds if you can hook your players and make them excited about exploring your chosen theme. Of course, that's easier said than done; any GM with a few years' experience under his belt can attest that getting players in the mood for a specific, unusual adventure is difficult enough, let alone convincing them to dedicate a significant chunk of playtime to an unusual campaign.

This chapter exists to make your job easier. It's packed with ideas for demon hunter campaign themes, as well as ideas to spring board your campaign, discussion of relevant role play issues, and frank advice on how to incorporate and compensate for the unique rules of the d20 fantasy system.

Creating Characters

Though it is, of course, the player's job to create their characters for your campaigns, it is your responsibility to prepare them ahead of time, by laying out your plans for the game, and by giving them a list of restrictions and suggestions that reinforce the themes of your campaign.

The role of the different character classes in a demon hunter campaign, and their strengths and weaknesses, have already been discussed at length in chapter one, so repeating that information would be a waste of space. That said, the information in that chapter is largely presented from a player's perspective, meaning there are a few GM-specific tidbits worth mentioning here.

Weakness of the Bard: Bards have a very specialized role in most demon hunting campaigns. While their bardic music and their spells can be effective in protecting their allies, both tend to pale in comparison to the mind-affecting powers which high challenge rating outsiders can bring to bear. The one real strength of the bard is his bardic lore class ability, and even that can be overshadowed by other character's high skill ranks in Knowledge (arcana) and Knowledge (religion). It becomes your job, then, to safeguard the effectiveness of bardic knowledge,

most commonly by ensuring that hints and clues to an outsider's true nature, or to the secret weaknesses of its cult, can be uncovered primarily through its use.

Social Stigma: Traditionally played bards and paladins, or really any character who is assumed to command a fair bit of social prestige, can be problematic in darker campaigns, where it is assumed that demon hunters are hated and feared by the common man, and often by the nobility as well. The bard's class abilities largely depend upon his ability to influence crowds and turn the powerful over to his way of thinking; this can directly conflict with the tone of your game. Likewise, the paladin is assumed to be a shining beacon of good, an exemplar of right, and a beloved hero to the common man; because of this, you should expect and prepare for a disconnect in some player's minds between what they assume will be the paladin's social role, and the reality.

To a limited degree, the same difficulty holds true for any character heavily invested in social skills. The player of such a character will reasonably expect to be able to not only influence people, but to be able to count on community support as well. In essence, he will want to create a hero of the people. You can and should accommodate this, even in the most cynical of campaigns. The key is to encourage or mandate players to change the nature of the social-skill based heroes. Rather than be a shining knight, or a quick witted rapsallion, the character instead is a devoted crusader, irresistibly compelling in his zeal, or a terrifying demagogue, commanding the masses through fear and the judicious use of evangelical fire-and-brimstone pulpit preaching.

Focused Abilities and Skills: In a typical d20 fantasy campaign, the players do not have the luxury of focusing their character's skills, feats, and abilities along a very narrow path, as they will have to contend with all manner of opponents and other challenges. If, however, you tell the players in advance that they are to play a group of demon hunters, and that evil outsiders and their cultists will be their primary opponents, then you should expect them to focus their skills along very narrow paths, the better to maximize their power, both in and out of combat.

What this means for you as the GM is that you must be prepared to compensate for these very fo-





cused skills, and precisely selected feats and spells. Compensating doesn't mean just recognizing their strengths, and preparing their opponents accordingly. It also means allowing for their weaknesses as characters; in fact, allowing for their weaknesses is even more important, as introducing an opponent or other challenge which requires the use of skills, feats, spells, or class abilities which the demon hunters do not possess can quickly grind an adventure or campaign to a halt, resulting in frustration for both you, and the players.

Focused Magic Items: Throughout all levels of play, you will need to ensure a steady supply of appropriate magical items are available to the heroes, since outsiders almost universally possess powerful defenses against mundane weapons. For this reason, a demon hunting campaign will typically feature heavy, focused magic, meaning you will also need to keep a keen eye on play balance.

Demon Hunter Campaign Themes

The first, most important step in creating a demon hunting campaign is deciding on the overall theme and mood of the campaign. Nothing will affect your campaign's style of play or the characters your players create more than the tone you set before the game begins.

It is important that you decide what the tone of your campaign will be before the players create their characters, even if you choose to surprise them with the nature of the campaign. What follows are descriptions of the two most common sorts of demon hunter campaigns. While it is certainly possible to run a demon hunter campaign which mixes and matches these two styles, or which deviates from both entirely, it is likely that you will find your own demon hunter campaigns matching up fairly well with one of the two styles listed below.

Despair, Grief, and the Dying of the Light

I've heard of demon hunters who choose this life, but I can't say I've ever met one. I also can't say I'd ever want to meet one. Damn fools, damn stupid fools. Anyone who would want to spend their lives soaking in the worst miseries the heavens have to offer deserves a wretched death. Hell, given the chance, I'd kill

them myself—no, not to spare those who deserve what their folly brings, but to keep the rest of us safe from the consequences of their inevitable failures.

No, obviously, I didn't choose to hunt demons. Life and fate didn't leave me any choice. And that's the most damning condemnation of this existence you'll ever hear.

Oh, yeah, I believe in fate. I have to, because I already know how all this ends. Death, and burning fire. No, not for me, for everybody. For everything. Yes, it's coming, someday. Sure, I save people, for now, pull their souls back, help them keep their skin, send a few demons, a few devils back to Hell. But it won't really matter in the end.

You see, it doesn't matter how many demons I kill, there are always more. Doesn't matter how many souls I save, not really. Their souls go up—well, most of them do—but sometime, maybe next year, many ten thousand lifetimes from now, maybe tonight, it's all going to fail. The demons will come up, and the devils will dance, and the heavens will come tumbling down. Then everything will burn; the trees, and the rivers, and the world and the stars, all just smoke and cinder. Then all of us, all of our souls will sink down into that fire, and we'll find out just why having immortal souls is a curse and not a blessing to the wise man.

But you should think yourself lucky. Your soul will burn. For me, after all I've done to them, I'm sure the demons have something worse planned.

The default themes for a demon hunter campaign are universally dark; despair, fear, helplessness, hopelessness, and failure all feature prominently in a typical demon hunter campaign. When running such a campaign, it is important that you set a grim tone, and reinforce and strengthen that tone throughout all the adventures you run.

In a typical demon hunter campaign, the world is a doomed, haunted place, a battleground for the mightiest of celestial beings, beings who rarely spare a thought for the mortals who must suffer the worst consequences of their eternal war for souls. In this style of play, demon hunters are not optimistic heroes, destroying the outsider hordes, and keeping the world pure and good. Instead, they are voluntary sacrifices, martyring themselves in the vain hope of forestalling the inevitable corruption, and destruction of the mortal world.

Campaigns of this style are typically referred to as “dark” or “gritty,” though earthy might perhaps be the best descriptor, since the character's adventures are relatively realistic, or at least as realistic as sword and sorcery hijinks in a world teeming with magic, monsters, and powerful heroes can be. In a cam-

paign of this sort, non-player characters will have realistic motivations, desires, and goals, and evil outsiders will likely be the only beings easily pegged as purely evil. Other intelligent beings will be colored in shades of gray, with heroes and other important characters acting with intentions both base and noble in turn, while the vast majority of commoners and nobles will be purely, apathetically neutral.

Demon hunter characters in a darker campaign should skirt the edges of good. They are heroes, yes, but only in the sense of the heroes of Greek myth; it is their actions, and their willingness to face great danger in the pursuit of their quest that defines them, not their absolute dedication to the advancement of good. There will, and should be exceptions to this of course, but they should serve as a counterpoint to highlight the grim, twilight nature of most demon hunters. When running a campaign of this sort, keep the following advice in mind.

Character Despair, Not Player Despair: The world is a dark place, and the only optimists are children and the foolish. Governments and churches are corrupt, or at least uninterested in shepherding humanity towards enlightenment. Superstition rules the day, peasants are ignorant, frightened sheep, and nobles are little better, using their wealth to indulge in their darkest passions. Victories are hollow and short lived; a woman saved from demonic possession is burned as a witch by overzealous villagers, a demon drags an orphanage down into the bowels of hell, and demon hunters are betrayed by those they fight to protect in exchange for a few extra devil-granted decades of life.

When running such a campaign, it is very easy to overdo the despair, and to make the players feel hopeless, rather than their characters. This is very much the wrong approach. Fantasy roleplaying is a game, and though the focus of play is on the interactions of the characters and on the telling of their adventures, no one likes to feel that there is no chance of success in the games they play. It's a delicate balance, with the key to keeping the players interested being a careful balance between success and failure.

One way to ensure that the players feel successful, even if their characters do not, is introducing challenges which are specifically designed to be overcome with clever role-play, or by a succession of good dice rolls. It's a truth of roleplaying that players will forgive all manner of depressing events if they're allowed to stretch their die rolling muscles, and if they are permitted to outwit a non-player character foil with a clever plan.



Distrust: In a dark campaign, demon hunters should largely be misunderstood heroes, feared by the commoners they protect, and resented by the secular authorities who rule the land. The stink of the demon and the devil is on the hunter, and it is a stench which cannot be masked by a bath and the dabbing of perfume.

Demon hunters should face the same challenges as gun slingers in 60's era westerns; outsiders and drifters possessed of astounding skills which normal folk cannot even comprehend, they are tolerated, at best, and more likely feared. Demon hunters in a dark campaign command the aid of the local populace with threats, and through the surgical application of motivational violence, and no one is sorry when they leave for the next village, taking their "corruption" with them.

The distrust should come from the opposite direction as well. Demon hunters know that mortal spirits are weak, and easily corrupted, so they trust no one, not even other demon hunters. This is a wise policy; non-player characters in a dark campaign will willingly sell out the demon hunters for a handful of gold, and even governments who share the demon hunter's interests will betray him to preserve their political authority.

Decompression Time: People are funny creatures, their emotions unpredictable and varied. As a group, we have an almost infinite capacity to be amused, and in fact, laughter always seems to breed more laughter. The same does not hold true for feelings of horror, or fear.

Your campaign is a canvas, and emotions your color palette. Fear is your darkest shade. Used intelligently, dark shades highlight detail, bring out the light, and give definition to the work. Used haphazardly, dark shades overwhelm, and obscure, choking your painting in a shroud of meaningless black.

There is a limit to how much fear and horror that any person is able to process, and once the saturation point is reached, they will become numb, desensitized to even the most grotesque images, or the most startling events. The best horror novelists and horror film directors understand this, and know how to give the audience temporary release from fear, the better to take them further with the next shock.

The best antidote to fear is laughter, and that is fortunately easy to come by in most gaming groups. A well placed quip can do the trick, but it is better still if you occasionally introduce a situation or a non-player character specifically designed to bring some levity to the game. A bumbling, would-be

demon hunter, perhaps loosely based on Inspector Clouseau, is a good example of a comedic character, while something as simple as an old-fashioned bar brawl is a good example of an appropriate situation. If used at the proper time, a comedic or purely adventurous moment can work as a pressure valve, allowing the players to release tension, the better to allow you to ramp it up further later.

The Taste of Ash: In a darker demon hunter campaign, the true horror of demons and devils is not their massive supernatural power, but their ability to destroy all that is good in the world. For this reason, in a dark campaign the focus of play should be on human concerns, and human fears, and should be framed using situations which all men and women can relate to.

In a dark campaign, adventures involving demon invasions of the mortal world should be very, very rare, as not only do those skirt uncomfortably close to sword & sorcery territory, they are also something which players cannot truly relate to. Instead, a demon hunter adventure might play upon the fear parents have of being unable to protect their children, ala the classic film *The Exorcist*, or might invoke the fear of powerlessness all people share. By grounding your campaign's events in these sorts of issues, you establish a deeper connection to your players, making it easier for you to frighten them, or at least get them to invest more emotion in their character's adventures.

The best thing about using human emotion and universal experience as the basis for your adventures is that the players will not truly expect to see such problems resolved at the end of an adventure. We are all too familiar with the way that real-world problems are rarely ever resolved, so while the players will rightly expect to see full resolution to a demon invasion, they will not expect full resolution for a demon-sparked conflict between a father and his son.

Blood Is Not Dark: Fountains of gore does not a dark campaign make. Many beginning game masters mistake splatter and grotesque descriptions of horrific violence for fear, mature gaming, and darkness. While there is certainly a place for the grotesque and the bloody in a demon hunter campaign, neither should be the focus of the game, because players become desensitized to gore even more quickly than they become desensitized to fear.

In fact, an overabundance of gore can quickly render a campaign silly, and give license to your players to try to outdo one another with descriptions of over



the top, sometimes outlandish displays of violence. Though combat is a large part of most d20 fantasy campaigns, in a dark demon hunter campaign serious violence should be used sparingly, and never as filler. In addition, to truly play up the dark nature of the campaign, you should be sure to play out the consequences of violence; if, for example, the demon hunting adventurers slay a dozen cultists, and then set fire to their blasphemous church, you should at minimum have them questioned by the authorities, and might even choose to play out the aftermath of the battle, and the potentially devastating effect it will have on the dead cultist's surviving family.

The Wages of Fear: It isn't easy to make players afraid. Not because gamers are unflappable he-men, but because a well lit dining room, packed with snacks, dice, and distractions is not a conducive environment for creeping dread. For the most part, then, you should not expect or even try to deeply frighten your players, and instead concentrate on creating situations which would frighten the characters. That is the essence of d20 fantasy roleplaying; just as players don't truly fall in love with beautiful princesses when their characters do, there is no reason to assume that their hearts will skip a beat when their characters find themselves confronted by an immortal fiend from the depths of hell. If you are lucky and a particularly skilled Game Master, it is possible to cause some of your players to truly fear for the existence of their characters, or even feel a bit of anxiety themselves at strange sounds outside the apartment door. If you can do that, then you should feel content.

That said, there is one way in which you can attempt to put a little fear into the players themselves, and that is by hitting their own, personal phobias. BE EXTREMELY CAREFUL when doing this. A player who doesn't like spiders but doesn't have arachnophobia might actually appreciate the little chills an encounter with a spider-devil brings. Conversely, throwing a plastic spider at an arachnophobic player will only end badly, with the player choking on his potato chips, and then launching himself across the table at you like a big, pasty missile.

As briefly described above, the most evocative fears are those based on situations or experiences which all people can easily relate to. Fears of abandonment, of helplessness, of loss of self; all these are fears we all share, or at least can understand. Even such comparatively shallow fears such as poverty can evoke powerful reactions from players; if they do not cause real fear, they at least spark empathy

in the player's minds, and that makes for excellent roleplaying.

The Big Question Mark: As has been discussed, very little in a dark campaign should ever truly be resolved. Just as the body of the big villain is never found in a comic book story, no demon hunting adventure should end without some sort of question mark. Certainly, the villain died, the cult was destroyed, and the child was freed from possession, but what about the evidence which points to another arm of the cult in another town? What about the strange marks on the child's back, and his sudden ability to speak the infernal language, and cause water to boil with a touch?

Even at the end of the campaign, when the demon hunters strike down their arch-nemesis, or send the pillars of his cult tumbling, you should leave them with a vague sense of unease, to reinforce the idea that while battles can be won, no demon hunter can ever win the war against the infinite, immortal hordes of the lower planes.

The Merry Demon Hunters

Really, I simply do not see what all the fuss is about. Yes, demons are powerful, and yes, devils are cunning, but have any of you ever haggled ransom with a dragon, or tried to outwit a thousand year old vampire? I though not. Well, let me assure you that a demon or devil would be hard pressed to match those worthies.

Truthfully, I am rather fond of demons. No, of course I don't mean it that way! I've yet to meet the demon I'd bring back home for tea. What I mean, quite simply, is this: there is nothing I like better in all the world than pitting myself against a demon, flexing my wits, and my testing my skills against a monster that was old when the gods were new. It's an indescribable feeling really, one that I've tried to put down in words, but no prose, no matter the care with which it is crafted, can do it justice. Those who have done it know what I'm speaking of; the rest never will, and honestly don't deserve to.

I know there are some who do not share my passionate joy for the hunt, and I consider them damaged souls, one and all. Honestly, they call me arrogant, but it is they who are smug, and self righteous to boot. They call me a fool, say I'm dangerous, that I tamper with forces "beyond the limits of my witless mind to understand." Yet, I'm not the one who cries myself to sleep at night, I'm not the one who'll end up slitting his own throat when I've had too much wine and the memories come calling. No! I'm here, I laugh, I still understand joy, I'm still loved; and I've slain as many demons, as many devils as any of them.



No, in the end, fighting demons is no different, and no worse, than any other sort of adventure. Keep your wits about you and you'll survive, and grow wealthy and famous as I have. Good hunting.

Campaigns of this sort are the default mode of play for d20 fantasy, featuring action packed adventures against powerful demons, devils, and other outsiders. In a campaign of this type, swashbuckling will be the norm, and the demon hunters will be larger than life heroes in the mould of King Arthur, or more appropriately Solomon Kane. Hard fought, physical battles will be the norm, and the characters will literally hunt demons, tracking them across the world, or between dimensions, and cutting them down with powerful, magical weapons, or with earthshaking spells.

Since campaigns of this sort are the norm, there is no real need to discuss them in depth here. That said, there are a few issues specific to demon hunting campaigns which you will want to plan for before beginning your campaign. These issues are discussed below.

The Heroes are Heroic, the Demons Aren't Bumbling: Evil outsiders are both among the most powerful of opponents in d20 fantasy, and the most famous. Short of red dragons, there is no opponent more hungered for than pit fiends and balor. As a result, players in an adventurous demon hunting campaign will want the demonic opponents you throw at them to be played to their maximum potential. You should be ruthless in combat, and equally ruthless out of it, using the full extent of each monster's listed abilities; the key to an adventurous demon hunting campaign is memorable encounters, and memorable battles.

Empowerment: While the opponents you throw at the demon hunters should be powerful, and well played, you should not allow them to outshine the player's characters. The key to ensuring that the players always feel their characters have a chance to defeat their exceptionally dangerous enemies is empowerment.

In this context, empowerment means creating scenes and encounters which play to the character's strengths. In an adventurous demon hunting campaign, the players don't want their characters to be beaten down by the harsh realities of confronting ancient, thoroughly corrupt beings. Instead, they want the thrill of overcoming obstacles, of metaphorically (or literally, through their characters) spitting in the face of the worst hell has to offer.

In many ways, demon hunters in an adventurous campaign are quasi-medieval superheroes, capable of resisting and overcoming any demon's challenge, regardless of its power. You must embrace this, and describe the battles you throw against the players in the most grandiose terms. Likewise, you must describe the demons and devils they face with great embellishment and a showman's flair, so that your players are likewise encouraged to describe their characters, and their character's deeds in a manner worthy of old movie serials.

Heroic Adventures, Heroic Endings: While an adventurous campaign can feature adventures based around exploration of human fears, as in a dark demon hunting game, they will not be as satisfying in play. Having become accustomed to larger than life adventurers, your players probably won't have the proper mindset to do them justice.

An adventurous campaign is your and your players' chance to indulge in mythic level play, with demon hunters confronting powerful outsiders directly, and striking them down in open combat. This kind of play can be very liberating, particularly if you work to build up the opponents you create before unleashing them upon the characters. In this style of play, evil outsiders will use their abilities in secret where they can, but inevitably they will and should succumb to mastermind syndrome, confronting the heroes directly and thereby sealing their own fates.

Demon Hunter Opponents

The second decision you must make when creating a demon hunter campaign is choosing whether you will focus on a single evil outsider as an opponent, or whether you will use multiple foes, all linked by a common demonic theme.

Lone Demon Opponents

She's out there, somewhere. I've hunted her on and off for twenty years, since the day my parents died and my brother was lost to me, even though I didn't always know it was her I was hunting. I've followed her across nations, across oceans, and across worlds; I've been to hell, searching for her, and I've been to the heavens, to beg assistance from those fair kings. It has come to nothing.

The time is nigh, now, I can sense it. And I sense something else as well. I sense her fear. Demons do not



change, they do not grow. We do, and I have. I am not the scared little girl I was, nor am I the amateur hunter, vomiting on my shoes at the sight of blood. I've grown strong, and this life has shorn away my weaknesses.

The reckoning time is coming. Soon.

And I am ready.

In a campaign designed to bring the demon hunter characters into extended conflict with a single demonic opponent, your primary challenge is creating a viable, interesting villain. The simplest approach is to pick a single, specific outsider, or design a single, very powerful demon cultist to oppose them, but this is only a somewhat satisfying solution. The major problem with using a stock demon is that the players will not view it as unique; a pit fiend is, at its heart, just a powerful monster.

Ultimately, the key to making a single villain worthy of dominating a campaign is giving him solid character hooks. A worthwhile hook can be as simple as giving him a unique appearance, or interesting name. The best hooks, however, are those which tie the villain directly to the player's characters. While it can seem contrived to tie the campaign's chief villain directly into the background of every character, linking him or her to the origin of one demon hunter is an excellent way to engage the player's interest. For example, revealing near the beginning of the campaign that, in his youth, the head of a powerful demon cult sacrificed one demon hunter's parents to earn the favor of a devil king gives the player of that hunter a strong incentive to oppose the villain.

A hook can tie the villain to the character in other ways as well. The simplest way to do this is to create hooks in play. Find a non-player character who the player characters have come to trust, and who the players think is interesting, and kill him, or better yet, corrupt him to the side of evil. Discovering that the friendly priest, the one who gave the characters healing and absolution for their sins, is now possessed by an imp summoned by the major villain will trigger righteous indignation in most any player.

One hook that many GMs rely on which they probably should not is tying a villain solely to the campaign setting's history. While the players may find it interesting that Lord Grumvax the half-fiend destroyed the kingdom six centuries ago, they won't have any personal stake in stopping him; while their characters might be expected to hate Grumvax, the players won't share that emotional investment, meaning the big villain may well fall flat. Now, conversely, if Lord Grumvax is *also* the same demon who



corrupted the poor, friendly priest, then the players will actively want to kill him, and that means you're in business.

A Villain Isn't Just One Person: When deciding on a villain, don't make the mistake of assuming that you must focus on only a single monster, or evil non-player character. Groups, particularly demon cults, can also make outstanding campaign length villains. In fact they're better in some respects, since they are not so easily killed/destroyed as a lone opponent is. A typical demon cult is like a hydra, in that you can strike off one head without killing the beast.

At the same time, should you choose to use a demon cult, a circle of evil non-player characters (basically an adventuring group serving as a mirror image to the demon hunters), or a small cabal of evil outsiders, you should make every effort to ensure that the villains are not rendered faceless. A demon cult without an assortment of interesting villainous personalities isn't a worthy opponent, it's just a collection of thugs with ambition.

Survival and Growth: The most difficult aspect of using a single opponent or single group of opponents throughout an entire demon hunter campaign is getting them to survive to the campaign's climax. Players are remarkably like bloodhounds, or better yet, like sharks; once they smell blood in the water it's difficult to get them to let go of the trail. This is partly just the nature of the d20 fantasy gaming culture, where an adventure isn't over until the bad guy is dead. This, of course, runs counter to the needs of a single villain campaign.

Likewise, the other key difficulty in a single opponent campaign is the growth of the villain in comparison to the growth of the heroes. The d20 system is set up to reward players with swift character growth, and in a typical campaign the heroes are likely to do far more adventuring than their foil is. This sets up the uncomfortable dilemma of either giving low level characters a villain they can never fight, in the hope that at high levels the opponent won't be easily overwhelmed, or giving them a low power villain, and then being forced to boost his power immensely as the characters grow stronger.

There are several solutions to this dilemma. The first, creating a mastermind, is discussed below. Another good solution is to not directly introduce the main villain of the campaign until the characters have already advanced to mid levels of power. The advantage of this is that while the characters may have to deal with the repercussions of the villain's

actions, and may hear rumors of his existence, they will not confront him directly, meaning they will not doggedly hunt him.

Alternately, should you choose to confront them with the villain near the beginning of the campaign, you can rely on the same resurrection and healing magic that the players do, to allow the big villain to be killed multiple times, always resurrecting him for a later adventure. Of course, resurrection magic doesn't work on outsiders, but it works just fine on malevolent cult leaders.

The bait and switch is another good way to ensure a villain's viability throughout the campaign, and one which works very well in concert with the mastermind, below. In a bait and switch, you introduce the characters to a villain who will serve as their foil throughout the early stages of the campaign. When the characters approach mid-levels, however, you reveal that the opponent they have been facing is in reality nothing more than a powerful lieutenant of another, more dangerous being. This is an excellent approach, as it fits well with the conventions of many genres and gives your players that boost of adrenaline when they realize they still have a long road to travel.

Finally, you can also secretly prepare multiple "single" villains, so that if the players surprise you and kill one of your prospective big bad guys, you can shift focus to another. Done well, your players will not even recognize what you have done. Be warned, however, that if you have not previously laid the groundwork for each of your prospective major villains, the players will rightly assume that this new, important villain is just springing out of nowhere whole cloth, and they will not form the essential attachments to him.

The Mastermind: A mastermind is a villain who, while often personally mighty, is most dangerous for the plots he sets in motion. A mastermind does not oppose heroes directly, instead relying on layers of intrigue and hordes of followers to carry out his mandates.

Evil outsiders are ancient, cunning, and often possessed of beyond-genius level intellects. Likewise, they are often worshiped by corrupted mortals, and the more powerful princes among them command entire armies of demonic troops. This makes evil outsiders ideal mastermind material.

Demon cultist foils can also make exceptionally good masterminds, since they command large groups of thugs, and often have influence in high society.



The key to using a mastermind appropriately is ensuring that both the characters, and more importantly, the players know that the mastermind is the seed to the current adventure, even if there is no way for them to make use of that information. The mastermind builds tension, and the best sort of frustration, since the fact that the characters cannot oppose him directly makes the players want to come to grips with him all the more. The mastermind is the ultimate carrot on a stick, his frustrating presence driving the campaign forward.

That said, you must be prepared to let your mastermind meet his end, or at least be prepared to allow the players, through their characters, to find some resolution to the chase. Nothing is more frustrating than a mastermind who cannot be touched because the GM isn't willing to let him be touched; "pet NPCs" will kill a player's enthusiasm for a campaign faster than anything else.

See page 90 for more information on creating compelling demon and devil NPCs.

The Hordes of Hell

I don't know why I ended up doing this job, I really don't. I suppose it just worked out that way. Fate, some would call it, and I suppose that's as good a word as any. It was never my intention to spend my entire life fighting demon cults, or their masters. But that's the way things turned out.

The most typical sort of demon hunting campaign, and the one which hews most closely to a standard d20 fantasy campaign, is one in which the demon hunter characters do not face a single major villain, but instead engage in serial adventures which are all linked by a specific theme. In this case, that theme is evil outsiders, and the cults which serve them. Since campaigns of this sort are the d20 fantasy standard, most of you will be well aware of the structure and play of such a campaign.

That said, there is one particular issue which bears discussion, and that is the threat of oversaturating your campaign with one type of foe.

Absence Makes the Heart Grow Fonder: If you're familiar with the old saying "absence makes the heart grow fonder," and understand what it means, then you're already ahead of the game. For those of you who aren't familiar with the saying, it refers to the fact that friends, lovers, and even acquaintances appreciate each other more when there is a period of separation between them — essentially,

when you are separated from someone you appreciate, their absence makes you appreciate their company all the more.

So what does this mean for your campaign? Well, the true kiss of death for any campaign is boredom; if you bore your players, or if you find yourself bored with the adventures you're creating, then the campaign will become an exercise in tedium, if it doesn't grind to a halt altogether. One of the surest ways to make a campaign a bore is to throw the same opponents out onto the battlefield over and over again. Though demons, devils, and other evil outsiders come in staggering variety — as one of the most infamous of d20 opponents, there are dozens of supplements describing new types — your players will still key in on the fact that they are fighting *yet another demon* if you use them too often. This can be very problematic in a demon hunter campaign. So what can you do to ensure this doesn't happen?

Well, the first, obvious, and best answer is that you don't flood the game with demons and devils, even in a campaign which is solely focused around the exploits of demon hunters. In all but the most exotic of campaign worlds, there are dozens if not hundreds of different magical beasts prowling the wilderness, to say nothing of the hundreds of types of dangerous wild animals, and teeming hordes of humanity to be found everywhere. Breaking up the appearance of demons or demon cults with a few well timed encounters against other monsters is an excellent way to avoid monotony.

Campaign Issues

Running a campaign focused on hunting and slaying demons is not like running a standard d20 adventure campaign. In addition to the special considerations listed above, there are several issues which will undoubtedly come up in play, regardless of the style of demon hunter campaign you choose to run.

Sympathy For the Devil: The basic assumption of d20 fantasy is that there are beings in the world which are absolutely good or absolutely evil by their very nature. Evil outsiders are almost universally of the latter type. This not only raises certain expectations in the player's minds, but also forms the framework of many of d20 fantasy's rules assumptions.

It is recommend that your demon hunter campaigns do not deviate from this assumption. First, particularly in a darker campaign, the world will already be filled with so many gray areas that it will be



a comfort for the players to have an opponent they can strike down without moral concerns. Destroying demons is fun, and it's a tension release, giving the players an opportunity to cut loose and fight the good fight.

The second reason is somewhat related. Introducing good demons can reduce the power of evil outsiders. Demons and devils represent the dark side of the human psyche, the strong temptation to do the wrong thing for personal gain or for no good reason at all. When good demons enter a campaign, suddenly evil outsiders are no longer an immutable, elemental force, instead becoming just another fantasy race like any other.

This does not mean that you cannot introduce evil outsiders whose motives are understandable, even somewhat sympathetic. In fact, you should strongly consider doing so. The most dangerous, reprehensible thing about demons and devils is not their supernatural power or their willingness to commit atrocity, but their ability to tempt other beings to do the same. Devils in particular, with their lawful alignment, should be masters at presenting their viewpoints in a wholly reasonable manner, convincing those they prey upon that yes, taking from the weak is acceptable, even admirable, that yes, indulging in every sort of vice is the best way to enjoy life, that yes, the gods are nothing but false idols, concerned with nothing but their own advancement.

These temptations work best when used to create difficulties for the characters, or to form the basis of adventures. In this way, you can demonstrate the seductive power of evil in your campaign, without having to try role-play out a player character's own fall into darkness. Players are, as a whole, very reluctant to allow their characters to fall to temptation, as they rightly see it as a loss of control.

Some players, however, will jump at the chance to play a fall from grace storyline. To make such a story work, you must converse with the player, and would be advised to discuss the issue with the other players. A fall from grace story requires a different sort of roleplaying from the group, since it does not spring up as a natural consequence of the players' actions but is rather a pre-made theme. Making such themes play out successfully requires all the players to willingly participate, as even a well meaning player can destroy the storyline if he is not careful.

Sex and Violence: There is one final subject which must be considered when preparing a demon

hunter campaign, and that is defining the limits of your subject matter.

Violence is an inherent part of d20 fantasy, but it tends to be abstracted, and made more palatable by the absence of descriptions of the real effects of violence. In a demon hunting campaign, where the consequences of sin and depravity are explored, this is not always the ideal approach. You should therefore consult with the players ahead of time to determine their comfort level with violent descriptions, and with the playing out of the real effects of violence.

The same holds true for the introduction of other, mature themes. Evil is expressed in many forms, so you absolutely must determine what your players will accept in the campaign, and what they will be offended by. The point of roleplaying is fun, and introducing themes or events which the players are not comfortable with will destroy this fun. So while some players will be fine with open depictions of violence, for example, other players will absolutely refuse to participate in such a game.

It is very important that when you have this discussion, both you and the players speak frankly. It might work best to talk to each player individually, so that each of them can speak honestly, without fear of the other player's opinions. When discussing the issue, also make sure that you understand whether the player objects to in-play descriptions of the acts in question, or whether they do not wish to have the subject broached at all, even as off-screen events.

Once you've had your discussion, you absolutely must respect these limits, meaning you must never attempt to push beyond the established boundaries. To do so is to betray the player's trust, which will at minimum destroy the campaign, and which might have more serious consequences as well.

The Seeds of Adventure

One of the biggest difficulties when running a demon hunter campaign is coming up with appropriate adventures for the characters, since demon hunters do not always covet wealth, fame, and power the way traditional adventurers do. As you might imagine, this cuts down the number of options considerably.

At the same time, it is very important that a demon hunter campaign not simply become a run-



ning series of battles against demon cultists and their lower planar masters. If a campaign is a feast, then an adventure against demon cults and devils is just one recipe, and no feast worthy of the name serves just one dish.

In order to run a demon hunter campaign successfully and ensure the maximum amount of fun and variety, it is important that you hold to the themes established in this sourcebook, while introducing enough variety to always keep your players guessing as to the true nature of their foes. Don't be afraid to occasionally allow the campaign's tension to slack by running an adventure which is more in line with a traditional treasure hunt or which does not involve demons or cultists at all. After all, the fact that demon hunters are focused solely on fighting lower planar evil doesn't render them invisible to an evil wizard's notice, or keep them from running afoul of goblin bandits, or make them immune to dragon's fire.

Following is a collection of adventure seeds, all of which are themed around the concepts introduced in this book. For ease of use, the adventure seeds are divided into two broad groupings, wilderness/rural and urban, and then further split into two general categories, intrigue-based and action-based. Please keep in mind that an intrigue-based adventure should still include scenes of exciting action, and action-based demon hunting adventures should still be spiced with skullduggery and cloak and dagger moments, the better to hold to the themes of this handbook. Note also that the adventure seeds below, with some notable exceptions, are largely level-independent and suitable for use at any point in the campaign. Finally, when using these adventure seeds, don't be afraid to mix elements from several seeds together, picking a villain from one and inserting him into the plot of another, or just mixing two plots together to form one exceptionally convoluted adventure.

Wilderness/Rural

The following adventure seeds are especially appropriate for wilderness-themed demon hunters, particularly barbarians, druids, and rangers, but can be enjoyed by parties composed of any mix of character classes.

INTRIGUE-BASED ADVENTURES

The Demon Seed: The farmers of the hamlet of Westmore have endured the local drought admirably, bringing

in crops that would be the envy of other villages even in the most bountiful years. This fact, coupled with the rash of disappearances from the nearby villages and barbarian tribes, has aroused the suspicion of church officials, who want the matter investigated quietly.

The secret of Westmore's success? A pact between the farmers and a long-forgotten minor demon. The farmers sacrifice innocent victims to him, and in return, he sows their fields with bleak seed, which thrives in times of drought and disease. What the farmers and the demon hunters do not know is that the seed is cursed with a magical plague that corrupts the spirits of those who eat its fruit. If not stopped, evil will spread across the nation like a black tide...


The Black Circle: The depths of the Dragonswath forest are home to a druid's circle of ancient lineage and surpassing power. Though ostensibly neutral, the circle has always been a friend to the crown, keeping the frontier safe from ravaging humanoids and other, more powerful monstrosities. Despite the relationship between crown and circle, or perhaps because of it, the bishops of the more civilized faiths of the realm despise the circle, decrying them as "adherents to a savage, blasphemous religion."

Now, word has reached certain interested ears within the crown that the circle has indeed fallen to blasphemous practices, and is actively working to summon lower planar forces to the Dragonswath. The truth is, of course, a bit more complex than that. The circle has not fallen to corruption, though it certainly seems that way. In reality, the demonic forces in the forest depths have been summoned by a young, fanatical cleric in the service of one of the rival churches. Per his superior's commands, he is attempting to frame the circle. Unfortunately for both he and his temple masters, the cleric's fanaticism is far stronger than either his morality or his common sense. Rather than faking demonic activity, the cleric has actually summoned demons and set them against the hapless woodsmen and loggers who work the forest.

Now, it falls to the demon hunters to discover the truth, and then work to stop the cleric. It must be done quietly, however, lest the resulting scandal destroy the cleric's church and open a power vacuum in the kingdom which could lead to inter-faith war.

The Simulacrum: It has just been discovered that cultists have kidnapped the chieftain's infant son and left a demon-created simulacrum in his place.





The chieftain suspects that members of his own tribal council are members of the cult, and so he has gone outside the tribe to seek assistance (in other words, he has approached the player characters for help). The characters must infiltrate the cult, discover which (if any) members of the tribal council are cultists, and expose them, all while striving to rescue the chieftain's son and return him safely to his father. Oh, and they have to do all this without exposing the kidnapping, lest the superstitious tribe demand the "tainted" son's death.

As an added complication, the simulacrum is anything but. In reality, the infant currently speaking in tongues in the chieftain's long house is his son. The cult did indeed create a demon simulacrum (which is a perfect, living replica in every respect), and did indeed try to switch it with the child, but the tribal councilor behind the whole plot tricked everyone; he shunted the demon's spirit into the child's soul, and then "kidnapped" the simulacrum. It is his hope that overeager, non-perceptive demon hunters will kill the chieftain's son, thinking him the fake, and then rescue the simulacrum and return it to the chieftain, where it will grow and assume mastery of the tribe. The tribal councilor will not reveal the truth of his scheme easily, and in fact will kill himself rather than risk the exposing his deception.

ACTION-BASED ADVENTURES

Temple of Forgotten Wills: Long ago, devils walked the world as men do, and their kings were considered to be as gods by the primitive tribes of elves, dwarves, gnomes, orcs and men. Thankfully, little evidence of those dark times remain, though explorers occasionally discover forgotten temples dedicated to the devil-gods in the hidden, wildest corners of the world. One such temple has just been found, deep in the heart of a steaming jungle.

The Temple of Forgotten Wills is dedicated to the devil-god Asuzhu, a winged demon known as the Lord of Jackals and Vultures. Asuzhu is long since dead, but some small bit of his unholy spirit remains, secreted safely away in a horrific, vine-covered statue in the temple's heart. Awakened from his slumber by the intrusion of unlucky treasure hunters, Asuzhu has set about mentally dominating the jungle's many scavengers, as well as the experienced adventurers who discovered his temple, and a nearby barbarian tribe. If Asuzhu is not stopped and his statue destroyed, he will eventually gain enough soul energy to resurrect himself on the mortal plane.

Should that happen, an era of darkness, unmatched in the annals of recorded history, would come to pass.

The Demon Boar: A demon-possessed boar of unprecedented size and ferocity plagues the king's forest. The boar is as large as a village hut, covered in scales thick enough to turn even the strongest spear, and capable of breathing a gout of corrupt air which melts flesh from bone, is fiendishly intelligent and unbelievably murderous. Though it has been in the forest less than a season, it has already destroyed three nearby villages and slain a score of the king's most skilled knights. Now it falls to the demon hunters to track down the beast, slay its mortal form and, hopefully, trap the possessing demon so that it cannot seize control of another, even more dangerous beast.

Urban Adventure Seeds

In many ways, developing urban demon hunting adventures is simpler than crafting them for the wilderness. The reason for this is the ease with which the twin themes of paranoia and despair lend themselves so easily to stories set in cities. Even at their best, a fantasy-medieval city is a place of great sorrow; the poor huddle in the alleyways, forgotten and abused; filth (both of the physical and spiritual sort) is everywhere, and crime runs free and rampant through both the city streets and the halls of government.

INTRIGUE-BASED ADVENTURES

The Catalogue of Sins: The College of the Sacred Angel is a school famed far and wide for the genius of its graduates. Many of the finest minds in the world choose to teach and study there. Sons and daughters of kings, scions of great hero families, and the children of the age's greatest philosophers, scientists and doctors can all be found within the walls of the Sacred Angel. And now something is killing them, one by one.

The College of the Sacred Angel is haunted by a horrific killer who appears from the shadows and then fades away again, leaving a trail of corpses in its wake, their faces frozen in an expression of sheer horror. The masters of the college know that the killer is a curse bearer (see page 81) and are seeking demon hunters to quietly dispatch the beast. Though they cannot hide the deaths from local authorities, they fear the consequences of revealing the killer's true nature.

It falls to the demon hunters to find and destroy both the curse bearer and its cursed object without arousing suspicion. As a further complication, the pragmatic but not especially honorable schoolmasters have already chosen a student to frame for the crimes. Can the demon hunters stop the killer and save the life of the scapegoat, without revealing the truth? Will they choose to reveal the truth themselves? And will they ever discover who brought the cursed object into Sacred Heart in the first place?

The Price of Evil: There have long been rumors of a secret auction held annually in the deepest catacombs beneath the old city, a gathering of wealthy crime lords, wizards and nobles with... exotic tastes. These rumors are true.

The Hell Faire is indeed a yearly event, and it is indeed a place where decent folk dare not go. But it is much more, and much worse than that. The auctioneers of the Hell Faire are devils from the fourth layer of Hell, and their product is cursed items and souls torn screaming from the bodies of the innocent. The demon hunters have a chance to stop this auction, perhaps permanently, for a young noblewoman who was not as prepared for the depravities she witnessed as she thought she would be has come forward, willing to risk her own life to put an end to the auction. But time is of the essence, for the auction lasts only three days, and if the auctioneers have discovered the noble woman's betrayal, they will move to silence her before fleeing to the lower planes. Should they escape, the auction will undoubtedly be moved to another city, one the player characters may never discover.

A Dark Shadow: One of the greatest paladins of the realm has succumbed to demonic possession. The trick? He doesn't realize it, nor does almost anyone else. The demon who rides his skin did not count on the strength of the paladin's spirit; instead of giving the demon absolute mastery of flesh, the paladin's soul split in half, one half under the demon's control, one half under his own.

Now, the paladin lives a double life. By day, he is a shining example of virtue and chastity, by night a debauched hedonist with a taste for blood, prowling the city's whorehouses in search of prey. What's worse, the paladin himself has determined that he must stop the "depraved killer" who slays the city's courtesans, "striking them down without concept of honor."

If the paladin were to discover the truth, it would destroy him. The demon hunters must exorcise the embedded demon in secret, lest the realm lose a true, valorous champion.

ACTION-BASED ADVENTURES

Suicide Run: In his youth, Bishop Vendermas was a mighty demon hunter, a planar cleric who knew neither fear nor despair. Now he is ancient and his last days have come, but though his flesh is weak, his spirit has lost none of its vigor and rage against the fiends who bring such sorrow to the world. He seeks able-bodied demon hunters to escort him on one last quest: Bishop Vendermas plans to journey to the lower planes, there to release his spirit in a final, cataclysmic blast which will tear the Black Gates of Hell from their very foundations. With this symbolic gesture, he will confirm his church's dedication to the destruction of all fiends and spit in the face of the kings of Hell one last time. Can the demon hunters see the bishop to his destination, and then escape before his sacrifice claims them as well?

Justifying the Means: Not all demon hunters work to promote the good. Some actively promote evil, but most fall from grace when they forget that the ends do not always justify the means, and that simply standing in the path of evil does not make one good. One such man is Valdislov, self-proclaimed grand inquisitor of the Path of the Holy Voice. Usually, Valdislov keeps himself at least somewhat under control, restricting himself to punishing just one "sinner" at a time. Riding into town with the sunset, he burns a witch, or chops the head from a possessed farmer, or carves out the eyes and tongue of a diabolist, and then rides out at dawn, leaving the rest of the city's terrified citizens unharmed. Of late, however, he has begun to go too far. Entire villages are burning, those he proclaims as "heretical" and "given over to the Hell Dukes." The villagers are either run through or crucified alive, depending on how forgiving Valdislov is feeling.

It is too much, and peasants everywhere have begun to view all demon hunters with distrust, if not murderous hostility. Now the demon hunters must stop one of their own. But can they bring themselves to kill one who has slain so many demons? And if not, can they live with the fact that they are sacrificing hundreds in the name of halting the spread of, arguably, a greater evil?





Chapter Four: Organizations

I don't know how they found me, or why they chose me, of all the people in the world. The master says that I'm special, that I'm unique, but I just don't see it. I suppose it doesn't really matter now.

They trained me. Religion. Extra-planar mathematics. Astrology. Astronomy. I know them all, or at least enough of them all to carry out my duties. They taught me how to fight, too, with weapons, and without. So now I hunt demons, and devils too. Always at the master's behest. I won't say it's a good life, or even a satisfactory one, but I'm better off than those poor sods who do this without any help at all.

Demon hunters do not exist in a vacuum, nor are they the only people interested in the doings of evil outsiders. Demons and devils find and actively recruit the weak-willed, the greedy, and the foolish, establishing enormous cults to advance their own agendas, or simply to establish a ready supply of souls for dinner. Governments establish networks of spies to track cult activities, or to actively oppose outsiders within the borders of their kingdoms. And, of course, there are churches, and religious organizations of all sorts, both good and not so good, who take a very active interest in the activities of both demons, and those few souls brave enough to hunt them.

This chapter is all about these organizations. Over the next few pages, you will be given definitions of the different types of organizations likely to be found in a demon hunter campaign, new rules for creating organizations and determining their capabilities, as well as several sample organization which highlight the themes of a demon hunter campaign.

Types of Organizations

There are as many types of organization for a demon hunter campaign as there are demons and demon hunters, each with its own rules, its own traditions, and its own unique character. That said, there are certain elements common to most types of demon hunter organizations, and so they can be separated into several broad groups. For the purposes of this book, and for ease of use in your campaign, the organizations are separated by intent.

Cults

The most important type of organization in a demon hunter campaign is the cult. For the purposes of this sourcebook, a cult is defined as a pseudo-religious group founded to worship and promote either the advancement of an evil or good outsider, or a philosophy which connects to the interests of the denizens of the lower or upper planes. Cults can be further subdivided as follows, keeping in mind that these are only rough groupings, separated for reasons of thematic role in the campaign, rather than for mechanical differences in play, or for their historical reality.

Mystery Cults: A mystery cult is a group of like-minded scholars or other learned folk who are united together for the common purposes of advancing a philosophy, usually one created either by themselves, or by an ancient, little-known scholar. Mystery cults are, to a one, fringe groups, their beliefs so conflicting with mainstream, accepted thought that they must operate in almost total secrecy, lest they be destroyed by those with a vested interest in maintaining the status quo.

Mystery cults are almost always small, and made up of a very select group of insiders, though each full member of the cult may command a sizeable number of followers. These followers, however, are never considered to be initiated into the true nature of the cult; they are tools, not allies.

Mystery cults are, as you might expect, swathed in secrecy, and soaked in outright paranoia. The members of the cult are catalogues of esoteric thought, and compulsive collectors of obscure facts which, while meaningless to outsiders, are considered to be of the utmost importance to them. The founders and inner circle members of mystery cults are often dangerously insane, though they insist that they are, instead, the only truly sane ones, their minds having been opened to universal truth by study of their philosophy.

In a demon hunter campaign, mystery cults can prove to be extraordinarily dangerous, for a number of reasons. First, since the members of the inner circle are so fanatically dedicated to the advancement of their philosophy, and since they are so often mad as a March hare, they will stop at nothing to ensure both the continuance of their cult, and the advancement of their goals. Second, mystery cultists are usually extremely well educated, and often have very powerful connections with the nobility, who they lure with promises of immortality, or destined rule, or wealth without limits.

Third, mystery cults are almost always well hidden, their members fanatical in their devotion to secrecy, and well schooled in the arts of subterfuge and obfus-

cation. Finally, the most powerful mystery cults have secret histories stretching back centuries, or even millennia, and most likely have inserted their influence into the most surprising places, making it difficult to uncover their full power, and especially difficult to root them out completely.

Mystery cults can advance good philosophies as well as selfish, or outright evil philosophies, though most follow the latter path. Mystery cultists do not usually worship evil outsiders, at least not at first. Instead, their study of blasphemous philosophies often leads them to attempt to form partnerships with demons or devils, working together for mutual benefit. Of course, it is the rare mystery cult indeed which manages to stay independent of its outsider ally for long; most of them fall to outright worship in short order, when the outsider twists the cult's philosophy to its own ends.

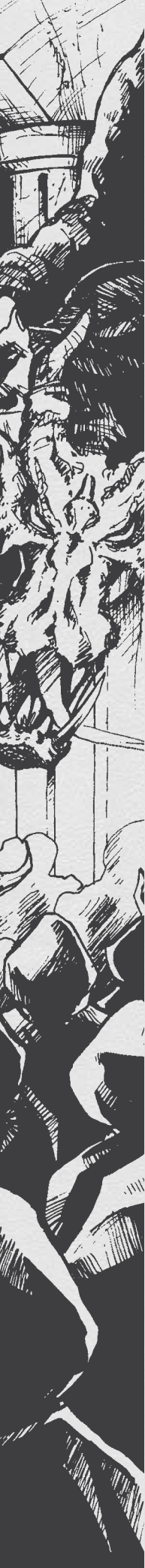
In a demon hunter campaign which features paranoia, intrigue, or betrayal as a major theme, the mystery cult is the perfect choice for antagonist, since it's believable that they will have influence at every level of society. Mystery cults, or their modern equivalent, are also very popular in genre fiction, meaning they are excellent choices for games meant to evoke the feel of popular fiction.

Cabals: A cabalistic cult is either made up primarily of spellcasters, or is ruled by an inner circle of spellcasters. While a cabal has much in common with a mystery cult, in that both trade in secrecy and in arcane philosophies, cabals are unique in that they command authentic magical power, and seek primarily to advance their personal power, rather than to advance a specific philosophy.

Cabals are likewise somewhat similar to other groups of spellcasters, such as a wizard's guild, but differ in two important ways. First, cabals are often composed of both divine and arcane spellcasters, a critical difference from a wizard's guild or church. Second, and most critically for a demon hunter campaign, cabals truck almost exclusively in lower planar forces; rather than attempting to amass earthly power, they seek to make alliances with demons, devils, and other evil outsiders, offering sacrifices in exchange for artifacts or knowledge of new spells.

Like mystery cults, cabals do not openly worship evil outsiders, at least not at first. Instead, they master summoning and binding spells, the better to compel lower planar beings to serve their will. Unlike mystery cults who truck with demons, however, cabalists do not usually succumb to the seductive influence of the demons they command or ally with. This makes them exceptionally dangerous, since anyone capable of hold-





ing his own against the wiles of a devil is also capable of destroying even the most well prepared demon hunter.

Cabals are also dangerous for another reason. Worshiping evil outsiders is considered a blasphemy of the worst sort in all but the most corrupt of civilizations, but at least demon worshipers commit atrocities in the name of their faith. How much worse is a mortal who commits atrocities not because he seeks to honor his chosen god, but for no other reason than wealth or personal power?

The majority of inner circle cabalists focus their magic around the binding and summoning of lower planar creatures. This means that if they are wizards or sorcerers, most of their spells will come from the conjuration school, with a strong sideline in necromancy and transmutation for flavor. Most cabalist clerics, meanwhile, do not belong to a specific church, instead gaining their divine power from promotion of the universal force of evil.

Like mystery cults, cabals often command great resources, in terms of men, magical items, and wealth. Unlike a mystery cult, however, many of the lesser members of the cabal will be potent spellcasters in their own right; sometimes these lesser members will be apprentices to the inner circle, hoping to join the senior members as equals once they have proved their worth.

Cabals are excellent antagonists for demon hunters, as their spellcasting powers make them worthy opponents at all levels. Cabals are suitable for both intrigue-based and action-focused adventures. In the former, the cabalists will work behind the scenes, using enchantments to control the minds of those around them, while in the latter the cabalists will take a more direct role, summoning demons and then accompanying them into battle. Intrigue-based cabalists should recall the demon consorting sorcerers of pulp sword and sorcery fiction, while cabalists in an action-focused game should be more flamboyant, trading subtlety for more flashy effects.

Worshippers: A cult of this sort is focused around the worship of a particular evil outsider, or more rarely, on the worship of demons or devils as a group. In a typical campaign, demon worshiping cults will be far more common than either mystery cults or cabals, since the only requirement for entry is a fanatical devotion to the cause. As might be expected, cults of worship are organized along religious lines, with established dogma, accepted forms of worship, and religious texts, many of which are written by the evil outsider the cult is dedicated to.

A cult of worshipers is the most obvious sort of cult, and the one which most closely hews to the commonly understood definition of the word. Demon worshiping cults use all manner of dark methods to both attract new converts and to protect themselves from the outside world. Mind control through the use of drugs or low level magic is extremely common, and is used both to keep members of the cult in line, and to destroy the cult's enemies. Murder is also extremely common in most cults of worship, and is usually carried out by low level cultists, though more established cults may have especially fanatical rogues or fighters on their payroll.

Smaller, less established cults of worship are typically very secretive in all their dealings, and even the more powerful cults, those with ties to the nobility, attempt to keep a low profile. This is only sensible, since a cult of worship, by its definition, indulges in practices which are not accepted by the vast majority of civilized beings.

Most members of demon worshiping cults keep their identities secret, even from other cultists, taking on names which reflect the nature of their beliefs and the beings they serve. In a campaign, it should not be unheard of for members of the same cult to come into conflict with one another outside the boundaries of their worship, having no idea that their "enemy" slit a sacrifice's throat at their side during the last eclipse.

A cult of worship can be any size, with larger cults organized into individual cells, which may or may not have knowledge of one another's existence. Cults are usually ruled over by an inner circle of chosen ones, either hand picked by the worshiped outsider, or more commonly for new cults, made up of the founders of the cult.

While a cult of worship can command powerful resources, the vast majority of cult members will be commoners, or nobles looking to find a purpose in their lives. This makes a cult of worship an excellent opponent for demon hunters of almost any level, with the level of opposition increasing even as the characters gain levels. Cults of worship also make excellent tools for mystery cults and cabalists, who often ally with them, trading their esoteric knowledge for access to the cult's manpower.

Religious Organizations

Religious organizations will play an important part in almost all demon hunter campaigns. After all, evil outsiders in the d20 fantasy system are largely inspired by real world religious mythology. The following broad

groupings represent the most common sorts of religious organizations.

Churches: The default religious organization in any campaign is, of course, the church. Dedicated to the worship of a single god, or more rarely, to the worship of multiple gods, churches are powerful organizations with immense earthly power.

There is little to be said about the organizations of churches which has not already been said, so all that matters here are the ways in which a church can help or hinder the efforts of demon hunters. It should be noted that all churches, whether “good” or “evil,” can do both.

Churches dedicated to the worship of good aligned gods take an active interest in opposing evil outsiders, since the machinations of demons and devils directly affect both the power of the church’s god, and the power of the church itself. Many churches of this sort offer training and support to members of their faith who take up the mantle of the demon hunter, and many churches have their own small cadre of clerics and paladins trained in the arts of exorcism and demon slaying. The typical church has a love/hate relationship with good aligned demon hunters of other faiths, and even more of one with those demon hunters who claim no faith. On the one hand, the work of independent or rival demon hunters protects the interests of their gods. On the other hand, when the demon hunter of a rival church banishes a demon, there is always the risk that members of the flock will change their worship to the demon hunter’s own god, taking away valuable money from the church’s coffers. For this reason, while good aligned churches will not usually hinder the work of rival demon hunters, they will not usually offer more than cursory aid, either.

Churches aligned to an evil god may or may not truck with evil outsiders. Evil is not monolithic, and while many evil gods command the service of evil outsiders, that does not mean they condone the actions or the existence of all evil outsiders. This means that while the church of a lawful evil god would not usually hinder the actions of a devil, they would actively oppose the plans of a demon, should such a being dare intrude on their area of influence. Because evil is not monolithic, it is also very possible that the church listed above would support or even summon a particular devil, while simultaneously actively working to oppose another devil, particularly if that devil were allied with a rival god. In fact, many churches of evil gods have their own cadre of demon hunters, usually clerics, whose job it is to either bring evil outsiders in line, so that they serve the church’s interests.

One thing which is always important to remember when determining the role of an individual church within a demon hunting campaign is the fact that though they offer allegiance to divine being, churches are earthly institutions, as concerned with the balance of power and the acquisition of wealth as any government. In fact, many powerful churches are governments by default, controlling the actions of the faithful nobility, just as the nobility rules the peasants.

When dealing with churches, it is also important to remember that most are nation-spanning or world-spanning organizations. Individual parishes, even individual churches, are largely autonomous from one another. This means that while one parish may condone the activities of demon hunters, another of the same faith may demand they be burned at the stake. This autonomy also gives you the ability to run adventures based around internal rivalries, with competing groups of demon hunters from the same faith coming to blows with one another.

Finally, as the largest, most powerful religious institutions in the world, it is very possible for a church to harbor both religious secret societies, and religious orders of knighthood. Sometimes these orders are well known to the church’s elders, and sometimes they are secret factions known only to the archbishop, or only to the members themselves. It is also possible for a church to be the spawning ground for one or more cults of worship, cabals, or mystery cults, each composed of the fallen faithful.

Secret Societies: A religious secret society is either a group which is allied to one or more churches, or one which offers worship to the gods while standing independent of any organized faith. A secret society has much in common with a cabal, though the focus of the organization is shifted from the advancement of the inner circle’s power, to the advancement of a sponsoring deity. For the purposes of a demon hunter campaign, a secret society is also a group which actively supports the efforts of demon hunters.

A secret society which is allied to a particular church or group of churches can either be known to the churches that inspired it, or it can be hidden from them. In the former case, the secret society is hidden from public view because the church hierarchy wishes to protect it from rival power groups, or because the activities of the secret society would reflect poorly on the church’s image if they were known. In the latter case, the secret society is a splinter group, usually composed of church officials who do not believe their faith is doing enough to combat the threat evil outsiders pose. These splinter groups are as adamant about



hiding themselves from the mainstream of their faith as they are from outsiders' prying eyes, since their existence depends upon being unknown.

A religious secret society trains demon hunters of all sorts, with the society as likely to teach a member of the faithful the ways of the monk, as they are to teach him to wield divine magic as a cleric. The leaders of a religious secret society are almost always taken from the ranks of the faithful, and if it is a secret society spawned from a particular church, then the masters of the society will almost always be clerics.

For the purposes of this sourcebook, and the purposes of your demon hunter campaign, druidic circles and orders of monks concerned with the destruction of evil outsiders should be considered secret societies, as their methods, and their outsider status, fits well with the thematic conceits of secret societies.

Religious secret societies are excellent springboards for a demon hunter campaign, particularly if one or more of the player characters includes training from the society in their background. Secret societies are also wonderful adventure starters, since their existence precludes the need for offering any justification for the hero's involvement in an adventure beyond "these are your orders from the elders."

Secret societies are also excellent additions to an intrigue-based campaign, since their need for secrecy can bring them, and through them the demon hunters, into conflict with spies and rival societies.

Orders of Knighthood: While a religious order of knighthood has much in common with a religious secret society, there are a couple of unique features which merit brief discussion here.

First, while an order of knighthood stands apart from the church which sponsors it, with its own hierarchy of officials and its own traditions. It is almost always officially supported, and officially recognized by its church.

Second, and as important, a religious knightly order in a demon hunting campaign is a martial organization, less interested in purging the faithful's souls of demonic influence than it is in purging the world of evil outsiders, period. This means that knightly orders will typically be more ruthless than other demon hunting organizations, considering their mission to be an actual war, either for or against the goals of the lower planes.

Finally, it should be noted that religious knightly orders make outstanding opponents for demon hunters, and not just because they are composed of powerful warriors. Gamers as a whole are fascinated by the iconic fallen knightly order, the Order of the Knights Templar, who were crushed after being accused of wor-

shipping the demon Baphomet. While the rise and fall of the Templars is more tragic than fantastical, most players will jump at the chance to face off against their equivalent in your own demon hunter campaigns.

A knightly order is largely made up of fighters and warriors, supported by a small group of clerics or other divine spellcasters. A fundamentally good knightly order may also include a small number of paladins, most of whom serve as the order's champions, or its most influential leaders.

Secular Organizations

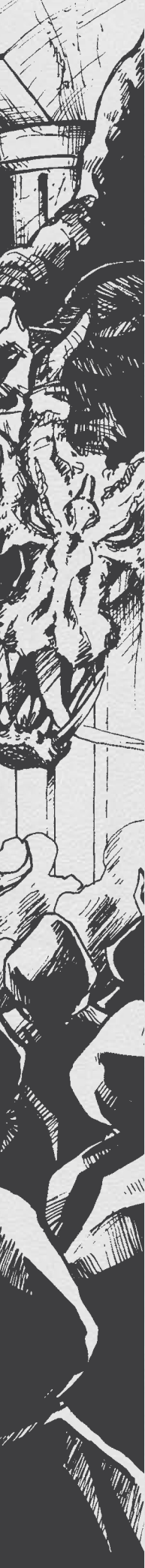
Though the battle between evil outsiders and demon hunters is primarily over the fate of mortal souls, and to a larger extent the fate of the universe itself, not every group that opposes or supports evil outsiders does so for religious reasons. Governments and other secular groups are well aware of the power evil outsiders possess, and are rightly concerned with either curtailing that power, or gaining access to it for their own purposes.

Governments: Most governments, or at least divisions within most governments, take an active interest in the activities of demons, and their cults. They do this for purely pragmatic reasons; cults are power groups, and worse, they are generally subversive, and no government can survive for long if they allow such groups to grow in strength.

In order to combat the influence of cults, governments sponsor groups of demon hunters, usually, though not always, ones which are directly under government payroll. Typically, these demon hunters will be very jealous of their duties, and will not take kindly to independent demon hunters "poaching" on their territories.

Like churches, governments are often the knowing or unknowing hosts to secret societies, and knightly orders dedicated to the destruction, or the advancement of evil outsiders. Generally, these organizations play to the same themes as their religious counterparts, save that they owe their allegiance to secular authority, and are thus correspondingly less concerned with the moral implications of their actions.

Like churches, governments make both excellent foils and excellent allies for demon hunters in a campaign. Unlike churches, which conducts their actions based on interpretation of dogma, governments act only on their own vested interests. This makes them a rogue element, thoroughly untrustworthy as allies, and unpredictable as enemies. Partly this is due to the fact that all but the smallest governments are made up of



many factions, who may not agree with one another as to what is the best course of action for the government to take, but it is also due to the fact that in a demon hunter campaign, even the most enlightened government should rarely be anything other than neutral.

Also like churches, governments can be used as an excellent base for starting a campaign, particularly one which is focused on intrigue, or one for players who like to be heroes in the traditional style. Using the former style, the game becomes an exercise in rampant paranoia, and a chance for you and the players to explore themes similar to those seen in many popular genre television shows. Using the latter style, the player's characters can be heroes in the mould of the Knights of the Round Table, fighting the good fight to preserve their nature, or they can be hard bitten, realistic characters like those in the film *Kelly's Heroes*, soldiers in a war they never wanted to fight, and dying on behalf of a government which doesn't care what happens to them.

Spellcasting Circles: Like a cabal, a spellcasting circle is composed of a select group of spellcasters who directly involve themselves in the affairs of evil outsiders. Unlike a cabal, however, spellcasting circles stand in direct opposition to the machinations of the lower planes. The reasons for this are varied. Good aligned circles oppose demons, devils, and their supporters on general principle, having no wish to see the world fall into the darkness. Evil spellcasting circles generally oppose evil outsiders because they consider them rivals in the battle to control the world.

The presence of a spellcasting circle can serve your demon hunter campaign in several fashions. Spellcasting circles are ideal sponsors for demon hunters; not only is it fantasy-genre appropriate for a group of fledgling heroes to be taken under the wing of one or more spellcasters, it also gives you a good justification for providing the characters with the magical items they need. Evil spellcasting circles, on the other hand, are excellent as a source of relief from constant combat against evil outsiders; a group of evil, meddling wizards is close enough thematically to fit well in a demon hunter game, and can also serve as a very interesting, temporary group of allies for the player's characters.

Vengeance Groups: Evil outsiders cause devastation wherever they go, for it is their nature to destroy. A vengeance group is a group of people united in their quest for revenge against the evil outsiders who ruined their lives.

Vengeance groups can take any form, but they are almost always small, ragtag, and composed of fiercely loyal, incredibly fanatical people. The most interesting

vengeance groups, from a storytelling perspective, are those which are not composed of heroic adventures, but of common folk, taking a stand against the darkness despite their woeful lack of ability.

A vengeance group should not be confused with a band of demon hunters, despite their common goals. Demon hunters, at least as written in this sourcebook, are heroic adventures, cast in the mould of mythological heroes. Vengeance groups, conversely, are intended to function as thematic counterpoints to demonic cults; just as fanatical, and potentially just as misguided, but there to help the demon hunters, not oppose them.

In the campaign, vengeance groups serve as sources of aid for the demon hunters, and also as good springboards for origin stories for demon hunter characters. Members of vengeance groups also make excellent recurring non-player characters; since they share the demon hunter's passion, it is believable that a demon hunter character would forge a relationship with the members of the vengeance group, providing a good source for roleplaying drama, and also a convenient sacrifice for reinforcing the tragic themes of the campaign.

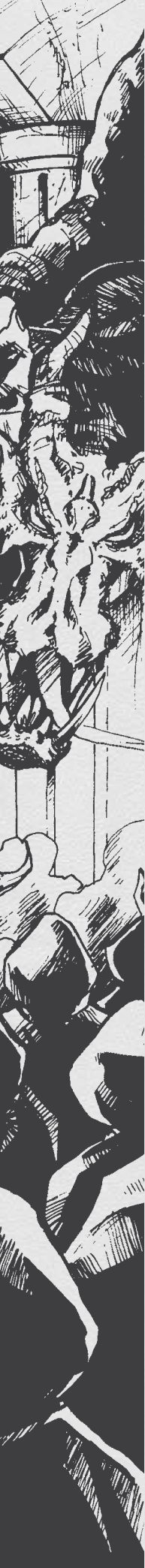
Building an Organization

Once you've decided to add an organization to your campaign, and have chosen its style, you must flesh it out. In addition to giving it an interesting name, you must also decide what its secondary goals are, and also determine its strength.

Determining Secondary Goals

Ultimately, every power group in a demon hunting campaign is concerned with the war for mortal souls, whether they be on the side of the proverbial angels, or in the service of the lords of the endless planes. That doesn't make for an interesting organization though, just the skeleton of one. Mortals have diverse goals, and many ambitions, so it only stands to reason that the organizations they create would have multiple goals as well. The broad groups listed below are intended to provide you with some idea of what your campaign's organizations want to accomplish, and why they choose to follow or oppose evil outsiders. These secondary goals are, in a way, as important to determining the nature of an organization as its type, since they will color all the organization's activities.





The nature of an organization's secondary goal can also give you ideas for its history. After all, the circumstances behind the founding of a cabal dedicated to the acquiring of earthly power is likely to be very different from that of a cabal dedicated to bringing about a hell-spawned apocalypse.

Keep in mind that the secondary goals listed here are intended to represent the organization as a whole, and that individual members of an organization may have goals of their own, which might conflict with those of the majority. Also keep in mind that the true goal of an organization's inner circle may be different from that which it presents to the outside world, or even to its minor members. For example, most apocalyptic cults do not profess to be so, as very few would willingly ally themselves with a group seeking the destruction of everything.

Earthly Power: The most common of all goals, for the purposes of this sourcebook earthly power refers to the quest to gain wealth, to dominate trade, to acquire lands, or to take over the rulership of nations or the entire world. Both organizations which oppose evil outsiders and those who support them can be obsessed with the pursuit of earthly power, though the latter group tends to be more sinister in their intentions.

Organizations obsessed with earthly power are often hotbeds of betrayal, double dealing, and backroom politics, with splinter groups, and secret alliances splitting off to work for their own ends, the better to assume control of the whole.

Organizations which support or worship evil outsiders most often seek to dominate nations so that their masters can be better served, though many began as groups which tried to use the power of the lower planes in service only to themselves. A band of merchants who offer sacrifices to a demon in return for fortuitous trade contracts is a good example of an organization pursuing earthly power, as is a knightly order that summons and binds devils in an effort to overthrow a kingdom.

Celestial Power: Organizations which seek celestial power are not interested in earthly matters, and have no use for money, or control of kingdoms, save as a means to an end. What organizations of this sort want is dominance of the spiritual world; if they are evil, then they seek to overthrow the heavens, and to corrupt the souls of all mortals; if they are good, they seek to preserve the spiritual balance, or ideally destroy the lower planes altogether.

Organizations concerned with celestial power tend to be less than pragmatic in their goals and methods

than groups obsessed with earthly power, and often sequester themselves from the real world. Churches, cabals, secret societies, and mystery cults are the organizations most likely to pursue celestial power, though cults of worship often profess to do so while the inner circle grabs at all the wealth it can.

Organizations of this sort also tend to be far more united and fanatical to their devotion to the cause than those interested in earthly power or personal advancement. For this reason, they are the perfect sort of organization to introduce into a campaign which features themes of faith and personal belief.

A mystery cult which believes that binding a demon to every mortal soul will reveal the truth of the Thirteenth Sutra of the Black Ascendant is a good example of an organization seeking celestial power.

Personal Advancement: Organizations dedicated to personal advancement are the most fractious sort, and so tend to be smaller than other groups. The individual members of the organization share nothing in common, save the desire to get ahead at any cost. The ways in which they approach this goal vary, and individual members can usually count on one another for aid, so long as their goals do not conflict; in many ways, organizations of this sort are support groups, mutual aid societies for those who have no qualms consorting with the denizens of the lower planes.

Organizations dedicated to personal advancement can make very interesting villains in a demon hunter game, since the characters can never truly understand the motives or ambitions of its members. In fact, demon hunter characters might even find themselves occasionally allied with members of such an organization, working together for some common aim, which helps reinforce the gray morality of a demon hunter campaign.

A cabal whose members seek to become demon princes by summoning and binding six hundred and sixty six pit fiends is a good example of an organization dedicated to personal advancement, as is a vengeance group united only in their support of one another's personal revenge quests.

Apocalypse Cult: Simply put, an apocalypse cult seeks to bring about the end of the world, usually by using evil outsiders as their weapon of choice.

Apocalyptic cults are extraordinarily dangerous, because the members think nothing of dying in service to their cause. Unlike members of other groups, who can be counted upon to surrender or retreat if the battle goes against them, since their goals are not served by dying, members of apocalypse cults hunger for oblivion.

Evil apocalyptic cults are excellent villains for both dark and adventurous demon hunter campaigns. In an adventurous campaign, the cult is twisted, decadent, and blasphemously corrupt, the perfect target for unleashing the full fury of the demon hunter's abilities. In a darker campaign, where morality is murkier, the cultists might simply be misguided, seeking to bring about the end of a world which has caused them nothing but pain.

Though they are few, there are apocalyptic cults who serve more noble ideals, though the result of their actions are still just as grim for those who do not share their beliefs. Cults of this sort seek to bring about the final ascension of man, and stand opposed to evil outsiders because they consider them the anchor preventing that ascension.

Determining an Organization's Size

Once you have decided on an organization's type and goals, you must determine its size. While an organization's size does reflect on its power, it is not the final determinant of it. An organization's size does, however, largely determine its influence over the campaign world as a whole, and also determines how well it survives the actions of the demon hunters, or their foes.

Remember that an organization in a demon hunter campaign does not have to be enormous to dramatically affect the hero's lives, since only those actions which directly affect the characters matter as more than background flavor.

Tiny: An organization of this size has no more than ten active members, with perhaps a few tertiary allies. Organizations of this size are usually restricted to a very small area, and have little influence beyond the borders of the town they are centered in. Many beginning cults of worship are this size, particularly if those cults venerate a comparatively minor evil outsider (such as an imp). An example of a tiny organization would be a village of farmers who kidnap travelers and sacrifice them to a devilish "god" of agriculture.

It is possible, however, for cults of this size to have immense power. Certain very tiny mystery cults have influence far beyond their size, particularly if they bend the ear of the local government. Most organizations of this size are secretive in the extreme, as their numbers are too small to risk exposure.

Small: An organization of this size has between eleven and fifty members, and may count twice that number of people as tertiary allies, those who know of and offer limited support to the cult but are not really members. Cults of this size often dominate villages

and small towns, where their existence is usually an open secret.

Many secret societies, particularly those sponsored by a church or government, are this size. Cults of this size often have contacts in nearby villages, particularly if they are officially sponsored, and often have agents in villages, towns, and cities scattered throughout the kingdom.

Medium: A medium sized organization has more than fifty members, and may have up to one hundred members, with hundreds of tertiary allies. Cults of this size are either well established with long histories, or they are newly created cults dedicated to the worship of an extremely powerful fiend. Their influence is still largely centralized, however, and most cults of this size have no better than limited resources.

Mystery cults, secret societies, knightly orders and other organizations, conversely, often come into their own as great powers at this level. Since many of the members of these organizations have personal manpower resources of their own to draw upon (as a knight has retainers and men at arms), they often have resources and influence far beyond their size. Most organizations of this sort, and at this size, do not keep all their members or other resources centralized. Instead, most maintain small cells spread across a kingdom, or across an entire world, each with access to a small portion of the organization's total resources.

Large: A large sized organization has between one hundred and five hundred members. Cults of this size are almost universally ancient, and dedicated to the worship of only the most powerful or cunning fiends. At this size, a cult is likely to have spread its shadow across several villages, and many even maintain tiny cells in every kingdom in the land. Cults of this size often have access to strong resources, as their membership includes many families who have grown wealthy thanks to the patronage of their blasphemous god. Cults of this size are often considered respectable, or at least evils which must be tolerated, as their long history and sheer size allow them to infiltrate the upper echelons of power. Cults of this size typically command strong resources.

Mystery cults, cabals, knightly orders and sorcerous circles rarely achieve this size, though the personal manpower resources each member possesses often makes up the difference. An organization of these types, at this size, is awesomely powerful, with near limitless access to resources. Those few which do reach this size are almost never centrally located; instead, they have small cells and branches spread out across kingdoms and even worlds.



Many officially sponsored government and church groups are this size, and almost always command significant influence within their parent organizations. Remember that most well established churches or governments will be far larger than this, and that the numbers listed above refer only to those who are officially members of the demon hunter organization.

World Spanning: A world spanning organization is one with at least five hundred members, with no upper limit to its total membership. Typically only cults, church, and government groups ever reach this size, and only if they have had long centuries to grow. Organizations of this size are incredibly powerful and resilient, and only the mightiest, most dedicated, and luckiest demon hunters can ever hope to break their spines.

At this size, organizations typically have a centralized power base, equivalent in size to a medium or large size organization, and a large number of smaller cells scattered throughout a kingdom. The largest organizations actually have significant presences in multiple nations, and their tendrils stretch across oceans. It can be expected that a group of this size will have tiny sized enclaves in most towns, and small sized gatherings in the largest cities.

World spanning organizations almost never have less than strong resources, and usually command effectively limitless resources.

Determining an Organization's Resources

The final step to creating an organization for a demon hunter campaign is determining available resources. In this context, resources refers to available cash, property, and other valuable commodities, as well as access to magical resources, and information. The more resources an organization has, the more able it is to assist, or hinder demon hunters in their mission.

Where appropriate, an organization's resources are listed by primary access and secondary access. Primary access means the organization is strong in that area, while secondary access means they have limited access to that source, in comparison to other groups of the same resource level. Resources of secondary access are often under the control of allies or affiliates rather than the organization's principles. Access is listed in the following fashion, with primary first, secondary access second:

- ◊ *Wealth:* equivalent to 10th level player character; equivalent to 7th level player character.

Remember that the listed resources do not necessarily reflect the total wealth of the organization, nor the total wealth available to powerful, individual members of the organization. Instead, resources refers to what the organization can bring to bear against the player characters.

Weak: An organization with weak resources is largely impotent, unable to affect the world around it in any meaningful way. Typically, only tiny cults have weak resources, though an organization which has been largely destroyed or which is on the run may have resources at this level.

An organization with weak resources has no special access to information, beyond what the individual members of the group provide, and has available total wealth equivalent to a 4th level player character, no more than half of which can be magical items.

Limited: An organization with limited resources can bring significant power to bear over a local area, but doing so takes time, as they must call in favors and work backroom deals. Organizations with limited resources are most often cults made up of relatively poor merchants, or impoverished nobles looking to restore their glory. Cabals, sorcerous circles, disgraced knightly orders, and mystery cults can also sometimes have limited resources, which represents either an organization of ambitious but individually weak members, or a powerful group fallen on hard times. An organization with limited resources gains primary access to one of the following three resources, and secondary access to the other two.

- ◊ *Wealth:* gold equivalent to 10th level player character's total wealth; equivalent to 7th level player character.
- ◊ *Magic:* equivalent to 7th level player character; equivalent to 5th level player character.
- ◊ *Knowledge:* With one week's research, the organization can answer questions as though using the appropriate Knowledge skill with 13 ranks; as above, but with 8 ranks in the relevant skill.

Strong: Organizations with strong resources have a significant presence in whatever kingdom they are located in. Often times, they count many wealthy members among their ranks, or government allies who siphon them cash, deeds, and other commodities. Only the largest cults of worship have access to this level of resources, as even those of world spanning size are largely made up of poor commoners.

Many government groups, church sponsored groups, sorcerous circles, and cabals have resources at

this level, as do many mystery cults, though they are typically strongest in knowledge.

An organization with strong resources has any two of the following resources as primary, and the third as secondary.

- ◇ *Wealth*: gold equivalent to 15th level player character's total wealth; equivalent to 10th level player character.
- ◇ *Magic*: equivalent to 11th level player character; equivalent to 7th level player character.
- ◇ *Knowledge*: With three days' research, the organization can answer questions as though using the appropriate Knowledge skill with 18 ranks; as above, but with 13 ranks in the relevant skill.

Limitless: Organizations with limitless resources have or can gain access to any object, commodity, or bit of knowledge, so long as they are given sufficient time. Generally only government and church groups have access to this level of resources, though cabals and sorcerous circles made up of extremely high level spellcasters sometimes reach these giddy heights.

Keep in mind that many organizations of this size are world spanning, with small branches located throughout the world, meaning that not every cell of the organization will have access to the wealth of the whole. For the most part, an individual cell can be expected to command limited resources, gaining access to further wealth only when they have proved sufficient need, and only after a fair bit of time has passed. For the purposes of this sourcebook, imminent threat from powerful demon hunters or evil outsiders is proof of sufficient need.

- ◇ *Wealth*: gold equivalent to 20th level player character's total wealth.
- ◇ *Magic*: equivalent to 20th level player character.
- ◇ *Knowledge*: With one day's research, the organization can answer questions as though using the appropriate Knowledge skill with 23 ranks.

Sample Organizations

Of course, the key to making an interesting, memorable organization for a demon hunter campaign is giving it an interesting history and a unique hook which makes the players want to discover its secrets. The following

sample organizations should serve to spark your own ideas.

The Glorious Brotherhood of Transcended Flesh

When flesh dies, the spirit endures, for the soul is immortal perfection. But flesh is poison, and over a lifetime it scours the soul of its beauty and leaches from it its vitality, so that when death comes, the soul is but a shadow of its former glory. Or so the inner circle of the Glorious Brotherhood of Transcendent Flesh believes.

The Glorious Brotherhood of Transcendent Flesh is a cult of philosophers, most of whom are elves, dwarves, and gnomes, and all of whom are fanatical in their devotion to the teachings of Grigory of Vespa, an eons-dead philosopher and religious scholar. Grigory's teachings revolved around the "joyous ripening of the soul," through controlled indulgence in pleasures of the flesh, and absolute immersion in all fields of knowledge, no matter how blasphemous. Those who study Grigory's philosophy throw themselves into sin and vice, beginning at the moment they reach maturity, while simultaneously absorbing any and all learning they can find; they drink, and use narcotics of all sorts, pushing their bodies almost to the point of death; they takes as many lovers as possible, leaving them as soon as they have slaked their lust; they fight, and they murder, the better to understand the transition from life to death; they memorize the complete doctrines of scores of religions, though they offer their allegiance to no god; they study magic rituals, even if they cannot themselves work magic; and they consort with demons, devils, angels, dragons, and every other type of creature imaginable, hoping to gain insight into the true nature of existence. Adherents of Grigory's philosophy do all these things with a desperate urgency, as early and as often as possible. Ideally, they fully ripen their soul after only a few short decades, the better to avoid the soul-desiccating "poison" of the flesh. When they feel they are ready, they take their own lives, believing they have freed their ripened, burnished soul to take its place among the pantheon of the gods.

In truth, however, they are damning their souls to an eternity of torment in the burning guts of one of Hell's most cunning lords.

The true name of Grigory of Vespa is unspeakable, and longer than all the names of all who have ever lived put together. Known as the Bleak Witch of the Swallowed Wastes, the Feasting Lord, and the Word Which Devours, the devil lord's bloated body spills out over almost an entire layer of hell, a rolling expanse



of rotting, obsidian bone, and jiggling flesh the color of spoiled mutton. The Feasting Lord has absorbed the souls of millions, but its favored prey is the learned, mighty spirits of the long lived races, particularly those who its own teachings have damned.

Organization Type: Mystery cult. There are only thirteen copies of Grigory of Vespa's teachings in existence, each a book bound in angel's flesh, containing one hundred and thirteen pages woven from the golden hairs of a celestial steward of surpassing power. As with all mystery cults, the Glorious Brotherhood of Transcendent Flesh is swathed in secrecy and shadow, depending on obscurity to ensure its existence. Those who follow Grigory's teachings are uniformly learned, and all current members of the inner circle are elves, dwarves, or gnomes, as the Feasting Lord uses subtle magic to encourage his tomes to end up in their hands.

Secondary Goals: Personal advancement. While the members of the inner circle are united in their adherence to the teachings of Grigory of Vespa, they are fractious allies at best, and their relationships are a Byzantine maze of different alliances; it is not uncommon for two members of the inner circle to create an alliance against a third, while both members also maintain separate alliances with their "enemy" against a fourth, or even against their partner. Each of the members of the inner circle wishes to be the first of the group to fully ripen, and each is perfectly willing to do everything in his or her power to cripple the plans of the rest. Intra-council murder is common, though none of the inner circle would ever dream of using minions or dupes to perform the kill; the strictures of the philosophy demand the kill be made by the adherent himself, lest the potential for ripening be lost. For the same reason, members of the inner circle will not use intermediaries to kill those foes they consider worthy, though they will not hesitate to use underhanded means like poison.

Size: Small. At any given time, depending upon ripening, or death from within or without, there are between ten and thirteen members of the inner circle. Every member of the inner circle commands a small cadre of followers who are loyal only to him, though these servants are almost never privy to their master's secret goals. The inner circle and their retainers usually confine themselves to one nation (dependant upon the needs of the campaign, of course), and are more than willing to combine their knowledge, and their personal fortunes, to ensure that the cabal wields enormous influence within the kingdom, far in excess of what would be expected of an organization of its size.

Resources: Strong. The Brotherhood of Transcendent Flesh has knowledge and wealth as primary resources. The inner circle is composed of warrior-scholars, and as a result of their adherence to Grigory's philosophical teachings, they have an intimate understanding of almost all areas of knowledge. As might be expected of those who are both brilliant and supremely ambitious, each member of the inner circle also commands significant personal wealth, gained during their killing adventures, or as a natural consequence of their study of fiscal matters, and immersion in black market dealings.

Throughout the ages, the Feasting Lord has used his influence to assure that those who gain access to his work do not advance too far along the paths of divine or arcane magic, as he fears the power of mighty archmages. As a result, while the members of the inner circle do appreciate and use magical items, they prefer to rely on their wits and their physical gifts as they walk the ripening path.

Sampsas, She Who Walks Alone

Sampsas, who prefers to go by her title She Who Walks Alone, is a gnomish scholar and rogue who has studied Grigory's teachings for a little over three decades. In that short time, she has advanced further along the ripening path than almost any other member of the inner circle, because she combines incredible intelligence with the absolute immorality of a predator. Sampsas cares nothing for the lives of those around her, and never has; as a child, she coerced, cajoled, and forced her "friends" into a downward spiral of corrupt acts, for no other reason than to test the limits of morality as defined by the gnomish gods.

In her youth, she adventured briefly, and it was during this time that she discovered a tome containing the collected wisdom of Grigory of Vespa. Within a few days, she had absorbed all the information within and taken her first steps along the ripening path by slitting her allies' throats as they slept, sated on wine and narcotics she had provided.

She found the inner circle of the Brotherhood less than a year later, having tracked them down by following the patterns of their deeds, and recognizing the similarity to her own. In the decades since that time, she has murdered three of her fellows, more than the rest of the inner circle combined, while still maintaining alliances with each and every other member.

Unlike the rest of the inner circle, Sampsas knows the true nature of Grigory. Or, at least she thinks she does. Sampsas knows Grigory is a devil, but she does

not believe him to be the Feast Lord, nor does she understand why he encourages mortals to walk the ripening path. The Feasting Lord has taken steps to ensure that she remains ignorant of his true purpose until it is too late, though he encourages her beliefs, as it both amuses him to do so, and ensures her soul will be especially soaked with the bitter tang of betrayal.

Sampsa feels that her time of full ripening is nigh, and plans to ensure her successful ascendance by murdering the rest of the inner circle. While she fully intends to kill the inner circle with her own hands, she knows that she must weaken them first, and so she has begun to reach out to small cults of worship, seeking to twist them to worship of her own devil lord, and to her service. So far she has had limited success, but it is only a matter of time before her cunning overcomes even the most fanatically devoted.

Sampsa, female gnome Rog3/Exp7: CR 10; Small humanoid; HD 10d6+20; hp 52; Init +5; Spd 20 ft; AC 19 (+3 *leather armor*, +5 Dex), touch 15, flat-footed 14; Base Atk +7; Grp +3; Atk +8 melee (1d4+1, +1 *dagger*); Full Atk +8/+3 melee (1d4+1, +1 *dagger*); SA Sneak attack +2d6; SQ Gnomish traits, evasion, trapfinding, trap sense; AL NE; SV Fort +5, Ref +10, Will +11; Str 10, Dex 21, Con 14, Int 22, Wis 16, Cha 17.

Skills and Feats: Appraise +17, Bluff +16, Craft (alchemy) +17, Decipher Script +17, Diplomacy +10, Gather Information +16, Hide +11, Intimidate +19, Knowledge (arcana) +19, Knowledge (Religion) +19, Knowledge (the planes) +19, Listen +10, Move Silently +11, Search +17, Sense Motive +12, Spot +10, Use Magic Device +10; Imposing Demeanor, Indomitable Will, Iron Will, Skill Focus (Intimidation).

Possessions: +1 *dagger*, +1 *leather armor*, *horn of fog*, *bag of holding*.

The Broken Dolls

Life can be pleasant when you're a privileged child. Doting parents who love you, toys and diversions, dinner plates heaped with sweets and other tasty delights, perhaps even servants and tutors if you are lucky.

The Broken Dolls aren't privileged children. But then, orphans never are.

The Broken Dolls are the lost and the forgotten children of parents who died before their time, of uncaring families who didn't want another mouth to feed, or of pleasure-craving nobles who weren't willing to accept the embarrassment of bastard offspring. It just

so happens that they are also one of the most vicious, demon-fighting bands in the entire world.

It began five years ago, when then-six-years-old Jeremy King and his infant sister, Giselle, arrived at the Black Gate Orphanage. Both were recent orphans, having lost their parents to a demon cult just a few days before, surviving themselves only because of the actions of the demon hunter Magdalena, who smashed the cult and killed its devilish master. At the time, the Broken Dolls was just a small, loosely organized group, made up of those children brave enough to sneak off the orphanage's grounds at night and steal money, clothes and food from local merchants. Within a week, Jeremy had changed all that. He wormed his way into the Black Doll's confidence, joined them on a handful of their nightly runs and then, using his latent psionic gifts (see page 91 for details) he twisted them to his service. After only a few months, the Black Dolls were a force to be reckoned with, a stealthy band of killers lashing out at anyone Jeremy believed to be in league with demons.

The Broken Dolls are made up almost exclusively of orphans from Black Gate, most between the ages of eight and thirteen. While Jeremy King has no problem accepting help from adults or street children who are not residents of Black Gate Orphanage, he is very wary of allowing them actual membership in his "club," lest they wrench control of it from him.

Despite their youth, the Broken Dolls are a well-trained, fairly disciplined band, assassins who rely purely on stealth to overcome the superior strength of the adults they face. The most dangerous aspect of the Black Dolls is their absolute disregard for social status; they strike out at noblemen who dabbles in demonology as readily as they do at devil-worshipping street gangs.

The attrition rate for members of the Broken Dolls is horrific, for they are, after all, children throwing themselves against the servants of the most depraved, evil beings in existence. But there are always new children, hopeless, angry and brave, who are willing to take a stand against the darkness — Jeremy insures it.

Organization Type: Vengeance group. Before Jeremy King took control, the Broken Dolls were just another minor street gang, albeit one entirely composed of young children. They stole food and clothing and committed other minor crimes, but were otherwise unremarkable. Jeremy has changed all that. Now, thanks to his gift of leadership and his impressive mental abilities, Jeremy has forged them into a hardened band of warriors and spies, tiny shadows moving through the city's alleyways and striking out against demon cultists wherever they may be found.



Secondary Goals: Earthly power. While the Broken Dolls have no interest in accumulating power and wealth in the traditional sense, all are united in their all-consuming need to survive at any cost. For this reason, they will do anything short of outright murder to get food, clothing, and other basic necessities. As time passes, they are becoming more and more bold and greedy, to the point where the more amoral among them have begun filching toys and other baubles from both local merchants and the homes of wealthy families. Jeremy King frowns on these actions, but has done nothing to stop them, both because the “sacred mission” is all that matters to him and because he’s discovered his sister is among the most dedicated of the toy thieves.

Size: Small. There are between fifteen and thirty members of the Broken Dolls at any given time, most of them residents of the Black Gate Orphanage, with a few tertiary members among the city’s street children. Most of the Broken Dolls are new recruits, as the attrition rate among the Dolls is atrocious. But fortunately—in a manner of speaking—there are always new orphans ripe for recruiting.

Resources: Limited. The Broken Dolls have little money, and when they aren’t fighting demon cultists they’re scrambling to find food, so they have little in the way of resources. That said, the Broken Dolls have a fanatically loyal following among street folk, both children and adults, so they have a wide network of eyes and ears in the city and can always count on minimal assistance from beggars, the homeless, and even local street gangs.

Black Gate Orphanage

Black Gate Orphanage is a literal bit of hell on Earth, an English public boarding house by way of Pink Floyd’s *The Wall*. The orphanage is a massive edifice of black brick and stone, bristling with narrow, dangerously leaning towers and covered with a jungle of lush obsidian and crimson ivy. The roofs of Black Gate are peaked, covered with leering gargoyles and perpetually shrouded in thin streamers of fog, and its sprawling grounds, filled with hedge mazes and cracked fountains, would be well at home in any gothic horror story.

Inside the orphanage is a twisting dungeon of dimly lit corridors, rickety spiral staircases, and cathedral-like vaulted chambers sinister in their absolute silence. The corridors are lined with hundreds of doors, most of which lead either to yet more corridors, or to the tiny cells which the orphans and staff call home.

Scattered among the countless doorways of Black Gate are passages leading to every orphanage in the

campaign world. One merely need open the door and walk through to pass to another city, appearing in a shrouded, forgotten room in the new orphanage. Occasionally, when the stars are right, Black Gates switches locations entirely with one of these other, nameless orphanages, altering reality and memory so completely that it seems it has always been there, a centuries-old, bleak palace on the shadowy outskirts of the city. Black Gate is therefore both figuratively and literally the nightmare reflection of every orphanage. It is also, though few know it, a gateway to Hell.

In the very center of Black Gate Orphanage, behind the desk of the caretaker, is a small, golden door. The door is permanently locked, and can only be opened with a wrought iron key that the caretaker keeps on her person at all times. Behind the door is a long, winding staircase, a staircase leading to the lower planes, and more specifically, to the realm of Golden Succor, Queen of Forsaken Children. Golden Succor is a corrupt king (see page 84) who wears the skin and face of an angel, and her armies are the nameless spirits of forgotten children—orphans, in other words. She feeds on the despair of those who live and die in orphanages, drawing them to her embrace and making them her flesh vessels, so that they might be her eyes and ears in the mortal world.

The Black Gate Staff: The Black Gate staff is composed almost entirely of demon cultists, all of whom worship the Queen of Forsaken Children. The caretaker of the orphanage, Adelaide Sphrorazza, is also the head of the cult, and it is she who selects the children who will become the flesh vessels of her blasphemous mistress. Adelaide Sphrorazza and the staff which assists her are described in greater detail in the pages to come.

Using Black Gate Orphanage: Black Gate is an excellent demonstration of how two organizations, in this case the Broken Dolls and the servants of Golden Succor, can exist in one location without truly being aware of one another. In a campaign, Black Gate should be used to highlight two themes: the immense, tragic cost of fighting demons, and the absolute depravity of worshiping evil. The Broken Dolls aren’t plucky little Orphan Annes; they’re casualties of battle who have decided to fight back, lonely children waging a war they are desperately unprepared to fight. The staff of Black Gate, conversely, is the most wretched group of scum imaginable, preying on children to serve their own malicious ends. A GM running an adventure or campaign involving both groups should never lose sight of these facts.



Chapter Five: Allies and Enemies

The Hells are infinite in number and infinite in size. So too are the legions of the damned, for each is a mortal lie given flesh, and there is no limit to man's falsehood. Some of these beasts I have faced in person, others I learned of from other hunters but have not seen, and one I know of only from darkest rumor. Still, I will share all that I know of them, in hopes that this knowledge will serve you, protect you, and strengthen your faith and resolve.

The beasts of the lower plane are powerful, and ever hungry for the sweet taste of mortal souls. The new demons presented here are not well known to mortals, even to those scholars who study demon lore, but they are very characteristic of the sorts of especially dangerous or exotic fiends which demon hunters would likely come into conflict with.

This chapter covers new demons, rules on customizing existing demons and devils, and a variety of NPCs that can serve as both allies and enemies. The new demons presented below are slightly different than those found in most other d20 sourcebooks. While they can be dangerous in combat, their powers, their descriptions, their methods, and their motives are all designed to highlight the sorrow and the will-crushing terror that is an encounter with the most blasphemous beings in creation.

Of Demons and Devils

The default race of the following fiendish opponents is demon, which seems appropriate given the title of this sourcebook. That said, not every GM will want to introduce new demons into his campaign, particularly if his game features devils prominently. Fortunately, it is easy enough to change the new monsters introduced here from demons to devils, as outlined below.

- ◇ Replace specific demon traits with the following devil traits. All devils gain immunity to fire and poison, resistance to acid 10 and cold 10, the ability to see perfectly in darkness, and the ability to *summon devils*.
- ◇ All devils are always lawful evil alignment.

Otherwise, remember that the primary differences between demons and devils are methods and tactics. Devils are plotters and schemers, much more likely to act with care and foresight than demons are. Demons tend to be wild, destructive beings, indulging their primal urges. Conversely, devils are much more interested in subverting the natural order and altering morality, than they are in obliterating those concepts altogether.

The Sin Eater

The pleasures of vice are addictive. Sins of the flesh, sins of spirits, blasphemies against the gods above. Yes, I know the sweet caress of these sins all too well. And that is why I dare not face the sin eater.

Medium Outsider
(Chaotic, Extraplanar, Evil, Demon)



Hit Dice: 4d8+12 (32 hp)
Initiative: +2
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat footed 14
Base Attack/Grapple: +4/+6
Attack: Claw +6 melee (1d6+2)
Full Attack: 2 claws +6 melee (1d6+2) and bite +4 melee (1d6+1)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Soul poison
Special Qualities: Sin eating, spell-like abilities, spirit dependency, evolution, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 16, telepathy 100 ft.
Saves: Fort +7, Ref +6, Will +6
Abilities: Str 14, Dex 14, Con 16, Int 14, Wis 15, Cha 19
Skills: Bluff +19, Concentration +10, Diplomacy +11, Disguise +11, Hide +17, Intimidate +11, Knowledge (religion) +9, Knowledge (the planes) +9, Move Silently +17, Sense Motive +17
Feats: Ability Focus (soul poison), Multi-Attack
Environment: Any rural or urban
Organization: Solitary
Challenge Rating: 5
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 5–8 HD (Medium)
Level Adjustment: –

The creature looks like an impossibly desiccated human, its muscles and sinews starkly visible beneath its cracked, paper-thin skin. Its oversized hands end in gleaming, jagged claws, and its gaping mouth is a ruin of black, snagged teeth.

The sin eater is a tempter of mortals, using its subtle mental powers to impregnate its victims with dark thoughts. Those who succumb to its corrupt strength have their morality eaten away, and their souls are etched with the litany of the seven deadly sins.

The sin eater is subtle, and unlike the succubus, it does not use its body and honeyed words to lure mortals to sin. Instead, it uses its soul poison ability to twist their minds; those affected hear the sin eater's whispers in their mind, urging them to give in to temptation, to succumb to murderous rage, and to indulge all their appetites, no matter what they may be.

The sin eater's favored prey is the young and the insane, for neither group has the force of will to re-

sist its poison. While it takes great joy in corrupting the will of highly spiritual victims, like clerics and priests of all sorts, it well understands the risks associated with combating more powerful opponents.

The sin eater sits at the heart of a vast spider web of corruption, cultivating its victims and egging them on to ever greater heights of degradation and excess. As it devours sustenance from its victims, it grows ever stronger, until its appetite is sated and it can gorge itself no more. At that point, it enters its cancer womb, and submerges itself into the ethereal, evolving and ultimately bursting forth as a corrupt king (as described below).

Combat

A sin eater is not as fond of combat as other demons are. Or, at least, it is not as fond of entering combat itself, as to do so is to risk personal destruction and the end of the black feast. The sin eater far prefers to tempt others into doing its fighting for it, and is as likely to recruit children for this cause as it is to inflame the passions of a mighty warrior. When given an opportunity to use an innocent to defend it in combat, the cunning sin eater will always select the most appropriate guardian from its stock of victims; this does not always mean sending a powerful warrior or spell-caster into the fray, as an attack from a knife-wielding toddler can do much to shock and disrupt the plans of even the most hardened demon hunter.

If forced to fight, the sin eater will attack with absolute savagery, attempting to kill one or more of its opponents before fleeing, using a combination of claw attacks and its corrupting soul poison. Should it successfully flee, it will go into hiding for a few months, waiting to see if its soul poison successfully affected any of its attackers.

A sin eater's natural weapons, and any weapons it wields, are considered to be both evil-aligned and chaos-aligned for the purposes of overcoming damage reduction.

Soul Poison (Su): Once a round as a free action, the sin eater can attempt to impregnate a victim with its soul poison. In order to use this ability, the sin eater must be within 30 feet of its target. The targeted being must succeed on a DC 16 Will save or succumb to the poison. Should the victim succeed at his save, he is rendered immune to the effects of soul poison for one full day. Should the victim fail his save, then from that point on the sin eater can see through his eyes at will, and can use its whispered urgings to force him to perform some action, as though by

the *suggestion* spell cast by a 7th level sorcerer. These actions are always sinful and spiritually harmful in nature, as the sin eater feeds on the performance of evil acts. The sin eater might *suggest* that a victim rob a cart merchant or beat his children when they misbehave. The victim can resist each *suggestion* with a successful Will save against DC 16, but each time they succumb to the sin eater's whispered urgings, the DC of the saving throw increases by +1, to a maximum DC of 20. The sin eater can attempt to use its *suggestion* ability on each of its victims once each day, but each victim can only be forced to commit a sinful act once a week; this means that once a victim has been successfully affected by a *suggestion*, it cannot be subject to another for the remainder of the week.

A victim who successfully resists a sin eater's *suggestion* is not freed from the effects of soul poison, but the DC to resist the next suggestion is lowered by one. Each time he successfully resists, the DC is lowered another one point; should the victim successfully lower the DC to 0, he is freed from the effects of soul poison and cannot be affected by it again. Should he fail any of his saves, however, then the DC to resist the *suggestion* returns to the base 16 again.

A sin eater can affect up to twice its hit dice in victims at any one time, regardless of their level. Soul poison is a permanent, mind affecting, compulsion, supernatural ability which affects only humanoids. If and when a sin eater is destroyed or banished to its own plane, the victims are instantly released from the effects of soul poison.

Sin Eating (Su): A sin eater does not just force victims to sin for its own amusement, though it does enjoy corrupting the innocent immensely. Instead, the sin eater actually feeds on the corruption it causes, stripping off chunks of its hapless victim's souls and sucking them down like wriggling eels.

Each time a victim succumbs to the sin eater's soul poison *suggestion*, the sin eater gains a point of soul energy. For every five points of soul energy the sin eater drains from a victim, that victim permanently loses 1 point of Constitution; when the victim reaches 0 Constitution, he dies and his soul is permanently destroyed, meaning he cannot be returned to life by any means.

Spirit Dependency (Ex): The sin eater has only a tenuous grasp on the mortal plane. Each day, it must expend one point of soul energy to maintain its grip on the mortal world. If it fails to do this, then it is instantly banished to its own plane for a period of

no less than ten years. The one benefit the sin eater gains from its spirit dependence is its ability to resist holy energies; a sin eater can expend 5 points of soul energy to gain a +1 profane bonus to all saving throws against divine spells, to a maximum bonus of +5. The bonus to saving throws lasts for a number of rounds equal to 10 + the sin eater's Charisma modifier (typically 14 rounds), then begins to fade at a rate of 1 point per round. A sin eater can expend any number of points of soul energy each day, up to the limits of its stored soul energy.

Evolution (Ex): A sin eater which accumulates a total of 666 points of soul energy is instantly drawn back to the lower planes and subsumed into a cocoon made of pure, evil energy. If not tracked down and destroyed within a year and a day, it evolves and is reborn as a corrupt king (see below).

Finding a sin eater which is undergoing evolution is very difficult; its cocoon grants it absolute immunity to the effects of all spells of the divination school.

Spell Like Abilities: At will — *darkness*, *dispel magic*, *invisibility*. 1/day — *hideous laughter* (DC 16), *improved invisibility*. Caster level 5th.

Skill: Sin eaters have a +8 racial bonus to Bluff, Hide, Move Silently and Sense Motive skill checks.

The Curse Bearer

The scroll is the key, I know that now. But that knowledge was costly. How many dead? How many scholars, unknowing, opened this cursed thing and died, not knowing why? I suppose it doesn't matter now. More names for the litany. But it will end tonight. The curse did not end me, so now the beast must come for me itself. Tonight, there will be an ending. One way, or another.

Medium Outsider

(Chaotic, Extraplanar, Evil, Demon)

Hit Dice: 11d8+44 (88 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 19 (+3 Dex, +6 natural), touch 13, flat footed 16

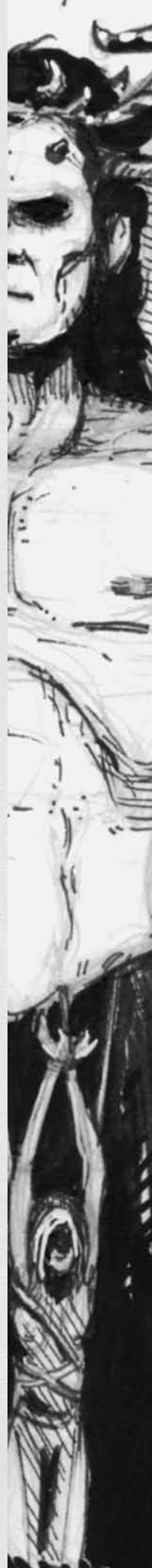
Base Attack/Grapple: +11/+18

Attack: Claw +14 melee (1d6+3)

Full Attack: 2 claws +14 melee (1d6+3), bite +12 melee (1d8+1)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Bleak curse, terror, constrict, mindless terror, spell-like abilities



Special Qualities: Chained totem, lesser chained totem, immunities, damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 23, telepathy 100 ft.

Saves: Fort +11, Ref +10, Will +11

Abilities: Str 17, Dex 16, Con 18, Int 15, Wis 19, Cha 16

Skills: Bluff +25, Concentration +18, Hide +17, Intimidate +25, Knowledge (arcana) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +18, Spellcraft +9, Spot +18, Survival +11

Feats: Ability Focus (bleak curse), Ability Focus (terror), Improved Grapple, Multi-Attack

Environment: Any

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Chaotic evil

Advancement: 12-22 HD (Medium)

Level Adjustment: —

This hideous humanoid being stands as tall as a human girl in the last years of her childhood, with slender, pale arms and a stick-thin body. Its oversized, luminous black eyes are hidden beneath a tangled shroud of obsidian hair, and its fingers are torn and ragged, as though it had torn at the flesh of its palms with its own wicked claws.

The curse bearer is a living demon plague, the symbol of the pointless nihilism and vicious evil of the lords of the lower planes. Curse bearers are demons whose spirit and power have been bound up into physical anchors, anchors which are infected with a terrible, almost inescapable curse.

The curse bearer is the bane of scholars and the educated of all sorts. Its anchor, the source of its most potent ability, dooms all who read it to fear, misfortune, madness, and eventual death. This doom, the bleak curse, is among the most feared of demonic abilities, for it turns the weight of destiny itself against those who fall beneath its shadow.

Though its powers are deadly, even by demonic standards, the curse bearer is not solely concerned with killing mortals. Instead, it seeks to corrupt them, by forcing them to betray those they love the most out of desperate survival instinct. Unfortunately, they succeed far more often than not.

Combat

The curse bearer considers direct confrontation and battle wasteful, as killing victims in combat robs it

of the extended pleasures of watching them succumb to despair, terror and madness in the face of its inescapable bleak curse. If forced to deal with its victims directly, however, such as when they manage to avoid its curse for a full month, or if confronted directly by demon hunters, it will fight with wild fury, tearing and slashing with its ragged claws and supernatural abilities.

The curse bearer thrives on terror and pain. If fighting opponents weaker than itself, it will be cruelly playful, like a cat with a wounded mouse, using its ability to cause fear and then hounding victims with debilitating attacks. Ideally, the curse bearer will leave its victims alive, but completely helpless, so that it can torture them to death slowly.

Against more powerful opponents, the curse bearer abandons playful cruelty in favor of direct, vicious attacks using the full array of its demonic powers. It attempts to cause fear as before, but also attempts to finish off opponents as quickly as possible, by choking them to death, tearing out their throats with its claws, or using its bestow curse ability in conjunction with its ability to cause insanity.

A curse bearer's natural weapons, and any weapons it wields, are considered to be both evil-aligned and chaos-aligned for the purposes of overcoming damage reduction.

Chained Totem: Much of the curse bearer's power is tied to a specific totem which it creates upon entering the mortal plane. This totem is both its anchor to reality and its chief means of spreading death and chaos.

A chained totem always takes the form of an object used to disseminate information, usually a book or scroll. The information written on the chained totem is always blasphemous and horrific, filled with lies which purport to reveal the "true" secrets of the universe. Save for its content, a chained totem is perfectly ordinary, and can be destroyed with fire, with a weapon, or by any other means suitable for destroying an object of its type; it does, however, radiate a faint aura of magic and evil which can be detected by means of a *detect magic* or *detect evil* spell.

A chained totem can be created in one of two fashions. First, if kings of the demons decree it, then a dretch is spontaneously transformed into a curse bearer via a short but hideously agonizing ritual which strips away its essence and evolves it into a more perfectly formed vessel for corruption. If this occurs, then a portion of the DirecTV's essence is sent to fester on the mortal world as a chained totem.



A chained totem can also be created spontaneously, when a dying mortal, filled with spite and venom, curses the world while in the presence of an item suitable to become a chained totem. Should this occur, then a dretch becomes a curse bearer, exactly as described above.

In either case, only a single full-strength chained totem can be in existence at any one time, though lesser versions of a chained totem can be created (see below). A curse bearer can only cross over to the mortal plane after its chained totem has successfully affected a victim with the bleak curse; once that occurs, the curse bearer is instantly transported to the mortal plane, within one mile of the victim's location.

Should a chained totem be temporarily destroyed, the curse bearer is instantly summoned, appearing before the being who destroyed its anchor and attacking immediately. If the curse bearer succeeds in killing the one who destroyed its totem, it can, as a full round action, create a new one and send it to any location on the mortal world. If the chained object is instead locked away, the curse bearer is not summoned, but it cannot create a new chained totem.

A chained totem can only permanently be destroyed by the application of a *miracle*, *disjunction*,

or *wish* spell, or by being carried to the lower planes and destroyed there as normal.

Lesser Chained Totem: A lesser chained totem is a copy of the original chained totem. A lesser chained totem can only be created by a mortal, and only in one of two fashions. A mortal who does not have the bleak curse can unwittingly create a lesser chained totem by copying the text from the original work; this happens most often with scholars, those who stumble upon the chained totem without knowing its insidious power. Alternately, a mortal afflicted by the bleak curse can create a lesser chained totem intentionally, in an attempt to escape the curse's death sentence; when doing so, he immediately gains another saving throw against the bleak curse, but cannot gain additional save attempts by creating more copies. In either case, the magic of the chained totem is such that the creator finds he can replicate the text of the original work exactly, without need of referencing the text.

A lesser chained totem can transmit the bleak curse, just as the original work can, though the magic of the curse is weakened. The save DC of the bleak curse effect of a lesser chained totem created by a mortal unaware of its abilities is 13, while the DC of one created intentionally is 15.

A lesser chained totem always appears as an exact replica of the original work, and can be destroyed just as easily. The curse bearer has no control over the lesser chained totem, but is made instantly aware of its presence the moment its bleak curse affects a victim. Unlike the chained totem, the curse bearer can choose whether or not it wishes to travel to the lesser chained totem's location; it is not directly summoned by its power.

All lesser chained totems instantly and permanently lose their power when the curse bearer is permanently destroyed.

Bleak Curse (Su): A curse bearer's chained totem is filled with the essence of the lower planes, and a touch can bring catastrophe. Any humanoid who reads any part of the chained totem must succeed at a Will save against DC 21, or contract the bleak curse.

The bleak curse is extraordinarily vicious; the victim suffers a -1 penalty to all skill checks and saving throws, as well as to all attack and damage rolls. In situations where failing a skill check or saving throw would result in permanent injury or even death, then the penalty increases to -2 . Each week after the first, the base penalty increases by one, to a maximum of -4 after the fourth week; the penalty



for mortal danger doubles, regardless of the base penalty, so that after four weeks, the victim suffers a -8 penalty.

In addition to these serious penalties, the victim is also cursed with ridiculously bad luck, to the point where it seems the entire world is out to kill him. Once a day, the victim is stricken by misfortune; this misfortune can take almost any form, from a plow horse lashing out with a kick, to a stove erupting in flames, to a printing press falling while the victim's head is down over the letters, to a boudoir toppling over, to the victim slipping on loose stones on the banks of a swift river, to the victim's chicken dinner becoming infected with salmonella. In all cases, this misfortune is serious, and potentially deadly, at least to the common man.

If, after one month's time, the victim has not been killed by misfortune, the curse bearer is instantly summoned to his location, where it will attempt to kill him itself.

The bleak curse is highly resistant to spells. It cannot be destroyed with *dispel magic*, *remove curse*, or similar spells. Only a *miracle* or *wish* spell is sufficient to break the curse. The bleak curse ends immediately if the curse bearer is temporarily or permanently killed, or if it is banished to the lower planes.

Constrict (Su): With a successful grapple check, the curse bearer can constrict its opponent, crushing the air from its lungs and inflicting 2d6 points of damage.

Terror (Su): The curse bearer is surrounded by a fear aura which extends to a radius of 10 ft. + 5 ft. per hit die. A victim who fails to a DC 20 Will save is paralyzed with terror for 1d4 rounds. Whether or not the save is successful, the victim cannot be affected again by the curse bearer's terror for one full day. The curse bearer's terror ability has no effect on beings with hit dice greater than its own, and is considered a mind-affecting, supernatural ability.

Mindless Terror (Su): Once a day, as a free action, the curse bearer can affect any victim who has succumbed to terror as by the confusion spell, driving them mindless with fear and abject loathing. There is no save to resist this effect.

Spell-Like Abilities: At will—bane (DC 14), *dispel magic*, greater teleport; 3/day—bestow curse (DC 17). Caster Level 11th.

Immunity (Ex): The curse bearer is forever linked to its chain totem. So long as the chain totem exists, the curse bearer cannot be permanently slain or banished. If reduced to 0 or fewer hit points, the curse bearer is disincorporated until its bleak curse affects a new victim, at which time it is restored to full hit points. If banished to its home plane, it is likewise returned to the mortal plane the next time its bleak curse infects a new victim.

In addition, while within a one mile radius of its chained totem, the curse bearer gains a +4 turn resistance bonus.

Skills: The curse bearer gains a +8 racial bonus to Bluff and Intimidate skill checks.

The Corrupt King

I saw one, once, and never will again, gods willing. It come up out of the temple grounds — well, it wasn't a temple no more, really, not if that thing were able to put its feet in there — and I tell you now, honest truth,



that the air were screaming at its touch. No, not in pain. The other kind of screaming.

Anyway, it come roaring out of the temple right after we started killing its vessels, which is what the father called them. Living zombies, more like. So this thing come up, and right away things start going wrong for us, going bad. The air felt greasy, I'd guess is the word, and I couldn't even look at that thing without wanting to retch, but I got to confess that I got excited too, you know the way I'm talking about. Yeah, that way.

Well anyway, it come up and it killed the father first, just put its claws right in him. And then the father started screaming, and his flesh just melted right off him while he's shaking, and I'm scared, because I'm thinking he must be in agony. But then I see him pulling himself... up the claws, pulling them knives into his body, and then he's embracing it, grabbing it and riding it while his skins sluicing off like butter. And I hear him begging too, begging for more.

That's no way for a man to die, especially a man as good as the father was.

Large Outsider

(Chaotic, Extraplanar, Evil, Demon)

Hit Dice: 18d8+180 (260 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 90 ft. (perfect)

Armor Class: 35 (-1 size, +8 Dex, +18 natural), touch 17, flat-footed 27

Base Attack/Grapple: +18/+33

Attack: Claw +29 melee (1d8+11)

Full Attack: 2 claws +29 melee (1d8+11), bite

Space/Reach: 10 ft./10 ft.

Special Attacks: Field of corruption, liquefy, summon demon, spell-like abilities.

Special Qualities: Create shell vessel, spell-like abilities, damage reduction 15/cold iron and good, darkvision 60 ft., immunity to electricity, acid, and poison, resistance to cold 10, and fire 10, spell resistance 28, telepathy 100 ft.

Saves: Fort +21, Ref +19, Will +17

Abilities: Str 32, Dex 27, Con 30, Int 22, Wis 22, Cha 30

Skills: Bluff +39, Concentration +31, Diplomacy +31, Disguise +31, Intimidate +39, Knowledge (arcana) +27, Knowledge (religion) +27, Knowledge (the planes) +27, Listen +35, Sense Motive +27, Spot +29, Survival +20, Use Magic Device +31.

Feats: Ability Focus (field of corruption), Ability Focus (liquefy), Fly-By Attack, Hover, Improved Initiative, Multi-Attack, Snatch

Environment: Any urban or rural

Organization: Solitary

Challenge Rating: 18

Treasure: Triple coins; double goods; standard items

Alignment: Always chaotic evil.

Advancement: 19-28 HD (Large); 29-54 HD (Huge)

Level Adjustment: —

This creature stands almost three times the height of a man, and is more beautiful, more perfect in form than any man. Its ivory skin is flawless and glows with a fearsome inner light, and its enormous, black swan wings are glorious to behold. A crown of wicked, spiraling horns wreathes its head, and its eyes are pits of darkness, colder than a winter's night.

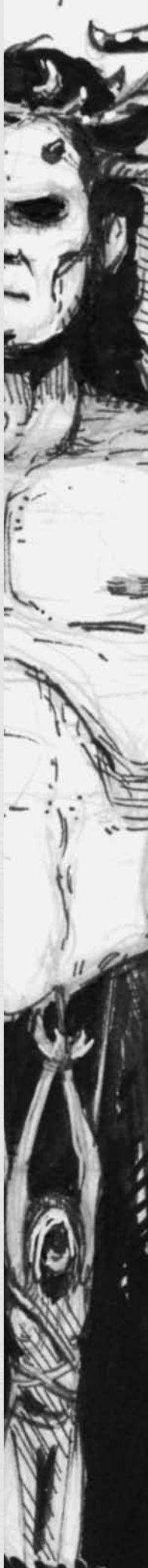
The corrupt king is the evolved form of the sin eater, and one of the most deadly and cruel of demons. It is everything the sin eater is, taken to the ultimate degree; it is unthinking rage, it is avarice, it is undeniable lust, it is unquenchable hunger and thirst for sensation. When the corrupt king spreads its wings, dark passion flows over the world like a hot, dark tide.

The corrupt king surrounds itself and immerses itself in decadence of all kinds, seeding villages and cities with its shell vessels, the better to sow corruption throughout the populace. Once it feels a city has reached a sufficient level of perversion, it feeds on the souls of the populace, taking beautiful men and women as its concubines and devouring the rest of its hapless, twisted victims, laughing as they claw at one another for the honor of being eaten alive.

A corrupt king stands roughly fifteen feet tall, is crowned with a ring of smoldering horns, and is awesome in its perfect, corrupt beauty. Its has enormous wings like a black swan, and glittering black eyes which carry images of sin and debauchery of all sorts. Despite its name, the corrupt king can take male or female form at will, though it never loses its horns or its wings.

Combat

Unlike the sin eater, the corrupt king loves the passion and the fury of combat, reveling in the feeling of claws ruining flesh, and the warm flow of blood over its tongue. Though it does not actively seek out battle, since it enjoys the sublime pleasures of slowly corrupting mortals even more, it relishes it when it comes.



The corrupt king enters battle with a flurry of supernatural attacks, hoping to weaken and confuse its opponents by overwhelming them with sensory input. From there, its tactics depend upon the nature of its foes. Against divine spellcasters, or other divinely imbued beings, the corrupt king uses its corruption field at full strength, hoping to liquefy them before they can bring holy energies to bear. Against other sorts of spellcasters, and against other warriors, it prefers to use physical attacks, shredding its sensation-crippled victims at its leisure.

If the corrupt king is in the presence of its shell vessel servants, then it will retreat from the front lines of battle, using its spell-like and supernatural abilities to support its flesh slaves.

A corrupt king's natural weapons, and any weapons it wields, are considered to be both evil-aligned and chaos-aligned for the purposes of overcoming damage reduction.

Field of Corruption (Su): The corrupt king radiates an aura of corruption which is capable of twisting even the strongest, most pious soul. The field radiates a total of one mile, growing weaker the further it is away from the corrupt king. The effects of the field of corruption vary, depending upon whether those within the field are allies or enemies of the corrupt king.

Within 30 feet, the field functions exactly as the sin eater's soul poison effect, save that the DC to resist the effect is 31, and living beings must attempt to save each round, for as long as they remain within the area of effect. Conversely, evil outsiders, as well as the corrupt king's shell vessels, are strengthened while within the radius of effect, gaining the benefits of a continuous *good hope* spell effect.

To the radius between 30 and 60 feet of the corrupt king, the field of corruption affects all opponents as by the *bane* spell, and all evil outsiders and shell vessels as by the *bless* spell. No saving throw is allowed to resist the effect of the field of corruption. The beneficial and negative effects persist for as long as the being remains within the radius of effect, ending immediately upon retreating out of the area or moving within 30 feet of the corrupt king.

To a radius of one mile, the field of corruption dampens inhibitions and morality, and also serves to turn friend against friend, neighbor against neighbor and, especially, stranger against stranger. All non-player character attitudes are shifted one step towards hostile, from friendly to unfriendly, for example, for the purposes of using the Diplomacy skill to influence attitudes.

In addition to the above abilities, the corrupt king can sense any sin, any word spoken in anger, or any negative or lustful emotion within the field's radius.

Liquefy (Su): With a touch, the corrupt king can, three times a day, overwhelm an opponent's body with putrefying energies, melting the flesh from their bones. This functions as the *disintegrate* spell, save that it requires a touch attack, and only affects living beings. A successful Fortitude save against DC 29 reduces the damage to 5d6.

The corrupt king's liquefying touch is grotesquely, immensely pleasurable, leaving its victims howling in ecstasy as they die. Beings who are not allied with the corrupt king who witness another's death must succeed at a Will save against DC 20, or become nauseated for 1d4 rounds.

Create Shell Vessel (Su): Any living being which dies as a result of being reduced to 0 Constitution by the corrupt king's field of corruption is immediately animated as a shell vessel (see below). A corrupt king can have a maximum number of shell vessels equal to twice its hit dice.

Spell-Like Abilities: At will — *blasphemy* (DC 23), *greater dispel magic*, *greater teleport*, *hideous laughter* (DC 18), *rage*. 1/day — *power word: blind* (DC 23), *mass bull's strength*, *mass suggestion* (DC 22), *telekinesis* (DC 21), *unholy aura* (DC 24). Caster level 18th.

Summon Demon (Sp): Once per day a corrupt king can automatically summon 4d6 dretches, 1d4 sin eaters, or 1d4 succubus. This ability functions as a 9th level spell.

Skills: A corrupt king gains a +8 racial bonus to Bluff, Intimidate, Listen, Sense Motive, and Spot checks.

Shell Vessel (Template)

I pity them, the shell vessels. They live, but nothing remains of their true selves. They are puppets of flesh, blood and bone animated by false memory, shadow remnants of their living selves, the last bit of smoke that remains when the candle is snuffed.

I pity them, and so I destroy them.

A shell vessel is the living remnant of an unfortunate mortal whose soul was drained away by the perverse attentions of a corrupt king. They are nothing but flesh which does not know its soul has passed on; controlled like puppets on a string by the demons who destroyed them, shell vessels are the ultimate cultists, doing as their masters direct, with no complaint, and no thought of refusal.



Corrupt kings do not discard their shell vessels lightly, viewing them as valuable toys, suitable for acting out all sorts of sinful delights. Corrupt kings use their shell vessels to infiltrate small villages and large cities alike, murdering, raping, and seducing innocents with narcotics, decadent sex, and all other conceivable forms of flesh excess.

Shell vessels retain their intelligence, but it is a hollow cunning, consumed only with thoughts of twisting others to their master's worship. When not actively subverting others, they usually cluster together, writhing in orgiastic, tireless worship, screaming out their love for their master even as their flesh weeps and their bones are shattered by animalist excess.

"Shell vessel" is a template which can be added to any humanoid, of any alignment (referred to as the base creature). A shell vessel uses all of the base creature's statistics and abilities, except as noted below.

Size and Type: The humanoid's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future hit dice to d12.

Armor Class: Shell vessels take pleasure from pain. They gain a +2 profane bonus to armor class.

Special Attacks: A shell vessel retains all its special attacks, and gains the following.

Sensory Overload: A victim who suffers a critical hit inflicted by a shell vessel's weapon or unarmed attack must attempt a Fortitude save versus a DC equal to 10 + half the shell vessel's hit dice + the shell vessel's Charisma modifier, or become nauseated for one round as pleasure, negative emotion, and blasphemous thoughts overwhelm them.

Special Qualities: A shell vessel gains all the following special qualities, in addition to those it already possessed.

Supernatural Void: Upon becoming a shell vessel, the humanoid loses the ability to use any supernatural or spell-like abilities it may possess, as well as losing the ability to cast spells of any sort. The shell vessel loses only supernatural abilities which must be consciously activated, meaning a monk does not lose his diamond body ability if he becomes a shell vessel.

Flesh Doll: A shell vessel is the "property" of a corrupt king, and its mind is a blank slate for its master's wishes. As a free action, a corrupt king can take over any one of its shell vessels within a one mile radius, gaining access to all the shell vessel's senses, as well as knowledge of all the skills and abilities it possessed

in life. This is the only time a shell vessel can use any spells or supernatural abilities gained as a result of class level progression.

In addition, while possessed, the shell vessel can be the focus or origin of any of the corrupt king's spell-like abilities, allowing it to using its demonic might from a safe location.

Loyal Servant: Shell vessels are absolutely loyal to their corrupt king masters. Any skill or ability which is used to attempt to turn a shell vessel against its corrupt king master automatically fails, regardless of the result of the check.

Hive Mind: All shell vessels share a rudimentary animal consciousness, much as insects do. They are drawn to one another, particularly when one is injured. All shell vessels are aware of the location of all other shell vessels within a one mile radius, so long as those vessels are "owned" by the same corrupt king. They are also aware, in very rough terms, of the status of flesh vessels within that radius, knowing when another vessel has been injured.

Turn Resistance: While within its master's field of corruption effect, a shell vessel gains +4 turn resistance.

Abilities: Str +2, Dex +2, Cha +2. As undead, shell vessels do not have Constitution scores. In order to become shell vessels, all their personality, in the form of their Constitution score, must be drained away. Once reanimated by a corrupt king, they are considered to have an effective Constitution score of 10, for the purposes of determining their saving throws and skill bonuses, but they do not actually have a Constitution score, meaning their Constitution cannot be drained or destroyed in any way.

Alignment: Always chaotic evil.

Challenge Rating: Same as the base creature +1.

Level Adjustment: A shell vessel is absolutely not suitable for use as a player character.

Sample Shell Vessel: The shell vessel presented below is a good example of a corrupt king's favored servants. In this case, it is a city guardsman who serves as both a spy within the local government and an agent who can be used to oppose dangerous elements (adventurers and demon hunters, in other words). He appears as a man standing on the precipice of death, perhaps a plague victim or a beggar too long starved for food. Though his limbs and his body are whole, he radiates corruption, a rotting of the spirit that is palpable.

Male human War1: CR 2; Medium-size undead; HD 1d12; hp 15; Init +1; Spd 30 ft; AC 16 (+3 studded leather armor, +2 heavy steel shield, +1

Dex), touch 11, flat footed 15; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d6+2/19-20, short sword); SA sensory overload; SQ Undead traits, supernatural void, flesh doll, loyal servant, hive mind, turn resistance +4; AL CE; SV Fort +2, Ref +1, Will +0; Str 14, Dex 12, Con —, Int 10, Wis 10, Cha 12.

Skills and Feats: Jump +3, Intimidate +5, Ride +3; Power Attack, Toughness.

SA—Sensory Overload (Su): Victims struck by critical hit must attempt a Fort save against DC 12 or be nauseated for one round.

Possessions: short sword, studded leather armor, heavy steel shield, backpack.

Unique Features of Demons And Devils

Though demons and devils are lumped into broad categories based on their common powers, their personal strength, and the way in which they corrupt mortal souls, they are still individuals with their own personalities and unique features. It is important that you as the GM work to ensure that this uniqueness is highlighted in play, so that your players and their demon hunter characters never come to view demons and devils as faceless enemies, or as “just another pit fiend.”

With that thought in mind, here is a list of unique features which will help you make each of your campaign's demonic opponents unique. The list is divided into two sections, minor features and major features. Minor features are those which do not have mechanical effects; they exist purely for flavor, and while they may change a demon's appearance greatly or affect the environment in a very obvious way, they're not beneficial to the demon or harmful to those who face him. Major features are those which offer a mechanical benefit or penalty to the demon, or which directly affect the environment or the demon's opponents in a way that requires mechanical representation.

As a good rule of thumb, a demon or devil should have no more than one minor and one major feature, with many having fewer than that. Most demons and devils with a challenge rating lower than 5 should have no major features, though this is not a hard and fast rule. For example, an imp which has plagued a village for centuries, and which will be a major opponent for low level demon hunters during an adventure, might have a single major feature.

Please note that this is far from an exhaustive list of unique demonic features. Use these lists as a suggestion and a springboard for creating your own unique features.

MINOR FEATURES

Affection: The demon has a minor compulsion that it must obey. It speaks only in rhyme, for example, or marks each victim with a personal symbol, or must surround itself with black cats, or decorate itself with the ears of slain mortals. Alternately, the demon will only interact with beings of a specific occupation, such as city guards or whores or scholars, or who have a specific physical feature, such as albinos or those with red hair.

Discordant Voice: The demon speaks in three voices, all of which issue from its mouth simultaneously. One is a deep masculine voice, another feminine, and the third completely alien and without recognizable gender. Alternately, the demon's voice sounds exactly like a poorly tuned violin, but can be understood as though he were speaking normally.

Heat/Cold: Whenever the demon manifests, the air within 10 ft. × its hit dice heats up twenty degrees. Alternately, the temperature is lowered by twenty degrees. As another option, the demon might leave the temperature unaffected, but cause all living beings near it to breathe out gusts of steam, or become covered in a thin layer of frost.

Jeweled Eyes: Regardless of the form it takes, the demon has faceted eyes that sparkle like a jewel. In fact, the demon's eyes may well be made of actual precious stone, which lose their luster and all value when the demon is slain. Alternately, the demon's eyes may be insect-like, or an empty black void, or small balls of flame or ice.

Permanent Footprint: The demon etches permanent footprints wherever it steps, whether it be in dirt, in sand, or in stone. Perhaps the demon melts the ground, or leaves ink or bloodstains to mark its passage. Magical materials are not affected, nor is flesh. Alternately, the demon's palms leave permanent marks.

Phantom Images: Whenever the demon uses its powers, spectral images appear in the nearby vicinity. Perhaps the demon is surrounded by hundreds of electric butterflies, or flaming soul fire, or the phantom remnants of its last victims manifest, appearing as they did in their final terrified moments. These images have no mechanical effect, but may be unnerving. The demon has no control over their appearance.

Phantom Scent: The demon is surrounded by a pleasant smell or unpleasant stench to a radius of 10 ft. × its hit dice. The smell can be literally anything, though each demon gives forth only one phantom scent which is usually related to its nature. Examples: the stench of sour beer or vomit, the smell of roses, baking dough, honey, wet cat hair.

Phantom Sounds: Whenever the demon uses his abilities, faint screams or child-like laughter issues forth to a radius equal to 10 ft. × the demon's hit dice. Alternately, the sound of crackling flames, splintering bone, or tearing flesh can be heard.

Rain of Flies: The demon is surrounded at all times by a rain of flies or maggots which well up from his footprints or spontaneously erupt from his skin, then fade away with a pop in the space of a breath. Alternately, the air around him births spiders, beetles, small slugs, or any other kind of loathsome vermin imaginable.

Reversal: The demon speaks and moves backwards, though its ability to fight, move, and communicate is completely unaffected. Alternately, the demon speaks and moves as normal, but all its joints are hinged in reverse, giving it a disturbingly alien appearance.

Spontaneous Growth: Wherever the demon goes, plants spontaneously blossom. Grass grows tall and wild, flowers bloom, and fruit ripens, even in the dead of winter. However, this growth is always corrupted; the fruit rots within moments, the grass is black as dried blood, and any blooms are always blood red. Alternately, plants wither and shrink in his presence, with grass dying under his feet, blooms closing, and so on. In either case, plants within a radius of 10 ft. × the demon's hit die are affected.

Unearthly Pallor: Regardless of its form, the demon's skin (scales, hide, etc.) is always of an alien color, one that does not exist on the mortal plane. Alternately, the demon's skin is clear, making him appear to be a being formed completely of water, bile, or smoky air. This grants him no bonuses to the Hide skill.

MAJOR FEATURES

Angelic Features: Though it is a lower planar being, the demon is as beautiful and pure of aspect as an angel; only its actions betray its true nature. The demon gains a +4 bonus to Bluff, Diplomacy, and Gather Information skill checks made which involve those of good alignment.

Compulsion: The demon has a specific compulsion that it must obey. For example: it must count



all grains of rice scattered in front of it, and can perform no other action (except defend itself) until the grains are counted; it can only manifest to those who have committed the sin of adultery within the last week; it must perform a single service, one which can be completed within one month, for any mortal who bests it in a riddle contest; it must destroy any religious icons it happens across; or it can only lie to those who have themselves told a lie. The demon cannot be forced to reveal its compulsion by any means, and gains no save to resist it.

Corruption Field: The demon is surrounded by an aura of billowing, greasy corruption. Once a day, it can increase the strength of this field, allowing it to create a field of hell-smog which has the properties of both *obscuring mist* and a *stinking cloud*, as the spell cast by a sorcerer with a caster level equal to the demon's hit dice. The field can be dispersed as an *obscuring mist* is. Increase the demon's challenge rating by +1.

Firestorm: Whenever the demon uses a spell-like or supernatural ability, spontaneous fires erupt within a radius equal to 10 ft. \times its Charisma modifier. Combustible materials within the radius of effect must succeed at a save against a DC equal to 10 + half the demon's hit dice + its Charisma modifier, or burst into flames. Alternately, the demon could manifest other destructive energies, with results as above. Increase the demon's challenge rating by +1.

Rat Summoner: Once a day, the demon can summon a swarm of vermin as a free action. A demon can only summon one specific type of swarm, such as rats or centipedes or bats, and can only summon a swarm with a challenge rating equal to half its hit dice or less. Increase the demon's challenge rating by +1.

Stench: The demon is surrounded by a horrific stench, which is strong enough to cause retching. Those with a radius of 10 ft. \times the demon's Charisma modifier must succeed at a Fortitude save against a DC of 10 + 1/2 the demon's hit dice + its Charisma modifier or be sickened for 10 rounds. Once a being has been forced to save once, he does not have to attempt another save for 24 hours, whether the initial save was successful or not. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Increase the demon's challenge rating by +1.

Wither: The demon withers all plants within a radius equal to 10 ft. \times his hit dice. Plant type creatures within the radius of effect suffer hit point damage equal to the demon's Charisma modifier

each round, and the demon gains a profane bonus to saving throws equal to its Charisma modifier against spells which involve plants, such as *entangle*.

Non-Player Characters

Not every opponent that a demon hunter faces is from the lower planes. In fact, the most dangerous of his enemies are often those who are the most human. Likewise, while a demon hunter's job is a lonely one, that does not mean he is completely bereft of friends and potential allies.

The non-player characters introduced here are examples of the kinds of loyal allies and deadly mortal foes that a demon hunter might encounter during the course of his holy mission. Each is ready to be incorporated into your campaign, though all should, of course, be altered to fit the needs of your own campaign. Use them as a rough guide for creating your own non-player characters.

Adelaide Sphrorazza

The truth is, young master, that you are here because you are not wanted anywhere else. Your mother was a whore and your father was a sailor whose throat was slit while he loosed his bowls in a back alley. It is a well-known fact that as go the parents, so goes the child. That you are permitted to live here at all is a testament to my tolerance and my good nature. But I have my limits, young master. Disobey me again and you will know what happens when those limits are reached.

A week in the tower would give most children time enough to consider their actions. But you are a witless thing, are you not? Two weeks, then, and a month in the kitchens after that.

Adelaide Sphrorazza, known as the Duchess of Rats to her terrified charges, is the headmistress of the den of evil and despair known as the Black Gate Orphanage. She is also, though very few realize it, mistress of the Cult of the Golden Succor, and a hell-empowered diabolist just entering her fourth century of life.

In truth, no one can say how Adelaide became the headmistress of Black Gate. She simply appeared one day, two centuries ago, with a letter from the crown authorizing her to assume control of the Orphanage. Since that time, she has run Black Gate as though it were her own kingdom and as though she were a queen. The children in her "care" are treated

little better than slaves and are expected to work for their keep, while Adelaide keeps any money given to the orphanage for herself. Adelaide is wise enough to treat the orphanage's adult staff well, and has in fact brought most of them into the worship of the Golden Succor.

Inside the confines of Black Gate, Adelaide is confident and authoritarian, a schoolmarm from Hell who tolerates no "mischief" (meaning play or joy of any kind), and who punishes even the most minor transgressions with torturous physical labor or solitary confinement in one of the orphanage's many rickety, dark and frigid towers. Outside the boundaries of the orphanage, however, Adelaide is a cringing toady of the worst sort, fawning over nobles, wealthy merchants, and government official, no matter how petty, ever eager to ingratiate herself with those in power.

As the leader of the cult of the Golden Succor, Adelaide commands much power, and uses it joyfully in the service of her dark mistress. She sacrifices a child at least once a month, almost always one who has earned her wrath by speaking out of turn or acting out in some fashion. She sees no evil in what she does, and considers herself one of the few people "who truly understands the value of discipline." She enjoys using her spells to terrorize and command the Black Gate orphans, but she is careful never to reveal her powers openly.

Adelaide Sphrorazza is tall and stick thin, wears her gray hair in a bun and smiles only when dreaming up or carrying out punishments. She dresses severely, and carries herself with what she imagines is a regal bearing — in truth, she walks like a woman who has had iron rods shoved down the back of her pant legs.

Adelaide Sphrorazza, female human Adpt7: CR 7; Medium-size humanoid; HD 7d6-7; hp 21; Init +1; Spd 30 ft; AC 13 (+2 ring of protection, +1 Dex); Base Atk +3; Grp +3; Atk/Full Atk +4 melee (1d4+1/19-20/x3, +1 dagger); SA Spells; SQ Spells; AL LE; SV Fort +1, Ref +3, Will +10; Str 10, Dex 13, Con 9, Int 13, Wis 16, Cha 8.

Skills and Feats: Knowledge (arcana) +11, Knowledge (the planes) +11, Knowledge (noble and nobility) +11, Spellcraft +11; Demon Slayer's Insight, Iron Will, Silent Spell, Still Spell.

Possessions: +1 dagger, +2 ring of protection, oblivion incense x3.

Spells: 0 — ghost sound, read magic, touch of fatigue; 1st-level — cause fear, command (x2), sleep; 2nd-level — cure moderate wounds, invisibility (x2).

Jeremy King

Open ears, dolls, while I trumpet this spot of real. You ready for this herald, my princes, my ladies? Then best sit down, me bobbies, cause I'm blowing this horn.

We don't deserve living. For real, dolls, not spinning fancies.

Oh, don't cry, my precious ladies, my dovey princes. I'm still loving, we're still kicking. And I know your mummies said different. But they're skint, and we're here, so what did they know, anyway?

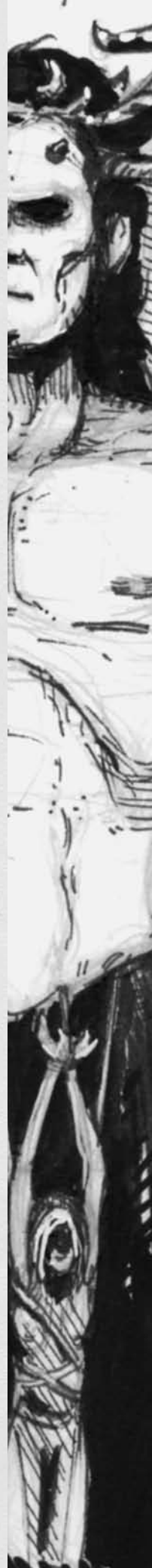
No, the hard real is nobody deserves life. You got to earn it, you got to take it. And tonight, you're going to take it. So flint your needles, my bobbies, get sharp for war.

Jeremy King was only six when his parents were sacrificed on a demon cult's altar, given over to the Lord of Grains in return for the promise of a good crop. Jeremy and his sister, Giselle, would have been next, save for the timely intervention of the demon hunter Magdalena. Jeremy watched, wide-eyed and joyful, as Magdalena slew every member of the demon cult, and cheered as she skewered the last on her greatsword. Though he begged Magdalena to take him with her, to train him in the ways of demon hunting. She refused — unable or unwilling to lead one so young into a life of hardship and sorrow. Instead, she left them in the care of local authorities, who in turn sent Jeremy and his infant sister to the Black Gate Orphanage. But that is not the end of Jeremy's story.

Jeremy never gave up his hunger to wreak vengeance on demons, devils and those who worship them. He could not, for his rational mind had fled that terrible day. Now all that remains of his emotions is the fear of losing his sister, and cold hatred so powerful and so compelling that Jeremy has no choice but to lash out.

Today, Jeremy is the leader of the Broken Dolls, a ragtag band of orphans who he has trained to become fanatical demon fighters. Jeremy is an absolute dictator, one who knows neither joy nor sorrow, and who cares only for the furthering of his holy mission. Though he would never admit it, Jeremy hungers for the approval of Magdalena and all that he has done is in service to her, in the hopes that she will return and "rescue" him.

Jeremy King is a thirteen-year-old boy gifted with immense psychic gifts, which will only grow more powerful as he reaches maturity. In battle, or when planning the Broken Doll's next foray, Jeremy is ruthless and reckless, his face lit with an inner



ferocity which is unsettling to behold. He cares nothing for the lives of those Dolls who fall in battle, but will fight to the death to protect his sister.

Jeremy knows the true purpose of the Black Gate Orphanage, but has shared his knowledge only with

his sister (Giselle is a powerful psychic in her own right, a 3rd level soulblade). He has yet to strike back at Adelaide, preferring to wait until he has matured fully into his powers. When that time comes, he will show Adelaide and her henchmen the true fury of Hell.

Jeremy King, male human Wil4: CR 4; Medium-size humanoid; HD 4d6; hp 15; Init +1; Spd 30 ft; AC 14 (+3 studded leather, +1 Dex, touch 11, flat footed 13; Base Atk +3; Grp +3; Atk/Full Atk +3 melee (1d4/19-20, dagger); SA Psionics, wild surge +2, surging euphoria; SQ Psionics, elude touch, psychic enervation, surging euphoria; AL CN; SV Fort +1, Ref +2, Will +5; Str 10, Dex 13, Con 10, Int 15, Wis 13, Cha 17.

Skills and Feats: Autohypnosis +8, Concentration +7, Escape Artist +4, Intimidate +10, Listen +8, Sense Motive +8, Spot +6; Fading Spirit, Fractured Angel, Inquisitor.

Special Attacks: Psionics (see below), wild surge +2

(add 2 manifester levels to manifested powers at will), surging euphoria (+1 morale bonus to attack rolls, damage rolls, and saving throws for a number of rounds equal to intensity of wild surge).

Special Qualities: Psionics, elude touch (add Charisma bonus to AC against touch attacks), psychic enervation (5% chance per bonus manifester level gained from wild surge of becoming dazed and losing power points equal to wilder level).

Power Points: 23 **Psychic Abilities:** 1st-level — *psionic daze, telepathic projection*; 2nd-level — *recall agony*.

Possessions: studded leather armor, dagger, saint's blood x2, faith shield incense x1.



Deacon Gideon Krug

In the name of my father, I cast thee out! Thou have no power here, beast of the pit! I cast thee OUT!

Gideon Krug knew from an early age that it was his destiny to fight demons, for his father, a mighty celestial angel, came to him and commanded it be so.

Deacon Krug has consciously chosen not to dedicate himself to any specific church. Instead, he dedicates his faith to good in its purest form, and receives his holy strength from his father's blessing. In this way he feels he can best serve all men, without prejudice and without favoritism.

Gideon is a wandering holy man, one who travels from town to town and kingdom to kingdom, offering his services to those in need without expectations of pay. He specializes in exorcisms, and has succeeded many times in driving fiends from the spirits of the fallen. An optimist at heart, Gideon truly believes that all men have the potential to do great good. For this reason, he will not strike down even the most depraved demon cultists, unless he is given no other choice. This does not mean, however, that

Deacon Krug is naïve; he knows full well how duplicitous cultists and the beings they worship can be, and will not

hesitate to punish those who have proven themselves irredeemable.

Deacon Krug is a good example of a low level exorcist, a holy man who has chosen or been chosen for the life of the demon hunter. With his mix of racial abilities and class abilities, he will work best as a wandering exorcist, one who might appear at the beginning of the campaign, and then return later, having gained in strength and experience, to help the player characters when they need spiritual guidance most.

Deacon Gideon Krug, male demon bane aasimar Planar Cleric 3: CR 3; Medium-size humanoid; HD 3d8+3; hp 15; Init +0; Spd 20 ft; AC 20 (+8 full plate, +2 heavy steel shield), touch 10, flat footed 20; Base Atk +2; Grp +4; Atk/Full Atk +4 melee (1d8+2/×2, cold-forged iron war symbol); SA spells, turn outsiders, *protection from evil*; SQ demon bane aasimar qualities, spells, resistance to acid 5, cold 5, fire 5, domains; AL NG; SV Fort +4, Ref +1, Will +9; Str 15, Dex 11, Con 12, Int 12, Wis 19, Cha 18.

Skills and Feats: Concentration +7, Knowledge (religion) +7, Spellcraft +7; Indomitable Will, Iron Will.

Domains: Exorcism and Righteousness.

Spells: 0 — *detect magic*, *resistance* (×2), *sin pox*; 1st-level — *bless water*, *remove fear*, *sanctuary**, *shield of faith*; 2nd-level — *consecrate*, *heaven's tears*, *spiritual weapon**. *Domain spell.

Possessions: cold-forged iron war symbol, full plate, large steel shield, backpack, trail rations.

Magdalena

I know how badly you want revenge. Believe me, I know better than anyone how much it hurts, how angry you are, and how much you miss your mommy and daddy. But it isn't worth it. What you want to do is so hard, and will make you so sad. And you won't ever get away from it, and your mommy and daddy still won't come back. And I'm so sorry for that.

But I will hurt them for you. Trust me, and let me hurt the bad men. I promise you, angel, I will make them sorry. I promise you I will make them so very sorry.

Magdalena is a living legend among demon hunters, a fanatical fiend-killer who knows no fear, no doubt, and no temptation. Or so it is believed.

Magdalena's story is typical of demon hunters. When she was nine, her parents were slain by demon

cultists, at the command of her estranged older brother. When it came her turn to be sacrificed on the blood-stained altar upon which her mother and father had died, Magdalena burst free of her bonds and slit her brother's throat with his own knife. She fled from the cult's makeshift temple and into the wilderness, surviving for three years there only by her own quick wits and determination to gain revenge on the demon her brother worshiped.

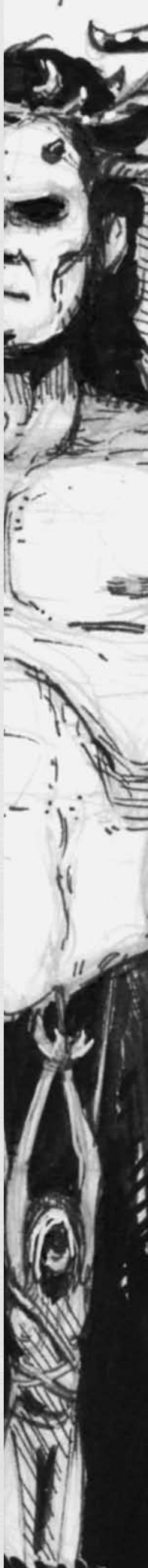
At age thirteen she was found, malnourished and near death, by a band of traveling adventurers. She stayed with them for nearly two years, mastering the use of many weapons and gaining the knowledge of hunting which serves her in such good stead in her chosen career.

When Magdalena was ready, she abandoned her friends and set off in search of the demon that destroyed her childhood. She has yet to find it. Instead, she has spent the last fifteen years destroying demon cults, and their masters wherever she finds them, always hoping that the next rumor, the next clue will lead her to her nemesis.

Magdalena has been a demon hunter for fifteen years now, and the horrors and sorrows she has experienced have begun to take their toll. She laughs often and tries to present a confident front, but she has begun to despair of ever finding the demon that has haunted her dreams for so long. Plagued by dark moods and horrific nightmares, Magdalena has become near suicidal; reckless even at the best of times, there is now no sense of caution in her, and she throws herself into battle without hesitation, welcoming the challenge of overwhelming odds.

Magdalena is obsessed with protecting children, and reserves her greatest hatred for those who would harm them. Despite this, she has no wish for children of her own, and will not even consider the idea of taking on the task of caring for the oft-orphaned children she rescues. Though many demon hunters count her a friend, Magdalena prefers to hold others at a distance, so the pain of their inevitable death at demonic hands cannot hurt her too deeply.

Magdalena is just thirty years old, with pale skin, a slightly freckled, beautiful face that betrays all her emotions, and long red hair, which she sometimes dyes black when the mood strikes her. She has several tattoos, the largest of which, a scene from a child's fairy tale, covers her entire back, and a pierced lower lip that holds a powerful, magical ring. In battle, she wears light armor, and protects her head with a tall, reinforced pilgrim's hat.



Magdalena, female human Rng5/Pal2/Righteous Sword6: CR 13; Medium-size humanoid; HD 5d8+8d10+52; hp 120; Init +8; Spd 30 ft; AC 22 (+2 studded leather of light fortification, +3 holy word lip-ring of protection, +4 Dex), touch 17, flat-footed 15; Base Atk +13; Grp +15; Atk +17 melee (2d6+4/19-20, +2 evil outsider's bane greatsword) or +18 ranged (1d8+3/x3, +1 composite longbow of strength); Full Atk +17/+12/+7 melee (2d6+4/19-20, +2 evil outsider's bane greatsword) or +18/+13/+8 ranged (1d8+3/x3, +1 composite longbow of strength); SA favored enemies, combat style, a good man's wrath, smite evil 2/day (+3 attack, +8 damage), improved Living Sword of Heaven's Vengeance; SQ wild empathy, aura of good, *detect evil*, divine grace, lay on hands (6 points per day), turn evil outsiders, enforced honor, spells; AL CG; SV Fort +15, Ref +14, Will +10; Str 15, Dex 19, Con 19, Int 13, Wis 17, Cha 16.

Skills and Feats: Gather Information +11, Intimidate +13, Jump +10, Knowledge (religion) +7, Knowledge (the planes) +6, Listen +11, Move Silently +12, Sense Motive +13, Spot +11, Survival +11; Endurance, Indomitable Will, Inspirational Bulwark (gained twice, once as a bonus class ability), Improved Initiative, Iron Will, Living Sword of Heaven's Vengeance, Power Attack, Rapid Shot, Track.

SA— Favored enemy (Ex): +4 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks and +4 to damage against evil outsiders, +2 against humanoids (human); **A Good Man's Wrath (Ex):** turn evil outsiders as planar cleric of righteous sword level (6th).

Possessions: +2 evil outsider's bane greatsword, +1 composite longbow of strength, +2 studded leather of light fortification, +3 holy word lip-ring of protection (allows the wearer to use *holy word* 1/week, caster level 13th), saint's blood (x4), angel soul holy symbol.

Spells: 1st-level — *longstrider*, *sense fiends*.

The Crimson Bishop

Yes, I suppose I could spare you. But truly, what would be the purpose of that? And yet...

Here is my offer to you. We'll make a gentleman's agreement. I will run you through with my sword, and then if you survive, I'll run you through again. Should you survive that, I'll consider the matter settled, and we'll take up the discussion again in one year's time.

Once, the Crimson Bishop was Estaban Esbach, famed far and wide for his dedication to chivalry and to his duties as king's champion. Once, Estaban Esbach was a good man, merciful to those who deserved it, and a deadly foe to ones who did not. Once, Estaban Esbach was a sworn enemy of devils, of demons, and of all those who swore service to them. Once, Estaban Esbach pledged before the eyes of man and god to end the tyranny of the demon cults infesting his nation. And then Estaban Esbach was no more.

The devil known only as the Crimson Bishop has worn the skin of the holy knight Estaban Esbach for five years now, more than long enough for it to have devoured the great warrior's spirit completely. Now the Crimson Bishop is a phantom haunting the wild lands of the frontier, offering sacrifices of flesh and spirit to the bleak kings of the abyss, and destroying entire villages in a storm of blood and fire. Though many demon hunters have set themselves against him, all have failed to halt his reign of terror, and their crucified, crow-eaten bodies now fester in the sun, a bleak reminder of the Bishop's unholy might.

The Crimson Bishop is terrifying to behold, not because he is demonic, but because he appears entirely human. The Crimson Bishop is handsome, with long black hair swept back in a ponytail, and crystal blue eyes that flare with unholy light when he unsheathes his sword. He laughs easily and often, and when he wishes to, he speaks with the cultivated ease of a man well used to courtly life. He wears the tattered livery of a knight of the realm, now gore-stained and shredded from his many battles, and he rides a cauchemar nightmare stallion of purest ebony.

The Crimson Bishop is an example of a possessed mortal, and a good opponent for mid to high-level demon hunters. His power is such that an entire campaign could be based around stopping him, though he also makes an outstanding henchman to a more powerful extraplanar foe.

Note that the ability scores listed below are modified as per the rules for possession. In other words, the Crimson Bishop's alignment, mental attributes, Will save, skills and certain other abilities are based off the pit fiend's attributes. The levels possessed by Estaban Esbach in life are listed only for the purposes of showing how hit points, attack bonus, and Fortitude and Reflex save bonuses are calculated. The Crimson Bishop's CR has been recalculated in consideration of his mixing of devilish and mortal abilities.

The Crimson Bishop, pit fiend possessed male human (former) Ftr12: CR 16; Medium-size humanoid; HD 12d10+48; hp 106; Init +10; Spd 30 ft; AC 24 (+4 studded leather, +3 buckler shield, +6 Dex, +1 Dodge), touch 17, flat footed 17; Base Atk +12; Grp +15; Full Atk +25/+20/+15 melee (1d8+10/16-20, +3 rapier); SA Spell-like abilities; SQ Spell-like abilities; AL LE; SV Fort +11, Ref +12, Will +21; Str 17, Dex 22, Con 16, Int 26, Wis 26, Cha 26.

Skills and Feats: Balance +8, Bluff +29, Concentration +24, Diplomacy +10, Disguise +29, Hide +24, Intimidate +31, Jump +30, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +31, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when Tracking), Tumble +29; Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (rapier), Greater Weapon Specialization (rapier), Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Finesse, Weapon Focus (rapier).

SA—Spell-like abilities: at will—*dancing lights, ghost sound, mage hand, and prestidigitation*; 3/day—*cause fear, charm person*, used as though Silenced and Stilled; 3/day—*unseen servant, major image*; 1/day—*bear's endurance, bull's strength, cat's grace* 1/day, used as though Silenced and Stilled.

Possessions: +3 rapier, +4 studded leather, +3 buckler shield, trail rations, backpack, packhorse.

Councilman Gerhart Von Stock

Give thanks, my brothers. Offer up thy grateful prayers for this feast which our master has made possible. Know all ye this, and heed my words well. We are but humble servants of his august might, but our master is kind, and will tend us as a shepherd tends his flock. Do not stray, my brothers; be to him as a child is to his father, as a clansman must be to his chief.

Heed these words well, my brothers, and reflect upon them as we dedicate this sacrifice in his mighty name.

Gerhart VonStock doesn't think that what he does is wrong. How could it be, when his actions have benefited so many?

Gerhart VonStock lives a double life. By day, he is a minor though well respected councilman in the dwarven city of Ten Stones, as well as a merchant who owns stock in several prosperous gold mines.

By night, however, he is the ceremony master of the Hall of Elders, a cult that meets once each week and offers sacrifices to the god Kulzul, who is in reality a minor devil.

Until one year ago, Gerhart was largely a failure. The mines he inherited from his father were effectively tapped out, and his fortune squandered. Then, while inspecting an accident deep in his oldest mine, Gerhart stumbled upon a small golden statue carved in the shape of a dwarf's head. The statue, which held the devil's slumbering spirit, tempted Gerhart with an offer he could not refuse; in exchange for worship and the occasional sacrifice, the "god" would ensure the prosperity of both Gerhart and his mine. Gerhart accepted.

Within the space of a few months, he was wealthy beyond his wildest dreams, his mines so rich with mineral ore that their equal is not recorded in dwarven history, and his personal fortune the equal of any lord's. To ensure his prosperity continues, Gerhart has become a fanatical cultist, and has recruited his family and most trusted friends to the worship of Kulzul.

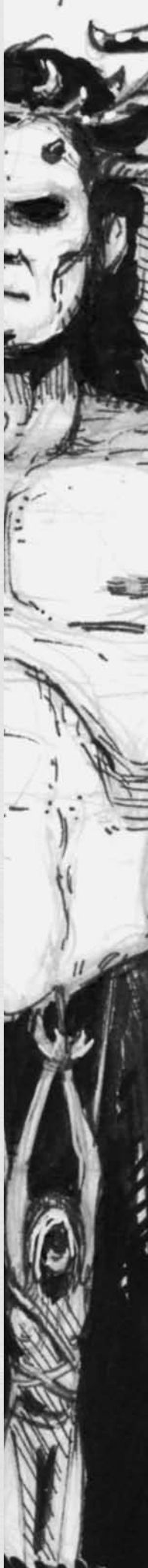
But all is not well in Ten Stones, for Kulzul is no longer satisfied with his cult's animal sacrifices. It has begun haunting Gerhart's nightmares, promising him a future of ruin and poverty if he will not begin sacrificing more valuable souls. So far, Gerhart has resisted, but he will not give up all he has gained just to save another's soul. It is only a matter of time...

Gerhart VonStock is an excellent example of the majority of demon worshipping mortals. He is, in almost all respects, a perfectly average person, just one with more ambition than is good for him, or those who come into contact with him. Gerhart is also a good example of the leader of a weak demon cult, the kind of opponent that beginning demon hunters might find themselves coming into conflict with.

Gerhart VonStock, male dwarf Exp2: CR 2; Medium-size humanoid; HD 2d6+4; hp 13; Init -1; Spd 20 ft; AC 10 (+1 padded armor, -1 Dex), touch 9, flat footed 10; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1/×2, club); SQ dwarven traits; AL LN; SV Fort +2, Ref -1, Will +5; Str 12, Dex 8, Con 14, Int 14, Wis 10, Cha 15.

Skills and Feats: Bluff +7, Diplomacy +7, Gather Information +7, Knowledge (arcana) +7, Intimidate +7, Sense Motive +5, Spellcraft +7, Use Magic Device +7; Iron Will.

Possessions: warhammer, demon bone holy symbol.



DEMON

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