

Wrath of the Righteous



Wages of Sin

We of the faithful know the destiny of these poor souls you see before you. And we sorrow only that such taint is so hard to expunge, yet we try. No soul so vile shall be allowed to slip into shadow. We can do no less for those who once could have been our brothers and sisters. Truly, no mortal should be our enemy in our struggle against the Pit. It is only through the connivance and contrivance of our Enemy that our comrades are deceived. How else could they give of their own flesh to wear the damnable corruption of the Abyss? Friends, we do this for your own good, for your eternal salvation.

—Eboni Lancaster, Iomedaeen inquisitor of Kenabres, Mendev

Wages of Sin

Reborn in the Abyss, the tormented souls of the damned are made monstrous in their eternal suffering, filled with rage and hate for all living things. In life, they made mockery of all that was just and good, and in death, their sin-stained souls now reflect their appalling perfidy in all its unrestrained and unforgivable corruption.

Tools of Sin

Creatures of the Abyss have many ways to turn mortals toward greater sins. They whisper in mortals' ears, corrupting listeners' thoughts with the insidious babble of the Abyss. They may offer a finer body to mortals—one that is stronger, more agile, or more durable. Other agents of the Abyss breed sin within weak mortals by offering their power and magic. In some cases, they even bestow the flesh of demons to mortals, granting unholy powers.

This article presents a number of special rules to enhance the ability of other creatures to call, summon, or otherwise engage the services of the ravaging hordes of the Abyss. Some servants of the Abyssal powers are dabblers, learning minor rituals, indulging in masked rites ranging from bloody to orgiastic, or engaging in faux divinations and making cryptic vows they don't intend to keep. Others, however, are deadly serious about their pacts with the fiendish powers; they use true magic to learn these powers' dread will, and are utterly without conscience or reservation in carrying out whatever acts of anarchy and ruination their masters demand.

Most demon-worshippers are NPCs, as few characters devoted to such dark powers take up the heroic adventuring life. While these rules are thus generally intended for adversaries of the PCs, GMs may choose to run an evil campaign or offer dangerous opportunities for otherwise heroic PCs who might wander far into the gray areas of what they are willing to do to claim victory.

The drugs, feats, and spells herein might be discovered in a villain's lair, or their secrets could be revealed in an obscure blasphemous tome or through the whisperings of individuals tainted by Abyssal contact. More dangerous to discover and acquire are demonic implants—these engraftments are as painful as they are dangerous, and with each willing deformity taken on, a mortal can taste the power of the Abyss growing within.

DEMONIC DRUGS

Through demonic instruction, some mortals have distilled substances that are far more dangerous than mundane drugs. Demons delight in pushing these foul substances on new users, because each new addict is a soul more deeply ensnared in their fiendish embrace. For more information on drugs and addiction, see *Pathfinder RPG GameMastery Guide* 236.

Demonologist

The following feat is often the first step on the path to the sinister study of demons.

Demonologist

You have immersed yourself deeply in studies of the nature of the Abyss and its inhabitants.

Prerequisite: Knowledge (planes) 3 ranks.

Benefit: You gain a +2 bonus on all Knowledge checks related to the Abyss or to demons, and you may take 10 on Knowledge checks made to identify demons.

CHAOS STRINGS

Type ingested; **Addiction** moderate, Fortitude DC 16

Price 40 gp

Effect 2d4 minutes; the user's internal organs undulate and writhe away from forceful blows, negating 25% of critical hits or other sneak attack or precision-based damage effects. This does not stack with fortification armor.

Effect after 2d4 minutes, sickened for 1 minute and becomes fatigued

Damage 1d2 Con damage

Special If the user consumes a second dose of *chaos strings* while the first is active, the chance to negate critical hits increases to 50% but the duration is halved, and when the effect expires, the user becomes nauseated for 1 minute and then exhausted.

DEMON DUST

Type inhaled; **Addiction** major, Fortitude DC 20

Price 150 gp

Effects 3d20 minutes; +1d4 Str, +1d4 Dex, +1d4 Con; immunity to fear effects

Effect 1d4 hours; hallucinations and erratic behavior impose a –4 penalty on all Wisdom- and Charisma-based skill checks, and the user cannot take 10 or take 20 on checks. In stressful situations (such as in combat), the user must succeed at a Will save (DC 15 the first round, increasing by 1 every round thereafter; the DC resets to 15 once the stressful situation has ended) at the beginning of its turn each round or become confused for 1 round. The user has no memory of actions taken while using demon dust.

Damage 1d3 Con and 1d3 Wis damage

LUU DROPS

Type contact, injury (dropped or injected in the eyes);

Addiction medium, Fortitude DC 17

Price 70 gp

Effect 2d6 minutes; dazzled, but can use *see invisibility* and gains a +2 alchemical bonus on saves against patterns and

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other illusions that depend on sight; -2 penalty on saving throws against blindness

Effects after 2d6 minutes; Fortitude save or blinded for 1d4 hours

Damage 1d2 Wis damage

ZHUG MUSHROOMS

Type ingested; **Addiction** minor, Fortitude DC 14

Price 20 gp

Effect 1d6 minutes; immunity to ingested or inhaled diseases or poisons, immunity to the nauseated and sickened conditions.

Effect After 1d6 minutes; Fortitude save or vomit up mushroom residue in your square. This residue is acidic and deals 1d4 points of acid damage to any creature that touches it. This residue evaporates after 1 minute.

Damage 1 Con damage

DEMONIC IMPLANTS

Transformation into a demon awaits particularly sinful mortals after death, but some choose not to wait for this change and instead actively seek to be physically closer to demonkind. The primary method in this foul quest is accepting demonic implants.

Demonic implants are living tissue grafts that replace part of a creature's natural physiology. Demonic implants are treated as wondrous items for the purposes of their construction and use. All demonic implants require a willing host to attach them to—attempts to attach a demonic implant to an unwilling host automatically fail. Successfully attached demonic implants impart a negative level to a lawful or good recipient—the number of negative levels imparted stacks with each new implant. These negative levels remain as long as the implant remains attached or (in the case of *demon blood*) until the effects wear off. They never become permanent, but cannot be overcome in any way while the implant is in effect.

Implants must be physically excised to be removed. Removal deals 1d6 points of Constitution damage, and could have other effects as well (such as deafness or blindness), as determined by the GM. Other demonic implants than the ones listed below (such as *demon blood*, *demon senses*, and *demon talons*) can be found in *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*.

BALEFUL EYE		PRICE 7,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation [evil]		

This engorged, discolored orb can only be implanted after plucking out the recipient's own eye, causing blindness and making the recipient permanently dazzled until the *baleful eye* is implanted. While engrafted, the recipient can use the *baleful eye* to cast *charm person* (DC 11), *doom* (DC 11), and *see invisibility* once per day each as spell-like abilities. In addition,

the grafted creature gains a +2 bonus on saving throws against effects that cause blindness or dazzling, or against illusions that depend on sight.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
Craft Wondrous Item, <i>blindness/deafness, charm person, doom, see invisibility</i>	

BRAZEN HOOVES		PRICE 15,000 GP
SLOT none	CL 15th	WEIGHT 4 lbs.
AURA strong transmutation [evil]		

These hooves cast from Abyssal bronze can be affixed to the stump of a creature's severed leg or foot, causing the leg to regrow (or transform) into a shaggy, black-furred goat leg ending in a cloven hoof of burning brass. If the leg or foot is not already severed, it can be hacked off, dealing 1d6 points of Constitution damage and 1d6 points of bleed damage. Applying the still-glowing bronze hoof, hot from the forge-fire, cauterizes the stump and ends the bleed damage, and the transformation of the leg takes 1 minute. Once complete, the recipient can make one hoof attack per round as a secondary natural attack that deals 1d4 points of damage if it's a Medium creature or 1d3 points of damage if it's a Small creature, plus 1d6 points of fire damage. The brazen hoof leaves a scorch mark whenever the recipient walks on any surface with hardness 5 or less, but it does not set surfaces on fire.

If a creature has a pair of brazen hooves grafted, it gains the trample special attack, dealing 1d6 points of fire damage in addition to normal trample damage.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>bull's strength, wall of fire</i>	

CROWN OF HORNS		PRICE 20,000 GP
SLOT none	CL 15th	WEIGHT 5 lbs.
AURA strong transmutation [chaotic, evil]		

These curled, spiral, or hooked horns must be affixed to holes drilled into the bare skull of the recipient, who must be not only shaved but also scalped to allow the *crown of horns* to take root—this deals 1d4 points each of Charisma and Intelligence damage to the recipient. Once the crown has been implanted, the recipient gains a gore attack as a secondary natural attack that deals 1d4 points of damage if it's a Medium creature, or 1d3 if it's a Small creature. This gore attack deals double damage on a charge attack. The *crown of horns* is considered a chaotic and evil weapon for the purpose of overcoming damage reduction. In addition, when the recipient confirms a critical hit against a good-aligned target with the *crown of horns*, that creature is infused with the disruptive power of chaos; until the end of its next turn, whenever the target would roll a d20, it must roll twice and take the less favorable result.

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
Craft Wondrous Item, <i>beast shape II, protection from law</i>	

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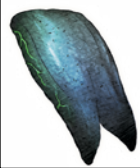
DEMON HEART		PRICE 6,000 GP
SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong abjuration [chaotic, evil]		

This pulsating lump of reddish-black muscle can be implanted only if the recipient's own heart is first removed—removing the recipient's heart deals 2d4 points of Constitution damage and 1 point of Constitution bleed to the recipient, and at the beginning of its next turn the recipient is reduced to -1 hit points and begins dying. Implanting the *demon heart* requires a successful DC 20 Heal check made as a full-round action, and causes it to graft itself into the recipient's chest and halt the Constitution bleed. Once in place, the *demon heart* pumps with unrighteous might—the recipient gains a +4 profane bonus on saving throws against fear effects. In addition, if the recipient is suffering a bleed effect, as a full-round action it can cause the *demon heart* to flood its bloodstream with tainted ichor, ending the bleed effect but causing it to become nauseated for 1 round.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *remove fear*, *stabilize*

DEMON TONGUE		PRICE 10,000 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate transmutation [chaotic, evil]		



This puckered black tongue replaces the recipient's original tongue, which must be cut out beforehand. Removing the recipient's tongue deals 2d6 points of damage to the recipient and prevents it from speaking until the demon tongue is implanted. Once

attached, a *demon tongue* grants the recipient a +4 profane bonus on Bluff checks used to verbally lie or deceive. A *demon tongue* also grants its recipient a portion of a demon's immunity to poison. A creature with a *demon tongue* implanted gains a +4 bonus on saving throws made to resist an ingested poison. In addition, the creature can detect the presence of an ingested poison in anything it eats or drinks as the *detect poison* spell.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *detect poison*, *eagle's splendor*

DEMONHIDE		PRICE 20,000 GP
SLOT none	CL 10th	WEIGHT 10 lbs.
AURA moderate transmutation [evil]		

This rough, leathery hide is peeled from the body of a demon in strips—it may be scaly, warty, scabrous, or even covered in rank, greasy fur or feathers. To be grafted with *demonhide*, the recipient must first have its own skin flayed off, taking 1d4 points each of Dexterity, Constitution, and Charisma damage in the process. Once grafted, *demonhide* grants the wearer a +1 natural armor bonus to Armor Class and resistance 5 to electricity. In addition, the recipient is immune to contact poison and gains

New Feat

The demonic implants on this page can be created with the Craft Wondrous Item feat, but demonologists creating these foul grafts have a greater understanding of their form and function and often take the following feat to further improve their abilities.

Demon Grafter (Item Creation)

Your studies into demonic anatomy and physiology allow you to graft their immortal tissues onto mortal flesh.

Prerequisites: Demonologist, Heal 5 ranks, Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Benefit: You gain a +2 bonus on Heal checks regarding evil outsiders or creatures that already have a demonic graft. In addition, you can create demonic implants (see page 12) as if you had the Craft Wondrous Item feat, using your ranks in Heal as your caster level. The DC to create the item still increases for any necessary spell requirements (see the magic item creation rules in Chapter 15 of the *Pathfinder RPG Core Rulebook*).

a +4 bonus on saving throws against poisons delivered by injury (including those delivered by a touch attacks).

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Wondrous Item, *barkskin*, *delay poison*, *resist energy*

SPLINTERED MIND		PRICE 16,000 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate abjuration [chaotic, evil]		

This lumpy gray and green slurry, made from the pureed brains of a dozen dretches, must be consumed as a full-round action in order to take effect, as this demonic cocktail invades and infuses the recipient's central nervous system, forming a mantle around every lobe, chiasm, and node of the recipient's brain. This mantle splinters the recipient's consciousness into dissociated and disorganized fragments linked only by this cortical mantle, making it more difficult for the recipient's mind to be compromised by outside influences.

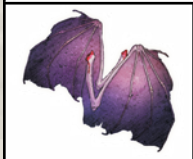
The *splintered mind* grants the recipient a +4 profane bonus on saving throws against mind-affecting effects. Also, if the recipient is affected by any effect that is neither instantaneous nor permanent, it can attempt a new saving throw each round at the end of its turn to end the effect. The splintering of the recipient's mind is not without risk, nor is it a universal protection, as its benefits do not apply against effects that cause confusion or insanity. In addition, the recipient's disorganized thoughts impose a -2 penalty on initiative checks.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, *confusion*, *misdirection*

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WICKED WINGS		PRICE 55,000 GP
SLOT none	CL 7th	WEIGHT 3 lbs.
AURA moderate transmutation [evil]		



These ragged wings may be birdlike with moldy feathers, or tattered and membranous like the wings of a bat. The recipient's shoulder blades and collarbones must be broken in order

to attach the *wicked wings*—breaking them deals 2d4 points of Strength and Dexterity damage to the recipient and renders both arms useless until the ability damage heals. The recipient gains a fly speed equal to its normal land speed with average maneuverability. In addition, when not flying a creature with *wicked wings* is considered to have Deflect Arrows as a bonus feat.

CONSTRUCTION REQUIREMENTS	COST 27,500 GP
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Craft Wondrous Item, *beast shape I*

DEMONIC SPELLS

Magic is a powerful force in the world, and demons use its lure of power to tempt mortals into sinful behavior. Many demonologists and demonic cultists have developed spells to call demons to their aid, transform themselves to be more like demons, or assault their foes with the power of the Abyss.

APPARENT TREACHERY

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, inquisitor 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You shroud a number of creatures in an aura of suspicion and fill them with extreme paranoia regarding their allies. Affected targets believe their companions are behaving erratically, nervously, and seemingly with an eye towards betrayal.

Creatures under the effect of *apparent treachery* do not have allies and are not considered to be an ally to any other creature, including other creatures affected by this spell. They cannot move freely through their allies' spaces, flank creatures with them, cooperate with them using teamwork feats, or give or receive benefits from the aid another action or any spells or effect that affects only allies. If creatures affected by this spell are able to take attacks of opportunity, they always do so against provoking opponents, including those who were their allies before being affected by this spell.

A creature not under the effects of the spell who is trying to cast a spell against an affected target must succeed at an attack roll to touch the target, even if the spell is harmless,

though the affected creature is not forced to attempt saving throws against harmless effects.

FILM OF FILTH

School transmutation [poison]; **Level** cleric 4, druid 4, ranger 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target's flesh to exude a layer of putrescent slime so foul that the target is sickened (Fortitude negates) for the duration of the spell and for 1d4 rounds thereafter. All creatures within 20 feet also become sickened (Fortitude negates), and remain sickened for as long as they remain within 20 feet of the target and for 1d4 rounds thereafter. A creature that strikes the target with a bite attack must succeed at an additional save or become nauseated for 1d4 rounds. Creatures immune to poison are unaffected.

LIGHTNING LASH

School evocation [electricity]; **Level** cleric 3, inquisitor 3, ranger 2, witch 3

Casting Time 1 standard action

Components V, S

Range personal

Area 20-foot-radius spread

Duration 1 round/level (D)

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

You create a crackling lash of unholy lightning that flickers and flashes in your hand like a whip, shifting color in response to your mood and will. Once per round, you can make a melee touch attack with the *lightning lash* against a target within 15 feet. If the attack is successful, it deals 1d6 points of electricity damage and 1d6 points of damage from divine power (similar to *flame strike*), and allows you to attempt a trip combat maneuver check as a free action against your target (using your caster level as your CMB).

MAW OF CHAOS

School conjuration (teleportation) [chaotic]; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, F/DF (a gold-plated, cold iron ring that was forged in the Abyss)

Range close (25 ft. + 5 ft./2 levels)

Area 5-foot-radius spread

Duration concentration (maximum 1 round/level)

Saving Throw see text; **Spell Resistance** yes; see text

This spell creates a rip in reality that plunges into the interspatial vortices that constantly churn with the raw

destructive chaos of the Abyss. Each round at the beginning of your turn, the *maw of chaos* attempts a drag combat maneuver check against every creature within 40 feet, using your caster level plus your primary spellcasting ability modifier in place of a CMB. If a creature is dragged into a *maw of chaos*, the area erupts in a surge of chaotic energy and the creature takes 1d6 points of damage per caster level. Only one such eruption can occur per round.

Creatures dragged adjacent to the *maw of chaos* become entangled by the frayed strands of reality being torn apart at the rim of the *maw of chaos*. Escape requires a successful Escape Artist check or grapple check against a DC equal to 10 plus the spell's save DC. Every creature without the chaotic subtype that ends its turn adjacent to a *maw of chaos* takes 2 points of damage to each ability score. Creatures with the lawful subtype take double this amount of damage; creatures with the chaotic subtype take no damage.

Calling, summoning, and teleportation effects used within 30 feet of the *maw of chaos* or that cause a creature to appear within 30 feet of a *maw of chaos* are redirected, causing the creature to arrive adjacent to the *maw of chaos* rather than at its intended destination. Unattended objects (including dead bodies) adjacent to the *maw of chaos* are drawn into it and affected as by *disintegrate* at the beginning of the caster's next turn.

SUMMON GREATER DEMON

School conjuration (summoning)

[chaotic, evil]; **Level** cleric 9, sorcerer/wizard 9, witch 9

This spell functions like *summon monster*, except it allows you to summon a single coloxus (*Pathfinder RPG Bestiary* 3 72), an omox demon (*Pathfinder RPG Bestiary* 2 79), or 1d3 kalavakus demons (*Bestiary* 2 78).

SUMMON LESSER DEMON

School conjuration (summoning) [chaotic, evil]; **Level** cleric 5, sorcerer/wizard 5, summoner 4, witch 5

This spell functions like *summon monster*, except it allows you to summon a single brimorak (*Lords of Chaos* 56), one incubus (*Bestiary* 3 73), one thoxel demon (see page 86), 1d3 schir demons (*Bestiary* 3 74), or 1d4+1 vermlek demons (*Lords of Chaos* 54).

UNLEASH PANDEMONIUM

School conjuration [chaotic]; **Level** cleric 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 30-foot-radius spread

Duration concentration (maximum 1 round/level) +1 round (D)

Saving Throw Will partial; see text; **Spell Resistance** no

You call upon the wild winds of the Abyssal atmosphere, howling with the screams of damned and demented souls in torment. The area is filled with winds of windstorm strength (*Core Rulebook* 439), blowing in a random direction each round. Creatures within the area of effect are deafened as long as they remain within the area and for 1d4 rounds thereafter; however, they continue to hear the sounds of screams in their minds with painful intensity, causing them to become shaken for as long as they remain deafened.

A successful Will save negates the shaken condition but not the deafness.

VERMICIOUS ASSUMPTION

School conjuration (calling) [chaotic, evil]; **Level**

cleric 6, summoner 6

Casting Time 10 minutes

Components V, S, M (a handful of worms)

Range touch

Target one Medium humanoid corpse

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You call a single vermlek demon (*Lords of Chaos* 54) to invade and inhabit the body of the target corpse, taking on its likeness. The vermlek can remain on the Material Plane indefinitely as long as it has a body to inhabit; however, if it remains outside of a host for more than 1 minute, it's banished back to the Abyss. The vermlek's initial attitude

CORRUPTED MERCENARY

towards you is friendly, but you must succeed at an opposed Charisma check to convince it to obey your commands, similar to a charmed creature. You gain a +2 circumstance bonus on this Charisma check if you offer it a fresh humanoid corpse to inhabit.

