Rite Publishing Presents

DEMONHUNTER









Rite Publishing Presents

Demon Hunter

Jade Mandarin (Design): Frank Carr Enlightened Scholar (Pathfinder Roleplaying Game Conversion): Timothy Wallace Imperial Gardener (Editor)*: Bill Collins and Thilo Graf Gwai Liao (Developers): Bill Collins and Steven D. Russell Sun Tzu (Front Cover Artist): Giordano Pranzoni Infernal Scholars (Interior Artists): Giordano Pranzoni, James "Devin Night" Hazelett, and Wayne Anthony Reynolds Royal Death Blossom (Layout): Steven D. Russell Lowly Farm Peasant (Publisher): Steven D. Russell

Special Thanks to the Patrons: Anthony Stamper, Andrew Harris, Benjamin Stowell, Brian Hittepole,
Charles Myers, Chris Cummings, Clay Fleischer, Colin Staron, Dave Paul, Dan Brainerd, Daniel Gago Prieto,
Daniel Wolf, Ed Healy, Elizabeth Courts, Geoff Nelson, Hans Cummings, Heiko Chodura, James Bolton,
James Dyer, Jason Aschberger, Jeff Dains, Joe Mucchiello, John Tanzini, Jonathan Barany, Josh Boys,
Joshua Helmstette, Justin Sluder, Kevin MacKay, Kevin Patterson, Kevin Reynolds, Konstantin Dika, Kristian
Hartmann, Lee McKinney, Mark Shocklee, Mats Ondin, Matthew Broodie-Stewart, Matthew Kaiser,
Monte Cook, Olivier Darles, Oliver von Spreckelsen, Paul Aitken, Rick Blair, Raquel Barroso Gómez,
Rich Heidebrecht, Riley Williams II, Robert Lawrence, Robert N. Emerson, Rone Barton, Savan Gupta,
Scott Wiker, Sean Silva-Miramon, Stewart Williams, Trent Revis, Warner Smith, and Wolfgang Baur.

Dedication: to BEN STOWELL

for always being around when we need him.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Demon Hunter © 2011 Frank Carr; Images, logos and layout Copyright © 2010 Steven D. Russell; Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility

for more information on the compatibility license.

Demon Hunter

"Evil does not die with the flesh." – Kung Fu Tse

Undead, demons, devils, aberrations, foul spirits, practitioners of the darkest sorceries, and other evil creatures not native to this world imperil the people and the very land itself. The demon hunter strives to protect the land and its peoples by hunting these creatures down. She works to restore balance by returning these creatures to their proper place in the universe, either through banishment, destruction, or even redemption. The demon hunter brings a unique combination of magical training and combat prowess to bear against her sworn enemies.

Demon hunting is a tough trade, even in the Lands of the Jade Oath, which emphasize capturing and restraining the evil left behind by the dramojh and their infernal allies. Although demon hunting is about hunting and overcoming infernal creatures, it is not necessarily about destroying them. Sometimes it is about restoring souls to their proper place in the Celestial Order. A better victory than destroying their infernal enemy is to capture or to force an infernal creature to submit to the demon hunter's will, either by restraint or through humiliation. Demon hunters who believe in rehabilitating their foes often take guilty delight in humiliating the creatures until they can appreciate the error of their ways. For demons, sentient undead and other infernal creatures with an ego, it is a most infuriating experience to be humiliated by a mortal.

The ultimate victory for any demon hunter is to reform or rehabilitate an infernal creature, putting them back in their proper place within the Celestial Order.

There are many tales of demon hunters reforming an infernal creature and, over time, creating a sense of friendship in captured infernals. The infernal creature may even become a force for good. In some tales, infernals attain enlightenment and ascend to the heavens as an immortal spirit in the service of the Celestial Court.

Adventurers: All demon hunters seem born to the lifestyle; they are the epitome of an adventurer. They seek out dangerous things in order to tame them and make the world a better place. Demon hunters listen for tales of hauntings and of monsters terrorizing the countryside. The simple farmers and peasants of the land tell stories that elevate the demon hunter to the proportion of legendary heroes.

Even demon hunters who teach others are active hunters; there is no other way to teach their skills

effectively. The only non-adventuring demon hunters are those who die or who retired because they are too old to keep up the hunt.

Characteristics: Demon hunters rely on many techniques, abilities, and tricks. Their tradition (see below) determines what techniques and tricks she uses. No matter the tradition, all demon hunters learn to identify, track, imprison, and destroy infernal creatures. They also develop techniques to resist the damage that infernal creatures inflict on them.

Religion: An important part of any demon hunter's life is her religion. Many common religions and philosophies count demon hunters among the followers. Most are followers of either the Taoshidao Kami-do, or Bodhi religious and philosophical sects. These ideologies believe in conquering infernal creatures to keep the innocent free of its evil, to restore balance to the creature's own soul, and to ultimately restore or maintain the balance to the universe.

Background: Demon hunters can come from any background or origin. Many receive their training at the hands of monks trained in the demon hunting arts. Often, a past injustice at the hands of infernal creatures motivates one to become demon hunter. A rare few are simply charlatans with cheap charms, ineffective talismans, or elaborate charades that simulate an exorcism.

Some are born to be demon hunters, with a destiny already ordained for them. Most though, are part of an order or are born to a family who hunt infernal creatures.

A number of traditions teach different demon hunting techniques. These schools of thought advocate differing methods of physical and/or magical training. Traditions may be very ascetic and honorable, while others may be renowned for their degenerate and obnoxious behavior Traditions might be a combination of the two extremes or some where in between. All traditions have a strong sense of discipline and purpose when it comes to hunting infernal creatures. Some traditions organize into schools or monastic orders and others are more a matter of a lone teacher and apprentice. Many traditions use techniques developed and inspired by the teachings of certain religions or philosophies. Most descend from Taoshidaoist or Bodhi thought.

• *Celestial Retribution*: This demon hunting tradition is religious and dogmatic in nature and believes that invoking the powers of the divine through written prayers is the best way to fight demons. They write prayers, or sutras, as runic kanji on strips of paper and send them flying with magical energies toward their target.

• *Fiendish Guile*. Demon hunters of this tradition believe that the best way to outfight a demon is to out think it. They use treacherous cunning, tricks, and tactics to overcome their infernal foes. This tradition is the most adaptable, open-minded, and willing to learn from other schools of thought. But they are also the most devious and underhanded.

• *Immaculate Exorcism*: Followers of this tradition believe that the worst infernals possess the living and rob them of their lives. They specialize in exorcising possessing entities, combating infernals who can become incorporeal, and placating the spirits of deceased ancestors.

• *Infernal Curses.* This controversial tradition believes in using the enemy's weapons against them. They use their knowledge of demonic magic and curses against their foes. They bind infernals to them to learn from their enemy and perhaps even reform them.

• *Power of the Vanquished.* This controversial tradition often inspires outright disgust by any other demon hunters. These demon hunters take the Infernal Curses line of reasoning a step further. They steal the forms and abilities of the infernals they vanquish to use against their enemies.

• *Voice of Righteous Purity*. Members of this tradition are a branch of warrior-monks dedicated to the eradication of infernals. They use their chants and mantras to purify their actions.

Races: Bakemono (goblins) are seldom members of this class, but they can make for surprisingly crafty demon hunters who take to the Fiendish Guile, Infernal Curses, or Power of the Vanquished traditions.

Dahren (giants) make for proficient demon hunters and usually follow the traditions of Celestial Retribution and Voice of Righteous Purity. Halfling demon hunters are few, but those that exist are often from the traditions of Celestial Retribution or Fiendish Guile. The adaptable humans take well to any traditions, but are most likely to learn the most adaptive path: Guile. Yueren (moon elves) are rarely demon hunters; those few elves are typically followers of the Celestial Retribution or Infernal Curses traditions. Sanesaram (dwarves) take well to the class and are very fierce defenders against the depredations of their infernal enemies; they take to the traditions of Celestial Retribution and Immaculate Exorcism. Shenxue (planetouched) may find that they have an advantage in perspective. They favor any tradition apt to their spirit.

Other Classes: Demon hunters relate to other classes according to how they can fit in to the demon hunter's mission. Classes that tend to get along best with the demon hunter have something to add to their hunt to defeat infernal creatures.

These can add something of benefit in combat or can assist the demon hunter magically. Those who cannot aid the mission are a hindrance at best and an obstacle or enemy at worst.



An-Chang Song a human male demon hunter

NPCs: The ascetic, mystic warrior who fights against the recent infestation of undead with sutras is a demon hunter. The drunken, grizzled vagabond-warrior sleeping in the haunted graveyard might be a demon hunter. The cocky, loudmouthed, muscle-bound jerk with the small infernal companion is a demon hunter. The greasy, monklike vagabond selling talismans is possibly a demon hunter (or a fraud). The small, wise-cracking, bakemono who assumes various monstrous forms is likely a demon hunter.

Hit Die: d10

Skills

The demon hunter's class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (Int), Feng Shui (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Spellcraft (Int), Survival (Wis) and Swim (Str). **Skill Ranks per Level:** 2 + Intelligence modifier.

Class Features

All of the following are class features of the demon hunter.

Weapon and Armor Proficiency: Demon hunters are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), but not with shields. Demon hunters are trained to keep their hands free in order to use their special techniques and to cast spells.

Spells: Demon hunters has the ability to cast a small number of divine spells which are drawn from the demon hutner spell list presented at the end of this document. A

Table: The Demon Hunter

	Base Attack	Fort	Ref	Will			Spells per Day			
Level	Bonus	Save	Save	Save	Special	1 st	2 nd	3rd	4 th	
1 st	+1	+2	+0	+0	Demon Hunting Technique		_	_		
2 nd	+2	+3	+0	+0	Know the Enemy, Sense the Infernal					
$3^{\rm rd}$	+3	+3	+1	+1	Presence of Will	_				
4^{th}	+4	+4	+1	+1	Demon Hunting Technique	0				
$5^{\rm th}$	+5	+4	+1	+1	Demon Skin, Recognize Infernal Handiwork	1				
6 th	+6/+1	+5	+2	+2	Horrific Resolve, Know the Enemy (2 nd)	1				
$7^{\rm th}$	+7/+2	+5	+2	+2	Hellish Endurance	1	0	_		
$8^{\rm th}$	+8/+3	+6	+2	+2	Demon Hunting Technique	1	1			
9^{th}	+9/+4	+6	+3	+3	Light Regeneration	2	1			
10 th	+10/+5	+7	+3	+3	Improved Hellish Endurance, Know the Enemy (3 rd)	2	1	0		
11 th	+11/+6/+1	+7	+3	+3	Infernal Tracker	2	1	1		
12^{th}	+12/+7/+2	+8	+4	+4	Demon Hunting Technique	2	2	1	_	
$13^{\rm th}$	+13/+8/+3	+8	+4	+4	—	3	2	1	0	
14^{th}	+14/+9/+4	+9	+4	+4	Craft Infernal Bindings, Know the Enemy (4 th)	3	2	1	1	
$15^{\rm th}$	+15/+10/+5	+9	+5	+5	Infernal Hunter	3	2	2	1	
16 th	+16/+11/+6/+1	+10	+5	+5	Demon Hunting Technique	3	3	2	1	
$17^{\rm th}$	+17/+12/+7/+2	+10	+5	+5	—	4	3	2	1	
18 th	+18/+13/+8/+3	+11	+6	+6	Know the Enemy (5 th)	4	3	2	2	
$19^{\rm th}$	+19/+14/+9/+4	+11	+6	+6	Master Hunter	4	3	3	2	
20 th	+20/+15/+10/+5	+12	+6	+6	Demon Hunting Technique, Redeem the Enemy	4	4	3	3	

demon hunter must choose and prepare her spells in advance.

To ready or cast a spell, a demon hunter must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a demon hunter's spell is 10 + the spell's level + the demon hunter's Charisma modifier. Bonus spells for demon hunters rely on her Charisma score.

Material Component: A demon hunter must use strips of paper, called ofuda, with her spells written on them as material components to focus the power of her magic (see *Sutra Magic* product).

Casting spells without a prepared material component (an ofuda) increases the casting time for all of the demon hunter's spells. (Spells with a casting time of one standard action or less would take a full round to cast.)

Demon Hunting Technique: Demon hunters face their enemies with a wide variety of techniques. A given demon

hunter's methodology largely depends upon her chosen religion or philosophy. One may employ brute force or combat finesse, another may use guile, stealth, and trickery to outmaneuver her quarry and another might employ celestially-inspired prayers or her knowledge of infernal curses.

At 1st level, demon hunters gain a special ability and a skill based on the traditional training.

The demon hunter may only ever have one tradition, though demon hunters of the Fiendish Guile tradition may be the exception that proves the rule (see below). The demon hunter gains an additional technique at 4th level and at every four levels thereafter (8th, 12th, 16th, and 20th).

Bonus language options include Abyssal, Goblinoid, and Infernal.

Know the Enemy (Ex): A demon hunter dedicates her life to the defeat and destruction of infernal creatures. These are the enemies she bothdetests and grimly respects

above all other. She uses that knowledge to her advantage. Upon first gaining this ability, a demon hunter may select a creature type from the Demon Hunter Favored Enemies table. The demon hunter gains a +1 bonus for every 2 levels of demon hunter she has on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against the favored enemy. Likewise, she gains the same bonus on weapon damage rolls against them.

At 2^{nd} level and every four levels thereafter (6th, 10th, 14th, and 18th levels), the demon hunter may select an additional favored enemy from the table.

Demon Hunter Favored Enemies

- Aberration
- Fey
- Humanoid (goblinoid)
- Outsider
- Incorporeal creature
- Undead

A multiclassed demon hunter with the favored enemy ability from a different class does not stack the bonuses; she uses whichever bonus is higher.

Sense the Infernal (Sp): At 2nd level, the demon hunter can use *detect infernals* (see Appendix: New Spells) at will, as the spell. A demon hunter can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is an infernal, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the demon hunter does not detect any other infernals within range.

Presence of Will (Ex): At 3rd level, the demon hunter gains a bonus equal to her Charisma bonus (if any) on Will saving throws. If she gains the Ch'i Awakened feat (see *Enlightened Scholar* or *Kusa of the Jade Oath* product), she can use her Charisma score in place of her Wisdom score to determine ch'i points gained and to determine how long she can maintain her ch'i focus. Her Charisma score determines the maximum number of ch'i points she can invest into a chakra as well as her ability to replenish ch'i. Likewise, her Charisma score, not Wisdom, determines if she meets any prerequisites for any ch'i or chakra feat.

Demon Skin (Ex): At 5th level, the demon hunter's training is tough and punishing, making her skin very durable. She treats any damage received from blunt weapons as subdual damage. The demon hunter still takes the full, normal damage from piercing attacks, slashing attacks, energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

Recognize Infernal Handiwork (Ex): At 5th level, a demon hunter can recognize the handiwork of any creation of infernals, learning if an item was crafted by one or if it is a magical effect. The demon hunter must make a successful DC 25 Knowledge (planes) check (for the works and



Ibaqa Usunjin a female qahngal demon hunter

constructs of outsiders), Knowledge (religion) check (for the works and constructs of undead), or Knowledge (nature) check (for the works and constructs of fey). The demon hunter receives a bonus to this check equal to her class level.

Horrific Resolve (Su): Through a combination of incredible resolve and horrifying experiences, the demon hunter no longer fears any opponent. Beginning at 6th level, a demon hunter is immune to fear (magical or otherwise). There is nothing that can terrify her any more.

Hellish Endurance (Su): At 7th level, the demon hunter learns through incredible force of personality, willpower, and supreme confidence (many would say overconfidence) to delay and eventually deflect damaging attacks or other harmful effects. She simply disbelieves in them or at least disbelieves for a moment that they could affect her.

As a free action, after she takes damage, the demon hunter delays the onset of damage from any other attacks or damaging effects on her for 1 round. She can use this ability even though it is not her turn when she suffers damage. She can use it a number of times per day equal to her Charisma bonus (minimum of once a day). She suffers the delayed damage 1 round after this ability's duration ends. If she should gain immunity, protection or a magical benefit that would lessen the effect from any of the delayed damage before this ability's duration expires, she still takes the full amount of the delayed damage. If the demon hunter should gain reduction, resistance, or immunity from the damage, it has no effect on the delayed damage. When she takes the damage a round later, she is affected as if she had just suffered from the blow.

Infernals

Infernals are creatures not native to this world or otherwise naturally tied to it and whose presence in this world is sanctioned by the Celestial not Bureaucracy. This includes creatures that are descended from other infernals, like bakemono, but have since become this world. native to Creatures considered to be infernals are:

- Aberration type
- Fey type
- Goblinoid subtype
- Incorporeal subtype
- Outsider type

Any healing effects cast upon the demon hunter while using this ability are delayed until the damage occurs. Healing then occurs simultaneously. At 10th level, this ability improves. When the demon hunter expends her ch'i focus with this ability, she can deflect any and all damage from the first successful attack against her. Any other damage received for the remainder of this ability's duration is delayed as normal.

Light Regeneration (Su): At 9th level, the demon hunter can quickly regenerate wounds that do not spill too much blood. Instead of healing subdual damage at a rate of 1 hit point per hour per character level, the demon hunter heals subdual damage at a rate of 1 hit point + her Constitution bonus per hour per character level.

Infernal Tracker (Ex): Beginning at 11th level, the demon hunter never takes longer than a full-round action to find the tracks of an infernal with a Survival check. A second roll is still required to follow any discovered tracks.

Craft Infernal Bindings (Ex): At 14th level, the demon hunter can create magical item prisons for her foes, gaining the benefit of Craft Wondrous Item feat to make this one type of item. The imprisoning device functions identically to an *iron flask*, except that it can only imprison creatures with the outsider type or incorporeal subtype. The materials and costs are the same as those needed to create an *iron flask*. Samples of such devices are eight-sided mirrors with the eight trigrams of the I-Ching inscribed along the sides, bags made of demon skin, magic gourds, or large, unusually colored or decorated pearls.

Infernal Hunter (Ex): At 15th level, the demon hunter takes a standard action to find the tracks of an infernal with

a Survival check, allowing her to simultaneously move at her speed.

Master Hunter (Ex): At 19th level, the demon hunter becomes so certain of her ability to track infernals that she can track them reliably even under adverse conditions. When tracking infernals with a Survival check, the demon hunter may take 10 even if stress and distractions would normally prevent her from doing so.

Redeem the Enemy (Ex): At 20th level, the demon hunter can reform any infernal with a Challenge Rating of less than half the demon hunter's class level. By taking a full round action and uttering a profoundly important universal truth to a single infernal creature, the demon hunter brings the infernal creature to a heavenly state of consciousness. For a number of rounds equal to the demon hunter's Charisma bonus (if any), the infernal gains the Celestial template. Its appearance becomes more beautiful and metallic. The infernal creature acts immediately in accordance with its new subtype and template.

CELESTIAL RETRIBUTION

These demon hunters trained with sutra-written ofuda as a weapon. They can attack, imprison, seal, bind, and even banish infernals with the right sutra written on an ofuda. Members of this oldest of all traditions are quite disciplined and devoutly religious. Some would even call them zealots. They claim that the other demon hunting traditions developed from this theirs.

Once, long ago, a sect of Taoshidaoist monks practiced their alchemical magics with inks and sacred formulaic texts. When the Bodhi religion found its way into the Lands of the Jade Oath, the monks rallied against the new religion. The Bodhi were taking new adherents at an alarming rate. However, over the decades it became apparent that the new religion was here to stay. It is not the way of Taoshidao to resist too obstinately and without good reason. So this sect of monks decided to learn what they could of the new religion. The more they learned, the more they found worthy of their attention and meditations. Many other Taoshidaoist sects criticize them for tarnishing the way, but the sect continued despite the criticism. Then the dramojh came. The sect began to fight the dramojh with alchemic papers and inks they used to write runic representations of the Bodhi sutras. The ofuda they created had a powerful affect against the infernal creatures they fought. They became a militant order of monks. The order survived the occupation of the dramojh and even helped in their ultimate defeat.

In the modern era, these descendents of those early monks no longer consider themselves such, but those early rituals and traditions continue in their traditions today.

You can often recognize a demon hunter of the Celestial Retribution tradition by the smudged ink and blood stains they may have on their fingers. They have numerous strips of yellow and white paper and vials of ink and blood in their satchels and packs.

Hungry Ghosts

In the *Lands of the Jade Oath*, ghosts and other incorporeal creatures are immune to all nonmagical attack forms and the 50% chance to strike one with a corporeal magical weapon or spell does not apply (force effects and ghost touch weapons still retain their ability to affect an incorporeal creature). All other effects of the incorporeal subtype work normally, except as noted below.

All incorporeal creatures are considered to be tied to either the yin or yang subtype. Incorporeal creatures with the yin subtype are affected by objects and effects connected to the yang subtype or quality. Incorporeal creatures with the yang subtype are affected by objects and effects connected to the yin subtype or quality. Because being incorporeal is not a natural state of being, there is no way to be balanced in yin and yang while remaining incorporeal. All incorporeal undead have the yin subtype, while all non-undead, incorporeal creatures have the yang subtype.

Incorporeal creatures with the yin subtype can be struck by weapons and effects made entirely of wood (50% chance) or positive energy spells. Incorporeal creatures with the yang subtype can be struck by weapons and effects made entirely of metal (50% chance) or negative energy spells. Non-ghost touch weapons made of both substances, such as a spear with a wooden handle and a metal blade, cannot damage an incorporeal creature of either subtype.*

• with the increase granted by the Extend spell feat. She also gains Knowledge (history) (Int) as a class skill.

• *I*st *Level Ability – Cast Sutra (Sp):* These demon hunters can channel their faith and energy from the Green into their ofuda through the power of the sutras. This tradition gains the Sutra Caster feat (see *Sutra Magic* product). She must meet the religious prerequisites, though all other prerequisites are waived. Unlike other sutra casters, the demon hunter uses her Charisma modifier as her sutra casting stat.

She knows one sutra and learns a new sutra at 2nd level and again every three levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th levels). She may learn additional sutras beyond those that are granted by her demon hunter levels, limited to a maximum number of sutras equal to her class level. The demon hunter can cast a number of sutras per day equal to her Charisma bonus (instead of Wisdom) plus one third her character level.

• *4th Level Ability - Graceful Sutra (Sp):* The demon hunter can now prepare an ofuda as a full-round action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

• 8th Level Ability - Serene Sutra (Sp): The demon hunter can now cast sutras without the use of verbal and somatic components (though she must still have an ofuda). She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

• *12th Level Ability - Quickened Sutra (Sp):* The demon hunter may now prepare an ofuda as a standard

action instead of as a full-round action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

• 16th Level Ability - Focused Sutra (Sp): Halve the penalty to Concentration checks to cast an ofuda while threatened. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

• 20th Level Ability - Lightning Sutra (Sp): The demon hunter may now prepare an ofuda as a move-equivalent action. She can replace one sutra she already knows with another (losing the ability to use the old one). She also learns one new sutra.

FIENDISH GUILE

Demon hunters trained in these methods believe that the best way to outfight a foe is to out think it. They use treacherous cunning, tricks, and tactics to overcome their infernal enemies. This tradition is the most adaptable of all; they are open-minded and willing to learn from other schools of thought. Unlike many other traditions, his one has handed down its knowledge from lone master to apprentice for centuries. Beyond the chance meeting of two demon hunters who share a common master from the past, few from this tradition share knowledge or organize.

The Fiendish Guile tradition does not limit themselves to a single methodology in the manner that the others do. They expand their base of knowledge at the expense of specialization. The Fiendish Guile demon hunter may learn the first two techniques of other demon hunting traditions,

which can surprise infernal creatures who think they know what type of demon hunter they face.

You can usually recognize demon hunters of this tradition by their laid back attitude or their scruffy appearance. Most even seem to be just plain lazy. Many are drunks who enjoy a good excuse to party as much as the next guy.

Before learning other tradition's techniques, the Fiendish Guile demon hunter must first learn at least one technique from their own tradition. Fiendish Guile techniques (listed below), can be taken in any order. Demon hunters of this tradition may not learn any new skills from other traditions, nor may they learn special abilities or gain access to new spell descriptors.

A demon hunter of this tradition may choose to learn the 1st level and 4th level ability techniques from another demon hunting tradition in place of her 4th and 8th level (or higher) tradition abilities. The demon hunter must learn them in order from a proper instructor just as the students of those other traditions do.

• *Special:* The Fiendish Guile demon hunter also gains Bluff (Cha), Sense Motive (Wis), and Stealth (Dex) as class skills. She receives 4 skill points (instead of two) plus her Intelligence modifier per class level as she advances.

• *I*st *Level Ability - Despicable Glory (Ex):* The character establishes such a reputation that she is known even in the realms of the dead and the damned. Her name is feared. (Or the demon hunter has fabricated a fable as strong as truth, and it has the same effect.)

At the GM's discretion, the character may add half her character level as a circumstance bonus to any Bluff, Diplomacy, or Intimidate checks made against infernals. Such a reputation is sometimes more trouble than it is worth.

• *4th Level Ability - Devilish Challenge (Ex):* When facing infernal opponents the demon hunter, using her knowledge of her enemy, can challenge any intelligent opponent (Int 4+) to a contest of skill outside of combat. By skillful use of praise or by appealing to ego, fear, ambition, or greed, the demon hunter Bluffs or Intimidates the infernal into the contest. The demon hunter must outline the terms of success and failure for both sides in the contest, an infernal need not accept the terms of any challenge if it knows that those terms favor the demon hunter. The infernal must make a Will save (DC equal to 10 + the demon hunter's total Bluff or Intimidate modifier [skill rank plus ability modifier plus miscellaneous modifiers]). If it fails its save, then it must accept her challenge.

The demon hunter gains an insight bonus equal to her class level for a single ability check, skill check, attack roll, or saving throw during the contest.

If the infernal loses, it can try to make a second Will save against the demon hunter's Bluff or Intimidate total modifier after the contest. If the infernal fails this second Will save, then it must comply with the terms of the contest. If the infernal succeeds at the second Will save, then it either disbelieves the demon hunter's ruse or decides that the effort is worth the risk, and it attacks the demon hunter. (Most infernals will honor the letter of the terms rather than the spirit whenever it suits the infernal, including if a mortal requires them to inflict damage upon themselves.)

The demon hunter cannot use this ability if the infernal creature cannot understand her. The demon hunter and her companions gain experience from this encounter as if they had defeated the infernal creature in combat.

• \mathscr{B}^h Level Ability - Fiendish Cunning (Ex): The demon hunter studies the behavior and psychology of infernals. The demon hunter can use this insight into the psychology of infernals to play upon their fears, greed, and ambitions, gaining a circumstance bonus equal to half class level to any opposed Charisma-based skill check made against the infernal for the duration of the encounter. Before gaining this bonus, the demon hunter must succeed on either a Knowledge (planes) (for outsiders), Knowledge (religion) (for undead), or Knowledge (nature) (for other infernal creatures) check (DC equal to 10 + the CR of the creature). If the demon hunter should fail the check, she receives no bonus and may not use the ability for the rest of the encounter.

• 12th Level Ability - Lessons in Pain (Ex): Demon hunters train themselves to turn any weakness into an advantage or tool; this includes their own pain. Even infernals can be impressed by someone who can laugh at their own pain. For every five points of damage the demon hunter receives in a single attack, she gains a +1 circumstance bonus to Bluff and Intimidate skill checks and Will saves (maximum bonus equals half her class level), until the end of the encounter. Once initiated, this ability cannot be used again in the same encounter and cannot be used again against the same foe for 24 hours. The demon hunter may use this ability a number of times per day equal to her Wisdom bonus (minimum of once a day).

• 16th Level Ability - Sagacious Insanity (Ex): The demon hunter's erratic and unpredictable movements during combat appear to be the motions of an insane person. Their taunting remarks, vicious barbs, insults, and jokes can cause opponents to make mistakes in combat. The demon hunter may make a melee attack using her Bluff skill instead of her base attack bonus. She may use this ability a number of times per day equal to the demon hunter's Charisma bonus (minimum of once a day).

• 20th Level Ability - Beguiling Flattery (Ex): Infernals are extremely vain and conceited creatures. Demon hunters can distract their infernal enemies by heaping great praise upon their skill, wealth, talent, and looks.

The demon hunger can use this ability outside of combat against a single infernal creature of her choice. The target must be able to hear and understand her. When she begins talking, the target makes a Will save (DC 10 + half your demon hunter level + your Charisma modifier). The target suffers a special size penalty to its save: For each category of size difference, the target's save suffers a -4 penalty. (Smaller creatures feel mighty if large ones grovel before them, while huge ones expect tiny opponents to beg for mercy.)

Immaculate Exorcist Wooden Sword Booms

• *Earth Sword (Su):* The demon hunter's immaculate ritual sword takes on the aspect of the earth, and is treated as a magic weapon for the purpose of dealing damage to infernal creatures with damage reduction. With 8 levels, the ritual sword is treated as a good weapon. For having 12 levels in this class, the demon hunter's ritual sword is treated as a jade weapon against infernal creatures with damage reduction.

• *Fire Sword (Su)*: The sword takes on an aspect of fire, granting a fire bonus to damage equal to the demon hunter's Charisma bonus (minimum +1 fire damage).

• *Flying Sword (Sp)*: Gain a Fly speed and abilities as per *overland flight* equal to 5 ft. per 3 class levels. Flight maneuverability is good. This ability can be used a number of times during the day equal to the demon hunter's Charisma bonus (if any), but no more than the demon hunter's class level. It lasts for one round for every two class levels.

• *Guardian Sword (Su)*: The demon hunter grants a +1 bonus on saving throws against the spells, spell-like, and supernatural abilities of infernal creatures for herself and for a number of allies that she designates equal to her Charisma bonus as long as she holds the ritual sword.

• *Invigorating Sword (Su):* The demon hunter gains bonus hit points equal to her class level for twenty-four hours.

• *Lucky Sword (Su)*: The demon hunter gains her Charisma bonus (if any) as a bonus to any one of her saving throws for the day. She must choose the saving throw, and it cannot be changed for twenty-four hours.

• *Magic Sword (Sp):* Gain an extra spell slot for the day. She is granted a 1st level spell slot for levels 1-5, a 2nd le^{vel} spell slot for levels 6-10, a 3rd le^{vel} spell slot for 11-15, or a 4th level spell slot for demon hunter levels 16-20. These spell slots are not cumulative.

• *Righteous Sword (Su):* The sword gains the Throwing weapon property (see the DMG), usable a number of times per day equal to the demon hunter's Charisma bonus +1.

• *Water Sword (Su):* The sword takes on an aspect of water that skews perception, granting a dodge bonus of +1 per 5 class levels.

• *Wind Sword (Su)*: The sword takes on an aspect of wind swiftest of elements, granting an enhancement bonus to initiative with the equal to the demon hunter's Charisma bonus (if any).

On a failed save, the target allows the demon hunter to continue talking for a number of minutes equal to 1 + Charisma bonus (minimum one minute). The target takes no actions other than interacting and suffers a -2 penalty to all Perception and Sense Motive checks while the demon hunter talks. In addition to laying on the flattery, she can converse normally. The demon hunter gains a bonus to any Diplomacy checks made against the creature equal to the number of minutes spent in flattery. This bonus lasts for one hour or until someone attacks the creature.

IMMACULATE EXORCISM

This tradition fights against and wards against ghosts. Many a community petitions this order to assist with not only ghost arisings, but to help with the burial of their dead. It is important to properly bury the dead to prevent them from





rising as angry ghosts or vampires. Being on hand rising as angry ghosts or vampires. Being on hand when something goes wrong during a funeral rite is one way that many immaculate exorcists make decent money. For this reason, though, they can be perceived as community parasites, unless they also happen to be priests.

Members of this tradition can be recognized by their black or green headdresses, hats, or scarves that they wear in addition to their trademark: an ornate ritual sword made of carved wood or coins.

• *Special:* The demon hunter casts all *remove* spells, all *restoration* spells and *break enchantment* at +1 caster level. She also gains Linguistics (Int) as a class skill.

• 1st Level Ability – Ritual Sword (Su): Immaculate exorcists train exclusively with a ritual sword that their master awards to them when their training is complete. This ornate, ritual sword strikes ghosts and other incorporeal undead, and does damage to corporeal infernal creatures as if it were a real sword. The ritual sword has no special damaging properties against non-infernal creatures or when used by non-demon hunters. Despite its appearance, the sword has the same properties as a normal sword of its size and kind.

Because these swords are all made especially to fight infernal creatures, they are often inlaid with valuable materials like jade, silver, gold, ivory, and others. The ritual sword enables the immaculate exorcist to make a Perception check against incorporeal creatures; something that normally cannot occur. They must hold the sword to do so. While holding the rituals sword, the immaculate exorcist can also make a Perception check (opposed by a Disguise check) to see if someone is possessed.

At the dawn of each day, the demon hunter can invest ch'i into the ritual sword to grant her a boon that lasts for the next 24 hours. Boons can only be changed with the next dawn and require the investiture of ch'i points. The demon hunter begins with one boon (See the boxed text), and learns one additional boon with each new technique of this tradition. The demon hunter must hold the ritual sword while using a boon.

• *4th Level Ability - Ghost Armor (Su):* The demon hunter invests her body with ch'i to resist the attacks of incorporeal creatures. The demon hunter may use her normal AC (not her touch AC) against any attack delivered by an incorporeal creature. The demon hunter's armor appears to become briefly incorporeal when the creature attacks.

• *&*^h Level Ability - Ghost Strike (Su): The demon hunter's attacks against incorporeal foes always find their mark. She can make her attack normally without having to roll for a miss chance against incorporeal creatures. If successful, treat the attack as if it were made with a *ghost touch* weapon. The demon hunter's weapon or natural weapon appears to become briefly incorporeal when she attacks.

• 12th Level Ability - Unquenchable Thirst for Life (Ex): The demon hunter's thirst for life and her dedication

to her cause keeps her strong when confronted with a fate worse than death: unlife. She gains a +4 bonus to saves against death effects and does not take negative levels from creatures that inflict such. The demon hunter may now apply two boons at once while holding her ritual sword, though at least one must be changed with each new dawn.

• 16th Level Ability - Repel the Irresistible (Ex): This technique teaches her to purify her aura to become immune to all forms of possession, mindaltering, charm, sleep, and paralysis.

• 20th Level Ability - Sever Infernal Bonds (Su): The demon hunter strikes a possessing entity without damaging the host. All physical or magical attacks that the demon hunter makes with this ability pass harmlessly through the host to do damage only to the possessing entity. If the demon hunter uses this ability while making a full attack, he may not deal damage to other creatures other than the possessing entity.

INFERNAL CURSES

This tradition is infamous for its use of curses and infernal allies. For all their dark appearance and bad reputation though, this tradition turns the weapons of their enemies upon themselves. For all the rhetoric, this is the only tradition that seems to actually reform enemies. Yet, when seen doing so, other traditions criticize them for consorting with the infernal host. Because the tradition focuses on using dark magic and infernal curses the criticism is even more pronounced. Demon hunters of this tradition realize that the other traditions are most likely jealous. Since it would not be virtuous to dwell on the faults of others or give in to despair or pride, they simply continue in their mission against the infernal forces of the Yama Kings and the dramojh content to know that they make a difference.

These demon hunters can often be recognized by the infernal imp or quasit companions they keep as reformed companions. They also tend to have a dark aura due to their near-constant exposure to infernal forces; their shadows seem longer and deeper and their eyes hold things you fear to learn.

• *Special:* The demon hunter gains Augemtns Summoning as a bonus feat; she need not meet the prerequisites. She also gains Diplomacy (Cha) as a class skill

• *1*st *Level Ability - Infernal Curses Disciple (Su):* The demon hunter has studied the magic and the methods of curses. Her extensive knowledge grants her a unique perspective on curses and what can overcome them or prevent them from taking effect. The demon hunter gains a bonus to her saving throws and AC to resist spells, spell-like abilities, and magic weapon qualities with the curse descriptor equal to half her class level. When she casts spells with the curse descriptor (see Chapter 8: Magic), her caster level equals her demon hunter class level, rather than half. She can use cursed magic items and magic items with the yin or yang subtype with no detrimental effects up to an

equivalent bonus equal to +1 per 4 demon hunter class levels.

The demon hunter cultivates a forceful personality that commands infernals and resists the influence of powerful creatures. He gains an inherent +1 bonus to her Will saving throws at first level with an additional +1 inherent bonus gained at 5th level and every five levels thereafter (at 10th, 15th, 20th, and 25th levels).

• *4th Level Ability - Infernal Companion (Sp):* Gain the service of an infernal creature to serve her quest to either destroy or redeem. This creature is usually an imp or a quasit. The demon hunter either convinces the creature of the evil of its ways or defeats it because it has useful abilities. The creature might hope for a better life in its next incarnation on the wheel of life, or it might just render reluctant assistance from time to time. Either way, because of the creature's mischievous nature, it is not too likely to follow orders well. It is the duty of the demon hunter to redeem the infernal companion.

Once per day, as a full-round action, the demon hunter may magically call her infernal companion from the realms of penance in which it resides. The infernal companion immediately appears adjacent to the demon hunter and remains for 2 hours per demon hunter level; it may be dismissed at any time as a free action. The infernal companion is the same creature each time, though the demon hunter may release a particular infernal companion from service.

Each time, the infernal companion appears in full health, regardless of any damage it may have taken previously. The infernal companion wears or carries any gear it had when it was last dismissed. This ability is a conjuration (summoning) effect.

Should the demon hunter's infernal companion die, it immediately disappears, leaving behind any equipment it was carrying. The demon hunter may not summon another infernal companion for thirty days or until she gains a new demon hunter level, whichever comes first. During this period, she takes a -1 penalty on attack and weapon damage rolls as a result of the severed bond.

• 8th Level Ability - Cursed Blessings (Su): Many demon hunters learned to harness the dark energies behind their enemies' abilities and turn them to the demon hunter's own purpose. If the demon hunter makes a successful Fortitude or Will saving throw against a spell, spell-like, or supernatural ability of an infernal creature, she gains a +1 profane bonus to attack rolls, damage, ability checks, and skill checks for the remainder of that encounter or until the infernal is defeated, whichever occurs first. Successive saving throws provide a cumulative effect. Profane bonuses never stack with holy bonuses or a bonus granted by spells powered by positive energy. If the demon hunter ever fails a saving throw against an infernal or has a positive energy spell cast on her, she loses all profane bonuses until the next successful saving throw. The demon hunter cannot benefit from this ability by having her infernal companion cast spells on her.

She can cast *remove curse* a number of times per week equal to her Charisma bonus (minimum once per week). The effective spellcaster level equals her demon hunter class level.

• 12th Level Ability - Summon Infernal Conscript (Sp): A demon hunter learns to summon dark creatures and bind them to fight for her against some other infernal or form of evil. The demon hunter may, as a standard action, summon any infernal creature. She may use this ability a number of times per day equal to the number of demon hunting techniques known. She creates an ofuda and throws it where the creature or creatures are to appear (range of 5' per 2 demon hunter levels you possess). They appear with the ofuda affixed to their foreheads, where designated, and act immediately.

This action draws attacks of opportunity and can be disrupted just like casting a spell. The summoner decides, when casting the ofuda, how many creatures to summon and of what type. The total number of creatures summoned cannot have more than 14 hit dice and a 14 CR combined. They must be infernal creatures. The demon hunter chooses creatures to summon from her favored enemy list, and she can change that choice each time this ability is used.

The creature or creatures attack opponents to the best of their ability. If the demon hunter can communicate with the creatures, she can direct them not to attack, to attack particular enemies, or to perform other actions. The creature or creatures remain a number or rounds equal to the demon hunter level plus Charisma modifier, until dismissed or slain. The summoned infernals obey orders to the best of their ability, but they possess their full faculties. With their knowledge of what is happening, they will act according to their nature whenever allowed the slightest latitude. They twist the wording of orders if given any room for misinterpretation. They may fight for the demon hunter, but if they can get away with harming allies, they will. This ability never allows the infernal to willingly harm the demon hunter that summoned it.

A summoned monster cannot *summon* or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Any abilities that the demon hunter qualifies for that augment the abilities of summoned creatures may be applied to the infernal creatures summoned with this ability. Removing (or destroying) the ofuda frees the creature from the demon hunter's control, and the summoning spell. The magic that brought the creature here dissipates within 1d4 rounds after the ofuda removal, sending it back where it came from. In the mean time, it is free to act as it wishes.

• *16th Level Ability - Cursed Magic (Sp):* The demon hunter gains a bonus spell slot for each level she can cast, 1 through 4. These spells slots can only be used to cast spells from the necromancy school.

• 20th Level Ability - Master Summon Infernal Conscript (Sp): As the Summon Infernal Conscript demon hunting technique, except that the demon hunter may now summon creatures with up to 22 hit dice.

Infernal Companion

The demon hunter's infernal companion becomes more enlightened and gains special powers as the demon hunter advances, as described in Table: Infernal Companion Base Statistics.

Table: Infernal Companion Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skill Ranks	Feats	Natural Armor	Special
4th	4	+4	+1	+4	+4	24	2	+2	Ability Score Increase, Empathic Link, Evasion, Share Saving Throws
5th	5	+5	+1	+4	+4	30	3	+2	
6th	6	+6	+2	+5	+5	36	3	+4	_
7th	6	+6	+2	+5	+5	36	3	+4	<u> </u>
8th	7	+7	+2	+5	+5	42	4	+4	Share Spells
9th	8	+8	+2	+6	+6	48	4	+6	Ability Score Increase
10th	9	+9	+3	+6	+6	54	5	+6	_
11th	9	+9	+3	+6	+6	54	5	+6	Command Creatures of its Kind
12th	10	+10	+3	+7	+7	60	5	+8	—
13th	11	+11	+3	+7	+7	66	6	+8	—
14th	12	+12	+4	+8	+8	72	6	+8	Ability Score Increase, Blood Bond
15th	12	+12	+4	+8	+8	72	6	+10	Improved Evasion
16th	13	+13	+4	+8	+8	78	7	+10	_
17th	14	+14	+4	+9	+9	84	7	+10	Spell Resistance
18th	15	+15	+5	+9	+9	90	8	+12	_
19th	15	+15	+5	+9	+9	90	8	+12	—
20th	16	+16	+5	+10	+10	96	8	+12	Ability Score Increase, Celestial Template

Class Level: This is the character's demon hunter level. **HD:** This is the total number of ten-sided (d10) Hit Dice the infernal companion possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the infernal companion's base attack bonus.

Skill Ranks: This lists the infernal companion's total skill ranks. Infernal companions with an Intelligence of 12 or higher gain bonus skill ranks as normal. An infernal companion cannot have more ranks in a skill than it has Hit Dice.

Feats: This is the total number of feats possessed by an infernal companion.

Natural Armor Bonus: The number noted here is an improvement to the infernal companion's existing natural armor bonus.

Special: This includes a number of abilities gained by infernal companions as they increase in power. Each of these bonuses is described below:

• *Ability Score Increase (Ex):* The infernal companion adds +1 to one of its ability scores.

• *Empathic Link (Su):* The demon hunter has an empathic link with her infernal companion out to a distance of up to 1 mile. The demon hunter cannot see through the infernal companion's eyes, but they can communicate empathically. Infernal companions see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the demon

hunter has the same connection to an item or place that her infernal companion does.

• damage, it takes no damage if it makes a successful saving throw.

• *Share Saving Throws:* For each of its saving throws, the infernal companion uses its own base save bonus or the demon hunter's, whichever is higher. The infernal companion applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have.

• *Share Spells (Ex):* At the demon hunter's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her infernal companion. The infernal companion must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the infernal companion if it moves farther than 5 feet away and will not affect the infernal companion returns to the demon hunter before the duration.

• *Command (Sp):* Once per day per two demon hunter levels of its master, and infernal companion can use this ability to command any normal infernal of the same kind as itself(see Sidebar: Infernals), as long as the target creature has fewer Hit Dice than that infernal companion. This ability functions as the *command* spell. Each target may attempt a

• *Evasion (Ex):* If an infernal companion is subjected to an attack that normally allows a Reflex save for half

Will save (DC 10 + $\frac{1}{2}$ the demon hunter's level + the demon hunter's Charisma modifier) to negate the effect.

• *Improved Evasion (Ex):* When subjected to an attack that allows a Reflex saving throw for half damage, an infernal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

• *Blood Bond (Ex):* The inferal companion gains a +2 on all attack rolls, checks and saves if it witnesses the demon hunter being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

• *Spell Resistance (Ex):* The infernal companion gains spell resistance equal to the demon hunter's level + 5. To affect the infernal companion with a spell, another spellcaster must make a caster level check (1d20 + caster level) that equals or exceeds the infernal companion's spell resistance.

• *Celestial Template:* At this point, the demon hunter has finally completed the redemption of her infernal companion, and the companion now gains the Celestial template (it loses the demon or devil subtype and gains the celestial subtype, Resistance 15 to acid, cold and electricity 15, DR 10/evil, and the ability to smite evil 1/day as a swift action).

Infernal Companion Choices

All infernal companion attacks are made using the creature's full base attack bonus unless otherwise noted. Infernal companion attacks add the infernal's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. As you gain levels, your infernal companion improves as well at 7th level, in addition to the standard bonuses noted on Table: Infernal Companion Base Statistics.

QUASIT

Starting Statistics: Size Tiny; **Speed** 20 ft., fly 50 ft. (perfect); **AC** +2 natural armor; **Attack** 2 claws (1d3 plus poison), bite (1d4); **Ability Scores** Str 8, Dex 12, Con 9, Int 11, Wis 12, Cha 11; **Special Attacks** poison (frequency 1/round for 6 rounds; effect 1d2 Dex; cure 2 consecutive saves; Con-based DC); **Languages** Abyssal, Celestial, Draconic; **Special Qualities** spell-like abilities (CL 6th), at will– *detect good, detect magic*, 1/day– *cause fear*.

7th-Level Advancement: Ability Scores Dex +2, Con +2; **Special Qualities** one alternate form (*polymorph*, bat, small centipede, toad, wolf); spell-like abilities (CL 6th), at will–*invisibility* (self only), 1/day–*cause fear*; spell-like ability (CL 12th), 1/week–*commune*.

IMP

Starting Statistics: Size Tiny; Speed 20 ft., fly 50 ft. (perfect); AC +1 natural armor; Attack sting (1d4 plus poison) Ability Scores Str 8, Dex 15, Con 10, Int 13, Wis 12, Cha 14; Special Attacks poison (frequency 1/round for 6 rounds, effect 1d2 Dex, cure 1 save; Con-based DC); Languages Celestial, Draconic, Infernal; Special Qualities spell-like abilities (CL 6th), constant– detect good, detect magic, 1/day– suggestion.

7th-Level Advancement: Ability Scores Str +2, Dex +2; **Special Qualities** one alternate form (*beast shape I*, boar, rat, or raven, or *beast shape III*, young giant spider); spell-like abilities (CL 6th), at will–*invisibility* (self only), 1/day–*suggestion*; spell-like ability (CL 12th), 1/week– *commune*.

12

POWER OF THE VANQUISHED

The reputation of this tradition goes beyond infamy; it is reviled by those few who know of its existence. It is infamous for its use of infernal forms and powers. Long ago, this tradition was more open about its abilities and activities, but many of its adherents began to succumb to corruption. The other traditions, thinking the fault lay with the tradition's techniques, banded together to suppress the teaching of them.

These demon hunters who develop the mantle of the vanquished ability can sometimes be recognized by the telling signs their shapeshifting bodies give away: unusual patches of scales, copper colored skin, forked tongues, or other feature related to the infernal whose form the demon has taken. All demon hunters of this tradition are fearsome. They have an aura about them like evil within themselves; like something that is hungry.

These demon hunters favor dire weapons.

• *Special:* The demon hunter gains Disguise (Cha) as a class skill. Also, she learns the truename of any infernal creature she witnesses destroyed or banished within 30 feet of her presence with either a successful Knowledge (dungeoneering for aberrations, nature for fey and goblinoids, planes for outsiders, or religion for undead) check (DC 10 + the creature's challenge rating).

• *I*st *Level Ability - Fearsome Presence (Ex):* The demon hunter induces fear in others by her mere presence. Using a standard action, the demon hunter can cause onlookers to become shaken. The onlookers must be within 30 feet, able to see the demon hunter, and have an Intelligence score. They must make a Will saving throw (DC 10 + half the demon hunter level + Charisma modifier). If they fail, they are shaken for one minute per demon hunter level. This ability has no effect on a creature already shaken or otherwise under the effects of fear.

• *4th Level Ability - Lesser Mantle of the Vanquished* (*Su*): As she advances in level, the demon hunter calls upon the infernal powers of creatures she defeated by transforming herself into one of the vanquished creatures. This must be an infernal creature she has witnessed the destruction of and has learned its truename. She may use this ability as a standard action once per day per number of demon hunting techniques known. It lasts one round for every demon hunter level plus her Charisma modifier.

The demon hunter may only take on the form of infernal creatures whose hit dice are less than or equal to the demon hunter's own, up to 6 HD.

When the demon hunter uses this technique and takes on the form of the chosen creature, she gains the creatures Strength, Dexterity, and Constitution scores, but she retains her own Intelligence, Wisdom, and Charisma scores. She gains the creature's natural attacks, natural armor bonus, natural and extraordinary movement abilities, natural and extraordinary sensory abilities, resistances, immunities, and other extraordinary abilities. None of these abilities stack with the demon hunter's same abilities of the same type; they replace them. • *&*^h Level Ability – Attack of Vanquished Synergy (Su): When fighting an infernal creature with Damage Reduction (DR), energy resistance, or spell resistance (SR), the demon hunter can call upon the energies of the infernal creatures she has previously defeated to lower the resistances of infernal creatures. Once a round for every two demon hunter levels, she may spend a move action to lower damage reduction, all energy resistances, and spell resistance by a number equal to her Charisma bonus (if any). To do this, she must succeed at an opposed Concentration check with the infernal creature. Once she succeeds, the demon hunter need not maintain concentration for this ability to work; it remains active until the end of the current encounter.

• *12th Level Ability - Greater Mantle of the Vanquished (Su):* As Lesser Mantle of the Vanquished, except that the demon hunter may now take on the form of creatures with up to 15 hit dice.

• 16th Level Ability - Withstand the Irresistible (Ex): The demon hunter gains spell resistance equal to her current demon hunter level + her Charisma bonus + ½ her hit dice and the bonus granted by her Know the Enemy bonus against the spells of infernals. Against the spells of others, this ability is only half as effective (i.e. a 16th level demon hunter with a 15 Charisma and 16 hit dice has SR 26 against the spells of an infernal creature, and SR 13 against the spells of a human magister).

• 20th Level Ability - Master Mantle of the Vanquished (Su): As the Minor Mantle of the Vanquished demon hunting technique, except that the demon hunter may now take on the form of creatures with up to 25 Hit Dice. The demon hunter need not defeat a creature before taking on their mantle. She no longer must learn their truename.

VOICE OF RIGHTEOUS PURITY

The Voice of Righteous Purity demon hunters got their start long ago. They are adherents of the Bodhist faith who still consider themselves a monastic order. They view the demon hunters of Celestial Retribution as tarnished because they merged two faiths when one true faith should be sufficient. They are the harshest critics of the Infernal Curses and Power of the Vanquished traditions. They cannot see how using thetechniques of the enemy can possibly convince that same enemy to become more enlightened; you become your enemy, not the other way around.

These demon hunters use mantras to assist in their battles against corruption and taint. Their techniques rely upon repeatedly chanting the same mantra over and over. As they progress in ability, they learn to combine their mantras to gain the benefits of multiple chanting abilities. She must be able to speak to recite the holy mantra.

The prayer beads these demon hunters often use to count the prayers of their mantras identify them. Because they consider themselves to be monks, they often shave their heads and live an ascetic lifestyle. • *Special:* The demon hunter adds *sound burst* (as a level 1 spell) and *shout* (as a level 3 spell) to her list of available spells. She also gains Bluff (Cha) as a class skill.

• *1*st *Level Ability - Holy Mantra (Sp):* By reciting a holy mantra, the demon hunter repels evil outsiders and undead. Using this ability requires a full round action. The demon hunter must continue to chant the mantra while the ability is active (move equivalent action). Any creature of the evil or undead types and subtypes within 30 feet of the demon hunter must move away immediately as they are magically repelled. They may not enter this area or attack into it unless they make a Will save (DC 10 + half your demon hunter level + your Charisma modifier). The demon hunter may chant to keep this ability active for one round per point of Constitution score. The demon hunter can use this ability once per day per point of Charisma bonus (minimum of once a day).

• 4th Level Ability – Smite the Infernal (Su): Once per day, by reciting a holy mantra simultaneous with a normal melee attack, a demon hunter may attempt to smite an infernal. (Chanting the mantra occurs as part of the standard action and does not cost an extra action.) She adds her Charisma bonus (if any) to her damage roll and deals 1 extra point of damage per demon hunter level. If the demon hunter accidentally smites at a creature that is not an infernal, the ability is still used up for that day.

8th Level Ability - Vicious Serenity (Ex): The demon hunter can use the serene quiet of gently whispered mantras as a psychological weapon against her enemies. When facing an opponent in combat, her focused, mocking serenity and knowing, confident look can infuriate her opponent into making mistakes. The demon hunter must succeed at a Bluff check as if performing a feint action, and she does not suffer the -4 penalty for feinting against a nonhumanoid. If she succeeds, her opponent must make a Will save (DC equal to 10 + half the demon hunter's class level + Charisma modifier) or lose their temper to the point of taking reckless actions while fighting the demon hunter. They suffer from the effects of a successful feint for a number of rounds equal to the demon hunter's Charisma bonus +1. This ability only benefits the demon hunter; the opponent has no such penalty when facing other combatants. However, the opponent may not engage any other target than the demon hunter (unless the DM rules that it makes sense for the opponent to break away from combat due to extreme circumstances) until Vicious Serenity ends.

• 12th Level Ability - Summon Celestial Ally (Sp): A demon hunter learns to summon Celestial creatures and gain their assistance to fight with her against some infernal creature or other form of evil. The demon hunter may, as a standard action, summon any celestial outsider or dragon to fight with her. She creates an ofuda, and then throws it where the creature is to appear. When it appears, the ofuda transforms into a golden or silvery pearl wreathed in divine fire that floats about the celestial creatures head. It appears where designated, within a range of up to 60 feet, and acts immediately, on her turn. It attacks her opponents to the

best of its ability. If she can communicate with the creature, she can direct it not to attack, to attack particular enemies, or to perform other actions. The creature conjured cannot have more than one hit die per level, 14 hit dice maximum The demon hunter chooses which creature to summon each time this ability is used.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them. If the pearl is removed from the creature's forehead or destroyed somehow, the creature is freed from it's obligation to the demon hunter. The magic that brought the creature here will dissipate within 1d4 rounds after removing the pearl, sending it back where it came from. In the meantime, it is free to act as it wishes.

• 16th Level Ability - Blessed Magic (Sp): The demon hunter improves her magical talents. She gains a bonus spell slot for each level she can cast, 0 through 4. These spells slots can only be used to cast spells with the sonic or positive energy descriptors.

• 20th Level Ability - Master Summon Celestial Ally (Sp): As the Summon Celestial Ally demon hunting technique, except that the demon hunter may summon creatures with up to 22 hit dice.

Demon Hunter Spells

Demon Hunters gain access to the following spells. While most of these spells are found in the *Core Rulebook*, all spells marked wih and asterisk (*) appear in Appendix: New Spells.

1st-Level Demon Hunter Spells — cause fear, deathwatch, delay poison, detect poison, disrupt undead, doom, endure elements, longstrider, magic weapon, pass withouth trace, protection from infernals^{*}, read magic, remove fear, resist energy, resistance, restoration (lesser), shield of faith, summon monster I.

2nd-Level Demon Hunter Spells — bear's endurance, bull's strength, cat's grace, cure light wounds, eagle's splendor, false life, ghoul touch, inflict light wounds, remove paralysis, spiritual weapon, summon monster II, tongues, undetectable alignment.

3rd-Level Demon Hunter Spells — bestow curse, blindness/deafness, contagion, cure moderate wounds, magic circle against infernals, magic weapon (greater), neutralize poison, poison, remove blindness/deafness, remove curse, remove disease, summon monster III.

4th-Level Demon Hunter Spells — break enchantment, cure serious wounds, death ward, enervation, fear, inflict serious wounds, mark of justice, nondetection, restoration, summon monster IV, sword of the heavens*.

Appendix: New Spells

Detect Infernals

School divination; **Level** cleric 1, demon hunter 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (scale of an imp or quasit) **Range** 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/ level (D) **Saving Throw** none; **Spell Resistance** no

You can detect the aura that surrounds infernal creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of infernal auras. *2nd Round:* Number of infernal auras in the area and the strength of the strongest infernal aura present. If you are of good alignment, and the strongest infernal aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each infernal aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an infernal aura is determined by the HD of the infernal creature, as given on the table below.

Lingering Aura: An infernal aura lingers after its original source is destroyed. If detect infernals is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect infernals in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Magic Circle against Infernals

School abjuration; **Level** cleric 3, demon hunter 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (a 3-ft.-diameter circle of powdered silver)

Range touch

Area 10-ft.-radius emanation from touched creature **Duration** 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no; see text

All creatures within the area gain the effects of a *protection from infernals* spell, and infernal summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from infernals), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against inferals can be focused inward rather than outward. When focused inward, the spell binds a noninfernal called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from infernals spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from inernals and vice versa.

Protection from Infernals

School abjuration; **Level** cleric 1, demon hunter 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); Spell Resistance no; see text

This spell wards a creature from attacks by infernals, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by infernals.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by infernals.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not infernals are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Sword of the Heavens

School evocation; Level demon hunter 4 Casting Time 1 standard action Components V, S Range touch Target melee weapon touched Duration 1 round/level

Saving Throw none; Spell Resistance no

This spell allows you to channel celestial power into your sword, or any other melee weapon you choose. The weapon acts as a *+5 infernal bane weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against infernal opponents). It also emits a *magic circle against infernals* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *sword of the heavens* at a time.

If this spell is cast on a magic weapon, the powers of the spell supercede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/of trademark owners who have contributed Open Game Content;

(b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension,

upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures

characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, Nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying

or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered

Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in

Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. All logos illustrations and proper names and text in the description section are product identity all other content including translated proper names

are open gaming content. Open Content is the designated as follows: All common names, the ofonda, and sutra magics

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open

Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000–2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson.

Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Monte Cook's Arcana Evolved Copyright 2005 Monte J. Cook. All rights reserved.

Heroes of the Jade Oath BETA Copyright 2010 Frank Carr All rights Reserved Author Frank Carr.

Demon Hunter copyright 2011 Frank Car, All rights reserved, Author Frank Carr