

Rite Publishing Presents

IN THE COMPANY OF FIENDS



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In the Company of Fiends

Qwilion of Questhaven,

Let us write to you of fundamental truths.

This missive is a true illumination into the workings of the cosmos, banishing weakly lit and hypocritical celestial platitudes. That fool grigori of the Lion Host is not the only one to watch with interest.

I have been here as well. I have long admired your ambition, and your willingness to follow it to greatness. I savored your toppling of hubristic Cynmark, and your creation of the jewel called Questhaven.

It is only a matter of time before your society accepts the ascendancy of Hell, but my superiors wish to offer you an early opportunity. We represent the ultimate meritocracy, rewarding successful ambition, and giving those who make proper use of our gifts their due. Imagine what you could do with our backing.

I am confident you can see the clear truth before you. After all, your rivals already bend their ears, and I know you are far wiser in judgement than they.

—Kauriel the Enabler, the Child Most Favored, Sunrise of Enlightenment

Introduction

I am nephilim — spirit made perfected flesh. You might name me the devil, and oh, I truly am.

Of the countless wicked souls processed through Hell's bureaucracy, only the most promising are rewarded. These rarities of potential gain a new existence as the putrescent little maggots called lemures, but this is merely the beginning of forever. A select few might earn more useful forms in the endless and treacherous climb toward meaning. However, there are always those who stand above. The chosen become ambassadors of Hell, trusted by dark masters to join with a carefully selected vessel.

Thus, we gain the double-edged sword of mortality — independence of action, but frailty of form.

Other fiends might create fleshbound servants and we might call them nephilim, but make no mistake, these wretches are as flawed as the stock they spring from. At best, the greatest is but a poor imitation, and the least is little better than a fresh-spawned lemure.

Among their number, the asura, div, and kyton all stand at our feet, wisely recognizing the inherent supremacy of Hell. Below them squat the repellent and banal daemons of Abaddon, desiring only death with no greater purpose. Crawling in the muck, lower still, are the multitudes of pathetic Abyssal demons, wastefully consuming sin and souls like scavenger beasts gorging on carrion. Then, beneath even the demon's filth, are the hoary infestations of demodands and qlippoths, good for little more than breeding and brooding.

History

The nephilim have walked the Material Plane since the Beginning, acting as physical reflections of cruel nature and the darker truths underlying all reality. We have been guiding you talking apes to question, covet, lie, and destroy, nurturing these pure and natural impulses like proud mentors teaching budding prodigies. Under our care you've learned to take what you want before it is taken, or to dip your fingers in a brother's blood should he stand in the way. We have learned as we have taught, and even after an eternity, you still surprise us. The most fortunate nephilim take the lessons we learn back to the Lower Planes, where we gain great favor in our endless descent to the heights of power.

Your kind love to create myths of the fiends' fall from grace... how the pompous celestials won some grand conflict and cast us down. We find this lie amusing.

How funny it is for the hypocritical hosts to employ deceptive propaganda. How telling most mortals subsist on such spiritual gruel. Credit where it is due, it is a lovely lie, well-designed to keep fools docile, complacent, and ignorant. The Lower Planes have always been. Should you find them horrifying, it is only because they reflect the hidden depths of your heart, or the way things truly are behind a thin veneer of false light.



Physical Description

The physical forms of most nephilim reflect our spiritual superiority, appearing as perfected humanoids. We tend to be taller, fit, symmetrical, and generally more aesthetically pleasing. This appeal mask is quite tempting to many. I've found those who claim beauty matters not are poor liars.

Naturally, least nephilim... the demons, demodands, and qliphoths, exist on the other side of the beauty spectrum, but still well within ordinary mortal ranges. They might be ugly, disfigured, or possess an unpleasant aroma, but it is merely a well-concealed shadow of the disgusting foulness within.

Some nephilim keep a relatively mortal form as they grow in power, but many become more fiendish over time as our spirit reshapes the flesh into a more comfortable cage. However, most intelligent nephilim refrain from too many overt alterations, as these can make life difficult. Though, the least among the nephilim might become truly monstrous, with no care for maintaining a mortal guise. Specific changes to the vessel are as varied as the fiends inhabiting the Lower Planes.

We find gender an amusing complication of the flesh. You mortals do so love your needless constraints. Our bodies express what we wish. Some possess a strong gender identity as facet of their personal power, others find such a nuisance and unnecessary barrier. Others find needs best met with a more fluid approach. Sexuality is yet another tool to educate and liberate mortals from self-imposed shackles. It gives us so much exploitable grist for invoking curiosity, lust, and a host of other useful emotions.

We cannot reproduce with your kind, though ordinary fiends manage to frequently spawn half-fiends and or tiefling families. Our dark masters usually render nephilim incapable of breeding. While it is possible this is merely a side-effect, I tend to assume nothing so convenient could be coincidental. I suppose there is a limit to our freedoms, or perhaps a practical concern regarding the creation of nephilim dynasties.

Society

The state of affairs among nephilim mirrors our origin, and the conflicts between and within the Lower Planes bleed over to the Material Plane. Holding one's truth triumphant above the lesser thoughts of others is always a hard-won achievement. We tend to gather in small cliques or families to advance our personal agendas, at least among us earthly devils. The other orderly nephilim keep similar organizations, and the kytons in particular are known to work in frightening tandem with each

other. Demonic and other anarchic nephilim frequently operate alone, although exceptions wreak about as much havoc on the Material Plane as one might expect from unherded cats possessing fiendish energy.

We are also the front-line soldiers of the True War, the battle for mortal souls, and the direction of the Material Plane. You tempting golden morsels are why we spill angelic blood, and spend lifetimes in subtler competition. The True War has always existed, and may never end. It shall rage unseen until the day Hell enlightens the last of you.

We are patient, as only immortals can be.

All but the lowest nephilim understand a spiritual victory... temptation, corruption, or collusion, are always preferable to the brand or blade. Forced domination breeds dissent and unrest, while death is wasteful. It is far better to make a willing, and thus lasting, change in the world.

Your delicious freedom ironically impacts our societal structure to a grand degree. Nephilim are as capable of love, disobedience, and self-delusion into misplaced altruism as any mortal. Our inherent selfishness might make this a more frequent occurrence, but an allegedly "risen" fiend is far rarer than a fallen celestial. Partly, this is due to our dark masters swiftly and brutally punishing transgressions. However, even if the lash is distant, nephilim seldom playact true goodness. Innocence tainted with knowledge is impossible to regain, and all the harder to create when it never existed. It is like how a white cloth dabbed with black can only ever be shades of gray.

Relations

Hell loves you.

We do not judge. We do not force. We do not limit.

Our guidance comes freely, and without expectation. While a celestial waxes poetic about the abstract "saving" of souls, they think nothing of murder of any they deem conveniently wrong. They gladly allow suffering, because they believe this benefits the only part of you they care for. Hell knows better. We would rather you live as you wish, and never come under our sway, than waste your precious mortal span seeking the approval of indifferent perfectionists.

Our love is unconditional.

We are loyal. I would protect any ally or follower with my life, but more so, with any necessary step to ensure their safety. While the angels watch and debate without action, their people die. When *my* people hurt, I do not sit idle, impassively deeming it to be their problem. No... I *find* who causes them pain. Whether they are tyrants or saints, I flay the skin from their body, and present the remains to those who inherit their power. That, is love.

Naturally, the results of relationships with lesser nephilim may vary depending on heritage. Divs carry a pathetic grudge, because some ancestor you don't remember treated them poorly. Asura wish to unmake creation, including you. Kytons were born from stifled mortal needs, and you are merely food for their appetites. These I'd counsel avoiding these nephilim unless you are already powerful enough to suffer and control their impulses.

Daemons extinguish life, which is hardly in your best interests. Demons only ruin and betray, inevitably turning against their closest allies and even their own interests. Clippoth only hate, with the word itself only being a shadow of the true depths of their madness. These nephilim are dangerous even for the enlightened to touch, for mortals are merely kindling at best.

Alignment and Religion

Fiends are the embodiment of evil, and nephilim rightly reflect this. Do not let a word frighten. The vilification of evil is merely another hypocritically manipulative tactic keeping you pressed firmly beneath a celestial boot. As a learned individual, you are familiar with the true breadth and scope of mortal ethical quandaries. Heaven would have you believe the fallacy of black or white... that if you are not good (by their definition), then you must surely be evil. Circumstance, consequence, and pragmatism do not factor into their narrow view. An angel could not kill an innocent to save millions, because it would be "evil", and would abandon you for making the hard choice. Hell understands reality, and doesn't live in some naïve fantasy world. Sometimes triage is necessary, and a good action can be the most selfish. Likewise, we do not adhere to some fanatic's perception of evil, where to cease being evil for even a moment renders you beyond redemption.

Evil is as free to be good as it desires.

We are unshackled by fear or judgment. We take what we earn in all aspects of life, making the rules work for us.

As mentioned, nephilim do possess freedom and do not always conform to generalities. One can find nephilim who are a different flavor of evil than their peers, or even veer away from their possessing spirit's original purpose entirely. Then... rare, but not unheard of, are the nephilim who become tempted or fooled by the enemy's propaganda. The concept of a complex world made simplistic can be as appealing to us as to mortals. However, fiends (and our masters) are often patiently sympathetic with these temporary indiscretions. A few decades spent pursuing some "redemption" offers valuable insight, before the wayward sibling inevitably returns to the fold.

Nephilim owe our existence to some great fiendish power, and any divine loyalties we may have lie with our

lord, rather than the ridiculous trappings of some worldly religion. However, some dark masters or mistresses have gathered enough power to grasp divinity. Certain other fell deities live among the Lower Planes, and sometimes conscript even our lords or ladies into their service.

Adventurers

Nephilim adventures tend to break from the mold the most. They seek companionship, purpose, and power through exploration of the world. Adventuring nephilim are wisely subtler in outward appearance, as fiendish visages do not lend themselves to forming close mortal friendships. We do not age, and are often far removed from others who might feel as we do. This breeds loneliness, and many nephilim eventually feel the desire to seek mortal relationships. Adventuring appeals to this urge, and is a welcome method of accruing both power and purpose. Companions also often have strong souls, and turning them to one's personal truth can be a heady addiction for a nephilim.

Names

We are named by our dark masters and earn honorifics based on our accomplishments. Pseudonyms are also common, both to dilute the darkness of our nature in others' eyes, and to express our current state of self. Some of the multitude of names seen among the legions of Hell are: Agares, Amon, Bael, Buné, Bifrons, Foras, Marbas, Orias, Phenex, and Vuel

Nephilim Racial Traits

+2 Constitution, +2 Charisma, and -2 Wisdom: Nephilim are hardy and charming, but their self-centered nature makes them impulsive.

Medium: Nephilim are Medium creatures and receive no bonuses or penalties due to size. A nephilim with a Small-sized humanoid subtype must select the Small alternate racial trait.

Speed: Nephilim have a base speed of 30 feet.

Damned: Nephilim are humanoids with the evil subtype and a single selected humanoid subtype. The nephilim does not gain any of the ability score modifications or racial abilities of the selected humanoid subtype. A nephilim functions as both a humanoid of their subtype and an outsider with the evil subtype for the purposes of all spells, effects, and prerequisites. A nephilim can be of any alignment, but spells or effects that depend on alignment affect a nephilim as if they had an evil alignment, regardless of their actual alignment. A nephilim can be raised or resurrected as any other living creature.

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Darkvision: Nephilim can see in the dark up to 60 feet.

Chosen (Sp): The nephilim are superior to lesser evil outsiders, granted a mortal vessel granted by a powerful archfiend or god. This grants them mystical authority, especially over weaker evil outsiders of their subtype. Once per day, the nephilim can target an evil outsider with Hit Dice less than or equal to the nephilim's with a *command* spell as a spell-like ability with a caster level equal to the nephilim's character level. If the target is an evil outsider with Hit Dice less than or equal to half the nephilim's character level, the nephilim can instead command the creature to submit. This functions as the *charm monster* spell, except the effect has a duration equal to the nephilim's character level in rounds. If the evil outsider also has a subtype equivalent to the nephilim's fiendish ancestry, this spell-like ability ignores spell resistance and has a duration of 1 hour. The save DC is Charisma-based.

Dark Master (Su): Each nephilim is beholden to a master or mistress — an outsider with power equivalent to or greater than a balor lord or infernal duke. However, each is granted extraordinary autonomy, and some break this connection with sufficient time or assistance. Each



nephilim is affected by the equivalent of a permanent *lesser geas* spell, with an open-ended task to act in their dark master's interests. This can be removed by any effect that ends a *lesser geas* (caster level 20th). A nephilim with 8 Hit Dice or more is no longer subject to the penalties caused by this effect.

Fiendish Ancestry: Nephilim choose and gain one of the following subtypes: asura, daemon, demodand, demon, devil, div, kyton, or qliploth. They are considered to have this subtype for the purposes of prerequisites, spells, and effects, but do not gain all of the subtype's normal qualities. Instead, the nephilim gains the following abilities based on their fiendish ancestry. Note some additionally gain either the chaotic or lawful subtype. Nephilim with these subtypes can be of any alignment, but function as a chaotic evil or lawful evil creature for the purposes of spells and effects.

Asura: The nephilim gains the lawful subtype, and a +2 racial bonus on saving throws against enchantment spells, disease, and poison.

Daemon: The nephilim gains a +2 racial bonus on saving throws against death effects, disease, and poison.

Demodand: The nephilim gains the chaotic subtype, a +2 racial bonus on saving throws against divine spells and poison, and a +2 racial bonus to Intimidate.

Demon: The nephilim gains the chaotic subtype, a +2 racial bonus on saving throws against poison, and a +2 racial bonus to Perception and Stealth.

Devil: The nephilim gains the lawful subtype, a +2 racial bonus on saving throws against poison, and a +2 racial bonus to Bluff and Diplomacy.

Div: The nephilim gains a +2 racial bonus on saving throws against poison, and a +2 racial bonus to Bluff and Perception.

Kyton: The nephilim gains the lawful subtype, a +2 racial bonus on saving throws against fear and pain, and a +2 racial bonus to Intimidate.

Qliploth: The nephilim gains the chaotic subtype, a +2 racial bonus on saving throws against mind-affecting effects and poison, and a +2 racial bonus to Intimidate.

Fiendish Resistance: Nephilim gains energy resistance 5 to the following energy types based on their fiendish ancestry.

Asura: acid and electricity.

Daemon: acid and either cold, electricity, or fire (select one).

Demodand: acid and either cold or fire (select one).

Demon: electricity and either acid, cold, or fire (select one).

Devil: fire and either acid or cold (select one).

Div: fire and either acid or cold (select one).

Kyton: cold and fire.

Qlippoth: cold and either acid, electricity, or fire (select one).

Inhuman: Whenever the nephilim is interacting with a humanoid for 1 minute or longer, the humanoid can attempt a Sense Motive check (DC 15 + the nephilim's Bluff bonus) to get a hunch (per the Sense Motive skill) that something is odd or off about the nephilim's behavior. The humanoid gains a +2 circumstance bonus if they would recognize the nephilim's host by sight. This bonus increases to +4 circumstance bonus to their check if they were friends or associates with the nephilim's host. This bonus increases to +6 if they were close friends, and +8 if they were intimate.

Material Ties: Nephilim treat both the Material Plane and the plane that best corresponds to their fiendish ancestry subtype as their home plane (asura [Hell], daemon [Abaddon], demodand [Abyss], demon [Abyss], devil [Hell], div [Abaddon], kyton [Plane of Shadow], or qlippoth [Abyss]) for the purposes of all spells and effects. For example, they cannot be affected by a *banishment* or *dismissal* spell while on either plane.

Languages: Nephilim begin play speaking Common and either Abyssal (daemon, demodand, demon, or qlippoth), or Infernal (asura, devil, div, or kyton) based on their fiendish ancestry subtype. Nephilim with high intelligence scores can choose from the following bonus languages: Abyssal, Celestial, Draconic, Elven, Goblin, Infernal, Orc, or the racial language of their humanoid subtype.

Alternate Racial Traits

Aristocracy: Several nephilim inhabit cultures where ranking evil extraplanar creatures are treated like nobility. Once per day when making a Diplomacy check, the nephilim can roll two d20s and choose the best result. If the nephilim has a dread power pool, they can use this ability an additional time per day by expending 1 point of dread power as part of the Diplomacy check action. The nephilim also increases their starting wealth to 5d6 x 20 gp (350 gp) and bears an official title in the plane determined by their fiendish ancestry. While in this plane, the nephilim can access the upper levels of the fiendish hierarchy. They might not gain an audience with any archfiend, but could speak with an advisor or other ranking fiend. This racial trait replaces fiendish resistance.

Beguiling Liar: Many nephilim find that the best way to get along is to tell others what they want to hear. The nephilim's

ASURA

The devils lie with every word... even when they speak truly.

Their lies conceal deeper lies, all the way down to a rotten hole at the core, but know there is nothing beneath it all. They are like a gilded nesting doll, with the final figurine found empty when opened. Only once you grasp this can you understand and control the servants of Hell. Let them play their little games, and be driven by boredom or mindless ambition.

They, and all other spawn of the Lower Planes, are a vastly lesser evil. Even the angels and archons are not but pawns of vile divinity. All wage endless, pointless conflicts, or spend eternity collecting souls as if it is a race to some impossible number they shall never reach. Pity them.

The gods call the asura a mistake. This is true, but not in the way they believe. We are little different than other fiends sprung from dark power or primordial essence, and would be no threat in the normal reckoning. We would merely carve out some territory, and play by the rules as all the rest.

No, we are a mistake because they made us self-aware.

We understand the gods, and we judge their creation as pathetic narcissism. We force them to confront their lies, and tear them away, one by one.

Someday, perhaps... we might discover they too have nothing at their core.

-Avarasativa, the Thrice-Born Chosen of the Beast Who Waits in Smoke

practice of telling habitual falsehoods improves the circumstances of any Bluff modifier due to the believability of a lie by one step (impossible to far-fetched, far-fetched to unlikely, or unlikely to believable). This cannot grant a positive modifier to Bluff checks, and only offsets penalties. This racial trait replaces fiendish resistance.

Benefactor: Some nephilim are favored by eldritch deities and unknowable powers. Nephilim oracles with the bones, dark tapestry, flame, or outer rifts mysteries treat their Charisma ability score as 2 points higher for all oracle revelations and spellcasting. Nephilim witches with the death, deception, enchantment, insanity, occult, plague, shadow, trickery, or vengeance patron treat their Intelligence ability score as 2 points higher for all witch hexes and spellcasting. The nephilim's dark master must be affiliated with their mystery or patron. The nephilim's dark master racial trait functions regardless of the nephilim's Hit Dice, and if the *lesser geas* is ever ended the

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nephilim loses this alternate racial trait. If the nephilim selects the willing version of the left hand archetype or the unwilling version with the unwilling oath binding, they instead treat their Wisdom ability score as 2 points lower for all purposes.

Bloodthirsty: Violence, blood, and pain stir some nephilim into a frenzy. Once per day when the nephilim kills a living opponent with Hit Dice equal to or greater than the nephilim, they gain a +2 morale bonus to damage for 1 minute. The opponent must be conscious, and this bonus is not gained if the foe is helpless or killed with a coup de grace attack. If the nephilim has a dread power pool, they can use this ability an additional time per day by expending 1 point of dread power as an immediate action. This racial trait replaces the fiendish resistance racial trait.

Corruptive: A few nephilim can weaken the barriers mortals erect within their minds to better spread corruption. Once per day, the nephilim can cause a touched living humanoid to become susceptible to manipulation for a number of minutes equal to 1/2 the nephilim's character level (minimum 1 minute). Using the ability is a standard action, and the corruptor must be able to touch his target. If a target is hostile, this requires a melee touch attack. A successful Will save (DC 10 + 1/2 the nephilim's character level + nephilim's Charisma modifier) negates this effect. On a failed save, the humanoid takes a -2 morale penalty to Will saves, and must roll Sense Motive checks made to avoid being lied to twice, taking the worse result. Each time the target fails a Sense Motive check, the humanoid can attempt a new Will save to negate this effect. If the nephilim has a dread power pool, they can use this ability an additional time per day by expending 1 point of dread power as a swift action. This racial trait replaces chosen.

Humanoid Racial Trait: Nephilim are fiendish spirits possessing mortal bodies. Usually the personality and memories of the possessing fiend vastly overwhelms the

relatively frail and inexperienced mortal consciousness. However, this is not always the case, and sometimes the fiend and possessed must learn compromise, or the fiend might even find themselves subject to the mortal's will. The nephilim must have the selected humanoid subtype (per the damned racial trait). Other humanoid subtypes or racial traits may be available at GM discretion. This racial trait may be selected up to twice.

The first time it is selected the nephilim gains one of the primary racial traits (shown in the table below) and the humanoid subtype's racial language (if any) as a bonus language. The fiendish spirit and possessed humanoid vessel are in conflict with one another for control over their shared body, with the vessel having a narrow advantage. The humanoid host is primarily in control of the body, and while in control the humanoid loses the chosen, damned, dark master, and inhuman racial traits. Each morning, and each time the nephilim is rendered unconscious, she must succeed on a Will save (DC 10 + the nephilim's character level). On a failed save, the fiendish personality takes control, changing the nephilim's alignment to a normal alignment for the outsider based on the nephilim's fiendish ancestry, and regaining the chosen and inhuman racial traits for as long as they remain in control. The fiend remains in control for 1 day or until it willingly surrenders control. The fiend and possessed humanoid's statistics remain the same regardless of who is in control. The fiend and possessed humanoid have full memories and awareness of any time passing when the other personality is in control, and can mentally communicate with one another as a free action. Each personality can sacrifice control to the other as a free action. In general, while the humanoid personality is in control, the nephilim's actions are dictated by the player, while the fiendish spirit's actions are subject to the GM's discretion.

If this alternate racial trait is selected twice, the nephilim gains one of the secondary racial traits (shown in the table below). The possessed humanoid vessel becomes largely dominant over the fiendish spirit, but this restricts the humanoid's access to the fiendish spirit's power. The nephilim

Humanoid Subtype	Primary Racial Trait	Secondary Racial Trait
Dwarf	Greed, hatred, or weapon familiarity	Defensive training, stability, or stonecunning
Elves	Keen senses or weapon familiarity	Elven immunities or elven magic
Gnome	Hatred, obsessive, or weapon familiarity	Defensive training, gnome magic, or illusion resistance
Half-elf	Keen senses or multitalented	Adaptability or elven immunities
Half-orc	Intimidating or weapon familiarity	Orc ferocity
Halfling	Fearless, sure-footed, keen senses, or weapon familiarity	Halfling luck
Humans	Skilled	Bonus Feat

loses the chosen and inhuman racial traits, does not function as a weapon of her alignment subtypes for the purposes of penetrating damage reduction with melee weapons or natural attacks, and cannot select any nephilim racial archetypes or feats, or advance in the fiendish exemplar paragon class. This otherwise functions as the conflicting personalities described above, but the fiendish personality can only take control over the shared body when the possessed humanoid surrenders control as a free action or performs an evil action in line with the fiendish personality's type (subject to GM discretion; Will negates). If the possessed humanoid willingly surrenders control, she can retake it as a free action with a successful Will save. On a failed save, the fiend can retain control for up to 1 day. If the possessed humanoid performs an evil action, she must succeed on a Will save or lose control for 1 day or until the fiend surrenders control. While the fiendish spirit is in control the nephilim gains the chosen and inhuman racial traits.

Sadist: Some nephilim relish in bestowing pain and fear. The nephilim adds +1 to their caster level and to the saving throw DC of any spells of spell-like abilities they cast with the fear or pain descriptor. They also gain a +1 morale bonus to attack any opponents with the frightened, panicked, or shaken conditions or affected by a pain spell or effect. This racial trait replaces the normal benefits of fiendish ancestry.

Small: Most nephilims choose Medium-sized vessels, but occasionally a smaller humanoid race is preferred. This is especially true in the rare situations when a Tiny fiend (such as an imp or quasit) is given the opportunity to take a mortal form. A nephilim with this trait is Small-sized rather than Medium-sized, with all the applicable bonuses and penalties. In addition, the nephilim gains the base speed of their humanoid subtype. A nephilim must have a Small-sized humanoid subtype to select this alternate racial trait. This racial trait alters the nephilim's size category.

Soul Merchant: Some nephilim deal in souls, learning to sense their presence and value. They can use *deathwatch* and either *detect evil* or *detect good* as 1/day spell-like ability using their character level as their caster level, but can only sense creatures possessing a soul (such as humanoids, but not outsiders or most constructs). When the *deathwatch* spell-like ability is active, the nephilim can sense the presence or absence of soul gems (as the *soul bind* or *trap the soul* spells, the cacodaemon's^{B2} soul lock ability, etc.). In addition, they can use the Appraise skill to evaluate the worth (in Hit Dice) of a soul gem when their *deathwatch* spell-like ability is active. The DC of the Appraise check is equal to 15 + ½ the soul's Hit Dice. The nephilim can sell any soul gems they possess on an unholy black market or to their dark masters (or a representative) for 100 gp per Hit Die of the soul, plus the gem's material price (if any). This racial trait replaces the normal benefits of fiendish ancestry.

QLIPPOTH

I am innocent of these crimes.

Please, you must believe me, for your own sakes.

Yes, my hands killed... and my mouth... ate, but I had no control of it then.

Even now I feel it... squirming in my mind like a starved, rabid rat. It begs for escape. It yearns to be free of me... and gnaws on the corners of my soul, but finding no exit.

I have mastered this monster, and I can keep it contained. It is as trapped in me, as I am with it.

Please understand... this noose cannot kill it.

It can only set it free.

-Last Words of Dorius Morgrin

Age, Height and Weight

As immortal beings, nephilim do not age. A player can choose any starting age she wishes for her character, but a character starting at 1st level is likely a newly created nephilim, or one that has done little of import on the Material Plane. The nephilim's height and weight are determined according to their humanoid subtype.

Becoming a Nephilim

Any humanoid PC can potentially become a nephilim at the GM and player's discretion. Normally, this requires a powerful fiendish lord or even a god intervening to cause a permanent state of possession. It could also potentially be the result of stranger events, such as the combination of soul magic and teleportation, or even willing acceptance of possession by a fiend seeking redemption. Regardless, this should only ever occur to a PC with the player's express permission. If a player character becomes a nephilim, take the following steps.

- The PC's ability scores should not be altered (the PC does not gain the nephilim's ability score adjustment).
- Any racial traits the PC possesses are removed.
- The PC gains all nephilim racial traits.
- The PC gains the humanoid alternate racial trait, either once or twice, as determined by the player. As noted in the humanoid racial trait, the player continues to retain control over the shared body, while the actions of the host when the fiendish spirit is in control becomes subject to the GM's discretion.

Favored Class Options

Arcanist: Add +1/4 to the arcanist's effective caster level when determining the effects of any outer rift arcane exploits.

Barbarian: Gain a +1/3 bonus on damage rolls with any fiend totem rage power and natural weapons granted by rage powers.

Bloodrager: Add +1/4 to the bloodrager's effective class level when determining the power of their abyssal, infernal, or kyton bloodrager bloodline powers.

Brawler: Add +1/4 to the brawler's effective class level when determining their unarmed strike damage.

Cavalier: Add DR 1/good to the cavalier's mount. Each additional time the cavalier selects this benefit, the DR/good increases by + 1/2 (maximum DR 10/good).

Cleric: Gain a +1/2 bonus on damage rolls when channeling negative energy or using the Alignment Channel feat to damage good outsiders.

Dread: Add +1/2 to the dread's daily use of terrors.

Fighter: Gain a +1/3 bonus on damage rolls the fighter makes against opponents with the frightened, panicked, or shaken condition.

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Magus: Add +1/2 points of negative energy damage to spells that deal damage to good outsiders and creatures with an aura of good.

Mesmerist: Add +1/5 to the Hit Die limit and the total number of Hit Dice affected with each enchantment or illusion spell the mesmerist casts. This bonus stacks with the mesmerist's mental potency class feature and is applicable under the same conditions as that ability.

DIV

I loved you deeply.

We conquered worlds together.

Nothing beyond us.

Then, you betrayed me.

Your commands taught cruelty.

Now, I'm the master.

This body is mine.

My prisoner and puppet.

What sweet suffering.

-Onuasa, the Ghulmaker

Occultist: Add +1/4 to the occultist's effective class level when determining the effects of their outside contact ability.

Paladin: Add +1/2 to the bonus damage inflicted by the paladin's smite ability against outsiders with a chaotic evil alignment.

Rogue: Add +1/2 on Bluff checks to deceive or lie and Intimidate checks to influence a creature's attitude.

Sorcerer: Add +1/4 to the sorcerer's effective caster level when casting spells with the evil descriptor.

Summoner: Add DR 1/good to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/good increases by + 1/2 (maximum DR 10/good).

Warpriest: Gain a +1/4 bonus on damage rolls when using with spells that deal negative energy damage and when channeling negative energy. This bonus doubles against good outsiders and creatures with an aura of good.

Witch: Add +1/4 to the witch's effective caster level when casting spells with the evil descriptor.

Wizard: Add +1/4 to the wizard's effective caster level when casting spells that call or summon an evil outsider.

Racial Archetypes

The following racial archetypes available for nephilim.

ANTUMBRA (PALADIN)

The nephilim possess freedom to choose their path and some might internalize various degrees of altruism by their connection to mortality. However, only a rare few manage to grasp anything approaching atonement. It is rarer still for one to then embrace the path of paladin. Risen from the path etched into their nature, they represent hope that none fall past the point of redemption.

Redeemed: Through true redemption, the antumbra paladin shatters former loyalties and her primordial connection to evil. The antumbra loses the evil subtype (and the chaotic subtype, if possessed), and does not function as an evil (or chaotic) creature for the purposes of spells and effects. In addition, she loses the dark master racial trait. If the antumbra paladin loses class features due to an evil act, she regains her subtypes and the dark master racial trait until she receives an atonement spell. This replaces aura of good.

Redemption (Sp): At 3rd level, an antumbra paladin can use her experience to bring others back from the worst excesses of evil. Once per day she can cast the redemption version of the atonement spell as a spell-like ability using her class level as her caster level. She cannot target herself with this spell-like ability. She gains an additional use of this spell-like ability per day at 6th level and every three levels thereafter (to a maximum of 6/day at 18th level).



In the Company of Fiends

At 6th level, an antumbra can use the redemption version of the *atonement* spell to alter the alignment of an evil outsider (including other nephilim) to lawful good. The evil outsider loses the evil subtype, and also the chaotic subtype (if it is possessed). However, the evil outsider must be willing, and cannot be compelled (as normal). If the evil outsider commits an evil act (per the paladin code of conduct) their alignment and subtypes return to normal until they receive an *atonement* from an antumbra paladin. The requirements for an evil outsider to willingly submit to this ability are subject to GM discretion, but at minimum should involve a Diplomacy skill check to make a request with a +15 DC modifier.

At 9th level, an antumbra paladin's *atonement* spell-like ability can reverse magical alignment change, restore class features, and restore druidic/clerical powers. If the use of the *atonement* spell requires a costly material component, the antumbra paladin must provide the costly material component.

At 12th level, an antumbra paladin can expend 2,500 gp in offerings to a good-aligned deity or the primordial force of good to temporarily force a humanoid with an evil alignment to have a lawful good alignment against their will using her *atonement* spell-like ability. The evil creature can negate this effect with a successful Will saving throw (DC 10 + 1/2 the antumbra paladin's class level + her Charisma modifier). On a failed save, the humanoid's alignment is changed to lawful good as if they were willing, but reverts to their previous alignment after 1 day or after they commit an evil act (whichever comes first). However, even a brief altruistic experience can leave a lasting impression. The antumbra paladin gains a permanent +5 circumstance bonus on Diplomacy checks

made to improve the evil humanoid's attitude or convince them to permanently alter their alignment. This bonus is cumulative. Whether or not the save is successful, the humanoid is immune to further uses of any antumbra paladin's *atonement* spell-like ability for 24 hours.

At 15th level, an antumbra paladin can expend 2,500 gp in offerings to temporarily force any evil creature with an Intelligence score of 3 or higher to have a lawful good alignment (Will negates). If the creature is an evil outsider, they temporarily lose the evil (and chaotic) subtype(s) as described above. The antumbra paladin gains a permanent +5 circumstance bonus on Diplomacy checks made to improve the evil creature's attitude or convince them to permanently alter their alignment. This bonus is cumulative.

At 18th level, an antumbra paladin never requires a costly material component for her *atonement* spell-like ability unless she is using it to restore class features to another antumbra paladin.

This ability replaces mercy.

Associates: The antumbra paladin is permitted to associate and interact with evil creatures, but only for the express purpose of redeeming them. She can never ally with an evil creature in pursuit of any other goal, even in order to defeat a greater evil.

Atonement: An antumbra paladin that loses her class features due to an evil act always functions as if having committed a deliberate misdeed (even if unwitting or compelled) for the purposes of using the *atonement* spell to restore class features (requiring the expenditure of 2,500 gp in rare incense and offerings).

LEFT HAND (ANY)

Most nephilim tread a thin line between independence and working just hard enough to avoid their dark master's ire... at least until they accumulate sufficient strength to truly rebel. However, there are some who fanatically serve dark masters, or who are caught and bound tighter after an overt rebellion. Regardless, the left hands to the dark lords gain greater power through the loss of personal freedom.

Classes: The left hand archetype can be taken by any class, including the fiendish exemplar paragon class. It can even be taken in conjunction with other archetypes (except antumbra paladin). Instead of sacrificing class features, the left hand sacrifices free will and autonomy as described below. However, this archetype cannot be applied more than once, and can only be applied to a single class selected by the nephilim. A nephilim with the humanoid alternate racial trait (selected once or twice) cannot select this archetype.

Dark Master: At 1st level, the left hand chooses whether they willingly sacrifice their freedom, or have had it unwillingly



torn from them by a displeased dark lord or lady. The left hand can only be freed from this state with a *miracle* or *wish* spell, or with the dark master's death. If freed, the left hand loses all benefits gained from this archetype.

Unwilling (Su): A left hand that is bound more tightly to a displeased dark master can be controlled by more powerful evil outsiders and nephilim with a subtype equivalent to the left hand's fiendish ancestry. The left hand loses the chosen racial trait. If any evil outsider or nephilim has more Hit Dice than the left hand's character level, they can target the left hand with the *command* spell cast as an at will spell-like ability, using their Hit Dice as their caster level (save DC equals 10 + 1/2 the evil outsider's Hit Dice + outsider's Charisma modifier). If the evil outsider or nephilim has twice as many Hit Dice than the left hand's character level or is a servant of the left hand's dark master with more Hit Dice than the left hand's character level, this effect instead functions as the *charm monster* spell with a duration of 1 hour (Will negates).

Willing (Su): A left hand that willingly sacrifices freedom swears a deep and binding oath to their dark master, giving up the potential for autonomy to act as a stronger conduit to the Material Plane. The left hand's dark master racial trait functions as a *geas/quest* spell instead of *lesser geas*, including increased penalties and no Hit Dice limitation. The left hand must have an alignment equal to their dark lord, and functions as if violating the *geas/quest* if their alignment is altered (for the duration of the altered alignment). An oath sworn in this manner is always more specific and detailed than the standard nephilim *lesser geas*. Any other specifics of the *geas/quest* are subject to the GM's discretion.

Dread Pool: At 1st level, the left hand gains a dread pool as a fiendish exemplar of her class level and can expend dread power to use the corruption, shield of mortality, and sense sin dread pool abilities (see fiendish exemplar for details). Her class levels stack with any fiendish exemplar levels for the purposes of dread power or ruinous gift prerequisites.

If this archetype is applied to the fiendish exemplar paragon class, the left hand instead gains a bonus dread power or ruinous gift at 1st level. The left hand must meet all prerequisites for this dread power or ruinous gift.

Binding/Sacrifice: At 3rd level, and every three levels thereafter (6th, 9th, 12th, etc.), the left hand can gain even greater power from their dark lord by sacrificing further autonomy. If the left hand is unwilling, this is called a binding, and represents the dark master digging deeper hooks into the nephilim's waning freedom. If the left hand is willing, this is called a sacrifice, and represents a willingly loss of autonomy in exchange for

power. Whether any binding or sacrifice is appropriate for a given dark master is subject to the GM's discretion. This functions the same regardless of whether the left hand is unwilling or willing.

The left hand chooses one of the following options. In exchange, they gain either a dread power or a ruinous gift (per the fiendish exemplar paragon class), using their class level plus any fiendish exemplar class levels as their fiendish exemplar class level for the purposes of the dread power or ruinous gift.

If the binding/sacrifice option is selected more than three total times, the player character effectively becomes an NPC under the GM's control until they can be freed from their dark master (requiring *miracle*, *wish*, or the master's permanent death). Thus, only NPCs can possess more than three bonus dread powers or ruinous gifts gained in this manner (to a maximum of six at 18th level).

The negative aspects of any binding/sacrifice bypass any resistances or immunities the left hand possesses, and cannot be suppressed or removed without gaining freedom from the dark master's control.

Unless otherwise specified, each binding/sacrifice can be selected only once.

Displeasure (Su): An unwilling left hand becomes reduced within their fiendish hierarchy, and is embarrassingly forced to submit to even the lowliest servants of evil. All evil outsiders and nephilim function as if they had twice their normal Hit Dice or character levels for the purposes of the left hand's dark master class feature. If the evil outsider or nephilim normally has twice as many Hit Dice than the left hand's character level or is a servant of the left hand's dark master with more Hit Dice than the left hand's character level, the left hand is automatically affected by the equivalent of a *charm monster* effect in regards to the creature (no save).

Dreadful (Ex): The willing left hand abandons the inherent humanity of a nephilim's appearance, becoming a monstrous reflection of their dark master. Using the Disguise skill to appear as a humanoid of their subtype takes a -10 penalty, which stacks with any penalties gained from the ruinous gift class feature. The starting attitude (per the Diplomacy skill) of any non-evil humanoids the left hand encounters while undisguised is reduced by two steps. If the left hand is accompanied by allied humanoids, the reduction is only one step, but also applied to the humanoid allies. A left hand must be willing to select this sacrifice.

Escort (Ex): An unwilling left hand gains an "assistant," which in truth is a perfectly loyal servant to their untrusting master, sent to watch them like a hawk, report all actions, and foil any hint of renewed

rebellion. This functions as the wizard arcane bond familiar class feature and Improved Familiar feat (as a wizard of the left hand's character level), except the familiar must either have the fiendish template or a subtype equivalent to the left hand's fiendish ancestry. The left hand does not need to have the familiar's alignment. The familiar does not gain the Alertness, share spells, deliver touch spells, speak with animals of its kind, spell resistance, or *scry* on familiar abilities, nor does it grant the left hand any familiar special ability. Rather than obey the left hand's orders or requests, the escort always functions as if it had more Hit Dice than the left hand for the purposes of the dark master class feature, and so can affect the left hand with a *charm monster* spell-like ability. The escort cannot be dismissed. If it is killed, the dark master sends a replacement after 24 hours. During this time, the left hand takes a -2 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. A left hand cannot also have a familiar in addition to this binding. If the left already possesses a familiar, it is devoured or possessed by the escort, but the escort then gains all the normal familiar abilities (Alertness, share spells, etc.). A left hand must be unwilling to select this binding.

Grovel (Su): The willing left hand must sycophantically praise their dark master in order to gain their share of dread power. During the 1 hour spent either in supplication to regain dread power, the left hand must succeed on either a Diplomacy or Perform (oratory) skill check (DC 15 + ½ the left hand's character level) to sufficiently please their dark master. On a successful check, the left hand regains dread power as normal. On a failed check, the left hand regains no dread power, but can spend an additional 1 hour in supplication to retry the skill check. The left hand can continue retrying the failed skill check in this manner for a maximum of 4 hours per day. A left hand must be willing to select this sacrifice.

Soul Drain (Su): The dark master devours a piece of the unwilling left hand's combined soul and spirit, permanently weakening the left hand by extension. This inflicts a permanent negative level on the left hand. This negative level cannot be regained by any means. This binding/sacrifice can be selected multiple times, but cannot be selected if it results in the left hand's death. A left hand must be unwilling to select this binding.

Soulbound (Su): The unwilling left hand's dark master is not willing to offer them a second chance should they ever perish. Their combined mortal soul and fiendish spirit are claimed by the dark lord immediately upon death, which is then devoured or else trapped beyond

the reach of mortal magic. If the left hand dies, they can only be raised or resurrected (even by a *miracle* or *wish* spell) if the dark master is killed. A left hand must be unwilling to select this binding.

Tithe: The willing left hand delivers to their dark master a pleasing gift which earns their favor. An appropriate gift must have a market price equal to or greater than the values shown on the following table based on the left hand's character level. The left hand must ensure the dark master receives the gift, but trusted intermediaries could be used. At GM discretion, a gift of sufficient personal importance to a dark master might have its required market price reduced by a step, while a gift of no use or interest has its required market price increased by a step.

Character Level	Market Price
3	750 gp
6	4,000 gp
9	11,500 gp
12	27,000 gp
15	60,000 gp
18	132,500 gp

A left hand must be willing to select this sacrifice.

Undeath (Su): The unwilling left hand's mortal host is mystically killed by their dark master, forcing them to unpleasantly animate the corpse with a sham of life. The left hand does not heal naturally, and functions as an undead creature for all non-beneficial spells and effects. The left hand is healed by negative energy and harmed by positive energy. The left hand does not gain any benefits or immunities of the undead creature type. The left hand must expend 1 point of dread power each day (as a standard action after regaining dread power) or their host begins to rot. This causes a cumulative -2 penalty to Disguise checks to appear as a living creature. Removing each accumulated -2 penalty requires the expenditure of 1 point of dread power. A left hand must be unwilling to select this binding.

Unwilling Oath (Su): The unwilling left hand is forced to swear an oath to their dark lord, likely under duress or threat of suffering. This functions as the *geas/quest* restriction of a willing dark master class feature, except the left hand does not need to have the dark master's alignment. The specifics of the *geas/quest* are subject to GM discretion. A left hand must be unwilling to select this binding.

Variable Oath (Su): The willing left hand swears such an open-ended oath, that their dark master can effectively alter the terms of the *geas/quest* once per day. The left hand is automatically aware of any alterations to

the *geas/quest*, but is not necessarily aware of the reasons why. A left hand must be willing to select this sacrifice.

Willing Subservience (Su): The willing left hand agrees to follow the orders or requests of any sufficiently powerful fiend of their type or any greater servant to their dark lord. This functions as the restriction of an unwilling dark master class feature. However, the left hand does not lose the chosen racial trait. A left hand must be willing to select this sacrifice.

Wound (Su): A willing left hand suffers a stigmata or hampering mutation to prove their devotion. One of the left hand's ability scores is permanently reduced by 4. This ability score cannot be increased magically by any means, such as the *wish* spell or magical items which grant an enhancement bonus to the ability score. At GM discretion, if the ability score is of particular significance to the left hand (such as a spellcaster's spellcasting ability score), the ability score is only reduced by 2. This binding/sacrifice can be selected more than once, but each time must apply to a different ability score. A left hand must be willing to select this sacrifice.

CORRUPTOR (MESMERIST)

Countless fiends fulfill a dark master's will by bending or breaking the minds of mortals. Many nephilim are unsurpassed in the ability to bring ruin through mental manipulation.

Hidden Strength: The corruptor mesmerist gains the fiendish ancestry class feature as a fiendish exemplar of his mesmerist class level (see fiendish exemplar paragon class for details). The corruptor's mesmerist levels stack with his fiendish exemplar levels (if any) for the purposes of these class features. The corruptor gains one less mesmerist spell per day (except knacks) and one less mesmerist spell known for each spell level at every mesmerist level. For example, a 5th level corruptor mesmerist would know five 0-level spells, three 1st-level spells, and two 2nd-level spells, and be able to cast three 1st-level and one 2nd-level spell per day, without having bonus spells known or spells per day from a high Charisma or other source.

If this reduces the mesmerist's spells per day of a given spell level to 0, the mesmerist must have a sufficiently high Charisma ability score to gain a bonus spell or spells of that spell level (or otherwise gain a bonus spell per day) to cast spells of that spell level. For example, a 10th-level corruptor mesmerist would need to have a Charisma ability score of at least 18 to cast one 4th-level spell per day.

Corrupting Touch (Su): At 3rd level, the corruptor mesmerist can influence creatures toward sin or his desires by channeling psychic energy through his hands. The corruptor can use corrupting touch a number of times per day equal to 3 + his Charisma modifier (minimum 1). Using the ability is a standard action, and the corruptor must be able to touch his target. If a target is hostile, this

DEMODAND

Praise be unto Him.

Our Master made us from Abyssal clay with care and love, but we failed Him. Given the blood from His veins, and the breath from His lips, we should be as perfect as He.

But no. We are broken. Hideous.

In the dark moment between nonexistence and being, we were too weak... like a spawnling fleeing the nest rather than devouring siblings.

For our sin, we are cursed. Our guilt, eternal.

We savor this mortal body, but not because we are less ugly and foul. This meat is treasured for sparing our Master the sight of our failure. It shows He has not forsaken us.

Truly, He is merciful. It is honor without equal to do His bidding. In His name, we shall torment and kill the heretics until there is no memory of blasphemy left. May our glorious Master hear their screams even from within the depths of His domain.

We hope, then, we might return and... and... perhaps... earn a single word of favor.

So be His will.

-Ooze the Unworthy

requires a melee touch attack. If the target is an ally with a mesmerist trick implanted, this is a swift action.

A Will save (DC 10 + 1/2 the mesmerist's class level + mesmerist's Charisma modifier) negates this effect. This ability does not require verbal communication for the mesmerist to affect a target, and the effect is not language-dependent (even if the effect is normally language-dependent). If the corruptor speaks aloud to the target and the target can understand the corruptor, the target takes a -2 penalty to their Will save.

At 3rd level, the corruptor can make a single simple request which the target is influenced to obey as if they were affected by a *charm person* spell. If the request is for anything the target wouldn't ordinarily do, the corruptor must succeed on an opposed Charisma check in addition to the target failing a Will save.

At 6th level, this functions as the *suggestion* spell.

At 10th level, this functions as the *triggered suggestion*^{ACG} spell.

At 14th level, as a swift action when a target fails a Will save against corrupting touch, the corruptor mesmerist can expend one additional use of corrupting touch to erase any specific memories of the interaction. This functions as the *anonymous interaction*^{ACG} spell.

This replaces touch treatment.



PAINFEASTER (BLOODRAGER)

Many fiends revel in battle, destroying their foes with malicious magic and sadistic brutality. The painfeasters tap into the frenzied energy of their own sadism, overwhelming opponents, and feeding off the pain they inflict. **Bloodline:** The painfeaster must choose the abyssal, infernal, or kyton bloodline. At the GMs discretion, other bloodlines may be tied to fiends and appropriate for a painfeaster.

The painfeaster can select a ruinous gift (as the fiendish exemplar class feature) in place of any bloodline power. He functions as a fiendish exemplar of half his bloodrager class level for this purpose, and only has access to the ruinous gift when using sadistic frenzy (see below). If a ruinous gift requires the expenditure of dread power, he can only use the ability once per day during sadistic frenzy. When the painfeaster selects a ruinous gift in this manner, he gains the cumulative penalty to Disguise checks made to appear as a humanoid of his subtype (per the damned racial trait) whether or not he is in sadistic frenzy.

This alters bloodline.

Sadistic Frenzy: The painfeaster can enter into a sadistic frenzy, adding suffering to and gaining sustenance from pain and weakness.

At 1st level, the painfeaster can frenzy for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st, he can frenzy for 2 additional rounds per day. Temporary increases to Charisma (such as those gained from spells like *eagle's splendor*) don't increase the total number of rounds that a painfeaster can frenzy per day. The total number of rounds of frenzy per day is renewed after resting for 8 hours, although these hours need not be consecutive.

The painfeaster can enter a sadistic frenzy as a free action. While in frenzy, the painfeaster can inflict painful strikes with his melee attacks upon a creature that has the flat-footed, frightened, panicked, shaken, sickened, or nauseated conditions, or that is flanked by the painfeaster. A painful strike deals an additional 1d6 points of nonlethal damage. A target damaged by a painful strike's nonlethal damage must succeed on a Fortitude save (DC 10 + ½ the painfeaster's level + their Charisma modifier) or gain the sickened condition for 1d4 rounds. The condition cannot worsen, but additional failed saving throws add to the effect's duration. This is a pain effect, and the additional damage functions as precision damage.

The painfeaster gains temporary hit points equal to the nonlethal damage dealt in this manner. These temporary hit points stack and last for the duration of his frenzy. The painfeaster can have a maximum number of temporary hit points from frenzy equal to his class level equal to his class level x his Charisma modifier.

When making a painful strike, the painfeaster can choose to deal 2d6 nonlethal damage, but then he then takes 1d6 points of lethal damage immediately after the attack resolves. This decision must be made before an attack is made, and the painfeaster is dealt damage if the creature is successfully hit, even if the creature is not damaged by the attack. The additional nonlethal damage dealt is gained as temporary hit points, but damage taken in this manner bypasses any temporary hit points the painfeaster possesses and is subtracted directly from the painfeaster's hit point total.

While in a frenzy, the painfeaster cannot aid or lessen the pain of any creature, including himself. This includes stabilizing, healing, removing pain effects, or using the aid another action. If the painfeaster is targeted by any effect that would heal or lessen his pain while in sadistic frenzy, he must attempt a Will save to resist or negate the effect.

The painfeaster can end sadistic frenzy as a free action. When the frenzy ends, the painfeaster gains the sickened condition (or the nauseated condition if already sickened) for a number of rounds equal to twice the number of rounds spent in the frenzy. The painfeaster cannot willingly remove this condition or allow the condition to be removed. The painfeaster cannot enter a new frenzy while sickened or nauseated, but can otherwise enter frenzy multiple times during a single encounter or combat. If the painfeaster falls unconscious, their frenzy immediately ends.

Sadistic frenzy functions as bloodrage and the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

This replaces bloodrage.

Greater Frenzy (Su): At 11th level, upon entering a sadistic frenzy, the painfeaster can apply the effects of a bloodrager spell they know of 2nd level or less to themselves. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the frenzy. This use consumes a bloodrager spell slot, as if they had cast the spell; they must have the spell slot available to take advantage of this effect.

The painfeaster's painful strikes deal 1d8 points of nonlethal damage. The painfeaster can instead choose to deal 2d8 nonlethal damage, but then he takes 1d8 points of lethal damage that bypasses any temporary hit points he might possess. While in sadistic frenzy, if the painfeaster deals damage to a creature with a successful critical hit, the damaged creature must succeed on a Fortitude save or gain the nauseated condition for 1d4 rounds.

This replaces greater bloodrage.

In the Company of Fiends

Unavoidable Pain (Su): At 17th level, while in sadistic frenzy, if the painfeaster deals damage to a creature with a successful critical hit, the damaged creature gains the sickened condition for 1d4 rounds on a successful save or the nauseated condition on a failed save. This replaces tireless bloodrage.

Mighty Frenzy (Su): At 20th level, the spell the painfeaster can apply to himself at the beginning of a frenzy is not limited to only spells of 2nd level or lower.

The painfeaster's painful strikes deal 2d6 points of damage. The painfeaster can instead choose to deal 4d6 nonlethal damage, but then he takes 2d6 points of lethal damage that bypasses any temporary hit points he might possess.

Racial Feats

Nephilim have access to the following feats.

BROKEN

You have utterly mastered the humanoid soul trapped within your new body.

Prerequisites: Intimidate 1 rank, any evil alignment, nephilim.

Benefit: You lose the inhuman racial trait. Select any two skills (representing the humanoid soul's talents; subject to the GM discretion). You can attempt an Intimidate check (DC 10 + your character level) as a standard action. On a successful check, you can function as if you had ranks in the selected skills equal to your character level for 1 minute per character level. On a failed check, you cannot use this ability again for 24 hours.

Special: You cannot select this feat if you have the humanoid alternate racial trait.

DESTRUCTION STYLE (COMBAT, STYLE)

You have mastered the art of unmaking.

Prerequisites: Str 15, Wis 17, Improved Sunder, Improved Unarmed Strike, Power Attack, base attack bonus +13 or monk level 11th, asura subtype, nephilim.

Benefit: While using Destruction Style, your unarmed, natural, and melee attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. If your unarmed, natural, or melee attack normally functions as an adamantine weapon, you can instead ignore up to 1 point of damage reduction per 2 character levels (to a maximum of 10 points of damage reduction at 20th level). This amount is halved for damage reduction without a type (such as DR 10/—).

DIVERSIFIED FIEND

You explore different careers while still improving your core fiendish nature.

Prerequisites: Knowledge (planes) 5 ranks, fiendish ancestry class feature, nephilim.

Benefit: Add ½ your levels in classes that lack the fiendish ancestry class feature to your effective fiendish exemplar

class level to determine the benefits of the fiendish ancestry class feature. Your maximum effective fiendish exemplar class level is equal to your character level.

EXTRA DREAD POWER

You can call upon a greater share of dread power than normal.

Prerequisites: Dread power class feature, nephilim.

Benefit: Your dread power pool increases by 2.

Special: You can gain Extra Dread Power multiple times. Its effects stack.

FAITH-STEALING STRIKE (COMBAT)

You can cut off the gods from their accursed servants.

Prerequisites: Weapon Focus, demodand subtype, nephilim.

Benefit: As a standard action, make a single attack with the weapon or natural attack for which you have Weapon Focus against a divine spellcaster. If you hit, the target must succeed on a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or be unable to cast any divine spells for 1 round. On a successful save, the divine spellcaster is immune to this ability for 24 hours.

GRAFTS

You can splice pieces of superior humanoids onto your weaker mortal flesh.

Prerequisites: Heal 1 rank, kyton subtype, nephilim.

Benefit: You can replace portions of your mortal host with equivalent body parts taken from dead humanoids. The corpse must have died within 24 hours and be reasonably intact. In addition, it must be of a humanoid of your size with Hit Dice equal to or greater than your character level, and possess either an ability score or skill higher than your own. Removing and attaching the graft requires time and medical supplies, and a successful Heal check (DC 10 + 1/2 your character level + your Constitution modifier). On a failed check, any medical supplies are expended and you take damage equal to your character level. On a successful check, you graft a portion of the humanoid onto your host. This graft gives you a +1 competence bonus to Strength, Dexterity, or Constitution ability checks, or any one of the following skills: Acrobatics, Climb, Disguise, Escape Artist, Perception, Perform, Sleight of Hand, Stealth, Survival, or Swim. If you are granting a competence bonus to an ability score, the creature must have had a higher ability score than you. If you are granting a competence bonus to a skill, the creature must have had more ranks in the skill than you.

You can have a maximum number of grafts equal to your ranks in the Heal skill (maximum 20). If you wish to add a graft in excess of your maximum, you must select another graft to remove. The maximum competence

bonus you can gain to any single ability check or skill check is equal to +1 per six character levels (minimum +1, maximum +3 at 18th level). Each graft requires medical supplies equal to the bonus squared x 100 gp (100 gp for +1, 400 gp for +2, and 900 gp for +3).

HELLFIRE SPELL (METAMAGIC)

Your fire spells burn with the unquenchable flames of Hell.

Prerequisites: Lawful subtype, nephilim.

Benefit: This metamagic feat can only be applied to spells with the fire descriptor that deal fire damage. Half of the spell's damage remains fire, and the other half becomes unholy damage which is not subject to fire resistance or immunity. The spell can be cast normally underwater without requiring a caster level check. Creatures damaged by the spell catch on fire. In each subsequent round, the creature takes 1d6 fire damage unless they succeed on a Reflex saving throw (save DC equals spell's save DC). The creature continues taking damage until they succeed on a save. The creature gains no bonus to the saving throw from immersion in water, rolling on the ground, or smothering the flame. The damage from multiple spells modified by this feat does not stack. A hellfire spell uses up a spell slot two levels higher than the spell's actual level.

Normal: Casting a spell with the fire descriptor underwater requires a caster level check (DC 20 + spell level).

HORRIFIC APPEARANCE

Your mortal appearance is merely a convenient disguise, and you can briefly reveal your true face to cause fear or madness.

Prerequisites: Intimidate 1 rank, qliphoth subtype, nephilim.

Benefit: As a full-round action, you can briefly reveal the true and horrifying form lurking beneath your mortal meat. This allows you to demoralize all humanoid creatures within 30 feet with a single Intimidate check. If affected humanoids already have a fear condition from any source other than the Intimidate skill, they instead gain the confused condition (as the *confusion* spell) for the normal duration of the demoralize effect. A humanoid can only be affected by this ability once per day.

SYMBIOSIS

You have entered into a strangely peaceful and mutually beneficial state with the mortal soul trapped within your host.

Prerequisites: Diplomacy 1 rank, any non-evil alignment, nephilim.

Benefit: You can surrender control over your body to the humanoid soul you share it with as a free action. This removes the evil subtype (and the chaotic or lawful subtype, if you possess it), and the dark master, inhuman, and chosen racial traits for as long as control is surrendered. You can regain control again as a free action.

KYTON

My life was cruel, and death worse. I spent time enough chained to the rack that no name or sight is now familiar. I served my mistress well, and without complaint. In her name, I have made sacrifices beyond counting. I did not think playacting at mortality would be so different.

This flesh was so fresh and weak. I ached to replace and improve. Each day I was tempted by dozens possessing eyes seeing clearer, tongues singing sweeter, and arms lifting greater. I would stare in the mirror at all my ugly smoothness, and feel the temptation to cut. Nightly I would pray for an end to this farce, but my lady never answered.

It all happened so slowly, I never had a chance to notice.

I began to find it easier to mirror the laughter, smiles, and gentleness. I would long for a softly held hand, or an embrace without broken bones.

Then... it became genuine.

I began to see people as more than potential grafts. I stopped staring at the mirror with a knife clutched tight.

Then... I ceased praying.

I began speaking with the woman whose life I stole. She showed me compassion when I'd given her only suffering.

Then... she became a friend.

Now, we share this body equally. I am often content to merely watch as she lives and loves. However, I know this is only a pleasant dream. Someday my mistress shall order me to cut apart this beautiful life.

I know not what my response shall be, but regardless... we are doomed.

-Baroness Victoria Forsythe,
Evangelist to the Seer in Skin

In addition, you can select any two skills (representing the humanoid soul's talents; subject to the GM's discretion). If you surrender control for at least 1 consecutive hour per day, you gain a +2 competence bonus on skill checks of these types. You cannot be resting during this time. If you have 10 or more ranks in these skills, this bonus increases to +4 for those skills. While control is surrendered, you function as if you had ranks in the selected skills equal to your character level, but do not gain the competence bonus to the skills.

Special: You cannot have the humanoid alternate racial trait to select this feat.

TECHNICALITY

You are a master of loopholes and precedential argumentation.

Prerequisites: Bluff 1 rank, Diplomacy 1 rank, Linguistics 1 rank, devil subtype, nephilim.

Benefit: Whenever you are given a language-dependent order or directly influenced by creature that has targeted you with a language-dependent effect, you can attempt to ignore or distort the creature's words based on convoluted argumentation, mental gymnastics, and legal etymology. You must succeed on an opposed Linguistics skill check against the creature as an immediate action when they verbalize the language-dependent component of the spell or effect. If you succeed, you can distort their meaning in some significant way subject to the GM's discretion. For example, if you are targeted by a *suggestion* which requests you refrain from harming the caster and their caster's allies, you could affect them with curses, because "harm" technically means physical injury. If you succeed by 5 or more, you can completely ignore the request or order.

TRUE WAR VETERAN

You have fought against other outsiders... good and evil, since time's beginning.

Prerequisites: Knowledge (planes) 1 rank, nephilim.

Benefit: Select either the good or evil outsider subtype. You gain a +1 morale bonus on attack rolls and damage rolls against outsiders of that subtype. Additionally, you gain a +3 competence bonus to

SIN

The concept of sin should usually be treated more of a cultural facet than intrinsic to the nature of an entire world. While western (Christian) concepts of sin (pride, greed, gluttony, etc.) are usually taken as a staple in PFRPG settings, other cultural ideas of sin can add greater nuance and depth to a nation, NPC, or a sin-focused fiend. As examples, buddhism focuses more on the principle of *karma*, and the three poisons (greed, anger, and delusion), and Mahatma Gandhi defined the seven deadly sins as wealth without work, pleasure without conscience, knowledge without character, commerce without morality, science without humanity, religion without sacrifice, and politics without principle. Demons in particular are shaped by sin, so what form might a nephilim with a demon spirit of delusion or science without humanity take?

Knowledge (planes) checks to identify monsters with this subtype, and can always take 10 on these Knowledge checks even in stressful situations. If you have 10 or more ranks in Knowledge (planes), this competence bonus increases to +6.

Special: This feat can be taken multiple times (up to twice), to grant the bonuses to both good and evil outsiders.

VISION OF SIN

You peer into people's pasts and deepest thoughts to view their worst sins.

Prerequisites: Sense Motive (planes) 11 ranks, demon subtype, nephilim.

Benefit: Once per day you can sense a humanoid's worst or most personally defining sin (from the target's perspective). The target must be visible and within 60 feet and you must succeed on a Sense Motive check (DC 10 + the humanoid's Hit Dice + the humanoid's Wisdom modifier). On a successful check, you perceive the most significant moment surrounding the sin, gain an understanding of the frequency of it occurring, and understand the conditions likely to trigger the target pursuing this sin. If you succeed by 5 or more, you can gain a similar understanding of all the humanoid's sins they regard as significant.

WISH MASTER

You understand the deep secrets of the wish, and can draw on ancient pacts to turn the poorly spoken desires of humanoids to your advantage.

Prerequisites: Quicken Spell or Quicken Spell-like Ability, Spellcraft 15 ranks, ability to cast *limited wish* or *wish* as a spell or spell-like ability, div subtype, nephilim.

Benefit: When an enemy humanoid you can see and hear verbalizes a desire, wish, or request in a language you can understand, you can cast *limited wish* or *wish* as a spell or spell-like ability on your next turn as a swift action. You must have an available use of the *limited wish* or *wish* spell as a spell or spell-like ability, to use this ability and still expend the required material component as normal (if any). The *limited wish* or *wish* must in some way resemble the humanoid's spoken desire, but you can pervert the intent or words in any way you choose. You cannot use this ability in response to an allied creature, and cannot produce effects greater than those specifically defined in the *wish* spell.

If you ready a standard action to cast *limited wish* or *wish* in response to an enemy's verbalized desires, the spell's effects occur just after the action triggering your readied action. However, you do not have to expend the required material component to cast either the spell or spell-like ability.

Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with her race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.



Fiendish Exemplar

Every nephilim molds the world to fit a personal, and often profane, truth. Those who advance upon the path to archfiend represent the paragons of their kind, who already stand far above lesser fiends.

Role: The fiendish exemplar represents the epitome of their respective evil outsider. Nephilim who take this class focus on developing the powers of their dark heritage, tapping into primal forces wielded by dark masters and ruinous gifts inherited from the corrupted spirit infesting their mortal host.

Alignment: A fiendish exemplar must be within one step of the alignment of their fiendish ancestry subtype: asura (LE), daemon (NE), demodand (CE), demon (CE), devil (LE), div (NE), kyton (NE), or qlippoth (CE). For example,

an exemplar with the qlippoth subtype could have an alignment of chaotic evil, chaotic neutral, or neutral evil, but not a good, lawful, or true neutral alignment.

Hit Die: d10.

CLASS SKILLS

The fiendish exemplar's class skills are: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 6 + Int modifier.

POWERFUL CREATURE TYPES

One of the design goals of the *In The Company* series is to have monster PCs maintain the same feel and theme of their original creature stats, while making them playable within a standard adventuring group. Because of this, we bend some rules that are traditionally considered part of “Balanced Design 101,” creating a framework for paragon classes that matches the Hit Dice, BAB, saving throws, and skills of the original creature type. This can sometimes lead to an overpowered class framework, which is arguably the case with the fiendish exemplar.

We try to balance any unorthodox design in the paragon class’ base framework by compensating in the power level of class abilities, and in the ways the paragon class mechanics function together as a whole. We like to think that we do a pretty good job at this, but individual GMs may disagree. It’s entirely understandable to see something like a dragon or an outsider with good BAB, good Hit Dice, good saves, and plenty of skills and be concerned how all of that can fit into a balanced character class. In the case of outsider paragons, we looked at some of Paizo’s classes with similar metrics (unchained monk, bloodrager, brawler) and included them as benchmarks in the design process.

If you do find the fiendish exemplar paragon class on the powerful side, we’ve come up with a few options for GMs. Any or all of these options can be employed while the player and GM strike a balance for a particular campaign, ensuring a fiendish exemplar won’t outshine the other PCs.

- Change the fiendish exemplar’s Hit Dice to d8 from d10.
- Reduce the fiendish exemplar’s skill points per level to 4 + Int modifier.
- Reduce the fiendish exemplar’s base attack bonus from strong (class level) to medium progression (class level x 3/4).

Alternately or in addition to the above options, the fiendish exemplar can gain a limiting class feature at 1st level called bound soul.

Bound Soul (Su): A fiendish exemplar does not have a dual nature like most mortal creatures — her soul and body are not separate. Spells that restore souls to bodies, such as *raise dead*, *reincarnate*, and *resurrection*, do not function for a fiendish exemplar, and it takes a *limited wish*, *wish*, *miracle*, or *true resurrection* spell to restore her to life.

CLASS FEATURES

The following are class features of the fiendish exemplar.

Weapon and Armor Proficiency: The fiendish exemplar is proficient with all simple weapons, but not with any type of armor or shield. An exemplar can gain proficiency in any one martial or exotic weapon if she does not gain a natural attack (per the exemplar’s weapon class feature).

Exemplar’s Weapon: At 1st level, a fiendish exemplar gains either a primary natural attack of any type, proficiency in any single type of manufactured weapon (as the Martial Weapon Proficiency or Exotic Weapon Proficiency feat), or the Improved Unarmed Strike feat as a bonus feat.

If the exemplar selects a natural attack, she can conceal or reveal her natural attack as a free action, making it impossible to detect even with a physical inspection. The natural attack deals damage based on the fiendish exemplar’s size and the base damage of the natural attack, or damage per the table below.

If the exemplar instead gains proficiency in a manufactured weapon, when wielding any weapon of that type, she can deal the weapon’s base damage or damage per the following table. To deal additional damage with a manufactured weapon based on the exemplar’s size, the weapon must be of an equivalent size.

If the exemplar instead gains the Improved Unarmed Strike feat as a bonus feat, she can deal lethal or nonlethal damage with her unarmed strikes with no penalty, and applies her full Strength bonus on damage with all unarmed strikes. The unarmed strike functions as a natural attack for the purposes of spells and effects, and for the purposes of any dread power or ruinous gift class feature.

Fiendish Ancestry (Ex): The fiendish exemplar manifests skills, physical traits, and abilities based upon her chosen fiendish ancestry racial trait (asura, daemon, demodand, demon, devil, div, kyton, or qliploth) as she advances in fiendish exemplar.

At 1st level, the fiendish exemplar gains a +2 bonus on saving throws against a particular effect as shown below. This bonus increases to +4 at 4th level, and becomes immunity at 10th level. This bonus stacks with the exemplar’s racial saving throw bonus.

At 4th level, the fiendish exemplar gains energy resistance 5 to two energy types based on her fiendish ancestry as shown below. At 16th level, this increases to energy resistance 10. This energy resistance stacks with the resistance racial trait.

At 16th level, the fiendish exemplar’s damage reduction can only be penetrated by weapons which possess both properties. For example, an asura’s damage reduction becomes chaotic and good instead of chaotic or good.

TABLE: FIENDISH EXEMPLAR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	+2	+2	+0	+1	Dread pool, dread power, exemplar's weapon, fiendish ancestry, fiendish resilience
2nd	+2	+3	+3	+0	+1	Ruinous gift
3rd	+3	+3	+3	+1	+1	Dread power
4th	+4	+4	+4	+1	+2	Ruinous gift
5th	+5	+4	+4	+1	+2	Dread power
6th	+6/+1	+5	+5	+2	+3	Ruinous gift
7th	+7/+2	+5	+5	+2	+3	Dread power
8th	+8/+3	+6	+6	+2	+4	Ruinous gift
9th	+9/+4	+6	+6	+3	+4	Dread power
10th	+10/+5	+7	+7	+3	+5	Fiendish aura, ruinous gift
11th	+11/+6/+1	+7	+7	+3	+5	Dread power
12th	+12/+7/+2	+8	+8	+4	+6	Ruinous gift
13th	+13/+8/+3	+8	+8	+4	+6	Dread power
14th	+14/+9/+4	+9	+9	+4	+7	Ruinous gift
15th	+15/+10/+5	+9	+9	+5	+7	Dread power
16th	+16/+11/+6/+1	+10	+10	+5	+8	Ruinous gift
17th	+17/+12/+7/+2	+10	+10	+5	+8	Dread power
18th	+18/+13/+8/+3	+11	+11	+6	+9	Ruinous gift
19th	+19/+14/+9/+4	+11	+11	+6	+9	Dread power
20th	+20/+15/+10/+5	+12	+12	+6	+10	Archfiend, ruinous gift

Level	Damage (Small Exemplar)	Damage (Medium Exemplar)	Damage (Large Exemplar)	Damage (Huge Exemplar)
1st–3rd	1d4	1d6	1d8	1d10
4th–7th	1d6	1d8	2d6	2d8
8th–11th	1d8	1d10	2d8	3d6
12th–15th	1d10	2d6	3d6	3d8
16th–19th	2d6	2d8	3d8	4d8
20th	2d8	2d10	4d8	4d10



- **Asura:** Saving throw bonuses and immunity to curse spells and effects; *DR:* chaotic or good; *Resistance:* acid, electricity
- **Daemon:** Saving throw bonuses and immunity to death spells and effects; *DR:* good or silver; *Resistance:* acid, cold.
- **Demodand:** Saving throw bonuses and immunity to poison; *DR:* good or magic; *Resistance:* acid, fire.
- **Demon:** Saving throw bonuses and immunity to poison; *DR:* cold iron or good; *Resistance:* electricity, fire.
- **Devil:** Saving throw bonuses and immunity to poison; *DR:* good or silver; *Resistance:* cold, fire.
- **Div:** Saving throw bonuses and immunity to poison; *DR:* cold iron or good; *Resistance:* electricity, fire.

- **Kyton:** Saving throw bonuses and immunity to fear spells and effects; *DR:* good or silver; *Resistance:* cold, fire.
- **Qlippoth:** Saving throw bonuses and immunity to mind-affecting spells and effects; *DR:* cold iron or lawful; *Resistance:* acid, cold.

Fiendish Resilience: The fiendish exemplar develops a supernatural toughness which is usually subtle, but can be overt if the exemplar wishes. Some grow scales, profane scars, or monstrous fur, while others look no different than any ordinary humanoid. The exemplar gains a +1 bonus to natural armor. This bonus increases by +1 at 4th level, and every two levels thereafter (to a maximum of +10 at 20th level).

Starting at 4th level, the exemplar gains damage reduction equal to half her natural armor, or DR 1 at 4th level, which increases by 1 every four levels thereafter (8th, 12th, 16th, and 20th). The exemplar's damage reduction is penetrated by weapons according to her fiendish ancestry class feature.

The fiend's natural armor bonus is halved (minimum +1) and she loses her damage reduction if she wears any armor or carries a shield. The fiend's natural armor functions as medium armor for the purposes of class features which require a creature to be unarmored.

Dread Pool (Su): At 1st level, the fiendish exemplar gains a mystical reservoir of soul energy drawn from her native Lower Plane. This dread pool has a number of points equal to her class level + her Charisma modifier (minimum 1). The dread pool refreshes once per day after the exemplar spends at least 1 hour either in quiet supplication to her dark master or meditation on the nature of primordial evil as she claims her rightful share of a Lower Plane's harvested spiritual energy.

At 1st level, a fiendish exemplar can expend 1 point from her dread pool as a swift action to gain one of the following benefits.

- **Corruption (Su):** The fiendish exemplar gains a bonus equal to half her class level (minimum +1) when making either a Bluff check to lie or a Diplomacy check to make requests if the creature the exemplar is interacting with is a humanoid with a good alignment.
- **Shield of Mortality (Su):** The fiendish exemplar can conceal her alignment (as the *undetected alignment* spell) for 1 hour per class level.
- **Sense Sin (Sp):** The fiendish exemplar can use either *detect evil* or *detect good* as a spell-like ability using her class level as her caster level.

Dread Powers: The fiendish exemplar can call upon terrible abilities fueled with power harvested from damned souls or produced by primordial forces of evil. At 1st level, a fiendish exemplar gains one dread power. She gains an additional dread power at 3rd level and every two levels of fiendish exemplar thereafter. The saving throw DC for dread powers is equal to $10 + 1/2$ the fiendish exemplar's class level + exemplar's Charisma modifier. Unless otherwise noted, dread powers require a standard action to activate, and an exemplar cannot select an individual dread power more than once.

Addictive Presence (Su): The fiendish exemplar can make humanoids feel ill if they spend too long away from her. The exemplar must spend at least 1 minute interacting with a humanoid with an attitude of at least indifferent (per the Diplomacy skill). The humanoid must make a Will save. On a failed save, each day the humanoid goes without spending at least 1 minute interacting with the fiendish exemplar the humanoid must succeed on a Will save or gain a cumulative -2 penalty to Charisma. This cannot reduce an ability score to less than 1. If the humanoid spends at least 1 minute interacting with the exemplar, all penalties are removed. A humanoid cannot be affected by this dread power more than once. This is a curse effect which can be removed by any spell or effect which removes the *bestow curse* spell. The exemplar's effective caster level is equal to her class level. This curse effect is removed after two consecutive successful saving throws.

Attraction (Su): As a full-round action, the fiendish exemplar can expend 1 point of dread power to compel any creatures within 60 feet to approach her on their turn by the swiftest available means. A Will save negates this effect, and on a successful save creatures become immune to this ability for 24 hours. On a failed save, the creature must move until they are adjacent to the exemplar. This effect ends if the creature ever becomes adjacent to the exemplar, the exemplar attacks the creature, or the creature must move through an obviously harmful environment. If the creature has a starting attitude of indifferent or better (per the Diplomacy skill), their starting attitude is improved by one step (to a maximum of helpful). The fiendish exemplar must be at least 5th level to select this dread power.

Bloat Flies (Su): The fiendish exemplar can expend 1 point of dread power to breathe a 20-foot-cone of corpse-bloated, black flies. Living creatures in the area take 2d6 points of damage (as a swarm's damage) and if damaged must succeed on a Fortitude save or become sickened for 1 round. At 9th level, exemplar can expend 2 points of dread power when activating this

ability to have the flies coalesce into a swarm which obeys the exemplar's mental commands for 1 round per class level, or until the swarm is dispersed. The swarm functions as a mosquito swarm (see *Pathfinder Roleplaying Game: Bestiary 2* for details). The fiendish exemplar must be at least 5th level or have the daemon fiendish ancestry to select this dread power.

Burning (Su): The fiendish exemplar can expend 1 point of dread power to surround a wielded weapon she is proficient in or her unarmed strikes with energy damage (acid, cold, electricity, or fire) for 1 minute. The type of damage is chosen when the dread power is gained. The fiendish exemplar must be at least 5th level to select this dread power.

Chain Armor (Su): The fiendish exemplar can expend 1 point of dread power to summon unholy chains which wrap protectively around her body for 1 minute. The chains grant a +4 armor bonus to AC. This armor does not have a spell chance failure, an armor check penalty, reduce the exemplar's speed, or function as armor for the purposes of the fiendish resilience ability. The fiendish exemplar must be at least 5th level or have the kytan fiendish ancestry to select this dread power.

Cold Logic (Su): The fiendish exemplar can expend 1 point of dread power as part of readying an action to suffuse her heart with an immortal predator's perfect patience. The exemplar must specify the action to be taken, but does not have to specify the conditions under which they take it until they choose to act. The fiendish exemplar cannot use this ability if they are affected by an emotion or fear spell or effect, or any effect that grants a morale bonus. The fiendish exemplar must be at least 11th level or 5th level with the devil fiendish ancestry to select this dread power.

Consume Essence (Su): As an immediate action whenever the fiendish exemplar damages a creature with a confirmed critical hit or a coup de grace, she can expend 1 point of dread power to deal 1 negative level to the creature, and gain 5 temporary hit points for each negative level bestowed. Temporary hit points gained in this manner last for 1 hour. If the exemplar kills a living creature with Hit Dice equal to or greater than $1/2$ her class level when using this ability, she instead gains temporary hit points equal to $1d6 \times$ the creature's Hit Dice. The fiendish exemplar must be at least 15th level, or 11th level with the daemon or div fiendish ancestry to select this dread power.

Contagion (Su): The fiendish exemplar can expend 1 point of dread power to infuse a melee weapon or her unarmed strike with a disease chosen when this ability is used (as the *contagion* spell). The first time a creature

is damaged by the weapon or projectile they must succeed on a Fortitude save or contract the selected disease. The save DC is equal to the exemplar's dread power save DC instead of the normal disease save DC. The weapon remains infected for 1 round per class level, or until the weapon damages a creature (whether or not the creature is infected). The fiendish exemplar must be at least 11th level or 7th level with the daemon fiendish ancestry to select this dread power.

Contract (Su): The fiendish exemplar can expend 1 point of dread power to bind a willing creature to an agreement. This functions as the *lesser geas* spell with a caster level equal to the exemplar's class level, except the creature does not receive a saving throw if they fully understand the agreement being made. If the creature does not fully understand the agreement, or the agreement is purposefully deceptive, the exemplar must succeed on a contested Linguistics skill check against the target or the target realizes the inherent deception. At 11th level, this instead functions as the *geas/quest* spell, except the creature must be willing and fully understand the agreement unless the exemplar succeeds on an opposed Linguistics skill check. The fiendish exemplar must be at least 7th level or have the devil fiendish ancestry to select this dread power.

Fool's Blessing (Su): The fiendish exemplar can expend 1 point of dread power to curse a touched creature with the sensation of expanded consciousness and insight, even as these faculties are lessened. If an adjacent creature has an attitude of at least indifferent (per the Diplomacy skill) and the exemplar can succeed on a Bluff check opposed by the creature's Sense Motive, then an attack is not required and the creature does not feel threatened. If the creature is hostile or succeeds on the opposed check, the exemplar must succeed on a melee touch attack. An affected creature must make a Will save. Whether or not the save is successful, the creature takes a 1d6 penalty to Intelligence, Wisdom, and Charisma for 1 hour. On a failed save, the creature believes they succeed at any Intelligence-, Wisdom-, or Charisma-based skill check, even if faced with clearly contrary evidence. This is a mind-affecting curse effect. The fiendish exemplar must be at least 7th level or 3rd level with the asura or devil fiendish ancestry to select this dread power.

Dread Dance (Su): When making a full attack, the fiendish exemplar can expend 1 point of dread power as a free action to move up to 10 feet between attacks. This movement provokes attacks of opportunity as normal, but is not limited by the fiendish exemplar's normal speed. The fiendish exemplar must be at least 5th level or have the asura fiendish ancestry to select this dread power.

Dancing Chains (Su): The fiendish exemplar can expend 1 point of dread power to control up to one chain per five class levels within 20 feet (to a maximum of four chains at 20th level) for 1 round per class level. As a free action, she can cause the chains to grow in length up to the effect's range (20 feet). The exemplar can make an attack with a single chain against a target within 20 feet as a standard action, or take one attack with each controlled chain as a full attack action. The exemplar's attack bonus with the chains is equal to her base attack bonus + her Charisma modifier and deal 2d4 + her Charisma modifier in bludgeoning damage. As a free action, the exemplar can cause the chains to sprout barbs, causing them to instead deal piercing damage. If the chain is possessed by another creature, they can attempt a Will save to prevent the exemplar's control. On a successful save, the exemplar cannot control the chain for 24 hours or until it leaves the creature's possession. A fiendish exemplar must be at least 9th level, or 5th level with the kyton fiendish ancestry to select this dread power.

Dark Dominion (Su): The fiendish exemplar calls upon her heritage to unleash simmering revenge upon other outsiders. The exemplar expends 2 points of dread power and selects an evil outsider subtype, releasing a burst of energy in a 30-ft.-radius that deals 1d6 points of damage per 2 class levels to all evil outsiders with the selected subtype. A successful Reflex save halves the damage. If an evil outsider with Hit Dice less than or equal to the fiendish exemplar's class level fails the Reflex save, they cannot use any spell-like or supernatural abilities for 1 round. A fiendish exemplar must be at least 5th level or have the qlippoth fiendish ancestry to select this dread power.

Death's Fury (Ex): The fiendish exemplar can expend 1 point of dread power to enter a state of mindless fury for 1 round per class level. While in this state, they gain a +1 morale bonus on melee attack rolls, melee damage rolls, and Will saves. As long as the exemplar is in this state of fury, she gains the benefits of the Diehard feat. If she possesses the Diehard feat, she instead functions as if she did not have the staggered condition while at negative hit points. Each time the exemplar kills a creature with Hit Dice equal to or greater than half her class level while in this fury, her morale bonus increases by a cumulative +1. This cannot increase the total bonus to more than +1 per four class levels (maximum +5). This bonus resets if the exemplar's fury ends. While in a state of fury, the fiendish exemplar cannot use certain skills or any abilities that require patience or concentration (as the barbarian's rage ability). The exemplar cannot gain the benefits of death's rage and

spells or abilities that cause similar restrictions (such as rage, bloodrage, sadistic fury, or the *rage* spell). The fiendish exemplar must be at least 5th level or have the demodand fiendish ancestry to select this dread power.

Deceptive Weapon (Su): As long as fiendish exemplar has at least 1 point of dread power in her pool, she can cause her exemplar's weapon to appear to be a different type of weapon or not a weapon at all. For example, she could cause a whip to appear as a long scroll. This effect lasts for 1 hour per class level or until the exemplar dismisses it as a free action. While the weapon is disguised, the exemplar gains a bonus equal to half her class level on Bluff checks made to feint. She cannot gain this bonus against any creature which has been damaged by the weapon. She must have gained proficiency in a martial or exotic weapon with the exemplar's weapon ability, and the false appearance of the weapon is chosen when this ability is gained.

Defile (Ex): The fiendish exemplar can mark objects and locations with disgusting waste or ichor drawn from the Lower Planes. She can expend 1 point of dread power to mark a 5-ft. radius, object, helpless creature, or herself. Any living creature within 30 feet of the smear is sickened for 1 minute. A successful Fortitude save negates the sickened condition. This is a poison effect. After 1 minute, the stench is no longer noxious enough to cause the sickened condition, but continues to remain noticeably abhorrent for 1 week. The fiendish exemplar must be at least 5th level or have the div fiendish ancestry to select this dread power.

Devour Soul (Su): The fiendish exemplar can consume the soul of a living creature she kills. She must expend 2 points of dread power as an immediate action whenever she kills a creature with Hit Dice equal to or greater than half her class level. The exemplar gains a +1 profane bonus to attack and damage, saving throws, ability checks, and skill checks for 1 hour per Hit Dice of the creature. This bonus increases by +1 for every 4 Hit Dice the creature possesses (to a maximum of a +5 bonus at 20 HD). The creature can negate this effect with a successful Fortitude save. The creature functions as if having died due to a death effect. The fiendish exemplar must be at least 15th level or 11th level with the daemon fiendish ancestry to select this dread power.

Disintegration (Su): By expending 1 or more points of dead power, the fiendish exemplar can fire a beam of pure oblivion. This functions as a ranged touch attack with a range of 60 feet. A creature or object hit by the beam takes 5d6 points of damage (no save). Any

creature reduced to 0 hit points or fewer by the beam is turned to dust and killed (as the *disintegrate* spell). This ability affects objects and force effects as the *disintegrate* spell. The exemplar can expend additional points of dread power to deal an additional 5d6 points of damage per point expended (to a maximum of 40d6). However, the target then gains a Fortitude save, and ignores this additional damage on a successful save (still taking the base 5d6 damage). The fiendish exemplar must be at least 13th level or 9th level with the qliphoth fiendish ancestry to select this dread power.

Dimensional Step (Sp): The fiendish exemplar's spirit nature allows them to easily move between dimensional spaces. By expending 1 dread power as a standard action, the exemplar can cast *dimension door* as a spell-like ability using her class level as her caster level. At 13th level, the fiendish exemplar can instead expend 2 dread power to cast *teleport* (self plus 50 lbs. of objects only) as a spell-like ability. At 19th level, the fiendish exemplar can instead expend 3 dread power to cast *greater teleport* (self plus 50 lbs. of objects only) as a spell-like ability. The fiendish exemplar must be at least 7th level to select this dread power.

Divine Dismantling (Su): The fiendish exemplar can expend 1 dread power as an immediate action to counterspell a divine spell as if she had used *dispel magic* with a caster level equal to her class level. If the fiendish exemplar rolls a natural 20 on the caster level check, the divine spellcaster must succeed on a Will save or be unable to cast divine spells or use spell-like and supernatural abilities gained from divine spellcasting classes for 1 round. The fiendish exemplar must be at least 11th level or 7th level with the asura or demodand fiendish ancestry to select this dread power.

Empowered Evil (Su): The fiendish exemplar can expend 1 point of dread power as a swift action when casting a spell with the evil descriptor to increase all variable, numeric effects of the spell as if it had been modified by the Empower Spell-Like Ability feat (see *Pathfinder Roleplaying Game: Bestiary* for details). The exemplar is still subject to the same caster level restrictions for spells which can be affected as noted in the feat. The fiendish exemplar must be at least 7th level and have the evil aptitude dread power to select this dread power.

Enveloping Winds (Su): The fiendish exemplar can expend 1 point of dread power as an immediate action to surround herself with a whirling torrent. This causes any ranged attack targeting the exemplar to gain a 20% miss chance for 1 round. The exemplar can expend an

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additional 1 point of dread power to increase this to a 50% miss chance for 1 round, or the duration of the 20% miss chance to 1 round per class level. This ability has no effect on massive ranged attacks (such as siege weapons or boulders), rays, or ranged touch attacks. A fiendish exemplar must be at least 5th level or have the asura or div fiendish ancestry to select this dread power.

Evil Aptitude (Su): The fiendish exemplar finds it particularly easy to shape magical energy for dark purposes. Any spell or spell-like ability she casts with the evil descriptor has its caster level and save DC increased by 1. This ability stacks with any other feat or ability which increases a spell or spell-like ability's caster level or save DC. The exemplar can expend 1

point of dread power as a free action to give any spell or spell-like ability she is casting the evil descriptor. This may alter visible effects of the spell to be more ominous and disturbing at GM discretion.

Evisceration (Su): The fiendish exemplar can expend 1 point of dread power as part of the standard action to maintain a grapple in order to rip into the target's muscle, bone, or organs. This deals 1d6 points of damage to the creature's Strength or Dexterity, or Constitution (chosen when the ability is used). A successful Fortitude save negates this ability damage. The dread power must be expended before the grapple check is made. The fiendish exemplar must be at least 13th level or 9th level with the kyton fiendish ancestry to select this dread power.



Factionalism (Su): The fiendish exemplar can expend 1 point of dread power to sow discord as an immediate action when any humanoid within 60 feet fails a Bluff, Diplomacy, or Intimidate skill check. The exemplar must be able to see and hear the creature that failed the check, and any creatures targeted by the failed skill check. The target or targets of the check and the creature that failed both have their attitudes (per the Diplomacy) skill lowered by one step. This is in addition to any other potential lowering of attitude due to the check's failure. If either creature's attitude is decreased to unfriendly or hostile, they must succeed on a Will save or be driven to plot against the other creature. This functions as the *malicious spite*^{UM} spell, using the exemplar's class level as her caster level. The fiendish exemplar must be at 11th level, or 7th level with the devil or div fiendish ancestry to select this dread power.

False Prophets (Su): The fiendish exemplar can expend 1 point of dread power to instill a sleeping creature with a seemingly prophetic or otherwise significant dream which encourages them to behave as the exemplar desires. This functions as the *nightmare* spell, except the target does not take damage, is not fatigued, and can regain arcane spells. Instead the exemplar gives the target a specific dream they believe to be predictive of the future on a failed Will save. This causes the target to then react irrationally to stimuli determined by the vision. The exemplar must define the condition that triggers the effect and the effect which is triggered, which can be equivalent to any of the following spells: *beguiling gift*^{APG}, *delusional pride*^{APG}, *miserable pity*^{UM}, *oppressive boredom*^{UM}, *reckless infatuation*^{UM}, or *unadulterated loathing*^{UM}. If the effect would make the target act in a manner against their nature or which is obviously harmful, they automatically negate this effect. The fiendish exemplar must be 13th level or 9th level with the devil or div fiendish ancestry to select this dread power.

False Courage (Su): The fiendish exemplar can inspire allies with illusory bravery, which fades away leaving only greater terror. The exemplar must expend 1 point of dread power as a standard action, granting all willing allies within 60 feet a +1 morale bonus to attack, damage, and saving throws against fear. Any fear effects the allies have are suppressed for as long as the exemplar continues to inspire. At 5th level and every six levels thereafter, these bonuses increase by +1, to a maximum of +4 at 17th level. The exemplar does not gain these benefits. The exemplar can sustain this effect for a number of rounds equal to half her class level (minimum 1 round), but must use a standard

action each round to maintain the effect. If the effect ends, the exemplar can start it again, but must expend 1 point of dread power as a standard action. When the effect ends, affected allies gain the shaken condition, or the frightened condition if they are already shaken (no save) for 1 minute per round of the effect's duration. This is a mind-affecting language-dependent effect. The fiendish exemplar must be at least 3rd level or have the kyton fiendish ancestry to select this dread power.

Heart's Avoidance (Sp): The fiendish exemplar can expend 1 point of dread power to prevent mortals from wanting to see her to the point where they cannot. This functions as the *invisibility* spell cast as a spell-like ability using her class level as her caster level, except it is a mind-affecting compulsion effect rather than an illusion. Any creature without the humanoid subtype or that is immune to mind-affecting or compulsion effects can perceive the exemplar normally. At 7th level, the exemplar can instead expend 2 points of dread power to instead have this function as *greater invisibility*.

Hellfire (Su): The fiendish exemplar can expend 1 point of dread power to breathe a 60-ft.-cone of unholy fire that deals 1d6 points of damage per 2 class levels (maximum 10d6). This damage is half fire and half unholy damage that is not subject to fire resistance or immunity. A successful Reflex save halves the damage. The exemplar can expend 2 additional points of dread power to either double the damage (maximum 20d6) or the range of the breath weapon (120-ft.-cone). The fiendish exemplar must be at least 15th level, or 11th level with the asura or devil fiendish ancestry to select this dread power.

Heretical Soul (Su): As long as the fiendish exemplar has at least 1 point dread power, she gains a +4 profane bonus on saving throws against divine spells and the spell-like abilities of good outsiders. The fiendish exemplar must be either 5th level or have the asura or demodand fiendish ancestry to select this dread power.

Infernal Wound (Su): The fiendish exemplar can inflict terrible wounds. The exemplar must expend 1 point of dread power as an immediate action after damaging a creature with her exemplar's weapon (natural attack, manufactured weapon, or unarmed strike). In addition to the normal damage, the creature begins to take 1d6 points of bleed damage. The Heal check to stop the bleeding has a DC equal to 10 + 1/2 the fiendish exemplar's class level + her Charisma modifier. Any attempt to magically heal a creature suffering this bleed damage requires a caster level check with a DC equal to 10 + the 1/2 exemplar's class level. On a failed check, the spell does not function. The fiendish exemplar must be at least 11th level or 7th level with the devil fiendish ancestry to select this dread power.

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Infused Weapons (Su): As long as the fiendish exemplar has at least 1 point dread power, any manufactured weapon she is proficient in and wielding are considered magical for the purposes of overcoming damage reduction. The fiendish exemplar can expend 1 point of dread power to grant her exemplar's weapon a +1 enhancement bonus to attack and damage for 1 round per class level. This enhancement bonus increases by +1 per five class levels (to a maximum of +5 at 20th level). The fiendish exemplar must have selected a manufactured weapon to gain proficiency in with the exemplar's weapon ability to select this dread power.

Iron Confinement (Su): The fiendish exemplar can expend 1 point of dread power to surround herself with a horrendously spiked and barbed suit of black iron armor for 1 minute per class level. The fiendish exemplar gains a +6 armor bonus to AC, and functions as if wearing spiked heavy armor. This armor halves the exemplar's natural armor gained from the fiendish resilience ability, but does not remove her damage reduction. The armor does not have an armor check penalty, a maximum Dexterity bonus, or reduce the exemplar's speed. The fiendish exemplar can dismiss the armor as a swift action. At 9th level, the armor bonus increases to +8. The fiendish exemplar must be at least 5th level or have the devil fiendish ancestry to select this dread power.

Lingering Touch (Su): The fiendish exemplar can haunt a victim's mind with a touch, functioning similar to a mental illness. The exemplar can expend 1 point of dread power as part of a melee touch attack as a standard action. A touched creature must succeed on a Will save or begin to experience vivid hallucinations and lose their grip on reality. This functions as the schizophrenia madness (see *Pathfinder Roleplaying Game: GameMastery Guide* for details), except the onset is immediate and the Will save DC is equal to the dread power's save DC. An affected creature ends this effect with two consecutive successful Will saves. This is a mind-affecting effect. The fiendish exemplar must be at least 9th level or 5th level with the kyton or qliphoth fiendish ancestry to select this dread power.

Malaise (Su): The fiendish exemplar can expend 1 point of dread power to radiate an unholy aura of depression in a 30-ft.-radius for 1 minute. Any good-aligned creature within the aura at the start of their turn must succeed on a Will save or gain the fatigued condition for as long as they remain within the aura and for 1 round after they are no longer within the radius. If the creature has the good subtype or has Hit Dice equal to or less than half the exemplar's class level, they instead become exhausted on a failed save. On a

successful save, the creature is immune to this ability for 24 hours. A fiendish exemplar must be at least 5th level or have the qliphoth fiendish ancestry to select this dread power.

Mortal Mask (Su): The fiendish exemplar can expend 1 point of dread power to assume the appearance of a Small or Medium humanoid. This functions as the alter *self spell*, except the fiendish exemplar does not adjust her ability scores and retains any ruinous gifts she has gained. As long as the fiendish exemplar has at least 1 dread power point left in her pool, she can remain in this alternate form indefinitely. If the exemplar expends an additional 1 point of dread power, she can suppress any ruinous gifts she possesses while this ability is active. This is a polymorph effect. A fiendish exemplar must be at least 3rd level to select this dread power.

Mortifying Enlightenment (Su): The fiendish exemplar's ministrations of pain can prove addictive to mortals. As an immediate action, the fiendish exemplar can expend 1 point of dread power when dealing damage with a critical hit, damaging with an attack that deals bleed damage, or when a target is affected by a pain spell or effect caused by the exemplar. The target must make a Will save. On a failed save, the target becomes addicted to painful sensations. The addicted creature must succeed on a Will save whenever confronted with an obviously non-deadly or suicidal situation where they can be hurt or caused pain. On a failed save, the creature pursues the situation in order to experience the pain. This is a mind-affecting, compulsion, and curse effect. It can be removed by any effect that removes the *bestow curse* spell, with a caster level equal to the exemplar's class level. The fiendish exemplar must be at least 9th level, or 5th level with the kyton fiendish ancestry to select this dread power.

Profane Gift (Su): The fiendish exemplar can expend 1 point of dread power as a full-round action to grant a willing humanoid creature touched a +2 profane bonus to an ability score of their choice. As long as the humanoid gains this bonus, the exemplar cannot regain the expended point of dread power. A single humanoid cannot gain the benefits of more than one profane gift. The fiendish exemplar can target the affected creature with any mind-affecting spell or ability she possesses at any range, except not across planar boundaries. The exemplar can end this effect at any time as a free action, and is ended if the affected creature is targeted with a *dispel evil* spell or effect. When the effect ends, the creature takes 1d6 points of Charisma damage. At 10th level, the exemplar can expend (and invest) an additional 1 point of

dread power to instead grant a +4 profane bonus. At 15th level, the exemplar can expend (and invest) an additional 2 points of dread power to instead grant a +6 profane bonus. The fiendish exemplar must be at least 5th level to select this dread power.

Ruination (Su): The fiendish exemplar can defile a container or body of water she is in contact with by expending 1 point of dread power. While within a body of water, the exemplar can affect up to a 50-ft.-radius of the water centered on her. When touching a container with a volume water, the exemplar can affect up to 10 cubic feet per class level. Water affected becomes poisoned with ghawwas blight for 1 day per class level.

Ghawwas Blight: Poison — ingested; save Fort; onset 10 minutes; frequency 1/minute for 10 minutes; effect 1d2 Con damage; cure 1 consecutive save.

The fiendish exemplar must be at least 11th level or 7th level with the div fiendish ancestry to select this dread power.

Scourge (Su): The fiendish exemplar can expend 1 point of dread power and select a single subtype of humanoid or outsider. The next humanoid or outsider of the selected subtype she damages with a melee attack within 1 minute per class level becomes

wracked with crippling pain. The target must succeed on a Will save, or take a –2 penalty on attack rolls, skill checks, and ability checks for the remaining duration of this effect. If the save is failed by 5 or more, the penalty is increased to –4. This is a pain effect. The fiendish exemplar must be at least 9th level or 5th level with the div or kyton fiendish ancestry to select this dread power.

Screech (Su): The fiendish exemplar can expend 1 point of dread power to emit a shrill screech. All creatures without the exemplar's fiendish ancestry subtype within a 30-foot radius spread must succeed on a Fortitude save or be stunned for 1 round. Each time this dread power is used in the same day, it costs an additional 1 point of dread power to activate. The fiendish exemplar must be at least 13th level, or 9th level with the demon fiendish ancestry to select this dread power.

Spell-Like Ability (Sp): The fiendish exemplar gains one or more spell-like abilities fueled by soul energy harvested from the damned or primordial powers of evil. The exemplar selects a 0-level spell or a spell with a spell level equal to or less than half her class level (minimum 1st-level, maximum 9th-level). If the selected spell is a 0-level spell, the exemplar can



cast it at will as a spell-like ability using her class level as her caster level. If the selected spell is 1st-level or higher, the exemplar can cast this spell as a spell-like ability 1/day using her class level as her caster level, but the exemplar must expend any expensive material components required by the spell. She can use this spell-like ability more than once per day by expending a number of points of dread power per additional use equal to half the spell's level (minimum 1 dread power). For example, each additional use of a 6th- or 7th-level spell would require the expenditure of 3 points of dread power. The exemplar can select this dread power more than once, each time gaining a different spell-like ability. She cannot select the same spell more than once. Fiendish exemplars with the asura, demodand, kyton, and qliphoth fiendish ancestries must select spell-like abilities from the cleric spell list. Fiendish exemplars with the daemon, demon, devil, or div fiendish ancestries must select spell-like abilities from the sorcerer/wizard spell list.

Summon, Greater (Sp): The fiendish exemplar can summon the aid of a powerful fiend by expending 1 point of dread power. This functions as the *lesser planar ally* spell cast as a spell-like ability using the exemplar's class level as her caster level, except the exemplar can only summon evil outsiders with a her fiendish ancestry as a subtype. The exemplar can choose to bargain with the summoned outsider(s) for payment (as normal) or attempt to summon a specific evil outsider or outsiders willing to aid without payment for up to 1 minute or 1 hour per caster level. However, if attempting to summon a specific evil outsider, there is a chance they are unwilling or unable to accept the summons. If the task requires 1 minute per caster level, there is a 50% chance of success. If the task requires 1 hour per caster level, there is a 35% chance of success. At 13th level or higher, the exemplar can expend 2 points of dread power to instead cast *planar ally*. At 17th level or higher, the exemplar can expend 3 points of dread power to instead cast *greater planar ally*. The fiendish exemplar must be at least 9th level and have the lesser summon power to select this dread power.

Summon, Lesser (Sp): The fiendish exemplar can summon lesser fiends to do her bidding. The fiendish exemplar can expend 1 point of dread power to cast *summon monster I* as a spell-like ability using her class level as her caster level. At 3rd level, and every two levels thereafter, the spell level of the *summon monster* spell effect increases by 1 (to a maximum of *summon monster IX* at 17th level). The exemplar can dismiss any summoned fiends as a standard action, and cannot use this ability again while any fiends are summoned.

Each time this ability is used in a day beyond the first, it requires the expenditure of 1 additional point of dread power. Only creatures with the fiendish template or creatures with a subtype equivalent to the exemplar's fiendish ancestry can be summoned with this dread power. The following creatures are added to the summon lists when using this dread power.

- *Summon Monster III:* augur, cacodaemon, cythnigot, doru, tripurasura.
- *Summon Monster IV:* aghash, schir, vulnadaemon, zebub.
- *Summon Monster V:* ceustodaemon, gaav, ostiarius.
- *Summon Monster VI:* adhukait, hydrodaemon, pairaka, shoggti.
- *Summon Monster VII:* ghawwas, leukodaemon, nyogoth, piscodaemon, sacristan, upasunda.
- *Summon Monster VIII:* aghasura, chernobue, interlocutor, meladaemon, shira.
- *Summon Monster IX:* augnagar, derghodaemon, sepid, tarry demodand.

Telepathy (Su): As long as the fiendish exemplar has at least 1 point of dread power, she can telepathically communicate with any number of creatures within 30 feet with which she shares at least one language. At 11th level, the fiendish exemplar increases the range of her telepathy to 100 feet and can communicate with any creature that has a language. This is a mind-affecting effect. The fiendish exemplar must be at least 3rd level to select this dread power.

Unholy Nimbus (Su): The fiendish exemplar can expend 1 point of dread power to surround herself in a nimbus of multi-colored unholy light for 1 hour per class level. This illumination functions as the *light* spell, but any creature without the evil subtype attacking the exemplar must succeed on a Will save or gained the dazzled condition for 1 round. The exemplar can expend an additional 1 point of dread power as a full-round action to cause the light to burst out in a 40-ft.-radius. Any creature without the evil subtype must succeed on a Will save or gain the dazed condition if within 20 feet or the dazzled condition if within 40 feet for 1 round. The fiendish exemplar must be at least 5th level or have the demon fiendish ancestry to select this dread power.

Unholy Stain (Su): The fiendish exemplar can expend 1 point of dread power to charge a single natural attack or a wielded weapon she is proficient in with the horror and suffering of the damned. The next attack made with the natural attack or weapon deals

an additional 1d6 points of negative energy damage + 1 per two class levels. This damage does not heal undead. If a good-aligned creature is damaged by the negative energy, they must succeed on a Fortitude save or be sickened for a number of rounds equal to 1/2 the fiendish exemplar's class level (minimum 1 round). Any creature with the evil subtype is immune to this negative energy damage.

Vorpal Strike (Su): The fiendish exemplar can expend 1 point of dread power as a swift action to cause a weapon she is proficient in due to the exemplar's weapon class feature to function as if it had the *vorpal* weapon special ability for 1 round. The weapon must be capable of dealing slashing damage, and the fiendish exemplar must have gained weapon proficiency using the exemplar's weapon ability to select this dread power. The fiendish exemplar must be at least 19th level, or 15th level with the demon fiendish ancestry to select this dread power.

Ruinous Gift: At 2nd level, a fiendish exemplar gains a ruinous gift, representing her spirit permanently altering her mortal vessel. As many ruinous gifts alter the exemplar's physical appearance, an exemplar wishing to maintain a low profile must take greater care in her selection. The exemplar gains an additional ruinous gift at 4th level and every two levels thereafter. Selecting any ruinous gift marked with an asterisk (*) causes the fiendish exemplar to become more inhuman in appearance, and allows her true nature to be identified by creatures with the Knowledge (planes) skill (typically DC equals 9 + her class level). The exemplar can attempt to conceal her nature with the Disguise skill (with a -2 modifier). Each ruinous gift which alters her appearance adds a cumulative -2 modifier to this Disguise check.

Unless otherwise noted, an exemplar cannot select an individual ruinous gift more than once.

Adhesion (Su)*: The fiendish exemplar's skin becomes eternally fouled, as if she had recently been covered in black pitch and unable to completely remove it. The fiendish exemplar gains a +2 bonus to CMB when performing a grapple and a +4 bonus to CMD to resist disarm attempts. She can expend 1 point of dread power as a standard action to exude a viscous black tar covering her skin for 1 minute. A creature striking the fiendish exemplar with a manufactured weapon must make a Reflex save. On a failed save, the weapon sticks to the fiendish exemplar and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful combat maneuver check against the exemplar's CMD. After activating this ability, the penalty to Disguise checks caused by this ruinous gift

DEMON

I do not think I could truly appreciate mortals until I crawled inside one.

I was born from a dwarven merchant's greed, when his soul shattered upon the Abyss. That lone, relatively unimpressive individual carried enough sin to birth a hundred other demons. While greed defined him best, he also carried lust... hatred... wrath... and all in such nuanced variations. I know I always knew this, but could not... appreciate it.

Now I live as one of you. I experience the many sins which were partner to my making. I have seen them interconnect in new and beautiful ways. Pride, gluttony, envy... these each dwell within me now, and I revel in them all.

I can only look at my fellow demons with the frustration of the enlightened at the ignorant. Even the mighty balor or the godlike lords are just so... simple. They are like bland colors, obsessing over a fraction of sin without seeing the larger picture.

I... have become a painter.

To follow commands given by those dullards would be a waste of my valuable, eternal time. So, I playact and pay lip service as I must, but know I have evolved far beyond whatever purpose or plan my "master" once had for me.

I would rather join the side of angels than give up this body. It is mine, now and forever.

-Toladune, the Eternal Exile

doubles for 1 hour. The fiendish exemplar must be at least 10th level to select this ruinous gift. An exemplar with the demodand fiendish ancestry must only be at least 6th level to select this ruinous gift.

Brainbite (Su)*: One of the fiendish exemplar's primary natural attacks sprouts small tentacles ending in sharp pincers. When attacking with the primary natural attack, the exemplar can make a secondary natural attack using the pincers, which deals bludgeoning damage appropriate for the exemplar's size (1d4 for Small-sized, 1d6 for Medium-sized, 1d8 for Large-sized, or 2d6 for Huge-sized exemplars). The exemplar can expend 1 point of dread power as an immediate action after making a successful attack with the pincers to deal 1d4 Wisdom damage instead of the pincer's normal hit point damage. A fiendish exemplar must be at least 6th level and have a natural attack, or have a natural attack and the qlippoth fiendish ancestry to select this ruinous gift.

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Caustic Slime (Su)*: The fiendish exemplar's skin becomes burned, as if due to exposure to acid. Any creature grappling the exemplar or grappled by her takes 1d4 points of acid damage each round at the start of their turn. The exemplar can expend 1 point of dread power as a standard action to deal this acid damage to any creature striking her with a natural attack or unarmed strike for 1 minute. After activating this ability, the penalty to Disguise checks caused by this ruinous gift doubles for 1 hour. At 10th level, the acid damage increases to 1d8 and creatures striking the fiendish exemplar with melee weapons when she activates this ability must also make a Reflex save or have their weapon take this acid damage. If any damage from the slime penetrates a weapon's hardness,



the weapon gains the broken condition. Ammunition that strikes the fiendish exemplar is automatically destroyed after it inflicts its damage. An exemplar must be at least 6th level or have the demon fiendish ancestry to select this ruinous gift.

Cursed Gaze (Su)*: One or both of the fiendish exemplar's eyes horribly bulges, and is surrounded by an inhuman feature like bright, red veins or tiny snarled fangs. Whenever the exemplar succeeds on an Intimidation check to demoralize, she can choose to inflict either the confused or shaken condition for the duration of the demoralize effect. In addition, the fiendish exemplar can expend 1 point of dread power as a swift action to inflict the confused or shaken condition for 1d4 rounds on a creature that can see her within 60 feet. A successful Will save negates this effect. A creature affected by the *protection from evil* spell or similar effects is immune to this effect. An exemplar must be at least 7th level or be at least 4th level and have the div fiendish ancestry to select this ruinous gift.

Dread Strength (Ex)*: The fiendish exemplar's musculature bulges in an unnatural or asymmetric manner. When making attacks with any primary natural attack she possesses she adds 1-1/2 times her Strength bonus to damage. The fiendish exemplar must be at least 6th level or have the demodand fiendish ancestry to select this ruinous gift.

Entangling Folds (Su)*: The fiendish exemplar's body becomes covered with ropy skin growths. The exemplar gains a +2 bonus to CMB when performing a grapple. The fiendish exemplar can expend 1 point of dread power as a swift action to cause the ropy tendrils to animate and grab at surrounding creatures of the exemplar's size or smaller for 1 minute. Creatures must make a Reflex saving throw if they start their turn adjacent to the exemplar. On a failed save, the creature gains the entangled condition and cannot move unless the exemplar is no longer adjacent or they succeed on a Strength or Escape Artist check as a move action (DC equals the save DC). On a successful save, the creature is no longer entangled and cannot be entangled by the exemplar for 1 hour, but treats any area adjacent to the exemplar as difficult terrain. The fiendish exemplar must be at least 12th level, or be at least 8th level and have the demodand fiendish ancestry to select this ruinous gift.

Expanded Heritage (Ex): The fiendish exemplar adds a second type of effect to their fiendish ancestry class feature, gaining a bonus on saving throws or immunity based on her class level and per her fiendish ancestry: asura (poison), daemon (poison), demodand (pain), demon (disease), devil (disease), div (curse), kyton (pain), or qlippoth (disease).

Extra Arms(Ex)*: The fiendish exemplar gains an extra pair of arms. They can use these arms to manipulate or hold items, and to wield weapons as part of multiweapon fighting (per the Multiweapon Fighting feat; see the *Pathfinder Roleplaying Game: Bestiary* for details). The arms each have their own hand and ring magic item slots, but the fiendish exemplar is still limited to using two total rings and one hand slot item at a time. The fiendish exemplar must be at least 14th level to take this ruinous gift.

Fast Healing (Su): The fiendish exemplar's body gains the ability to heal wounds very quickly, giving them fast healing equal to her Charisma modifier (minimum 1). The exemplar can cease or resume this fast healing as a free action. This fast healing does not restore hit point damage dealt by weapons or effects that overcome the fiendish exemplar's damage reduction nor those lost due to starvation, thirst, or suffocation. The exemplar can heal a maximum number of hit points of damage per day with fast healing equal to her Hit Dice x her Charisma modifier. The fiendish exemplar must be at least 10th level to select this ruinous gift.

Fiendish Sprinter (Ex)*: The fiendish exemplar's feet or legs become more like a clawed predator or cloven hooved beast. The exemplar increases their land speed by 10 feet. The exemplar's land speed increases by an additional 10 feet when using the charge, run, or withdraw actions.

Flight (Ex or Su)*: The fiendish exemplar grows strange or horrifying wings, like those of a bat or the rotting wings of a carrion bird. She gains a fly speed equal to her base land speed. The fiendish exemplar's maneuverability depends on their size. Small exemplars have perfect maneuverability. Medium exemplars have good maneuverability. Large exemplars have average maneuverability. Huge exemplars have poor maneuverability. The fiendish exemplar must be at least 6th level to select this ruinous gift.

Hunger (Su)*: The fiendish exemplar becomes emaciated, like they are on the edge of starvation. The exemplar no longer requires food or drink, but can still eat or drink if she chooses. Whenever the exemplar successfully hits a creature with a natural attack, she can expend 1 point of dread power as an immediate action to inflict starvation on the creature. The creature must make a Fortitude saving throw or take 1d6 points of nonlethal damage and gain the fatigued condition for 1 minute. Creatures that do not require food are immune to this ability. The fiendish exemplar must be at least 6th level or have the daemon fiendish ancestry to select this ruinous gift.

Gaping Maw (Su)*: The fiendish exemplar's mouth, jaw, and neck becomes unnaturally large or inhuman in appearance. The exemplar gains a +2 bonus on combat maneuver checks made to start or maintain a grapple. She can expend 1 point of dread power as an immediate action when she successfully hits a target of her size or smaller with her bite attack to deal damage as a creature one size category larger and start a grapple without provoking an attack of opportunity. A fiendish exemplar must be at least 6th level and have a bite natural attack, or have a bite natural attack and the div fiendish ancestry to select this ruinous gift.

Greater Resistance (Ex): The fiendish exemplar increases the energy resistance gained from the fiendish ancestry class feature. If this gift is selected at 6th level or lower, the exemplar's energy resistances are increased by 5. If it is selected at 10th level or higher, the exemplar's energy resistances are increased by 10. The exemplar can select this gift multiple times and the benefits stack, but no more than once per four character levels. If any energy resistance is increased to higher than 30 it becomes energy immunity. Likewise, if this gift is selected at 18th level or higher, the exemplar gains immunity instead of resistance for these energy types..

Improved Damage Reduction (Ex)*: The fiendish exemplar's natural AC bonus from their fiendish resilience increases by 1 (which may also increase her damage reduction), but the protective nature of her natural AC and damage reduction can no longer be subtle. The exemplar can select this gift multiple times and the benefits stack, but no more than once per four class levels. The fiendish exemplar must be at least 4th level to take this gift.

Inhuman Eyes (Su)*: The fiendish exemplar's eyes turn obviously fiendish, perhaps becoming completely black or slit and reflective. The range of the exemplar's darkvision increases to 120 feet. At 10th level, the exemplar gains the ability to see perfectly in darkness of any kind, including the darkness created by a *deeper darkness* spell.

Spell Resistance (Su): The fiendish exemplar gains spell resistance equal to 6 + her class level. If this gift is selected at 10th level or higher, the exemplar's spell resistance is instead equal to 11 + her class level. If this gift is selected at 20th level, the exemplar's spell resistance is equal to 16 + her class level. The exemplar can select this gift multiple times. The benefits do not stack, but the exemplar gains the improved spell resistance.

Monstrous Brute (Ex)*: The fiendish exemplar's size increases to Large, adjusting their space, reach, and

the base damage of natural attacks. The exemplar's ability scores are not altered, they wield manufactured weapons as a Large-sized creature, and do not gain an additional size bonus to CMB or CMD. This inflicts a -10 penalty to Disguise skill checks to appear as a humanoid of her type in addition to the normal cumulative penalty. The fiendish exemplar must be at least 10th level and have the monstrous girth ruinous gift to take this ruinous gift.

Monstrous Fiend (Ex):* The fiendish exemplar's size increases to Huge, adjusting their space, reach, and the base damage of natural attacks, and gaining a +2 size bonus to CMB and CMD. The exemplar's ability scores are not altered. This gift makes any attempt to appear as a humanoid of her type impossible without magic to reduce her size. The fiendish exemplar must be 20th level and have the monstrous brute ruinous gift to take this ruinous gift.

Monstrous Girth (Ex):* The fiendish exemplar's vessel grows to an abnormal size, the hallmark of a physically powerful fiendish spirit. They gain a +1 size bonus on combat maneuver checks and to CMD, and can wield manufactured weapons as a Large-sized creature without penalty. In addition, they function as a Large-sized creature for the purposes of lifting, dragging, and carrying capacity. The fiendish exemplar must be Medium-sized to select this ruinous gift.

Natural Attack (Ex):* The fiendish exemplar gains a primary natural attack that deals appropriate damage for a creature of her size (see *Pathfinder Roleplaying Game: Bestiary* for details). Unlike a natural attack gained from the exemplar's weapon class feature, the fiendish exemplar cannot conceal this natural attack without using the Disguise skill. This ruinous gift can be selected multiple times, but no more than once per six class levels. Each time this gift is selected it grants a different natural attack. The fiendish exemplar must be at least 6th level to take this gift.

Presence (Su):* The fiendish exemplar's demeanor or presence becomes frightening in some respect, such as always being surrounded by the faint sound of screams or eyes filled with maddened souls. The exemplar always functions as if she was larger than any target for the purposes of the Intimidate skill after interacting with the target for at least 1 minute. She can expend 1 point of dread power as a free action with making a charge attack to cause the target of her charge to succeed on a Will save. On a failed save, the creature becomes shaken for 1 round per class level. If the target has Hit Dice less than or equal to half the exemplar's class level, they instead become frightened for the duration. On a successful save, a creature is immune

to this ability for 24 hours. This is a mind-affecting fear effect. The fiendish exemplar must be at least 6th level to take this gift.

Rot (Su):* One of the fiendish exemplar's primary natural attacks becomes rotten, like a maggot-ridden corpse. When the exemplar successfully hits with the primary natural attack, she can expend 1 point of dread power as an immediate action to deal 1 point of Strength and Constitution damage. A successful Fortitude save negates this ability damage. The ability damage increases by 1 point at 10th level and every five levels thereafter (to a maximum of 4 ability damage at 20th). A fiendish exemplar must be at least 6th level and have a natural attack, or have a natural attack and the qlippoth fiendish ancestry to select this ruinous gift.

Semi-Incorporeal (Su):* The fiendish exemplar form becomes stitched with shadowy essence or unholy darkness. This grants the exemplar a 20% miss chance. The exemplar can expend 1 point of dread power as a standard action to increase this miss chance to 50% for 1 minute, but this causes any attack the exemplar makes during this duration to have a 20% miss chance. Any attack, spell, or effect which is capable of affecting incorporeal creatures (such as *ghost touch* weapons or force effects) ignores the exemplar's miss chance. The fiendish exemplar must be at least 10th level, or be at least 6th level and have the kyton fiendish ancestry to select this ruinous gift.

Spores (Su):* The fiendish exemplar's body becomes infested with fungus, which can expel spores which rapidly infect and grow in skin. As a swift action, the exemplar can expend 1 point of dread power to expel spores and all adjacent creatures must succeed on a Fortitude save. On a failed save, the spores sprout hideous pallid growths, twitching spikes, and hair-like fibers from their flesh. The creature takes 1d4 damage and gains the entangled condition. They can free themselves with a Strength or Escape Artist check (DC equals the save DC). This is a disease effect. The fiendish exemplar must be at least 6th level, or have the demon or qlippoth fiendish ancestry to select this ruinous gift.

Stench (Su):* The fiendish exemplar emits a terrible odor, which smells reminiscent of whatever Lower Plane her fiend originates in (such as brimstone for a devil). Adjacent creatures with Hit Dice equal to or less than the exemplar's class level must succeed on a Fortitude save at the start of their turn or gain the sickened condition for 1 minute. The exemplar can expend 1 point of dread power to increase the range of her stench to 30 feet and affect any creature with Hit



Dice equal to or less than her class level for 1 minute. If a creature succeeds on a Fortitude save against the exemplar's stench, they are immune to this ability for 24 hours. A fiendish exemplar must be at least 6th level to select this ruinous gift.

True Name (Ex): The fiendish exemplar gains a true name, making it impossible to magically affect her in many ways unless the name is known. Whenever she is targeted or affected by a spell or effect which does not affect either humanoids or outsiders (such as *charm person* or *holy smite*), or specifically affects extraplanar creatures (such as *banishment*), if the creature using the spell or effect does not know the exemplar's true name, then the exemplar is affected as a creature of the most beneficial type or as if she did not have the extraplanar subtype. Against any creature that does not know the exemplar's true name, her spell resistance functions as if 5 higher than normal. However, if a creature knows the exemplar's true name, she is treated as having the least beneficial creature type or subtype when targeted by spells or effects, and does not receive the benefits of spell resistance against the creature's spells. A fiendish exemplar must be at least 10th level and have the spell resistance gift to select this ruinous gift.

Unholy Toxin (Ex)*: The fiendish exemplar's skin takes on a strange coloration or oily gleam. Select one of her natural attacks, and one of the following poisons for the natural attack to inflict.

- **Debilitating Poison**—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d3 Str damage; *cure* 1 save.
- **Neurotoxin**—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d2 Con damage; *cure* 1 save.
- **Paralytic Poison**—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d3 Dex damage; *cure* 1 save.
- **Unholy Ichor**—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d3 Cha damage; *cure* 1 save.

The save DC is Constitution-based. This ruinous gift can be selected multiple times, but no more than once per four class levels. Each time it is selected after the first, the fiendish exemplar can either select one additional natural attack to gain the same or a different poison, or increase the damage die of a previously selected poison by one step (1d2, 1d3, 1d4, 1d6, and 2d4). The fiendish exemplar must have a natural attack to select this ruinous gift.

War's Shrapnel (Su)*: The fiendish exemplar's skin becomes embedded with sharp bits of weapon fragments, wire, and rusted armor. This increases her natural armor bonus from fiendish resilience by +1 (which might also increase her damage reduction). She can expend 1 point of dread power as a standard action to launch pieces of sharp metal at a target or targets. The exemplar makes one ranged attack against a target

or targets within 180 feet with no range increment. The shrapnel deals $1d8$ + her Strength bonus in slashing and piercing damage and has a critical threat range of 19-20. The exemplar makes one ranged attack per five class levels when using this ability (to a maximum of four attacks at 20th level). After using this ability, the exemplar loses the additional bonus to natural armor for 1 hour. If this ability is used multiple times, the duration is cumulative. The fiendish exemplar must be at least 6th level or have the daemon or kyton fiendish ancestry to select this ruinous gift.

Fiendish Aura (Su): At 10th level, the fiendish exemplar gains a unique aura based on her fiendish ancestry. The DC for any saving throw is equal to $10 + 1/2$ the fiendish exemplar's class level + her Charisma modifier. Each fiendish aura ability is constant, and the fiendish exemplar can cease or resume it as a free action.

Asura: The fiendish exemplar grants all creatures within 20 feet the benefits of a *nondetection* spell, using her class level as her caster level. She can exclude any number of creatures she can sense from this effect as a free action.

Daemon: Any living enemy at negative hit points and within 20 feet of the fiendish exemplar at the start of their turn must succeed on a Will save or die. On a successful save, the creature is immune to this ability for 24 hours. This is a death effect.

Demodand: Whenever an enemy with a divine spellcasting class begins their turn within 20 feet of the fiendish exemplar, they must succeed on a Will save or be unable to cast divine spells for 1 round. On a successful save, the creature is immune to this ability for 24 hours. This is a curse effect.

Demon: Any allied creature within 20 feet of the fiendish exemplar is protected from possession and mental influence as a *protection from good* spell. She can exclude any number of creatures she can sense from this effect as a free action.

Devil: Whenever any creature within 20 feet of the fiendish exemplar attempts a Bluff check to lie, they can choose to use the fiendish exemplar's Bluff check in place of their own. If they willingly do so, the exemplar automatically discerns they are lying and additionally gains the benefits of the *detect thoughts* spell against them (Will negates) for as long as they are within 20 feet of the fiendish exemplar. On a successful save, the creature is immune to this ability for 24 hours. This is a mind-affecting effect.

Div: Whenever an enemy begins their turn within 20 feet of the fiendish exemplar, they must succeed on a Will save or one piece of equipment they possess of

the exemplar's choosing gains the broken condition for as long as they remain within 20 feet of the fiendish exemplar. This can affect magical items but not mythic items or artifacts. On a successful save, the creature is immune to this ability for 24 hours.

Kyton: Whenever any enemy is within 20 feet of the fiendish exemplar, she can attempt an Intimidate check to demoralize the creature as a free action. If more than one enemy is within 20 feet, the fiendish exemplar can attempt to demoralize all targets as a free action with a single Intimidate check. The exemplar cannot use this ability in conjunction with any other class feature which affects the demoralize action.

Qlippoth: If an enemy creature with a lawful alignment succeeds on a melee attack against an ally within 20 feet of the fiendish exemplar, the creature must succeed on a Will save or gain the confused condition (as the *confusion* spell) for 1 round. This is a mind-affecting compulsion effect.

Archfiend (Su and Sp): At 20th level, the fiendish exemplar is elevated from her traditional hierarchy to become the personal servant of a deity, ethos, or fiendish lord. The exemplar can cast *commune* as an at will spell-like ability using her class level as her caster level. In addition, the fiendish exemplar can only be killed while on a single selected plane, usually whichever Lower Plane is connected to her fiendish ancestry or master, but the Material Plane, an Elemental Plane, or any other option is potentially available at GM discretion. If the exemplar is killed on any other plane, she returns to life on the selected plane after 2d4 days (as the *true resurrection* spell). However, any gear the fiendish exemplar possessed is left behind on her old body. If the fiendish exemplar is killed while on the selected plane, she permanently dies, but can be resurrected as normal.

Magic Items

The following magical items are used or made by nephilim.

FALLEN RELIQUARY

Aura moderate enchantment [evil]; **CL** 9th
Slot neck; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

This golden symbol of celestial purity has been bound and pierced with cruel steel barbs, and radiates a pale, sickly light. As a swift action, the wearer of a *fallen reliquary* can store up to 2 points of dread power within it. These points of dread power remain in the necklace

until used. The wearer can use the points of dread power normally, or can gain the following benefits while points of dread power are stored.

As long as there is at least 1 point of dread power stored in the necklace, the wearer gains a +1 bonus to their effective fiendish exemplar class level when determining the effects of any dread powers they use, and a +1 bonus to caster level when casting any spell with the evil descriptor. This is cumulative (for a +2 bonus to caster level) when casting a spell-like ability gained a dread power with the evil descriptor. As long as there are at least 2 points of dread power stored in the necklace, the wearer gains a +4 profane bonus on saving throws against any spells and effects with the good descriptor.

If not used, points of dread power stored within the reliquary disappear at the rate of 1 point per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel good*, creator must be an evil outsider; **Cost** 5,000 gp

HELLFIRE BRAND

Aura strong evocation [evil]; **CL** 14th
Slot none; **Price** 45,312 gp; **Weight** 8 lbs.

DESCRIPTION

This precisely-tooled yet austere +2 *flaming burst heavy mace* appears made of steel blackened by repeated exposure to great flames, and is marked with the authoritarian and profane symbols of Hell. Any additional fire damage dealt by the *brand* is maximized when striking outsiders, and half is considered unholy damage not subject to fire resistance. The *brand* does not require a command word to activate the *flaming* weapon property if an outsider without the devil subtype approaches within 30 feet of the wielder (as long as it is currently wielded). It instead automatically activates, even if the wielder is surprised or unaware of the outsiders.

The *brand* sheds red light in a 30-ft.-radius when the *flaming* weapon property is active, and the light grants a +5 circumstance bonus to Diplomacy and Intimidate checks against outsiders with the lawful and evil subtypes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Hellfire Spell, *flame blade*, *flame strike*, or *fireball*, creator must be a lawful evil outsider; **Cost** 22,812 gp

MOTHER'S MILK

Aura strong conjuration [evil]; **CL** 13th
Slot none; **Price** 1,500 gp; **Weight** 1 lb.

DESCRIPTION

This glass vial is full to the brim with a liquid that usually appears to be rancid, yellow and green milk. This demonic elixir can transform its drinker, infusing them with the monstrous energy of a potent demon lord. A creature who imbibes this elixir gains 4 points worth of eidolon evolutions for 24 hours. The evolutions granted are selected by the GM, and vary depending on which demon lord instilled the elixir with their essence.

After the effect ends, the imbibing creature suffers 1d4 points of Dexterity drain and 1d4 points of Intelligence drain when the effect ends as their form becomes unnaturally warped and disfigured. If the imbiber is not an outsider with the chaotic and evil subtypes, they must succeed on a DC 20 Fortitude save or gain the sickened condition for 1 hour after drinking the elixir.

CONSTRUCTION

Requirements Craft Wondrous Item, *polymorph*, creator must be a demon; **Cost** 750 gp

PIERCING OF UNNATURAL DELIGHTS

Aura faint evocation [evil]; **CL** 5th
Slot none; **Price** 8,000 gp; **Weight** —

DESCRIPTION

This tiny bar of black metal has an iridescent sheen. Designed to pierce flesh, its ends are capped in beveled rubies that seem lit from within by a dark fire. The *piercing* can be installed virtually anywhere on the body without taking up an item slot, shifting size and shape to accommodate a desired placement. However, the benefits of the *piercing* are only gained if it is worn prominently where casual observers can see it. While the *piercing* is worn, the wearer suppresses the effects of any pain spell or effect, and gains a +1 morale bonus on attack and damage rolls if they are at less than half their maximum hit points or affected by a pain spell or effect. If the wearer is at negative hit points, and still conscious, the morale bonus to attack and damage increases to +2.

If the wearer is affected by a pain spell or effect, they can transfer the spell or effect to a foe they damage with a *piercing* or slashing melee weapon. The damaged creature is entitled to a save against the pain spell or effect if any is allowed (at the original DC of the spell or effect).

CONSTRUCTION

Requirements Craft Wondrous Item, *delay pain*, *pain strike*, creator must be a kyton; **Cost** 4,000 gp

PROGENITOR'S WHIP

Aura moderate conjuration; **CL** 8th
Slot none; **Price** 36,305 gp; **Weight** 3 lbs.

DESCRIPTION

This coiled whip of rubbery, greenish-gray material resembles a severed tentacle from some horror, with insectile, chitin plates forming a segmented handle on one end. This weapon functions as a +1 *cruel^{UE} scorpion whip^{UC}* in the hands of any creature. When wielded by a creature with the *qliploth* subtype, it becomes a +2 *cruel demon bane scorpion whip* and causes a creature to be confused for 1 round on a successful critical hit (no save).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cause fear*, *death knell*, *summon monster I*, creator must be a *qliploth*; **Cost** 18,305 gp

RING OF THE TRUEST SPEECH

Aura moderate transmutation; **CL** 7th
Slot ring; **Price** 30,000 gp; **Weight** —

DESCRIPTION

This simple, unadorned golden band has a heft and precise tooling that belies its humble design. If a magical effect is used against the wearer that would detect their lies or force them to speak the truth, the user of the effect must succeed on a DC 30 caster level check to succeed. Failure means the effect appears to function, though the wearer is not affected.

In addition, the wearer can control language around them in either a subtle or overt manner. As a free action, the wearer can grant up to a +2 circumstance bonus or inflict up to a -5 circumstance penalty to a Charisma-based skill check to any other creature within 30 feet. The wearer must be able to see and hear the creature, and the effect lasts as long as the creature remains within 30 feet.

On command, the wearer can allow all creatures within 30 feet to understand the languages of all other creatures within 30 feet as if they were affected by a *tongues* spell effect. With a different command word, the wearer can make the speech of all creatures unintelligible to all other creatures within 30 feet. Either effect lasts until it is ended as a free action, or the creatures are further than 30 feet from the wearer.

CONSTRUCTION

Requirements Forge Ring, *glibness*, *sculpt sound*, *tongues*, creator must be a devil; **Cost** 15,000 gp

SAINT'S BONES

Aura moderate illusion; **CL** 7th
Slot chest; **Price** 12,000 gp; **Weight** 5 lbs.

DESCRIPTION

An array of the burnt and crushed bones of a falsely accused saint are stitched into a vile pattern and hidden between two sandwiched layers of benign-looking leather to form a vest. This vest protects the wearer and any possessions from divinations, as a *misdirection* spell. The wearer is considered to be neutral good, nonmagical, and never lying for the purpose of divination effects. A successful DC 17 Will save allows a divination's caster to overcome the vest's protection.

CONSTRUCTION

Requirements Craft Wondrous Item, Heighten Spell, *misdirection*, creator must be an evil outsider; **Cost** 6,000 gp

SOUL ESSENCE

Aura strong necromancy [evil]; **CL** 17th
Slot none; **Price** 1,000 gp per HD (minimum 5,000 gp); **Weight** 1 lb.

DESCRIPTION

This glass vial banded in pale green jade shines with the radiance of a golden liquid within. *Soul essence* is the distilled and fermented energy of one or more humanoid souls, acting as a heady intoxicant for evil outsiders. *Soul essence* must be created using sacrificed humanoids, souls, or soul gems with at least 5 total Hit Dice, and a maximum of 20 total Hit Dice. These humanoids cannot be raised or resurrected except *miracle* or *wish* (which destroys the elixir) unless the elixir is destroyed. If the souls are consumed, this effect is permanent.

An evil outsider can consume the elixir as a standard action, and it grants no benefits to any other creature type. This condemns the souls to one of the Lower Planes, but the soul can be returned to life as normal. The evil outsider feels pleasantly intoxicated and gains the following benefits for a number of hours equal to the total of the consumed soul's Hit Dice.

- Any spell cast with the evil descriptor gains the benefits of the Empower Spell feat with no increase in casting time or spell level.
- Any spell-like ability with the evil descriptor gains the benefits of the Empower Spell-Like Ability feat if the evil outsider has a caster level sufficiently high to empower the spell-like ability (per the feat).
- The imbiber gains fast healing 2.

Alternately, if the imbiber has a dread power pool, they can choose to immediately recover a number of points of dread power equal to the total Hit Dice of the souls. This cannot increase their dread power pool beyond their maximum, and they gain no other benefits.

CONSTRUCTION

Requirements Craft Wondrous Item, *soul bind*, sacrificed humanoid(s), creator must be a daemon; **Cost** 500 gp per HD (minimum 2,500 gp)

Trophy of the Damned

Aura moderate enchantment; **CL** varies
Slot none; **Price** 2,000 gp per HD (minimum 2,000 gp);
Weight 5 lbs.

DESCRIPTION

This bleached skull and spine of a fiend has been polished, engraved with profane runes of power, and wrapped in black iron chains. Select one dread power. The trophy requires the sacrifice of an evil outsider or nephilim with Hit Dice equal to or greater than the minimum fiendish paragon level required to select the dread power. If the dread power has a lower class level prerequisite for a certain fiendish ancestry, the fiend or nephilim can have a correspondingly lower minimum Hit Dice if it has the subtype equivalent to the fiendish ancestry. When wielded by a creature with a dread power pool, the *trophy* grants the wielder access to the selected dread power. If a wielder does not have a dread power pool, they gain 1 negative level as long as the *trophy* is held.

CONSTRUCTION

Requirements Craft Rod, sacrificed evil outsider, creator must be a nephilim; **Cost** 1,000 gp per HD (minimum 1,000 gp)

Legacy Item

They are known by many names, Legendary Weapons, Relics of the Godlings, but in Questhaven they are referred to as Legacy Items. These minor artifacts can increase in power with their wearer when the proper ritual is performed along with a correct sacrifice. This rouses them to their true glory. One cannot enchant the items further until they have reached their full potential, but once reaching that plateau a wearer is free to enchant the item and add something of his own experience to its final legacy.

Lance of the End Times

Aura strong conjuration [evil]; **CL** 20th
Slot none; **Price** 305 gp; **Weight** 7 lbs.

PHYSICAL DESCRIPTION

A shattered and seemingly nonfunctional weapon, this long shaft of aged wood is splintered at one end and deeply stained with thick layers of ancient silvery-red blood.

LANCE OF THE END TIMES

Legacy items have a heritage, and only certain individuals favored by fate, bloodline, or simple good fortune can gain their benefits. These individuals cause an effect known as anointing, showing the legacy item and the creature share a heritage and hence can awaken the item.

Individuals who are unworthy of the legacy item feel a sense of growing unease and then dread before it is grasped

and carried. The *Lance* can only be safely carried by a worthy nephilim. A worthy nephilim is either one who killed the previous wielder of the *Lance*, or one who has personally killed an outsider with the good subtype with Hit Dice greater than or equal to the nephilim's character level. The *Lance* bestows two permanent negative levels on any non-nephilim creature carrying it, or one permanent negative level on an unworthy nephilim. The negative levels remain as long as the creature carries the *Lance* and disappears when it is no longer carried. This negative levels cannot be removed or suppressed by any means while the *Lance* is carried. If a humanoid creature is killed due to negative levels gained from carrying the *Lance*, they become animated as a ghoul whose only purpose is to find a nephilim worthy of the *Lance*.

A worthy nephilim feels a growing sense of destiny as they approach the *Lance*, and then a rush of energy when it is first carried, with colors in their vision all seeming brighter and more saturated. The broken wood then immediately reforms, creating a whole masterwork longspear once more. Once the *Lance* has been claimed and reformed by a worthy nephilim, it no longer inflicts negative levels or causes humanoids killed by these negative levels to become ghouls.

Knowledge (planes): With a DC 20 check, a creature can recall the *Lance of the End Times* is the remnant of a weapon wielded by Korvak Cynmark before his fall from grace and transformation into the Dread Lich that stains Questhaven's history books. The remains were stolen away to Abaddon and forged into a new weapon with stolen angelic blood. Over time, it has shuffled from the hands of one nephilim to another, each time shattering with the death of its old owner. It is rumored the *Lance* is destined to survive until the Last War between all the forces of the Upper and Lower Planes, and whichever army is led by a nephilim carrying the *Lance*, is destined to be victorious.

ABILITIES

When first encountered in its unawakened state, the *Lance of the End Times* is a destroyed masterwork longspear that cannot be repaired through mundane or magical means. In the hands of a worthy nephilim, the *Lance* immediately reforms into a masterwork longspear, gaining a barbed spearhead of crystalized silvery-red angelic blood. The wielder gains instinctual knowledge of specific rituals they can perform to empower the *Lance* as they increase in level. Each ritual requires 1 hour to perform, with magical powers awakened in the *Lance of the End Times* when the ritual is completed.

Ritual: The *Lance of the End Times* is empowered by the blood of celestials. If the *Lance* is used to kill an outsider with the good subtype, then the ritual can be enacted immediately afterward, requiring 1 uninterrupted hour to complete, at which point the *Lance* soaks in the fresh blood and grows in power. If the ritual is interrupted, the

TABLE:
LANCE OF THE END TIMES LEGACY ITEM

Minimum Level	Special Ability	Celestial Hit Dice	Material Component Price
4th	<i>Damned</i>	6 HD	8,000 gp
6th	<i>Fiendcaller</i>	8 HD	6,000 gp
8th	<i>Angelslayer</i>	10 HD	10,000 gp
10th	<i>Twice-damned</i>	13 HD	24,000 gp
12th	<i>Warlord</i>	16 HD	30,000 gp
14th	<i>Thrice-damned</i>	18 HD	66,000 gp
16th	<i>War cry</i>	20 HD	33,000 gp
18th	<i>Unforgiven</i>	22 HD	64,000 gp

wielder must kill a different good outsider to begin the ritual again. The good outsider must have a minimum number of Hit Dice per the table below. This same ritual can be performed without murder, but it requires the purchase of sufficient quantities of celestial blood with a material component cost per the table below. All material costs are paid for each ability, and the rituals must be performed in order. For example, a 7th-level character could not perform a single ritual to gain the *damned* and *fiendcaller* abilities or gain the *fiendcaller* ability without gaining the *damned* ability first.

Damned: At 4th level, the *Lance of End Times* gains a +1 magical weapon enhancement. The *Lance* moans ominously in the wielder's mind whenever a good outsider or creature with the celestial template approaches within 30 feet, and functions as a *bane* weapon against creatures of these types.

Fiendcaller: At 6th level, once per day as a standard action the wielder can summon one or more evil outsiders or fiendish creatures as the *summon monster II* spell. If an evil outsider is summoned, the outsider's subtypes must match the wielder's (per the fiendish ancestry racial trait). This summoning has a 50% chance of success, and a duration of 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, and it cannot use the *summon* ability for 1 hour (if it possesses the ability).

Angelslayer: At 8th level, the *Lance of End Times* has its critical multiplier increased to x4 against good outsiders or creatures with the celestial template. In addition, the fiendcalling ability functions as the *summon monster IV* spell. See the lesser *summon dread* power for additional evil outsider summoning options.

Twice-Damned: At 10th level, the magical enhancement bonus of the *Lance of End Times* increases to +2, and it gains a weapon special ability based on the wielder's fiendish ancestry: asura (*planar*^{UE}), daemon (*ominous*^{UE}), demodand (*dispelling*^{UE}), demon (*bane [devil]*), devil (*bane [demon]*), div (*spell storing*), kyton (*vicious*), or qliploth (*cruel*^{UE}). In addition, the fiendcalling ability functions as the *summon monster V* spell.

Warlord: At 12th level, as a full-round action the wielder can make a single melee attack with the *Lance of End Times* against every creature in a 60-foot line. The wielder can also take a full-round action to perform a coup de grace against a helpless target within 60 feet as long as they have line of effect and the target has no soft cover from other creatures. In addition, the fiendcalling ability functions as the *summon monster VI* spell.

Thrice-Damned: At 14th level, the magical enhancement bonus of the *Lance of End Times* increases to +3, and it gains either the *unholy* special weapon ability or a special ability based on the wielder's fiendish ancestry (chosen when the ritual is performed): asura (*stalking*^{UE}), daemon (*invigorating*^{UE}), demodand (*furyborn*^{UE}), demon (*gnarchic*), devil (*igniting*^{UE}), div (*defiant*^{UE}), kyton (*anchoring*^{UE}), or qliploth (*wounding*^{UE}). In addition, the fiendcalling ability functions as the *summon monster VIII* spell.

War Cry: At 16th level, once per day on command the wielder can cause the *Lance of the End Times* to moan in the voices of the damned. This functions as the *blasphemy* spell with a caster level equal to the wielder's character level, and a save DC equal to 10 + 1/2 the wielder's character level + wielder's Charisma modifier. If the wielder has the lawful subtype, they can instead choose for this to function as the *dictum* spell. If the wielder has the chaotic subtype, they can instead choose for this to function as the *word of chaos* spell. In addition, the fiendcalling ability functions as the *summon monster IX* spell.

Unforgiven: At 18th level, the *Lance of the End Times* gains both the *unholy* special weapon ability and the special ability based on the wielder's fiendish ancestry (per the thrice-damned ability).

DESTRUCTION

The *Lance of End Times* is impervious to most damage. If its current worthy wielder is killed, the *Lance* becomes temporarily destroyed, reforming as a masterwork longspear when it is found by a new worthy nephilim (which could be immediately if the wielder's killer is a nephilim). It can only be permanently destroyed if a good outsider with at least 22 Hit Dice willingly stabs themselves in the heart with the *Lance* while the weapon's wielder lives and it remains undestroyed. This functions as a coup de grace attack against the good outsider made by the *Lance's* current wielder, but then cause the *Lance* to be permanently destroyed.

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VERSION 1.0A

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