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THE UNHOLY WARRIOR'S HANDBOOK

MASTER
CLASS



By Robert J. Schwalb



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THE UNHOLY WARRIOR'S HANDBOOK

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Introduction & License



Introduction

Better to reign in Hell than serve in Heaven.

—John Milton, “Paradise Lost”

Last year Green Ronin published *The Book of the Righteous*, a mammoth tome that presented a fully detailed cosmology and pantheon by Aaron Loeb. The book was very well received, both by critics and fans, and it has been the number one rated d20 product on EN World for going on a year now. One of the many cool things to be found in *The Book of the Righteous* was the holy warrior, a new class that gave GMs the building blocks to make countless types of paladins. Now every good-aligned god could have his or her own order of holy warriors, with unique abilities tied to the god’s portfolios. The holy warrior was one of the most-praised aspects of *The Book of the Righteous*, but it left one question unanswered. Do evil gods have such fanatical servants?

As you’ll find within the pages of this book, the answer is a resounding yes. The idea of the “anti-paladin” goes back many years, and it has always been popular with fans of the game. Creating an unholy warrior class was a natural step, especially given Green Ronin’s popular *Book of Fiends* series. *The Unholy Warrior’s Handbook* presents this new core class, along with supporting prestige classes, feats, magic items, mounts, and unholy orders. There’s a great deal of evil in this book, make no mistake, but it does deal with redemption in the final chapter. There is always hope, after all.

You can use the contents of this book as is, but it has been designed to mesh seamlessly with several other Green Ronin titles. First, of course, is *The Book of the Righteous*. Just as useful are the *Book of Fiends* titles, *Legions of Hell*, *Armies of the Abyss*, and the forthcoming *Hordes of Gehenna*. *The Avatar’s Handbook* adds more to the mix, with a new core class that serves the Heavenly Host and an abundance of new celestials that can be summoned into combat. Taken together, these books provide a comprehensive cosmology that can be used as a whole or as inspiration for your own campaign. While *The Unholy Warrior’s Handbook* uses many dark gods and archfiends as examples throughout the book, it also gives you the tools to make unholy orders of your own devising.

Players may curse the day this book was published, as it gives GMs a toolkit of monstrous evil, but there’d be no glory if villainy were easily defeated. If unholy warriors are introduced into your campaign, I can only give you one piece of advice: watch your back!

Chris Pramas
Seattle, WA, May 1, 2003

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- Chapter One -

Unholy Warriors

Necromancers employ dark magicks from unseen sources, while assassins rely on poisoned blades and shadowed alleys from which to strike. Unholy warriors undertake blasphemous tasks from rulers most foul. They have no regard for mercy or weakness. They revel in sin. They are absolutely evil and dedicated to its cause. This chapter introduces the unholy warrior class and its abilities. In addition, prestige classes are included to fully round out and define the many paths the unholy warrior may take.

- The Unholy Warrior -

At the most basic level, unholy warriors serve evil. These characters channel the foul energies provided by dark gods, demons, devils, daemons, and many other wicked masters. Their belief in the concept of evil allows unholy warriors to cast divine spells. In many ways, the unholy warrior is an inversion of the holy warrior class, as he too chooses domains granting him various powers. As he grows in power, he accumulates gifts of darkness that buttress his already formidable skills. Even his spell abilities echo those of the champions of light. Yet the unholy warrior is unique. He is the champion of evil, lording over the weak, despoiling the righteous, and reveling in their destruction.

Adventures

The unholy warrior undertakes adventuring for many of the same reasons as other classes. She seeks out wealth, conquest, and pride in her achievements. What makes her different are her choices of foes and the types of quests she seeks. She spreads mayhem and woe. Instead of saving the brow-mopping mayor and his frontier town, she readily slaughters him before his people and drains the town's coffers to her own benefit. She kills for pleasure in ways that make the most stalwart barbarian cringe. She adventures, but never for honor, integrity, or the benefit of the good.

Characteristics

Forces of evil empower these characters. Unholy warriors are offensive powerhouses that champion the cause of wickedness. As leaders of the diabolic, they employ weapons and armor that instill fear in their foes. They employ a number of savage techniques aimed at maiming their enemies and spreading the chill hand of fear among the good.

Reinforcing their formidable combat skills are supernatural abilities determined by their own particular lord of darkness. These powers manifest themselves in the form of domains similar to clerical domains, except that they provide distinct bonuses, feats, or unusual options for use in and out of combat. Each domain

confers two tiers of abilities. Most abilities granted from these domains improve as the character grows in power, while others are front-ended, giving quick reward with no long-term benefit. In addition to these powers, unholy warriors gain gifts of darkness, spells, and servants to round out their abilities.

Unfortunately, evil masters are fickle. The unholy warrior must consistently prove his worth to his lord, whether by slaying entire villages or simply sacrificing powerful magic relics stolen from temples devoted to good deities. While each domain provides distinct and powerful benefits, it also includes requirements that must be met in order to receive these advantages. The dedicated unholy warrior may grow mighty indeed, but must be vigilant against his rivals, for each seeks the status of his better while reviling his lesser.

Alignment

Unholy warriors are evil without exception. Their chosen master determines the law-chaos axis of their alignment. Demons engender chaotic evil champions, while daemons create neutral evil servants and devils spawn lawful evil ones. Those unholy warriors espousing the heretical faiths of evil gods may have lawful or chaotic evil alignments within one step of their masters.

Religion

If a power is evil, offering satiation for mortal desires and rewards for service, in all likelihood there is an unholy warrior in service to it. Unlike other classes, unholy warriors uniformly uphold the particular edicts associated with whatever foul religion they follow. It matters not if the power they uphold originated from any of the fiends of the lower planes, or even a fallen god. Some might simply embrace a philosophy celebrating hedonistic vice.

Background

While some deviants may be born to be unholy warriors, evil manufactures most of them. Rigorous desensitization, indoctrination into the path of darkness, or sudden acts

of violence against those people the character loves can all chisel away the innate defenses against corruption. The agents that create such beasts reward vile acts; they encourage action without thought for the consequences and abuse the would-be unholy warrior to instill hatred, violence, and psychotic behavior. Makers of unholy warriors may kidnap prospective warriors or purchase them as slaves. In some truly dark instances, the master corrupts the prospective unholy warrior within the child's own home, having gained trust as a parent, guardian, relative, or family friend.

Races

As the most prolific race in the lands, humans make ideal unholy warriors. Human versatility also draws some deviant half-elves to this kind of work. Other common holy warrior races include drow, orcs, bugbears, duergar, and more. The normal PC races are not naturally drawn to this class; they are seduced, tainted, and corrupted into it. Of all the core races, halflings and gnomes are the least likely to embrace the path of tyranny. Although exceptions do exist, the fundamental outlooks of these diminutive peoples differ so wildly from others that it seems they, as a whole, are impervious to the advances of evil.

Other Classes

Unholy warriors categorize others into three distinct groupings.

The most obvious group is prey. This category includes the weak, clerics dedicated to good, druids, rangers, paladins and holy warriors, and generally anyone else standing in their way. Unholy warriors happily adventure with their enemies, but always with concealed intentions.

The next category is slaves. Anyone weaker than the unholy warrior is a potential servant, as long as the maggot is useful. Rogues, bards, and barbarians make good pets for the unholy warrior – provided they are unquestionably obedient.

The last category is rivals. In a way, rivals are the closest thing unholy warriors have to allies. Evil clerics, evil druids and rangers, assassins, necromancers, and blackguards all vie for the same powers. Unholy warriors prefer to work with a limited number of rivals, for treachery is common. However, members of these classes offer the highest synergy of goals, thereby proving to be most useful.

Game Rule Information

Unholy warriors have the following game statistics.

Abilities

Charisma is the defining statistic determining one's capacity for self-realization, and is key to many of the

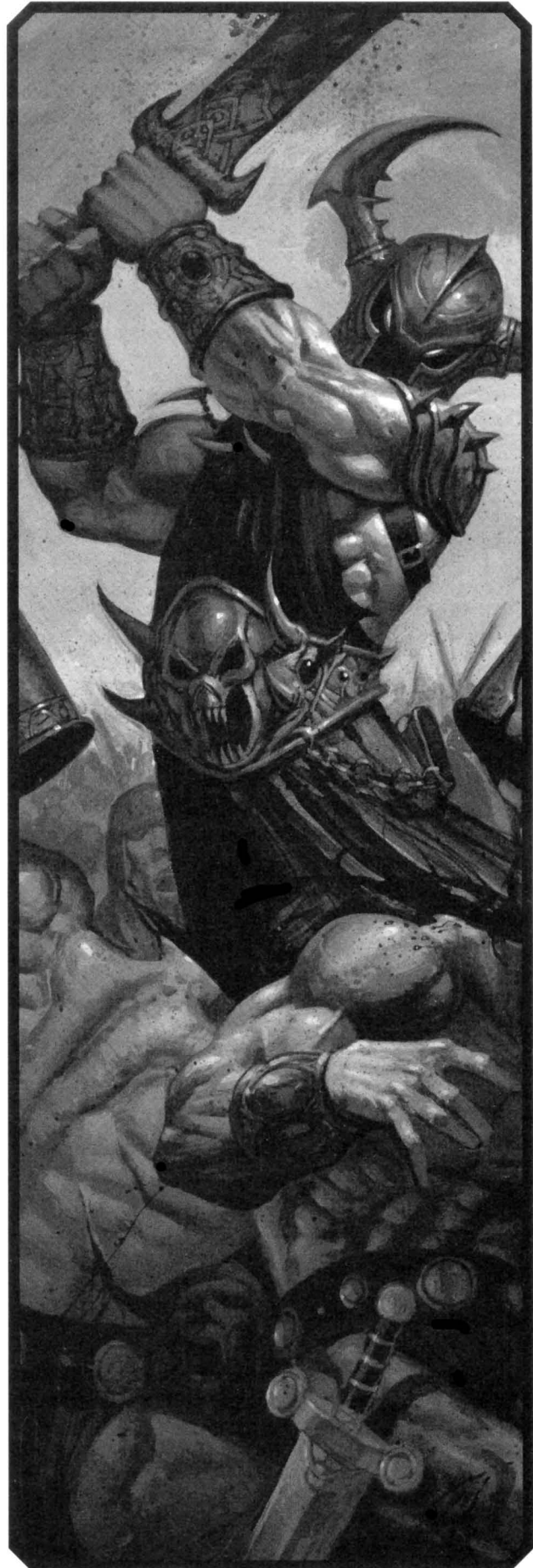


Table 1-1: The Unholy Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+0	4 Domain abilities	-	-	-	-
2	+2	+3	+0	+0	2 Domain abilities	-	-	-	-
3	+3	+3	+1	+1	Rebuke Undead	-	-	-	-
4	+4	+4	+1	+1	-	0	-	-	-
5	+5	+4	+1	+1	Gift of darkness	0	-	-	-
6	+6/+1	+5	+2	+2	Dark Ally	1	-	-	-
7	+7/+2	+5	+2	+2	-	1	-	-	-
8	+8/+3	+6	+2	+2	Gift of Darkness	1	0	-	-
9	+9/+4	+6	+3	+3	-	1	0	-	-
10	+10/+5	+7	+3	+3	-	1	1	-	-
11	+11/+6/+1	+7	+3	+3	Gift of Darkness	1	1	0	-
12	+12/+7/+2	+8	+4	+4	-	1	1	1	-
13	+13/+8/+3	+8	+4	+4	-	1	1	1	-
14	+14/+9/+4	+9	+4	+4	Gift of Darkness	2	1	1	0
15	+15/+10/+5	+9	+5	+5	-	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5	-	2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5	Gift of Darkness	2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	-	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6	-	3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Gift of Darkness	3	3	3	3

unholy warrior's skills of deception and treachery. Many of the domain powers granted to holy warriors determine their potency on this attribute; for unholy warriors, Charisma is the determining factor for all things related to casting spells, including level availability, DCs, and bonus spells. Next to Charisma, the unholy warrior should focus on Strength, as this attribute is vital for combat. Finally, Constitution increases hit points, aids in Concentration checks, and is the determining factor in resisting the many poisons and diseases to which this character is exposed.

Alignment: Any evil.

Hit Dice: d10.

Starting Gold: 5d4 x 10gp.

Abbreviation: UnW.

Class Skills

The unholy warrior's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (religion) (Int), Knowledge (planes) (Int), and Ride (Dex). See **Chapter Four: Skills** in the PHB for skill descriptions.

Specific unholy warrior orders (see **Chapter Five: Dark Masters**) grant access to additional skills. GMs creating their own orders for unholy warriors should consider granting additional skills as appropriate to the warrior's master.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the unholy warrior.

Weapon and Armor Proficiency

Unholy warriors are proficient with all simple and martial weapons. They are proficient with all armor and shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. In addition, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Domains

Unholy warriors gain domains granted by whichever dark power they worship. Unlike clerical domains, these abilities are not enhanced spell lists and granted powers. Instead, they reflect the martial nature of the unholy warrior and mirror many of the domains granted to their diametric opposite, the holy warrior.

At 1st level, the unholy warrior may choose two domains from those available to her (see **Chapter Two: The Power of Evil**). This grants four abilities, two from each domain. At 2nd level, he gains an additional ability from each domain. Thus, by 2nd level, the unholy warrior has six domain abilities. Details on unholy warrior domains and their associated powers are in the following chapter.

Table 1-2: Dark Ally Template

Unholy Warrior Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
6-8	+2	+2	+1	6	Improved Evasion
9-11	+4	+4	+2	7	Bonus feat
12-15	+6	+6	+3	8	Aura of Corruption
16-20	+8	+8	+4	9	Spell Resistance

Unholy Warrior Level: This column reflects the unholy warrior's level. If the dark ally gains a negative level, then count it as a dark ally of a lower level unholy warrior.

Bonus HD: The dark ally gains this number in extra d8s added to its Hit Dice. The creature's Constitution bonus or penalty modifies the bonus Hit Dice; increasing Hit Dice always affects a creature's base attack bonus and saving throws, and often skills and feats as well. Consult the *MM* for details on advancing creatures.

Natural Armor: This number reflects the amount of improvement to the creature's normal natural armor bonus.

Str Adj: As foul energies course through the dark ally, it grows stronger. This line increases the beast's strength score accordingly.

Int: A dark ally's Intelligence increases to this amount. If the creature already has an Intelligence score higher than the amount listed here, use the creature's natural Intelligence.

Improved Evasion: Improved Evasion functions exactly as described in the *PHB*.

Bonus Feat: The mount gains any bonus feat it qualifies for on the fighter's list of bonus feats. Other feats may be available at the GM's discretion.

Aura of Corruption (Su): Mounts with this ability project an aura of foul energies, forcing all animals (but not beasts) within 30 feet to make a Will saving throw (DC 15) or be shaken for as long as they are in the area of effect and for 1d4 rounds after they leave the area. Animals making a successful save or having failed cannot be affected again by the dark ally for 24 hours.

Spell Resistance: The dark ally gains an SR equal to the unholy warrior's level + 5. Consult the *DMG* for details on spell resistance.

Rebuke Undead

At 3rd level, the unholy warrior gains the ability to rebuke and command undead, as a cleric of two levels lower would. This ability can be used a number of times per day equal to 3 + Charisma modifier. There may be additional effects available in the campaign setting, allowing the channeling of negative energy in unusual but useful ways such as boosting spells, preparing sacrifices, and other twisted actions. Consult such sources if they are used in your particular gaming group.

Unholy warriors may also take the Extra Rebuking feat to rebuke more times per day. This feat works in the same manner as Extra Turning, except it adds four additional rebuking attempts in lieu of the turning attempts. Unholy warriors, if so inclined, may take this feat multiple times, each time gaining an additional four attempts per day.

Gift of Darkness

Where paladins and holy warriors dedicated to the Great Church gain *remove disease* as a Gift of God, unholy warriors gain rewards for their services to the powers of evil. At each level where an unholy warrior gains Gift of Darkness, she receives a supernatural or spell-like ability as defined by her particular faith. Unholy warriors

dedicated simply to the idea of evil gain by default the spell-like ability *contagion*, useable once per week per gift awarded. Thus, an unaligned unholy warrior of 17th level may use *contagion* 5 times per week.

Dark Ally

At 6th level, the dark forces lend a foul ally to serve the unholy warrior on his quest to spread misfortune. The unholy warrior may choose to call this companion at any point during or after this level. The unholy warrior's master determines the exact nature of the companion insofar as form, alignment, and other abilities. As a default reward, the unholy warrior may summon a fiendish warhorse. All dark allies receive benefits based upon the level of the unholy warrior as described in the below table. Unlike holy warriors and paladins, the dark ally is a tool. Despite the master/slave relationship, there is no empathic link between the steed and the rider. The dark ally is hereafter a magical beast regardless of its base creature type.

Spells

Beginning at 4th level, unholy warriors gain the ability to cast a small number of divine spells. To cast a spell, the unholy warrior must have a Charisma score of at least 10

Unholy Warrior as Prestige Class

Some GMs may wish to use the unholy warrior as a prestige class, given the insidious nature of evil to corrupt the weak-willed with the lures of power, wealth, and the fulfillment of lusts. While anything but prestigious, the unholy warrior can be adapted to be a prestige class. This prestige class requires the character to have acquired at least six levels prior to assuming the 1st level of the unholy warrior prestige class. Use the first 10 levels of the above progression for advancement.

To qualify to become an unholy warrior, a character must fulfill all of the following criteria:

Alignment: The unholy warrior must be evil and must have the same lawful, chaotic, or neutral component as their master.

Base Attack Bonus: +6.

Knowledge (religion): 2 ranks.

Knowledge (planes): 3 ranks.

Spellcasting: Ability to cast 1st-level divine spells.

Special: Must have made peaceful contact with an evil outsider representing the power the unholy warrior desires to serve.

+ the spell's level, so an unholy warrior with a Charisma of 10 or lower cannot cast these spells. Unholy warriors derive bonus spells from their Charisma scores; saving throws against these spells have a DC of 10 + spell level + the unholy warrior's Charisma modifier. If the unholy warrior receives 0 spells for a particular level, such as 0 1st-level spells at 4th level, she gets only bonus spells. Thus, without a bonus spell for that same level, she cannot cast a spell of that level. The unholy warrior's spell list is determined by the power he worships and is covered in the **Dark Masters** chapter starting on page 45. Unholy warriors without a dark lord use the default spell list on page 37. Like a cleric, the unholy warrior may prepare any spell on the list of the appropriate level from which she normally casts, and casts those prepared spells in the same way as a cleric. Unholy warriors do not gain the ability to cast spontaneous injury spells.

Through 3rd level, an unholy warrior has no caster level. Starting at 4th level, an unholy warrior's caster level is one-half his class level.

Forbidden Seven

No universal formal code of conduct exists for unholy warriors. What boundaries do exist take the form of the seven virtues, referred to as the Forbidden Seven. If the unholy warrior deviates from evil and performs any of

the forbidden acts knowingly and with good intention, his patron will strip him of all his abilities. Only seven possible actions, performed in a manner disturbing to the unholy warrior's patron, exist: faith, hope, love, prudence, justice, fortitude, and temperance. A character that performs one of the forbidden seven acts may retain his abilities if subject to atonement, provided an evil cleric casts the spell within a time frame of days equal to unholy warrior class levels. So a 3rd level unholy warrior who commits an act of love has three days to atone before he is stripped of all of his abilities. Consult ex-unholy warriors, below, for details on this new status. Granted, it may be necessary to commit any one of the forbidden seven, especially with treachery in the heart. Despite the risks, the reward for betraying someone with whom you have built trust and rapport is much sweeter when the knife blade is unsuspected. If used for evil, any of the forbidden seven are viable options to corrupt and destroy good, and thus are not instances where the unholy warrior could be stripped of his powers.

Ex-Unholy Warriors

Unholy warriors who knowingly perform a good act, such as exhibiting a virtue associated with one of the forbidden seven, abandon the path of the unholy warrior. Unless they atone, they become ex-unholy warriors. Characters voluntarily changing their alignments are also stripped of their powers. Ex-unholy warriors lose all class abilities and access to spells, and may never gain further levels in the unholy warrior class.

Human Unholy Warrior Starting Package

Armor: Scale mail +4 AC, armor check penalty -4, speed 20 ft., 30 lb.

Weapons: Great axe (1d12, crit x3, 20 lb., Large, Slashing), shortbow (1d6, crit x3, 60 ft., 3 lb., Medium, Piercing)

Skill Selection: Choose a number of skills equal to 3 + Int modifier.

Skills			
Skill	Ranks	Ability	Armor
Bluff	4	Cha	-
Concentration	4	Con	-
Handle Animal	4	Cha	-
Knowledge (religion)	4	Int	-
Knowledge (planes)	4	Int	-
Ride	4	Dex	-

Feat: Power Attack.

Bonus Feat: Cleave.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, hooded lantern, 3 flasks of oil, flint and steel, wooden unholy symbol, quiver of 20 arrows, rope, hemp (50 ft.), and manacles.

Gold: 4d4 gp.

Alternate Unholy Warrior Starting Package

As human unholy warrior, except:

Race: Dwarf, elf, half-elf, or half-orc.

Armor: Speed 15 ft. (dwarf only).

Skill Selection: Choose a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

Alternate Unholy Warrior Starting Package

As human unholy warrior, except:

Race: Gnome or halfling.

Armor: Speed 15 ft.

Weapons: Battleaxe (1d8, crit x3, 7 lb., Medium, Slashing) instead of greataxe.

Skill Selection: Choose a number of skills equal to 2 + Int modifier.

Bonus Feat: None.

Multiclass Unholy Warriors

Dedication to the forces of absolute evil requires constant vigilance and dedication. Unholy warriors suffer the same restrictions as holy warriors concerning multiclass opportunities. Marked deviation from the cause of evil, such as branching into other standard classes, calls their devotion into question. It is a sign of weakness. As a result, the powers withdraw their favors and the unholy warrior's servants and slaves usually rebel.

Prestige classes are the one exception to the no multiclassing rule; they are a means to specialize one's character, individuating her from others of her class. An obvious choice for many unholy warriors is the blackguard, which unholy warriors can achieve by 10th level. Other prestige classes, detailed below, are specialized and designed to enhance and underscore the reaches of the unholy warrior's evil.

Blackguards and unholy warriors

Comparing the blackguard prestige class to the unholy warrior, one might question what, if any, differences lay between the two concerning their use in a campaign. Blackguards focus on self-fulfillment and expansion, bowing to no patron or lord. They hold themselves above any other, exulting in their evil natures and capacity to spread discord. Unholy warriors, on the other hand, exist to serve some dark master, who himself may be a blackguard, or at least exhibit those



qualities. While it is possible for a blackguard to serve an evil god, demon, or devil, it is not required. Unholy warriors derive their powers from specific sources of evil, lords who demand servility and obedience. Though a fine line exists between the two, they are distinct in their functions in the campaign.

Game Masters ought to allow multiclassing between blackguards and unholy warriors freely, although in some cases duplicate abilities may arise. In these instances, the better ability supercedes the lesser. However, if such abilities as Smite Good and Sneak Attack duplicate, simply add the daily instances or extra damage dice to the existing amounts.

Sample Unholy Warrior Statistics

GMs can use the following for instant unholy warrior NPCs in adventures.

Low Level Unholy Warrior

Human UnW 4; HD 4d10+4; hp 30; Init +0; Spd 20 ft.; AC 18 (touch 10, flatfooted 18), Atk +9 melee (1d12+4, masterwork greataxe), +5 ranged (1d8+3, mighty [Str 14] composite longbow); SA Rebuke Undead, Domain Abilities (choose two domains according to patron), Spells; SQ Domain Abilities; AL any evil; SV Fort +5, Ref +1, Will +0; Str 16, Dex 10, Con 13, Int 12, Wis 8, Cha 14.

Chapter One: Unholy Warriors

Skills and Feats: Bluff +9, Diplomacy +4, Handle Animal +9, Intimidate +4, Knowledge (religion) +5, Knowledge (planes) +4, Ride +9*; Power Attack, Cleave, Weapon Focus (greataxe).

Spells Prepared: (1; DC = 12 + spell level): *cause fear*.

Possessions: Masterwork greataxe, full plate, mighty [Str 14] composite longbow, quiver of 20 +1 arrows, 4 potions of *cure light wounds*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from good*.

Heavy Warhorse

CR 2; Large Animal; HD 4d8+12; hp 30; Init +1 (Dex); Spd 50 ft.; AC 17 (+3 masterwork studded leather barding, -1 size, +1 Dex, +4 natural), touch 10, flatfooted 16; Atk +6 melee (1d6+4, 2 hooves), +1 melee (1d4+2, bite); 5 ft. by 10 ft./5ft.; SQ Scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7.

Possessions: Bit and bridle, heavy warhorse, military saddle, saddlebags, masterwork studded leather barding.

* A military saddle confers a +2 circumstance bonus to all Ride checks when rider must make a check to retain his seat.

Mid Level Unholy Warrior

Human UnW8; HD 8d10+16; hp 64; Init +0; Spd 20 ft.; AC 19 (touch 10, flatfooted 19), Atk +13/+8 melee (1d12+5, +1 greataxe), +9/+4 ranged (1d8+3, masterwork mighty [Str 14] composite longbow); SA Rebuke Undead, Dark Ally, Domain Abilities (choose two domains according to patron), Gifts of Darkness (x2; determined by master), Spells; SQ Domain Abilities; AL any evil; SV Fort +8, Ref +2, Will +1; Str 16, Dex 10, Con 14, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +13, Diplomacy +4, Handle Animal +13, Intimidate +4, Knowledge (religion) +8, Knowledge (planes) +8, Ride +13*; Mounted Combat, Power Attack, Cleave, Weapon Focus (greataxe).

Spells Prepared: (2/1; DC = 12 + spell level): *cause fear*, *doom*; *bull's strength*.

Possessions: +1 greataxe, +1 full plate, mighty [Str 14] composite longbow, quiver of 20 +1 arrows, 2 potions of *cure light wounds*, 2 potions of *cure moderate wounds*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from good*, 2 javelins of lightning.

Dark Ally (Fiendish Warhorse)

CR 2; Large Magical Beast; HD 4d8+12 plus 2d8+6; hp 45; Init +1 (Dex); Spd 50 ft.; AC 20 (+4 masterwork scale mail barding, -1 size, +1 Dex, +6 natural), touch 10, flatfooted 19; Atk +8 melee (1d6+4, 2 hooves), +3 melee (1d4+2, bite); 5 ft. by 10 ft./5ft.; SA Smite Good; SQ

Improved Evasion, Scent, Darkvision 60 ft, Cold and Fire resistance 10, Damage Reduction 5/+1, SR 12; AL NE; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7.

Possessions: Bit and bridle, heavy warhorse, military saddle, saddlebags, masterwork scale mail barding.

* A military saddle confers a +2 circumstance bonus to all Ride checks when rider must make a check to retain his seat.

High Level Unholy Warrior

Human UnW12; HD 12d10+24; hp 94; Init +4 (feat); Spd 20 ft.; AC 21 (touch 11, flatfooted 20), Atk +19/+14/+9 melee (1d12+8, +1 greataxe), +13/+8/+3 ranged (1d8+3, mighty [Str 14] composite longbow); SA Rebuke Undead, Dark Ally, Domain Abilities (choose two domains according to patron), Gifts of Darkness (x3; determined by master), Spells; SQ Domain Abilities; AL any evil; SV Fort +10, Ref +4, Will +5; Str 18 (16), Dex 10, Con 14, Int 12, Wis 8, Cha 17 (15).

Skills and Feats: Bluff +14, Diplomacy +7, Handle Animal +14, Intimidate +9, Knowledge (religion) +8, Knowledge (planes) +8, Ride +17*; Power Attack, Cleave, Great Cleave, Improved Initiative, Iron Will, Mounted Combat, Weapon Focus (greataxe).

Spells Prepared: (2/2/2; DC = 13 + spell level): *cause fear*, *doom*; *bull's strength*, *darkness*; *contagion*, *summon monster III*

Possessions: +2 greataxe, +2 full plate, mighty [Str 14] composite longbow, quiver of 20 +1 arrows, 2 potions of *cure light wounds*, 2 potions of *cure serious wounds*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from good*, *ring of protection +1*, *cloak of charisma +2*, *gauntlets of ogre power*.

Dark Ally (Fiendish Warhorse)

CR 2 Large Magical Beast; HD 4d8+12 plus 6d8+18; hp 75; Init +1 (Dex); Spd 50 ft.; AC 26 (+6 masterwork banded mail barding, -1 size, +1 Dex, +10 natural), touch 10, flatfooted 25; Atk +12 melee (1d6+5, 2 hooves), +7 melee (1d4+2, bite); 5 ft. by 10 ft./5ft.; SA Aura of Corruption, Smite Good; SQ Cold and Fire Resistance 15, Damage Reduction 5/+2, Darkvision 60 ft., Improved Evasion, Scent, SR 20; AL NE; SV Fort +10, Ref +8, Will +4; Str 21, Dex 13, Con 17, Int 8, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Power Attack

Possessions: Bit and bridle, heavy warhorse, military saddle, saddlebags, masterwork banded mail barding.

* A military saddle confers a +2 circumstance bonus to all Ride checks when rider must make a check to retain his seat.

- Prestige Classes -

This section introduces a number of new prestige classes designed especially for the unholy warrior. Constructed in a similar fashion to the blackguard, each allows a particularly nasty display of true evil. Any class meeting the requirements may certainly gain levels in most of the following prestige classes, except for the champion of the dark seven. The details as to why this special prestige class is restricted are discussed within its section. As with any prestige class, multiclass restrictions do not apply. Unholy warrior may multiclass with these prestige classes freely.

As always, the GM has the final say as to whether or not any or all of the following prestige classes are available in a particular campaign. While these classes are setting-neutral, GMs may wish to modify certain aspects of their abilities.

- Angel Hunter -

The angel hunter is a killer of celestials. A mad figure of no remorse without any sense of or respect for the sacred, he preys upon the servants of the good gods. He destroys all that is pure and clean. He is worse than a fiend, for he has chosen this wicked life. He has fallen irredeemably, with no hope at all of mercy from those who would judge him.

Angel hunters are primarily specialized unholy warriors, with some skill as rangers. While a character with only ranger levels could achieve this class, angel hunters require a special breed of corruption to descend to these depths of depravity. Unholy warriors fit this requirement nicely. Considering the restrictions on unholy warrior multiclassing, the character must begin as a ranger prior to assuming levels in unholy warrior. Once on the path of darkness, it is nigh impossible to stray from it. Some clerics dedicated to demons or evil gods find this road a promising one, as it offers incredible reward for danger and damnation most fear to embrace. Very few other class combinations approach this class, although some exceptions may exist.

NPC angel hunters band with others of similar bent. Assaulting celestial strongholds or luring celestials to a trap is dangerous with simply a few swords and spells

on your side. Angel hunters favor barbarians, necromancers, and rogues to assist them in the capture and destruction of their hated foes.

Occasionally, one encounters a lone angel hunter. If so, one ought to beware, for he must be beyond mortal ken in power or idiocy.

GMs looking for more celestial opponents for an angel hunter are encouraged to check out the *Avatar's Handbook*, which includes over 30 new creatures of the Upper Planes. Members of the avatar class are sworn enemies of angel hunters.

Hit Die: d10.

Abbreviation: AgH.

Requirements

To qualify to become an angel hunter, a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +8.

Skills: Knowledge (the planes) 6 ranks.

Class Abilities: Favored Enemy (outsiders).*

Special: Must have killed a celestial in single combat and violated the remains.

* At the discretion of the GM, the Favored Enemy (outsider) requirement may be replaced by the Track feat and 8 ranks of Knowledge (the planes). This will entry into this class without ranger levels.



Class Skills

The angel hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Use Rope (Dex), Search (Int), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the angel hunter prestige class.

Weapon and Armor Proficiency

Angel hunters are proficient with all simple and martial weapons. They are proficient in all armors and shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Enemy of the Light (Ex)

At 1st level, the angel hunter gains a number of abilities to aid him in his unholy war against celestials. Angel hunters gain an insight bonus equal to ½ of their angel hunter levels (round down to a minimum of 1) to all Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against celestials. In addition, any enchantment spells or effects cast or triggered by the angel hunter that specifically target humanoids extend to celestials as well. Celestials continue to receive saving throws and spell resistance as normal and if available.

Smite Celestial (Su)

Once per day, the angel hunter may attempt to smite a celestial with one normal melee attack. He adds his Charisma modifier (if positive) to the attack roll and adds the sum of his unholy warrior levels to his angel

hunter levels, applying the total to his damage roll for the single attack. The smite attempt must be declared prior to the roll of the attack. If the angel hunter attempts to smite an illegitimate target (i.e. a non-celestial), the smite attempt automatically fails, and damage for the attack is determined normally. At 7th level, the angel hunter may make two smite attempts per day.

Honed (Ex)

At 3rd level, the angel hunter perfects his skills with a weapon of his choice, functioning as if he had the Improved Critical feat with the chosen weapon. The effects of Honed do not stack with Improved Critical.

Clip the Wings (Su)

A magical field, emanating in a 30-foot spread centered on the angel hunter, prevents any celestial from entering or leaving the area of effect by means of any spell or effect that provides extradimensional movement. Hence, no celestial within 30 feet of the hunter can use *teleport*, *dimension door*, *gate*, or any similar effect. Consult *dimensional anchor* in the *PHB* for further details on how spells and abilities are affected by this supernatural ability.

Buttressed by Evil (Sp)

At 5th level, the angel hunter receives a +4 insight bonus on saves against spells with the "good" descriptor. Furthermore, he receives a +2 profane bonus to saves against all divine spells cast by a good caster.

Blinding Bolt (Su)

When the angel hunter reaches 6th level, he may hurl a bolt of negative energy once per day. This is a ranged touch attack that's only useable against celestials. If the bolt strikes its target, the creature must make a Will saving throw against a DC of 10 + ½ angel hunter and unholy warrior levels (rounded down) + the angel hunter's Dex modifier. On a successful save, the celestial takes 2d6 points of damage. On a failed save, the celestial suffers 4d6 damage and is blinded for 1d6 minutes.

Table 1-3: The Angel Hunter

Level	BaseAttack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Enemy of the Light
2	+2	+3	+0	+3	Smite Celestial (1/day)
3	+3	+3	+1	+3	Honed
4	+4	+4	+1	+4	Clip the Wings
5	+5	+4	+1	+4	Buttressed by Evil
6	+6	+5	+2	+5	Blinding Bolt
7	+7	+5	+2	+5	Smite Celestial (2/day)
8	+8	+6	+2	+6	Blaspheme Celestial
9	+9	+6	+3	+6	Corrupt Celestials
10	+10	+7	+3	+7	Turn/Destroy Celestials

Blaspheme Celestial (Sp)

Once per day, the angel hunter may make a normal melee attack against a target celestial, adding his Charisma modifier (if positive) to the attack roll. Blaspheming a celestial must be declared prior to the attack roll. If the angel hunter attempts to blaspheme a non-celestial creature, there is no additional effect. On a successful blasphemy attack, the angel hunter renders all celestial qualities dormant for 1d3 rounds.

Corrupt Celestial (Su)

All melee and ranged attacks against celestial creatures inflict corruption damage. Corruption damage only affects good-aligned outsiders, inflicting an additional 1d3 points of Wisdom damage with every successful hit. The angel hunter must exceed the creature's SR on the attack for the corruption damage to take effect. For example, Brixion swings his unholy greatsword at a trumpet archon. He must hit an AC of 27 to damage him normally. Trumpet Archons have an SR 29. If his attack roll exceeds the target's SR, he also inflicts 1d3 points of wisdom damage.

Turn/Destroy Celestials

Angel hunters may attempt to turn or destroy celestials as a good-aligned cleric turns or destroys undead. Angel hunters add their unholy warrior levels to their angel hunter levels for the purposes of determining the effects of the turn attempt. Consult the PHB for details on turning undead.

Sample Angel Hunter High Level Angel Hunter

Human Rng 5/UnW 3/AgH 4; HD 5d10+10 plus 3d10+6 plus 4d10+8; hp 94; Init +2 (Dex); Spd 30 ft.; AC 19, touch 13, flatfooted 16; Atk +14/+9/+4 melee (1d8+3, +1 longsword/17-20), +14 melee (1d6+2, +1 shortsword), +17/+12/+7 ranged (1d8+3, +1 mighty [Str 14] composite longbow with 10 +1 arrows); SA Rebuke Undead, Domain Abilities, Enemy of the Light, Favored Enemy (celestials), Smite Celestial (1/day); SQ Clip the Wings, Domain Abilities; AL CE; SV Fort +13, Ref +6, Will +7; Str 14, Dex 17, Con 14, Int 11, Wis 12, Cha 14.

Skills and Feats: Bluff +5, Climb +6, Concentration +6, Hide +21, Intuit Direction +9, Jump +10, Knowledge (the planes) +7, Listen +5, Move Silently +11, Ride +6, Search +2, Spot +10, Wilderness Lore +3; Ambidexterity (virtual), Combat Reflexes, Dodge, Improved Critical (longsword), Mobility, Spring Attack, Track (bonus), Two-Weapon Fighting (virtual), Weapon Focus (longsword), Weapon Focus (short sword).

Ranger Spells Prepared: (1; DC = 11 + spell level): *entangle*.

Possessions: +2 studded leather armor, *eyes of the eagle*, *cloak of elvenkind*, *gloves of dexterity* +2, *amulet of natural armor* +1, *potion of heroism*, +1 longsword, +1 short sword, +1 mighty [Str 14] composite longbow.

- Champion of the Dark Seven -

In Gehenna, the plane of infinite sin, lurk evils incomprehensible to most good folk. In this place of torment are personifications of the many vices of humanity. From gluttony to wrath, pride to lust, no vice is absent in this realm of strife and conflict. While daemons vie for absolute control over the plane, demons and devils periodically make forays into this blighted land. Daemons gain power by seducing mortals to one or more of the seven dark sins; they gain extraordinary might when they can corrupt a mortal into embracing all seven. These hated beasts strike fear into even the most noble of paladins. Light dims at their approach. Enter the champion of the dark seven.

The champion is the manifestation of all human iniquity. She devotes a portion of her soul to each of the Exarchs that rule the seven-circle realm. The champion's name is foremost in the Dark Ledger, which records the sins of those corrupted. From condemned souls are her powers born. She is entirely self-interested, driven by the satiation of her desires. Wholly irredeemable, she walks the path to Gehenna, savoring pleasures and pains unimaginable.

All champions of the dark seven sell their souls to the greedy Exarchs of Gehenna. The extent to which they are in the thrall of daemons is the common thread binding all champions together. Each champion passes

through mastery of a number of sins prior to achieving her particular status. Thus, to become a champion of gluttony, a champion of the dark seven must master the other six sins in any order, culminating with the Blessing of Gluttony. As the Blessings have physical alterations and characteristics based upon the level at which they are mastered, the combinations of champions are nearly limitless. In the end, however, the champion of the dark seven owes fealty to all seven of the Exarchs.

Hit Die: d10.

Abbreviation: CDS.

Requirements

To qualify to become a champion of the dark seven, a character must fulfill all the following criteria:

Alignment: Any evil.

Base Attack Bonus: +8.

Skills: Bluff 5 ranks, Knowledge (the Planes) 10 ranks, Spellcraft 5 ranks.

Domains: Must have chosen at least one of the following unholy warrior domains: Wrath, Envy, Lust, Sloth, Gluttony, Greed, or Pride.

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Special: The champion of the dark seven must have made peaceful contact with a daemon representing the unholy warrior's favored domain. For example, an unholy warrior having access to the pride domain could achieve this prerequisite if he peacefully contacts a daemon from the circle of pride.

Class Skills

The champion of the dark seven's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Forgery (Int), Innuendo (Wis), Intimidate (Cha), and Pick Pocket (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are the class features of the champion of the dark seven.

Weapon and Armor Proficiency

The champion of the dark seven gains no new proficiency in arms or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Gehenna's Blessing (varies)

Gehenna is a plane comprising seven circles, each personifying a deadly sin and fatal flaw of man. From pride to gluttony, all seven sins stand unchallenged. As a champion advances in this class, she succumbs to the seductive lure presented by Gehenna's inhabitants, daemons, each harboring an invested interest in their particular deadly sin. Every successful seduction has corresponding benefits and penalties, depending upon the level at which the champion succumbed to the particular vice. Each time a character advances in this prestige class, she may choose one of the seven sins.

All powers associated with the sin are level-dependent, meaning that the associated powers gain potency depending on the level at which they are chosen. We will refer to the level at which a certain Blessing is

received as the "acquisition level" of that sin. Prior to advancing in any level of this class, the character must commit a sin of the same type as that of the blessing she will receive. The nature of the act is entirely at the GM's discretion. For instance, Xhella's player wishes to advance a level in champion of the dark seven. She chooses wrath as her desired blessing. Before she can receive the benefits and drawbacks of this gift, she must perform an action exhibiting wrath to a degree that would attract those who would bestow this power. Clearly, stubbing her toe and saying "darn" loudly is not enough to qualify for advancement. However, if she kills one of her companions in a fit of anger, she will very likely receive the blessings of Gehenna for that crime.

Wrath

The champion gains the ability to draw upon an unwholesome fury, much like a barbarian's rage ability, receiving a bonus to her Strength and Constitution scores equal to the acquisition level. Thus, if Xhella chose Gehenna's Blessing of Wrath at 6th level, she would gain a +6 enhancement bonus to both Strength and Constitution. This rage lasts for a number of rounds equal to 3 plus her newly improved Constitution modifier.

As with a barbarian's rage, the champion gains 1 temporary hit point per character level per Constitution modifier improvement (Xhella's additional 6 Constitution points equate to an additional +3 modifier, therefore she would receive 3 temporary hit points per level). Champions in the heat of wrath always attack the nearest ally or foe. Blessing of Wrath is a supernatural ability.

In addition to the rage ability, these characters also receive a profane bonus to Intimidate checks equal to the acquisition level. Naturally, they have short and explosive tempers and are prone to outbursts of frustration and anger. Recipients of this Blessing suffer a profane penalty to all Bluff, Innuendo, and Sense Motive checks equal to the acquisition level. Thus, Xhella has a -6 profane penalty to these skills, and a +6 bonus to Intimidate checks.

Table 1-4: The Champion of the Dark Seven

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Gehenna's Blessing
2	+1	+3	+0	+3	Gehenna's Blessing
3	+2	+3	+1	+3	Gehenna's Blessing
4	+3	+4	+1	+4	Gehenna's Blessing
5	+3	+4	+1	+4	Gehenna's Blessing
6	+4	+5	+2	+5	Gehenna's Blessing
7	+5	+5	+2	+5	Gehenna's Champion

Envy

The embrace of envy fills the character with dark thoughts of desire for what others possess. A character receiving the Blessing of Envy may, a number of times per day equal to the acquisition level, alter her opponents' emotional state of mind to one of greed and envy. When this ability is used, all enemies within 30 feet must make a Will save against a DC of $10 + \frac{1}{2}$ the champion's class level + the champion's Charisma modifier. Failure makes the victims' attitude towards their allies become Hostile (see NPC Attitudes in the DMG). Furthermore, those affected fly into a rage, gaining a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight, heedless of danger. Effects last for one round per champion level. This power is a mind-affecting spell-like ability. Those who successfully save against this ability cannot be affected by it for 24 hours.

Embracing this sin also confers a profane bonus equal to the acquisition level (thus, if Gehenna's Blessing of Envy was selected at 3rd level, the character would gain a +3 profane bonus) to Listen and Spot checks, as the envious are always aware the affairs of others. Unfortunately, desire consumes these characters, making them vain, aggressive, and covetous. They suffer a profane penalty equal to the acquisition level to all Charisma checks.

Lust

A character receiving the Blessing of Lust gains a "Comeliness" bonus equal to the acquisition level to all charisma-based skill checks. In addition, these characters benefit from improved reactions from NPCs. All such interactions are improved by one step.

Lust-driven characters rely on appearance to compensate for wellness of spirit. These characters lack the fundamental fiber needed to fuel their spell abilities. Consequently, this gift imparts a profane penalty equal to $\frac{1}{2}$ the acquisition level (rounded up) to the champion's effective Charisma score when determining spell casting ability and potency for unholy warrior spells. For example, Xhella embraces Lust at her 5th champion level, at which time she has a 14 Charisma. She gains a bonus

of +5 to all charisma-related skills, but her effective charisma when attempting to cast spells is reduced to 11.

Sloth

The path to receiving the Blessing of Sloth is to seek no blessing whatsoever. A character receiving this Blessing becomes a tool to slow progress, distract the good-hearted from their goals, and ultimately erode the power of Good's collective will. As sloth precludes action, the manifestation of this power is passive and may not be "turned off." A field of supernatural malaise surrounds the champion at all times, causing all creatures to make a Will save against a DC of $10 + \frac{1}{2}$ the sum of champion and unholy warrior levels + the champion's Charisma modifier. This aura extends in a circle centered on the champion with a radius of 5 feet multiplied by the acquisition level. Failure indicates the victim is overwhelmed by fatigue, and is considered *slowed* as by the spell as long as he functions within the area of effect. Opponents making the save are unaffected by this mind-affecting supernatural ability for the next 24 hours.

Recipients of the Blessing of Sloth have little impetus for action.

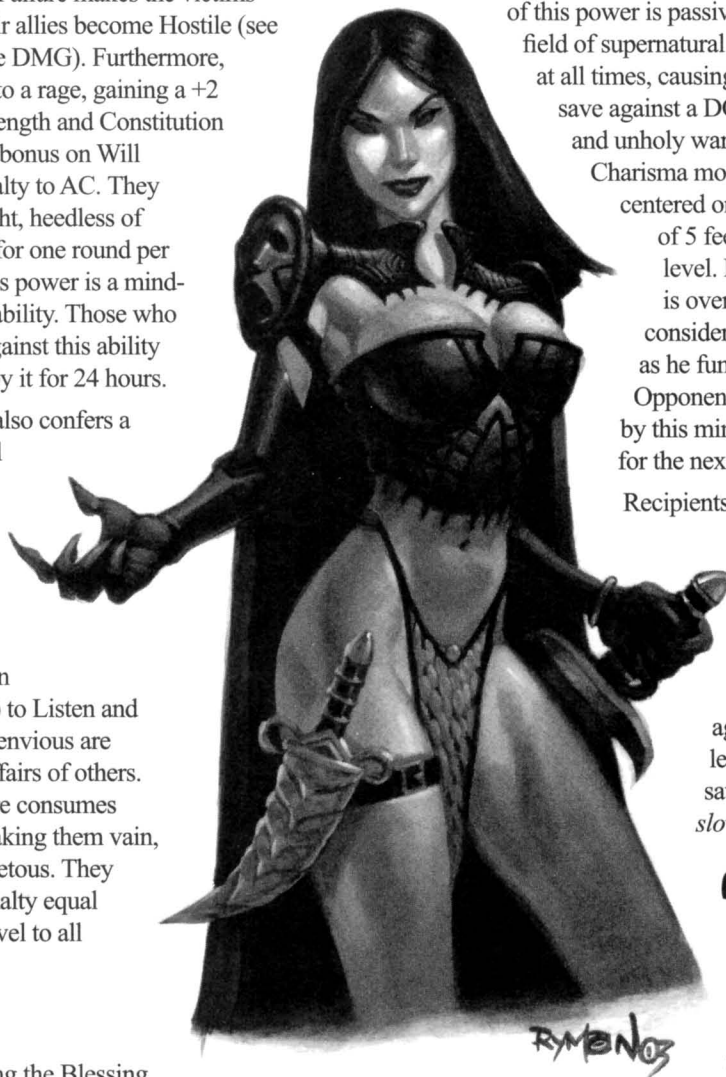
They prefer nigh-catatonic states and resent anything requiring active involvement. A character embracing sloth must succeed at a Will save against a DC of $10 +$ the acquisition level prior to any combat. A failed save indicates the champion, too, is *slowed*.

Gluttony

These corpulent monstrosities bask in the exquisiteness of feeding. Champions receiving this blessing suffer a frightening physical side effect. They increase their weight by 100 pounds x the acquisition

level. Thus, if a character normally weighs 150 lbs and receives the Blessing of Gluttony at 4th level, that character would now weigh 550 lbs. Regardless of the new weight, recipients of this blessing retain their normal base size (Small, Medium, Large, etc.).

In addition, champions with this ability may make a bite attack, once per round, at their base melee attack modifier. This attack may be used in conjunction with other melee attacks, but only during full-round actions (as normal) and at a -5 penalty to the attack roll. The damage for this attack depends on the acquisition level. Consult the following sidebar for bite damage.



Gluttony Bite Attacks

Acquisition Level	Damage
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	2d8
7	2d10

Gluttonous characters are monstrous to behold, instilling fear and revulsion in those who behold them. Therefore, these characters receive a profane penalty to all Charisma-based skill checks equal to the acquisition level of Gluttony.

In addition, the increase in weight hinders the character's movement, reducing her base speed by 5.

Greed

Avarice is most despicable, as it is one of the most insidious of all sins.

Adventurers are common sufferers of this vice, feeling its touch every time they come upon an open chest of coins, a fabled magical sword, or some dusty tome holding all manner of spells fantastic and mundane. More often than not, greed is the first step for many a champion of the dark seven, reflecting their cravings for power and riches. Characters receiving the Blessing of Greed receive a profane bonus equal to the acquisition level to the following skills: Appraise, Hide, Move Silently, Open Locks, Pick Pocket, and Search. These skills are forever after class skills for the character.

In exchange for her heightened filching abilities, the power the champion receives makes it harder for her to resist taking what she wants, even in the face of danger. When spotting a valuable whose gp value exceeds her total character level x 50, the champion must make a Will save against a DC of 10 + the acquisition level. A failed save indicates the champion must attempt to steal the object, regardless of what guards the object and where it lies. If she succeeds at the saving throw, she may resist the temptation for 24 hours. Thereafter, if she encounters the object of her desire, she must make another save. Of course, nothing prevents the character from attempting to steal an object if she wants to.

Pride

The final Blessing of Gehenna is arrogance. Many hold that to be confident in one's abilities is never prideful. Instead, it shows an unwavering dedication to one's abilities and potential. Perhaps this could be a virtue, but an overabundance of self-love corrupts a soul more quickly than any other sin. It is self-righteousness. The most noble cleric or paladin can fall sway to this belief, especially when humility seems always to fail. A character embracing pride believes, perhaps correctly, that she is good at everything. From this point on, all skills are considered class skills for the champion. In addition, she receives bonus skill points equal to the acquisition level multiplied by 4, to be divided up in whatever way she sees fit.

Characters with this blessing are overconfident and arrogant.

Regardless of when the character receives this blessing, she can never conceal her thoughts, alignment, and image in any way. Therefore, she is always susceptible to scrying, and can never use any spell or spell-like ability that conceals her nature. Finally, when others interact with this character, they receive an insight bonus equal to the level at which the champion embraced this sin to all their Sense Motive checks against her.

Gehenna's Champion (Ex)

When the champion reaches 7th level, she chooses her final blessing as she does at any previous level. Whatever gift she chooses confers the normal level-dependent bonuses, but lacks the drawback component. For example, if Xhella chooses Greed as

her final gift, she will never have to make saving throws to avoid the temptation to steal, yet will retain all the benefits to the aforementioned skills.

In addition to receiving the final blessing, the champion changes her subtype to Outsider; the taint of Gehenna transforms her into something otherworldly. As an Outsider, she is immune to all spells that target humanoids and gains darkvision at a 60-foot range, but may not be restored to life except by means of a wish



or miracle spell. Champions of the dark seven cannot advance beyond 7th level in this class. Having achieved seven levels in this class, champions are free to pursue other classes as normal.

Sample Champion of the Dark Seven

High Level Champion

Human UnW8/CDS4; HD 8d10+16 plus 4d10+8; hp 94; Init +4; Spd 20 ft.; AC 20 (touch 11, flatfooted 20), Atk +17/+12/+7 melee (1d12+6, +2 *greataxe*), +13/+8/+3 ranged (1d8+3, mighty [Str 14] composite longbow); SA Rebuke Undead, Dark Ally, Domain Abilities (choose two domains according to patron), Gifts of Darkness (x2; determined by master), Spells; SQ Domain Abilities, Gehenna's Blessings (1-wrath, 2-envy, 3-lust, 4-pride); AL neutral evil; SV Fort +12, Ref +3, Will +6; Str 16, Dex 11, Con 14, Int 12, Wis 9, Cha 12.

Skills and Feats: Appraise +5, Bluff +15, Diplomacy +6, Escape Artist +5, Forgery +4, Handle Animal +7, Intimidate +9, Knowledge (religion) +6, Knowledge (planes) +10, Listen +4, Ride +13, Sense Motive 5,

Spellcraft +6, Spot +5; Improved Initiative, Mounted Combat, Power Attack, Cleave, Weapon Focus (greataxe).

Gift of Gehenna (wrath): +1 profane bonus to Strength and Constitution for 5 rounds; Intimidate bonus (included); -1 profane penalty to all Bluff, Innuendo, and Sense Motive checks (included).

Gift of Gehenna (envy): 2 times per day, may alter emotional state of enemies within 60 feet (Will DC 15); Listen and Spot bonuses (included); Charisma penalties (included).

Gift of Gehenna (lust): Comeliness bonus of +4, bonus to NPC reactions; -2 to charisma for casting purposes.

Gift of Gehenna (pride): All skills class skills, 20 bonus skill points (included); see entry for details on drawbacks.

Spells Prepared: None (effective casting charisma of 10, can not cast)

Possessions: +2 *greataxe*, +1 *full plate*, mighty [Str 14] composite longbow, quiver of 20 +1 *arrows*, 2 potions of *cure light wounds*, 2 potions of *cure serious wounds*, 1 potion of *flying*, 1 potion of *tongues*, 1 potion of *wisdom*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from good*, *ring of protection* +1.

Dark Ally: As the mid-level unholy warrior, found on page 10.

- Knight of Bedlam -

Attributing a moral component to the monolithic force of chaos as a universal force of good or evil is impossible, as chaos lacks an independent intelligence. Chaos has to be amoral. Chaos engenders aspects of creation and destruction, art and violence, and offers the spark of life with the randomness of death. Chaos is responsible for demons, yet checks them with ghaele, titans, elves, and other forces that uphold liberty and virtue.

However, chaos has a seductive appeal to those of an evil bent. It offers to them an easy path to spreading mischief and woe. They receive complete license to do as they wish, to whomever they want. Rising above the rest, defeating all contenders among the anarchic kind, is a champion of a sort. He is a knight with no code, no honor and no soul, erroneously titled for his armored façade and his choice of arms. Those who expect fair treatment on the field of battle are in for a surprise, for this chaos knight is anything but noble. He is all that is chaotic and all that is evil.

Knights of bedlam seek to spread destruction in as wide an area as possible. Their nihilistic tendencies make them fitting targets for holy warriors, clerics, and good-aligned adventuring parties. Unlike blackguards and assassins, these knights are straightforward killing machines. Unholy warriors are the best option for knight of bedlam characters. Fighters, fallen holy warriors, rangers, and clerics may find this prestige class suitable as well. Characters relying on magic to supplement a weak fighting ability make poor choices for knights of bedlam.

Encounters with knights of bedlam are brutal conflicts with significant casualties for all. Knights lead forces of like-minded soldiers conscripted from hordes of orcs, bugbears, and gnolls. Their armies are anything but orderly, controlled only through force of will, slaughtering opposition. Knights of bedlam never serve a mortal master, preferring instead to be cajoled by demon princes and the very substance of corrupted chaos.

Hit Dice: d12.

Abbreviation: KoB.

Requirements

To qualify to become a knight of bedlam, a character must fulfill all the following criteria.

Alignment: Chaotic neutral or chaotic evil.

Base Attack Bonus: +5.

Skills: Knowledge (the planes) 8 ranks.

Feats: Power Attack and Cleave.

Special: Prospective knights of bedlam must have committed a random act of heinous violence for nothing more than the pleasure of the act.

Class Skills

The knight of bedlam's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (the planes), Ride (Dex),

Chapter One: Unholy Warriors

Sense Motive (Wis), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of bedlam prestige class.

Weapon and Armor Proficiency

Knights of bedlam gain no new proficiency with any arms or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. In addition, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Detect Law (Sp)

At will, the knight of bedlam may *detect law* as a spell-like ability. This ability duplicates the spell *detect law*.

Chaotic Aura (Su)

By embracing the raw energies of chaos, the knight emits an aura of unusual power. This halo, of sorts, provides a +1 deflection bonus against all melee attacks made by lawful creatures. In addition, the chaotic aura confers a +2 insight bonus to Will saves against spells with the "lawful" descriptor and spell-like abilities from creatures of the lawful subtype such as couatl, efreeti, formians, and so on.

Spellcasting

A knight of bedlam continues training in magic as a part of advancement in this prestige class. Upon the 1st level earned in this class, as well as the 4th, 7th, and 10th levels, the knight of bedlam gains new spells per day as if he had also gained a level in a spellcasting class she belonged to before she added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling

or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of knight of bedlam to the level of some other spellcasting class he already has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before becoming a knight of bedlam, he must decide to which class he adds each level of knight of bedlam for purposes of determining spells per day when he adds the new level. Knights of bedlam may not cast any spells with the law or good descriptors.

Mutation (Su)

At 2nd level, chaos' taint leaves its first indelible mark on its champion. When the knight of bedlam receives a mutation, he undergoes a physical change. As the source of the transformation is chaos itself, the exact nature of the mutation is necessarily random. For every level at which the character receives a mutation, the player must roll on the following chart.

Smite Law (Su)

Once per day, a knight of bedlam of 3rd level or higher may attempt to smite law with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per level. If the knight accidentally smites a creature that is not lawful, the smite has no effect but is still used up for that day.

Boon of Chaos (Su)

At 5th level, the knight of bedlam receives a potent gift from the evil powers of chaos and darkness. Once per day, for each time this feature is granted, the knight of bedlam may reroll an attack, save, or check. He must take the second roll regardless of the result. At the cost of two uses of this supernatural ability, he may force a target opponent to reroll an attack, save, or check. Target opponent does not receive a save against this ability.



Table 1-6: Mutations

d100 roll	Effect
01-30	Physical Transformation
01-32	<i>Height change</i>
01-10	Reduces 1 size category. Characters so reduced should consult the MM for details on changing size. For example, a Medium-sized character shrinking to Small size gains +1 to attack rolls and AC, and gains a +4 size bonus to Hide checks. In addition, his carrying capacity is reduced to three-quarters of its former value.
11-50	Character shrinks 1d10 inches (modify weight accordingly).
51-90	Character grows 1d10 inches (modify weight accordingly).
91-00	Grows 1 size category (such as from Medium to Large). For example, a Medium-sized character growing to a Large character gains -1 to attack rolls and AC, and a -4 size penalty to Hide checks. However, he does gain a 10-foot reach.
33-64	<i>Weight change</i>
01-50	Character loses 1-10% total weight.
51-00	Character gains 1-10% total weight.
65-81	<i>Hair color change</i>
01-50	Player's choice.
51-00	GM's choice.
82-92	<i>Eye color change</i>
01-50	Player's choice.
51-00	GM's choice.
93-99	<i>Skin color change</i>
01-50	Player's choice.
51-00	GM's choice.
00	<i>Gender change</i>
01-99	Opposite gender.
00	Hermaphroditic.
31-60	Body covering
01-60	<i>Hair</i> : You may ignore uncomfortable climates of cold, but you gain no special resistance to cold damage.
61-80	<i>Scales</i> : Gain a +1 natural armor bonus and a -2 penalty to all Charisma-based checks.
81-00	<i>Carapace</i> : Gain a +2 natural armor bonus and a -4 to all Charisma-based checks.
61-75	Extras
01-10	<i>Extra Eye</i> : Gain a +1 mutation bonus to all Search and Spot checks.
11-20	<i>Extra Ear</i> : Gain a +1 mutation bonus to all Listen checks.
21-30	<i>Extra Nose</i> : Gain Scent ability, as per MM.
31-40	<i>Extra Mouth</i> : Gain Speak Language as a Class skill.
41-50	<i>Extra Arm</i> : You are now eligible for the Multiattack feat, as per the MM.
51-60	<i>Extra Leg</i> : Gain +5 feet to your base speed score.
61-70	<i>Grow Tail</i> : Gain a +1 mutation bonus to Balance checks.
71-82	<i>Extra Fingers</i> : Gain a +1 mutation bonus to Climb checks.
83-95	<i>Extra Toes</i> : Gain a +1 mutation bonus to Balance checks.
96-99	<i>Extra Head</i> : Gain the Alertness feat free, and at least three opponents are required to flank you.
00	<i>Vestigial Twin</i> : You grow a latent sibling, as per the Vestigial Twin feat in Chapter Three .
76-90	Sensory mutations
01-80	Gain low-light vision. If you already had this ability, your vision multiplier doubles each time this mutation is rolled.
81-90	Darkvision 30 feet. Add 30 feet each time you roll or choose this mutation.
91-95	Scent, as per the DMG.
96-98	Tremorsense, as per the DMG.
99-00	Blind-Sight, as per the DMG.
91-95	Locomotion mutations
01-40	Gain a +4 mutation bonus to Initiative.
41-80	Add +5 ft. to base Speed.
81-90	Character gains a Swim speed at ½ his base speed. Each successive instance of this ability adds an additional 5 feet to his Swim speed.
91-95	Character gains a Burrow speed at ½ base speed. Each successive instance of this ability adds an additional 5 feet to his Burrow speed.
96-00	Character gains the ability to Fly (due to the growth of wings) at half his base speed, with poor maneuverability. Each successive instance of this ability adds 5 feet to his Fly speed and improves the maneuverability class by one step.
96-99	Attribute mutation: Gain a +1 inherent bonus to a random ability.
00	Player's choice

Sample Knight of Bedlam Middlelevel

Human UnW 5/ KoB 3; HD 5d10+10 plus 3d12+6; hp 66; Init +4 (mutation); Spd 20 ft.; AC 20 (touch 11, flatfooted 20), Atk +13/+8 melee (2d6+5, +1 greatsword), +10/+5

ranged (1d8+3, mighty [Str 14] composite longbow); SA Rebuke Undead, *Contagion* (1/day), Domain Abilities (choose two domains according to patron), Spells; SQ Detect Law, Chaos Aura, Mutation (+4 bonus to Initiative), Mutation (Burrow at ½ base speed), Domain Abilities; AL Chaotic Evil; SV Fort +8, Ref +2, Will +1; Str 16, Dex 10, Con 14, Int 12, Wis 8, Cha 14.

Table 1-5: The Knight of Bedlam

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+2	+0	+0	Detect Law, Chaotic Aura	+1 level of existing class
2	+2	+3	+0	+0	Mutation	-
3	+3	+3	+1	+1	Smite Law	-
4	+4	+4	+1	+1	-	+1 level of existing class
5	+5	+4	+1	+1	Boon of Chaos	-
6	+6	+5	+2	+2	Mutation	-
7	+7	+5	+2	+2	Boon of Chaos	+1 level of existing class
8	+8	+6	+2	+2	-	-
9	+9	+6	+3	+3	Boon of Chaos	-
10	+10	+7	+3	+3	Mutation	+1 level of existing class

Skills and Feats: Bluff +11, Diplomacy +4, Handle Animal +9, Intimidate +4, Jump +6, Knowledge (religion) +5, Knowledge (planes) +12, Ride +9*, Use Rope +3; Power Attack, Cleave, Great Cleave, Weapon Focus (greatsword).

Spells Prepared: (1; DC = 12 + spell level): *cause fear*

Possessions: +2 greatsword, +1 full plate, mighty [Str 14] composite longbow, quiver of 5 +1 arrows, 20 arrows, 2 potions of cure light wounds, 2 potions of cure moderate wounds, 2 scrolls of magic weapon, 2 scrolls of protection from good, +1 ring of protection.

High Level

Human UnW 5/ KoB 7; HD 5d10+10 plus 7d12+14; hp 100; Init +4 (mutation); Spd 20 ft.; AC 21 (touch 11, flatfooted 21), Atk +18/+13/+8 melee (2d6+6, +2 *greatsword*), +14/+9/+4 ranged (1d8+3, mighty [Str 14] composite longbow); SA Boon of Chaos (x2), Rebuke

Undead, *Contagion* (1/day), Domain Abilities (choose two domains according to patron), Spells; SQ Detect Law, Chaos Aura, Mutation (+4 bonus to Initiative), Mutation (Blue hair), Domain Abilities; AL Chaotic Evil; SV Fort +8, Ref +2, Will +1; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +16, Diplomacy +5, Handle Animal +10, Intimidate +5, Jump +10, Knowledge (religion) +5, Knowledge (planes) +16, Ride +9*, Use Rope +7; Power Attack, Cleave, Great Cleave, Sunder, Weapon Focus (greatsword).

Spells Prepared: (2; DC = 13 + spell level): *cause fear*, *doom*.

Possessions: +2 greatsword, +2 full plate, mighty [Str 14] composite longbow, quiver of 20 +1 arrows, 2 potions of cure light wounds, potion of wisdom, potion of bull's strength, potion of flying, 2 potions of cure serious wounds, 2 scrolls of magic weapon, 2 scrolls of protection from good, ring of protection +1, cloak of charisma +2, 2 javelins of lightning.

- Order's Tyrant -

As a foil to the knights of bedlam, order's tyrants are rigid mechanical warriors of oppressive evil. Many serve the hierarchy of Hell, seeking to expand its influence into the Material Plane. Others simply mimic the orderly evil present in the darkest of realms. Regardless of whom the tyrant serves, he is always in a position of significant power, commanding droves of servants to do his bidding. He has no regard for any individual's suffering, provided that the letter of the law is upheld. These knights, for knights they truly are, dominate the field of battle, employing their impressive arsenal of weapons and abilities against the erratic forces of chaos.

As with all of the prestige classes presented in this book, order's tyrant draws most of its kind from the unholy warrior class. While some assassins, blackguards, and necromancers offer a palette of abilities useful to this class, unholy warriors provide the raw combat ability needed to seize control of their rivals. Fallen

holy warriors, fighters, and evil monks round out the assortment of classes that can generate an order's tyrant.

Order's tyrants almost universally hold positions of power. From the smallest hamlet to the sprawling nation, these characters thirst for power more than any other. All order's tyrants exhibit immaculate appearances, rigid bearings demonstrating a militaristic bent. Most have a sizeable force of underlings who aid in the seizure of land and wealth. Most NPCs will be in the service to an archdevil, or an evil god. While a few, blinded by hubris, exist as unknowing agents of these forces, they can still prove to be intractable foes.

Hit Die: d8.

Abbreviation: Oty.

Requirements

To qualify to become an order's tyrant, a character must fulfill all the following criteria:

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Alignment: Lawful neutral or lawful evil.

Base Attack Bonus: +5.

Skills: Diplomacy 4 ranks, Knowledge (law) 3 ranks.

Feats: Iron Will, Leadership.

Languages: Must be able to speak Infernal.

Special: Must hold a rank of clergy or nobility, whether granted, purchased, or seized.

Class Skills

The class skills (and the key ability for each skill) for order's tyrant are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Knowledge (law) (Int), Knowledge (religion) (Int), Ride (Dex), Scry (Int, exclusive skill), and Speak Language (None).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are the class features of order's tyrant.

Weapon and Armor Proficiency

The order's tyrant gains no new proficiency in arms or armor. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. In addition, Swim checks suffer a -1 penalty for every 5 pounds of equipment carried.

Spells

Beginning at 1st level, the order's tyrant gains the ability to cast a small number of divine spells. To cast a spell, she must have a Wisdom score of at least 10 + the spell's level, so an order's tyrant with a Wisdom of 10 or lower cannot cast these spells. This prestige class's bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the tyrant's Wisdom modifier. When the tyrant gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A tyrant without a bonus spell for that level

cannot yet cast a spell of that level.) This class's spell list follows this section; the character has access to any spell on this list and may freely choose which spell to prepare, as in the case of the cleric (without the spontaneous casting ability).

Members of the order's tyrant prestige class may choose their spells from the following list.

- 1st level – *command, detect chaos, divine favor, protection from chaos, ray of frost, resistance*
 2nd level – *darkness, death knell, hold person, undetectable alignment*
 3rd level – *dispel magic, magic circle against chaos, magic vestment, wind wall*
 4th level – *discern lies, dispel chaos, divine power, order's wrath*

Domain

At 1st level, the order's tyrant receives access to the Law domain. By gaining access to this domain, the character receives a bonus domain spell per level (shown by the "+ 1" in the spells per day column of the table above) in addition to the granted power. Consult the *PHB* for details on domains and granted powers.

Smite Chaos (Su)

Once per day, the order's tyrant may attempt to smite chaos with one normal melee attack. She adds her Charisma modifier (if positive) to her attack roll and deals 1 extra point of damage per level. If order's tyrant accidentally smites a creature that is not chaotic, the smite has no effect but is still used up for that day.

Resistance (Ex)

Starting at 3rd level and at every other level thereafter, the order's tyrant gains 5 points of resistance to acid, cold, or fire. Multiple selections of the same energy type stack. So if a character chooses acid resistance initially, then selects acid again at 5th level, her total acid resistance is 10.

Table 1-8: Order's Tyrant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+2	Domain	0+1	-	-	-
2	+2	+3	+0	+3	Smite Chaos	1+1	-	-	-
3	+3	+3	+1	+3	Resistance	1+1	0+1	-	-
4	+4	+4	+1	+4	See in Darkness	1+1	1+1	-	-
5	+5	+4	+1	+4	Resistance	1+1	1+1	0+1	-
6	+6	+5	+2	+5	-	1+1	1+1	1+1	-
7	+7	+5	+2	+5	Resistance	2+1	1+1	1+1	0+1
8	+8	+6	+2	+6	-	2+1	1+1	1+1	1+1
9	+9	+6	+3	+6	Resistance	2+1	2+1	1+1	1+1
10	+10	+7	+3	+7	Telepathy	2+1	2+1	2+1	1+1

See in Darkness (Su)

When the order's tyrant achieves 4th level, she gains the ability to see perfectly in darkness. This ability extends to magical darkness created by spells of 2nd level or below (such as *darkness*, but not *deeper darkness*, a 3rd level spell).

Telepathy (Su)

At 10th level, the order's tyrant may communicate with any creature within 100 feet that has an Intelligence score. Language remains a barrier. Thus, though the target of the order's tyrant telepathy may hear the telepathic speech, if it does not understand the language, the attempt at communication fails.

Sample Order's Tyrant Mid Level

Human UnW 6/Oty 2; HD 6d10+6 plus 2d8+2; hp 56; Init -1 (Dex); Spd 20 ft.; AC 22 (touch 10, flatfooted 22), Atk +12/+7 melee (1d8+3, masterwork longsword), +8/+3 ranged (1d8+2, mighty [Str 14] composite longbow); SA Rebuke Undead, *Contagion* (1/day), Domain Abilities (choose two domains according to patron), Law Domain, Smite Law, Spells; SQ Domain Abilities; AL lawful evil; SV Fort +10, Ref +2, Will +8; Str 16, Dex 8, Con 13, Int 12, Wis 11, Cha 14.

Skills and Feats: Bluff +7, Concentration +3, Diplomacy +10, Handle Animal +7, Intimidate +6, Knowledge (law) +6, Knowledge (religion) +3, Ride +9, Scry +3, Speak Infernal; Power Attack, Cleave, Iron Will, Leadership.

Unholy Warrior Spells Prepared: (2; DC = 12 + spell level): *cause fear* (x2).

Order's Tyrant Spells Prepared: (1; DC = 10 + spell level): *command*.

Possessions: masterwork longsword, +1 full plate, mighty [Str 14] composite longbow, quiver of 20 arrows, +1 large steel shield, 4 potions of *cure light wounds*, potion of *levitate*, potion of *fly*, potion of *spider climb*, *cloak of resistance* +1, *ring of protection* +1.

Dark Ally: As mid level unholy warrior on page 10.



Cohorts and Followers:

Leadership score 10; confers a 7th-level cohort and 5 1st-level followers. Consult DMG for details on the Leadership feat.

High Level

Human UnW 6/Oty 6; HD 6d10+6 plus 6d8+6; hp 76; Init +0 (Dex); Spd 20 ft.; AC 24 (touch 11, flatfooted 23), Atk +17/+12/+7 melee (1d8+4/17-20, +1 longsword), +13/+8/+3 ranged (1d8+3, mighty [Str 14] composite longbow); SA Rebuke Undead, *Contagion* (1/day), Domain Abilities (choose two domains according to patron), Law Domain, Smite Law, Spells; SQ Domain Abilities, See in Darkness, acid resistance 5, fire resistance 5; AL lawful evil; SV Fort +12, Ref +5, Will +12; Str 16, Dex 10, Con 13, Int 12, Wis 14, Cha 14.

Skills and Feats: Bluff +7, Concentration +7, Diplomacy +14, Handle Animal +7, Intimidate +6, Knowledge (law) +10, Knowledge (religion) +7, Ride +14, Scry +7, Speak Infernal; Power Attack, Cleave, Iron Will, Leadership, Weapon Focus (longsword), Improved Critical (longsword).

Unholy Warrior Spells Prepared:

(2; DC = 12 + spell level): *cause fear* (x2).

Order's Tyrant Spells Prepared: (2 /2/1; DC = 12 + spell level): *command*, *detect chaos*; *hold person*, *darkness*; *wind wall*.

Possessions: +1 longsword, +1 full plate, mighty [Str 14] composite longbow, quiver of 20 +1 arrows, +1 large steel shield, 4 potions of *cure light wounds*, potion of *levitate*, potion of *fly*, potion of *spider climb*, *cloak of resistance* +1, *ring of protection* +1, potion of *heroism*, *wand of hold person*, *periapt of wisdom* +2, *amulet of natural armor* +1, *gloves of dexterity* +2.

Dark Ally: As high-level unholy warrior on page XX.

Cohorts and Followers: Leadership score 14; confers a 10th-level cohort, 15 1st-level followers, and 1 2nd-level follower. Consult DMG for details on the Leadership feat.

The Power of Evil

The unholy warrior's strength lies in powers granted by the forces of evil. Like holy warriors, unholy warriors gain special abilities from domains. Unholy warrior domains are similar to cleric domains, with each domain representing a particular aspect of malevolent power. At 1st level, a newly created unholy warrior may select two of the domains offered by her patron, gaining the first two abilities associated with each domain. Upon gaining the 2nd level, the unholy warrior gains the remaining ability for each domain. Unlike cleric domains, unholy warrior domains do not grant any bonus spells; instead, they confer particular abilities. Unholy warriors with no patron lord have access to the Corruption and Treachery domains.

For example, an unholy warrior with the Fire and Hate domains would gain Fire Ken, Rebuke Fire Elemental, Loathsome Strike, and Fearsome Ire at 1st level, and Energy Resistance (fire) and Roaring Fury at 2nd level. Reference **Table 2-1: Domain Based Special Abilities** on the next page for more details.

- Special Abilities -

A few of the abilities listed below originate from *The Book of the Righteous* by Aaron Loeb, namely those from the elemental domains (air, earth, water, and fire) and the magic domain. These domains lack a moral component and are therefore available to unholy warriors.

Air Ken (Ex)

The unholy warrior gains Auran as a free language and the Improved Initiative and Dodge feats, regardless of whether she meets the prerequisites.

Allure (Sp)

Once per day, the unholy warrior may cast *charm person* at a sorcerer level equal to his unholy warrior level.

Aura of Antimagic (Su)

Spells cast from good sources or from sacred items have difficulty affecting unholy warriors. Whenever magic from an explicitly good source (such as sacred items or spells with the "good" descriptor) is used against the unholy warrior, she may add her Charisma modifier to her saving throw. All allies within 10 feet of the warrior receive a +2 profane bonus to their saves. Magic items in the hands of a good caster are unaffected by this aura. For instance, the *aura of antimagic* does not provide additional protection against a spell from a wand of *fireball* in the hands of a goodly sorcerer.

Aura of Despair (Su)

Wherever the unholy warrior treads, there are sensations of bitter pain and sorrow. All enemies within 10 feet of the unholy warrior receive a -1 morale penalty to all saving throws and attack rolls. Furthermore, all those within this area suffer a -2 morale penalty to saving throws against fear effects.

Aura of Fear (Sp)

Enemies within 10 feet of the unholy warrior must make a Will save against a DC $10 + \frac{1}{2}$ the unholy warrior's level. Failure indicates the foe is shaken, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws while within the area of effect. A successful save means *aura of fear* cannot affect the foe again for 24 hours.



Table 2-1: Domain Based Special Abilities

Domain	Abilities
Air	Air Ken (1), Rebuke Air Elemental (1), Energy Resistance (cold or lightning) (2)
Corruption	Dark Blessing (1), Dark Host (1), Aura of Fear (2)
Darkness	Dismiss Light (1), Shadow Host (1), Night's Warrior (2)
Disease	Dark Host (1), Rotting Touch (1), Instant Affliction (2)
Earth	Earth Ken (1), Rebuke Earth Elemental (1), Damage Reduction (2)
Envy	Touch of Discord (1), Cloak of Envy (1), Burst of Confusion (2)
Fire	Fire Ken (1), Rebuke Fire Elemental (1), Energy Resistance (fire) (2)
Gluttony	Taste (1), Wave of Hunger (1), Empower Through Consumption (2)
Greed	Cutpurse (1), Sneak Attack (1), Burst of Desire (2)
Hate	Loathsome Strike (1), Fearsome Ire (1), Roaring Fury (2)
Horror	Dissuade (1), Unspeakable Visage (1), Manifest Horror (2)
Lust	Stirring of Desire (1), Slave to Lust (1), Allure (2)
Magic	Read & detect magic (1), Spell Resistance (1), Aura of Antimagic (2)
Pain	Dissuade (1), Sadistic Strike (1), Aura of Despair (2)
Pride	Hamartia (1), Self-Satisfied (1), Impervious Persona (2)
Sloth	Resist Compulsion (1), Distract Foe (1), Slow Aura (2)
Treachery	Sneak Attack (1), Poison Use (1), Aura of Despair (2)
Tyranny	Detect Good (1), Injurious Touch (1), Smite Good (2)
Undead	Soulless (1), Death Touch (1), Shadowform (2)
Water	Water Ken (1), Rebuke Water Elemental (1), Energy Resistance (acid) (2)
Wrath	Rage (1), Enhanced Move (1), Rabid Frenzy (2)

Burst of Confusion (Sp)

With this ability, the unholy warrior may unleash, once per day, a 20-foot spread of raw envy, jealousy, and greed. All those within the area of effect must attempt a Will save against a DC equal to 10 + the unholy warrior's level + the unholy warrior's Charisma modifier. On a failed save, the victim is confused, as per *confusion*, for 1d10 rounds.

Burst of Desire (Ex)

Once per day, for a number of rounds equal to ½ his unholy warrior levels, the unholy warrior acts as if under the effects of a *haste* spell. See *haste* in the *PHB* for details on how this spell works.

Cloak of Envy (Su)

Unholy warriors with this ability gain a +4 profane bonus to all Bluff, Diplomacy, Gather Information, Innuendo, and Intimidate checks when negotiating an exchange of goods, information, or services. The unholy warrior also gains a +4 profane bonus to Gather Information checks.

Cutpurse (Ex)

Most unholy warriors are not stealthy. However, those with greed in their hearts overcome any deficiencies in their capacity to perform as thieves. Unholy warriors with

this ability receive a +4 profane bonus to all Pick Pocket checks and a +2 profane bonus to all Disable Device and Open Lock checks. In addition, the unholy warrior can use these skills untrained.

Damage Reduction (Su)

Once per day for a number of rounds equal to 3 + her class level, the unholy warrior gains damage reduction 2/+5. Activating this ability is a free action that does not provoke an attack of opportunity. The unholy warrior may be granted this ability more than once, gaining an additional 2 points of damage reduction each time (to 4/+5, 6/+5, etc.).

Dark Blessing (Ex)

This ability functions as for the blackguard class, found in the *DMG*.

Dark Host (Ex)

The unholy warrior hosts a number of virulent diseases. Since he is adapted to the constant presence of contagions in his system, he gains immunity to all diseases, including those of magical origin.

Death Touch (Sp)

The unholy warrior gains access to the death touch ability as described under the Death domain in the *PHB*.

Defect Good (Sp)

This power functions just as the spell in the *PHB*, the only difference being that the unholy warrior may use this ability at will.

Dismiss Light (Sp)

The power of darkness can be physically manifested by the unholy warrior with this power. As a standard action, the unholy warrior may extinguish any natural light from torches or lanterns within 60 feet. If the light emanates from a magical source, the unholy warrior must make a level check just as if she had cast *dispel magic*. Refer to the *PHB* for details on area dispelling.

Dissuade (Su)

Preying upon an individual's doubts and misgivings, the unholy warrior can prevent a particular course of action by an enemy from being completed. Once per day, by succeeding at a Concentration check against DC 10 + the opponent's Hit Dice or levels, the unholy warrior may force an opponent to rethink his the action she is about to take. Essentially, the unholy warrior may force a target to change his action from the intended course. Actions affected can only be of the standard or move-equivalent varieties. Full-round actions cannot be dissuaded, as the target is more committed to the action.

For instance, an unholy warrior could dissuade an opponent from using a standard attack action, drinking a potion of *cure light wounds*, or tumbling through a threatened square. Affected targets may perform another action instead of the one they had initially chosen. The dissuade ability is a full-round action that provokes an attack of opportunity. Multiple instances of this ability confer additional uses of the power per day.

Distract Foe (Ex)

Sometimes a momentary distraction is all that is necessary for a unholy warrior to make his move. As a move-equivalent action that does not draw an attack of opportunity, the unholy warrior may attempt to distract an opponent, which has the same effect as feinting in combat through use of the Bluff skill, as described in the *PHB*. If the character has another feat or ability reducing feinting from a standard action to a move-equivalent action, distract foe further reduces the action to a free one.

Earth Ken (Su)

Unholy warriors with the Earth Ken ability gain Terrain as a free language. Also, once per day, for one round, the unholy warrior may add a natural armor bonus to her AC equal to her levels in unholy warrior. This ability is useable as a free action.

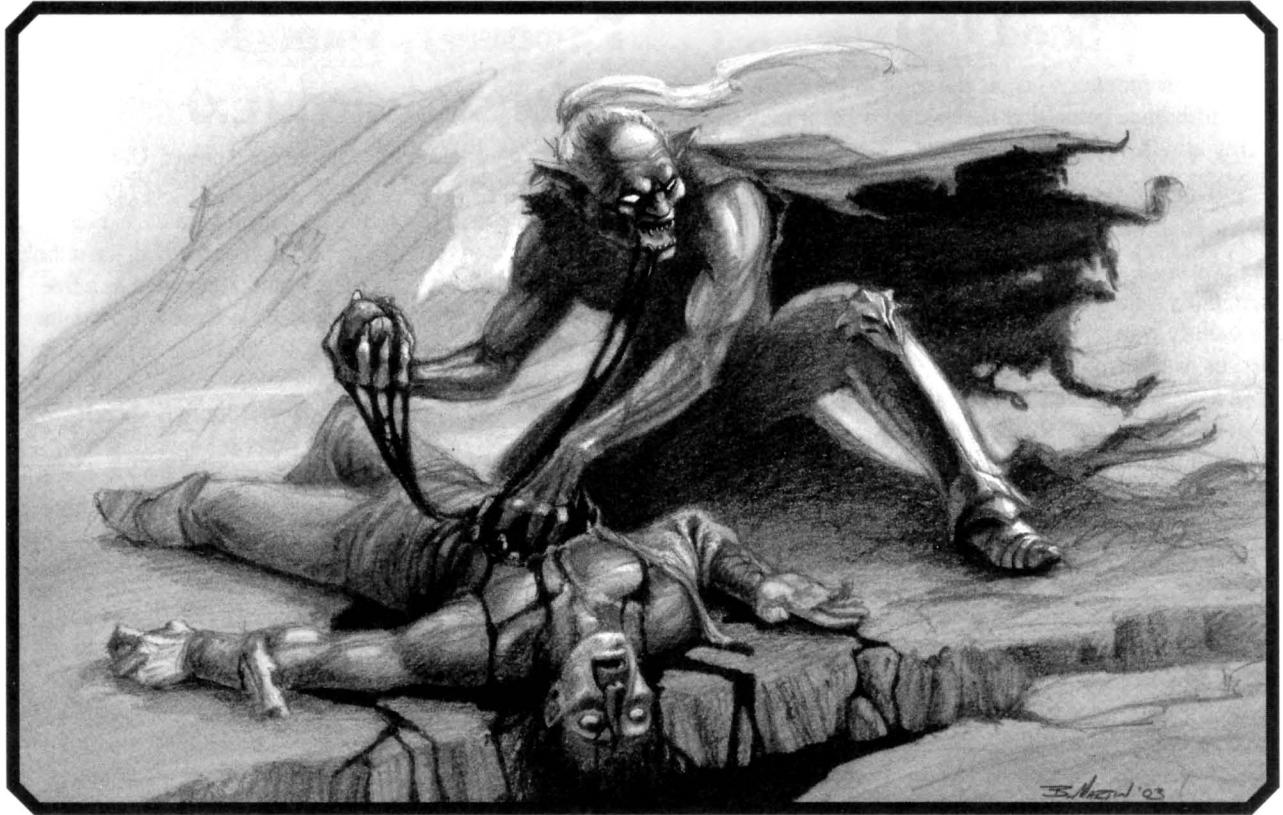
Empower Through Consumption (Ex)

Some say consuming life confers great power. Unholy warriors with this ability may devour the flesh of their enemies to obtain stored energy units for later use. For every Hit Die of formerly living flesh consumed, the unholy warrior receives 1 stored energy unit. Thereafter, as a free action, the unholy warrior may trade in these energy units for a +1 profane bonus to any d20 roll. Thus, he may swap these energy units for bonuses to saving throws, skill checks, attack rolls, and so on. An unholy warrior may spend as many or as few of the energy units as he wishes. No unholy warrior may store more energy units than he has Hit Dice. Any energy units consumed in excess of the unholy warrior's Hit Dice are lost. Stored energy units are lost after 12 hours.

For the unholy warrior to gain the benefits of this ability, the meal must be living at the start of the consumption process. To consume a target, the unholy warrior must make a bite attack. This is considered an unarmed attack that provokes an attack of opportunity, unless the unholy warrior has a natural bite attack. Attempting to eat a target inflicts 1d2 points of damage per round, unless the unholy warrior has a normal bite attack (see the champion of the dark seven for an example). The biter may perform a coup de grace attack action against a helpless opponent using the normal rules as defined in the *PHB*. Once the target is dead, it takes 1d6 - the target's size bonus to AC + the unholy warrior's size bonus to AC in minutes (if the result is 0 minutes or less, 1 full-round action completes the consumption). For example, for a medium (size bonus 0) unholy warrior to consume a rat (tiny, a -2 size modifier) requires 1d6-2 minutes. Note that a rat only has ¼ d8 Hit Dice, so four rats must be eaten to gain a single stored energy unit. An unholy warrior may hurry the consumption process, reducing the consumption time by half to a minimum of 1 round - but such gorging carries the risk of choking. For each full minute that the unholy warrior eats at a rapid pace, he must pass a Concentration check against a DC equal to 10 plus the number of Hit Dice he is trying to consume. A failed check results in choking. See the *DMG* for rules on suffocation. Someone else assisting the unholy warrior may remove the obstruction. However, considering the unholy warrior's penchant for destruction and evil, it is unlikely such help would occur.

Energy Resistance (fire/cold/lightning/acid) (Su)

The unholy warrior may ignore an amount of damage from the chosen source equal to his level times his Charisma modifier. Unlike other forms of energy resistance, the amount of damage absorbed per day is



limited. At the end of the 24-hour period, the amount of damage to be absorbed resets. For example, Brixion may resist 24 points of acid damage. A foe splashes him with a flask of acid and inflicts 6 points of acid damage. The 6 points are deducted from his 24 points of resistance. He may now resist 18 more points of acid damage throughout the remainder of the 24-hour period.

Enhanced Move (Ex)

The unholy warrior's anger propels her into combat, granting +5 feet to her Speed.

Fearsome Ire (Su)

This unholy warrior's hatred burns so hotly that, when she is reduced to 50% or less hit points by an opponent, she may make a Fortitude save against a DC of 10 + her attacker's Hit Dice or level. If she succeeds, she heals 2d8 + her unholy warrior levels. She may use this ability once per day.

Fire Ken (Su)

The unholy warrior with this supernatural ability gains Ignan as a free language, and once per day he may make a flaming attack. Activating the flaming attack is a free action that must be declared prior to the attack roll. On the round the unholy warrior makes the flaming attack, flames wreath his weapon, allowing it to inflict 1d6 + the unholy warrior's Charisma modifier in fire damage. The fire does not harm the weapon, nor are creatures immune

to fire affected by the fire damage, although they take the weapon damage as normal.

Hamartia (Su)

An unholy warrior with this ability may deduce the fatal flaw in one opponent by observing him for one round and making a successful Concentration check (DC 15). If the check is successful, she gains a bonus equal to her unholy warrior levels to a single attack roll. If that attack succeeds, she may add her Charisma modifier to the damage roll for that attack. This ability may be used with either melee or ranged weaponry.

Impervious Persona (Su)

The unholy warrior has an indomitable psyche, buttressed by his arrogance and self-love. Characters with this ability are immune to any form of psionic attack, including spell-like abilities replicating psionic attacks. In addition, the character gains a +6 competence bonus to saves against psionics. Unholy warriors having attained levels in psion or psychic warrior derive no benefit from this ability.

Injurious Touch (Sp)

Each day an unholy warrior can inflict an amount of damage equal to her Charisma bonus times her unholy warrior level. The unholy warrior may choose to divide this damage among multiple recipients, and does not have to use it all at once. Injurious touch is a touch attack whose use is a standard action.

Instant Affliction (Su)

Anytime the unholy warrior makes use of *contagion*, the spell counts as being Quickened. This supernatural ability extends to all instances of the spell, whether cast or part of a granted power. For unholy warriors without the ability to cast the *contagion* spell, this power has no effect.

Loathsome Strike (Ex)

Unholy warriors with this ability may make a specialized attack capable of destroying an opponent's soul. On a successful attack roll, in lieu of normal damage, the unholy warrior may inflict, once per day, 1d8 points of temporary Charisma damage. He may use this ability after the attack roll; it does not provoke an attack of opportunity.

Manifest Horror (Sp)

Once per week, the unholy warrior may conjure forth the darkest fears of his opponent and make them real. This power functions like *phantasmal killer* in that it preys upon the fears of its victim. All similarities to the spell stop there. Everyone present can see the manifested horror. If the opponent fears some hideous monster, this power creates a replica of that creature. If the fear is a situation, event, or some other circumstance, the horror manifests as a quasi-real, monstrous beast reflecting images related to the victim's worst fears.

The nightmarish creature persists for a number of rounds equal to the unholy warrior's Charisma modifier. Each round the manifestation makes a melee touch attack at the unholy warrior's base attack bonus. On a successful attack, the manifestation inflicts 1d6 Wisdom damage and forces the target to make a Willpower save against a DC 10 + the unholy warrior's charisma modifier. A failed save means the victim is shaken. Remember, multiple fear effects stack. See *DMG* for more details on fear effects.

The manifestation is immune to all attacks and most spells, excluding *dispel evil*, *dispel magic*, *limited wish*, *miracle*, and *wish*. Each round, the victim may make an additional Willpower save against a DC 10 + ½ the unholy warrior's level + the unholy warrior's Charisma modifier. On a successful save, the victim defeats the manifestation and is forever immune to the effects of this power. Allies of the victim may make aid another checks (Diplomacy checks against a DC 10) to help the Willpower save. On a successful roll, the victim may add a +2 to his Willpower save.

Night's Warrior (Ex)

The unholy warrior gains the Blind-Fight feat as a bonus feat. If the character already has the Blind-Fight feat, he gains no benefit from this ability.

Poison Use (Ex)

This ability is the same as the assassin ability described in the *DMG*.

Rabid Frenzy (Su)

This unholy warrior is too angry to die. She may continue to fight until her negative hit points exceed her Constitution score. Hence, if Xhella has a 13 Constitution, she could fight until she reached -13 hit points, then die immediately. A character reduced below -10 hit points may only take partial actions.

Rage (Ex)

The unholy warrior may enter a barbarian rage once per day as described in the *PHB*. Unlike the barbarian, however, the unholy warrior may not voluntarily come out of this altered state of mind, and attacks the closest moving thing each round, charging when able. If the unholy warrior already had the rage ability, he may rage one additional time per day, but still cannot end any rage voluntarily.

Read & Detect Magic (Sp)

Once per day per unholy warrior level, the unholy warrior may cast *read magic* and *detect magic*. The unholy warrior casts these spells at will and without any components. She may cast them simultaneously (as if one or the other were enhanced by the Quickened Spell metamagic feat) or separately, but in any event, they function as described in the *PHB*.

Rebuke (air, earth, fire, water) Elemental (Su)

The unholy warrior may rebuke the listed elemental type, as a cleric does undead, using his total unholy warrior class levels. The number of times the unholy warrior may rebuke these elementals is not connected to the number of times that the unholy warrior rebukes undead, so a player should keep track of undead rebukes per day as well as elemental rebukes per day. See the *PHB* to determine rebukes per day, maximum hit dice rebuked, and so on, as a cleric of a level equal to that of the unholy warrior. This ability is eligible for the Extra Turning feat.

Resist Compulsion (Ex)

These lazy figures are difficult to impel to action, even when an opponent uses magic against them. Unholy warriors with this ability receive a +6 competence bonus to all saves against Enchantment [compulsion] spells and effects.

Roaring Fury (Sp)

Once per day, as a move-equivalent action, the unholy warrior may release a shriek of hatred so fierce that it forces all within 30 feet to make a Will save versus a DC $10 + \frac{1}{2}$ the unholy warrior's level. A failed save indicates the opponent is panicked. See *DMG* for the panicked status. Creatures immune to fear effects are immune to this spell-like ability.

Rotting Touch (Su)

Once per day, the unholy warrior may make a melee touch attack against a target opponent. On a successful hit, she inflicts 1d6 points of temporary Constitution damage. Activating this ability is a free action and does not provoke an attack of opportunity.

Sadistic Strike (Ex)

Unholy warriors with this ability take perverse pleasure in harming others. Every hit inflicting maximum damage sends a surge of pleasure through the warrior, granting him +5 feet to his Speed, a +1 bonus to attack rolls, and a -1 penalty to his AC. Unholy warriors may only benefit from this ability during one combat per day; multiple instances of maximum damage stack in that combat. Hence, if an unholy warrior manages to inflict maximum damage three times in the same combat, he would receive +15 feet to his Speed, a +3 bonus to his attack rolls, and a -3 penalty to his AC. At the end of the combat, these bonuses fade. Most unholy warriors with this ability favor daggers, as the chances to inflict maximum damage are greater. This effect is intentional – sadists like to be up close and personal when inflicting pain.

Self-Satisfied (Ex)

The prideful unholy warrior with this ability gains a +4 morale bonus to all saves against Enchantment [mind-affecting] spells. In addition to this bonus, once per day she may attempt to reflect the Enchantment spell cast upon her back at the caster. Doing so requires her to pass the Willpower save and make a ranged touch attack against the caster. On a successful attack, the original caster must make a Will save with a DC four points higher than that which the spell carried initially. Failure indicates he is under the effects of his own spell as if the unholy warrior had cast it.

Shadowform (Sp)

Once per day, the unholy warrior may become incorporeal for a number of rounds equal to his unholy warrior levels. Incorporeal creatures can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore damage from a corporeal source. The unholy warrior may pass

through solid objects at will, and his own attacks pass through armor, ignoring armor bonuses to AC. While in this form, he always moves silently.

Shadowhost (Su)

The unholy warrior automatically dims all lighting by one degree, providing one-tenth concealment at all times. A *daylight* spell or brighter light source suppresses this concealment. Unholy warriors in the presence of existing concealment, such as moderate darkness, increase the concealment by one step. Thus, if this unholy warrior moves into dense fog, normally conferring a 20% miss chance, the shadowhost ability increases the concealment percentage to 30%.

Slave to Lust (Sp)

As a standard action, the unholy warrior may make a melee touch attack. On a successful hit, the victim must make a Will save against a DC $10 + \frac{1}{2}$ the unholy warrior's level + the unholy warrior's Charisma modifier. On a failed save, the victim is overwhelmed by an insatiable need for the physical contact of the unholy warrior; he loses all Dexterity bonuses to AC and is considered flatfooted until his next action. Furthermore, on the victim's next action, he must roll to see what he will do as if under the influence of the *random action* spell.

Slow Aura (Sp)

Once per day, the unholy warrior can emit a *slow* effect in a 30-foot spread originating from his position. He is unaffected by the aura. The *slow* field functions as the spell of the same name. All those within the area of effect are entitled to a Will saving throw against a DC of $13 +$ the unholy warrior's Charisma modifier to avoid the effect. If the opponent fails her saving throw with a natural roll of 1, she falls fast asleep, though she may be roused normally. Consult the *PHB* for details on the *slow* spell.

Smite Good (Su)

As the paladin ability in the *PHB*, except this attack affects good instead of evil.

Sneak Attack (Ex)

Gaining this power confers the sneak attack ability at +1d6. Additional instances of this ability provide an extra 1d6 of sneak attack damage. This ability stacks with other sneak attack abilities, adding +1d6 to the sneak attack damage. See the *PHB* for details on this ability.

Soulless (Su)

Unholy warriors with this domain lose their souls to the negative energy plane; the dark energies found there fuel them. These unholy warriors are unaffected by negative

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energy levels, but may be turned as if they were undead. In all other respects, these characters are functionally living creatures, being susceptible to any other attack affecting creatures of their subtype. Dead characters with this ability are unaffected by *raise dead* or *resurrection* spells. *Wish* or *miracle* spells are the only means to restore these characters to life.

Spell Resistance (Su)

The unholy warrior gains spell resistance equal to her unholy warrior levels, to a maximum of 15. This resistance only applies to one school of magic, which she chooses after an intense ritual mirroring the procedures undertaken by holy warriors with the Magic domain. Once the unholy warrior chooses the school, the choice may never be changed. Spell resistance derived from this ability stacks with other spell resistance.

Stimings of Desire (Su)

Unholy warriors having access to the lust domain have an aura of sexuality noticeable by any creature of a similar subtype. These characters gain Skill Focus (Bluff) and Skill Focus (Intimidate) as bonus feats. In addition, all interactions with NPCs attracted to members of the unholy warrior's gender are one step improved.

Taste (Ex)

Unholy warriors with this ability may taste the air, gaining information from it as if they had the Scent ability. Consult the *MM* for details on Scent. If the unholy warrior already has the Scent ability, the effective range doubles.

Touch of Discord (Sp)

Once per day, the unholy warrior may make a melee touch attack against a foe. On a successful hit, the opponent must pass a Fortitude save against a DC equal to $10 + \frac{1}{2}$ the unholy warrior's level + the unholy warrior's Charisma modifier. On a failed save, the victim is overcome by envy,

attacking the most powerful ally visible for 1 round. Activating this ability is a move-equivalent action and may be held until discharged.

Unspeakable Visage (Su)

The unholy warrior has adapted to horror's maddening effects and, to some extent, reflects these horrors upon those who behold him. These unholy warriors are immune to fear, and all those seeing them catch sight of their own fears manifested in the unholy warrior's features. Characters with this special ability gain a +4 insight bonus to all Intimidate checks and a +2 profane bonus to Bluff and Disguise checks due to the fluid nature of the fears he echoes.

Water Ken (Su)

The unholy warrior with this domain gains Aquan as a free language and gains a profane bonus to her swim skill equal to her Charisma modifier times her unholy warrior level. She may also breathe underwater once per day for a number of rounds equal to $3 +$ her Charisma modifier.

Wave of Hunger (Sp)

As a standard action, once per day, an unholy

warrior may release a wave of putrescent energy, forcing all within 30 feet to attempt a Fortitude save against a DC equal to $10 + \frac{1}{2}$ the unholy warrior's levels + the unholy warrior's Charisma modifier.

On a failed save, insatiable hunger overcomes the victim, who can do nothing else but attempt to feed for 1d6 rounds.

If there is no available food source nearby, the victim will set upon the dead, filth, dung, or anything remotely edible (even slime).

Victims will not attempt to eat inorganic material such as weaponry, rocks, or anything else similarly harmful.



- Chapter Three -

Feats

This chapter contains feats designed for the unholy warrior class, although no feat here is exclusive to this new core class. Many feats included are ideal additions for oft-ignored prestige classes such as the blackguard; they could even be added to the already potent menu of feats available to the assassin core class and the expanded necromancer from the *Assassin's Handbook* and *Secret College of Necromancy*. Likewise, feats from these sources and others may be suitable to the unholy warrior class, and may be available at the GM's discretion. Any character meeting the prerequisites, regardless of class, can branch out into these feats of despicable villainy.

- Feat Descriptions -

Backstabber (General)

You may perform a devastating attack on those who are unaware of your position.

Prerequisites: Alertness, Hide 6 ranks, Sneak Attack +2d6.

Benefit: Once per round, while invisible or hidden (beating opponents' Spot checks by 10 or more), you may make a single attack against an opponent who is unaware of you. If you hit your target, you receive an automatic critical threat with your weapon. You then resolve the threat. If a critical hit results, you gain an additional +1d6

to your sneak attack damage in addition to the benefits of the critical hit.

Special: Spells or effects, such as *see invisibility* and *true seeing*, that reveal your position prevent you from using this ability.

Beloved Dictator (General)

Your followers overlook your negative qualities.

Prerequisite: Cha 13+, Leadership, evil alignment.

Benefit: You receive no penalties to your Leadership score for failure, aloofness, or cruelty, nor do you

Table 3-1 Feats

Feat	Prerequisite	Feat	Prerequisite
Backstabber	Alertness, Hide 6 ranks, Sneak Attack +2d6.	Legion	Brimstone Death, character level 6.
Beloved Dictator	Cha 13+, Leadership, evil alignment.	Necrotic Shield	Dex 13+.
Blasphemer	Ability to channel negative energy.	Night Fighter	Blind-Fight.
Blinding Strike	Dex 13+, Sunder.	Patron	-
Brimstone Death	Damned, evil alignment, Cha 19+, and must have made an unholy pact with a demon.	Reckless Attack	Power Attack.
Carrier	The chosen disease must have infected you at one time. In addition, you must have recovered naturally from its effects without magical healing.	Rotting Touch	Damned, Host.
Damned	-	Vestigial Twin	Damned, character level 6, exclusive feat.
Demonic Awareness	Damned.	Violating Strike	BAB +8, evil alignment.
Desperate Defense	-	Item Creation	Prerequisite
Evil's Champion	Evil alignment, Spell Resistance 10.	Bind Celestial	Any one item creation feat, non-good alignment.
Executioner	Intimidation 8 ranks.	Discreet Poisoner	Alchemy 4 ranks, Craft (poison) 8 ranks, Pick Pocket 4 ranks.
Lascivious	-	Special	Prerequisite
		Controlled Mutation	Knight of bedlam 3rd level.
		Extra Mutation	Knight of bedlam 1st level.
		Quicken Granted Power	See entry.

receive any penalty for killing your own cohort or followers.

Normal: A character's Leadership score decreases if the leader exhibits unsavory qualities such as failure or aloofness (each imposing a -1 penalty), cruelty (imposing a -2 penalty), or causing the deaths of her followers.

Bind Celestial (Item Creation)

You may force celestials into items and force them to serve you.

Prerequisite: One item creation feat, any non-good alignment.

Benefit: Any time you subdue a celestial in combat, you may take its unconscious form and compel it to inhabit an item. The receptacle must be a magic item of a value equal to the celestial's Hit Dice times 1000gp. Binding the celestial takes 1 day for every two Hit Dice the celestial possesses. In addition, the binder must spend 1000gp per day of binding for the foul and unholy materials needed to tie the outsider to a physical object. Finally, the binder must spend 1 point of Constitution and 1/25 of the gp price in experience to complete the binding.

Special: Once the binder secures the celestial in the item, the item's previous powers are unchanged, although the item assumes a more sinister appearance. Thereafter, he may draw upon the bound celestial's innate spell-like abilities for as many times as the celestial could have used them. Each attempts to use an innate ability counts as a full-round action. For example, as a full-round action, a user of a bound lantern archon could use *aid*, *detect evil*, and *continual flame* at will as a 3rd-level caster.

If the celestial is bound to a charged item, once the charges have been expended, the celestial is freed from the item and may act as normal (typically attempting to slay its master). Bound celestials are also freed if the items they are imprisoned in are destroyed. Binding celestials confers no other special attacks or qualities.

Blasphemer (General)

You are skilled at defeating other clerics' ability to channel positive energy

Prerequisite: Ability to channel negative energy.

Benefit: Anyone within 30 feet of you who attempts to channel positive energy (such as healing) must succeed at a Concentration check against a DC equal to 5 + your unholy warrior levels. A failed check causes the channeling attempt to fail.

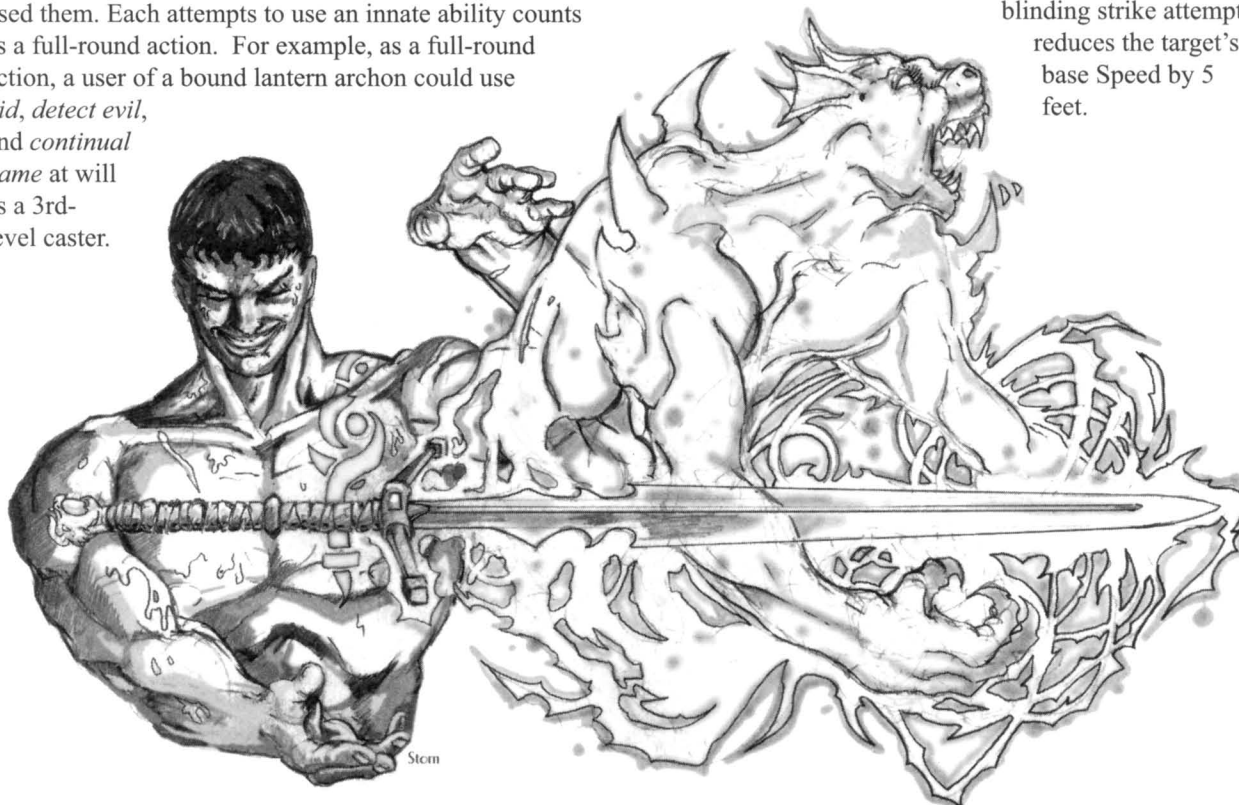
Blinding Strike (General)

You may make a devastating attack against an opponent.

Prerequisite: Dex 13+, Sunder.

Benefit: You may make a single blinding strike as a full attack, provoking an attack of opportunity. On a successful hit, the target may attempt a Reflex saving throw against a DC 10 + your Base Attack Bonus. On a failed save the target is blinded, suffering all the associated penalties as defined in the *DMG*. Characters so affected may be healed in the standard manner. If the save succeeds, the attack inflicts half damage.

Special: More than one successful blinding strike attempt reduces the target's base Speed by 5 feet.



Brimstone Death (General)

Upon your death, a horde of fiends are summoned to avenge you.

Prerequisite: Damned, evil alignment, Cha 19+, and you must have made an unholy pact with a demon.

Benefit: Whenever you take damage reducing you to -10 hit points or less, your corpse erupts into a horde of screaming dretch. One dretch appears for every two Hit Dice or levels you had in life. If you are lawful evil, lemures spawn from your corpse, numbering one per Hit Die or level. These creatures attack friend or foe mindlessly until destroyed. Consult *MM* for details on dretch and lemures.

Special: Taking this feat prevents your returning from death by any means other than *wish* or *miracle*. If you were of neutral evil alignment, a neutral-aligned fiend of appropriate power level may be substituted.

Carrier (General)

You are a walking contagion, spreading disease and pestilence wherever you travel.

Prerequisite: Your chosen disease must have infected you at one time. In addition, you must have fully recovered from the disease's effects without the benefit magical healing.

Benefit: When you take this feat, choose a disease to which you have been exposed and from which you have recovered. You are now immune to this disease. Furthermore, you carry this disease and may infect others if you meet the infection requirement. Hence, diseases requiring contact need touching to transmit them. Likewise, injury requires a wound, and inhaled requires the victim to breathe your exhalations.

Special: This feat excludes mummy rot and other naturally incurable illnesses.

Controlled Mutation (Special)

You gain limited control over your mutations.

Prerequisite: Knight of bedlam 3rd level.

Benefit: When determining the mutations granted by the knight of bedlam prestige class, you may roll twice and choose the desired result.

Normal: At certain levels, a knight of bedlam is granted a mutation. The character must roll on a chart to determine the effects of the mutation.

Damned (General)

Your soul is condemned to the lower planes.

Benefit: When you select this feat your subtype changes to outsider, providing you with darkvision 60 feet. In addition, all spells you cast with the fear descriptor receive a +4 bonus to their DCs.

Special: Slain outsiders cannot be raised or resurrected, although the casting of a *wish* or *miracle* can restore them to life.

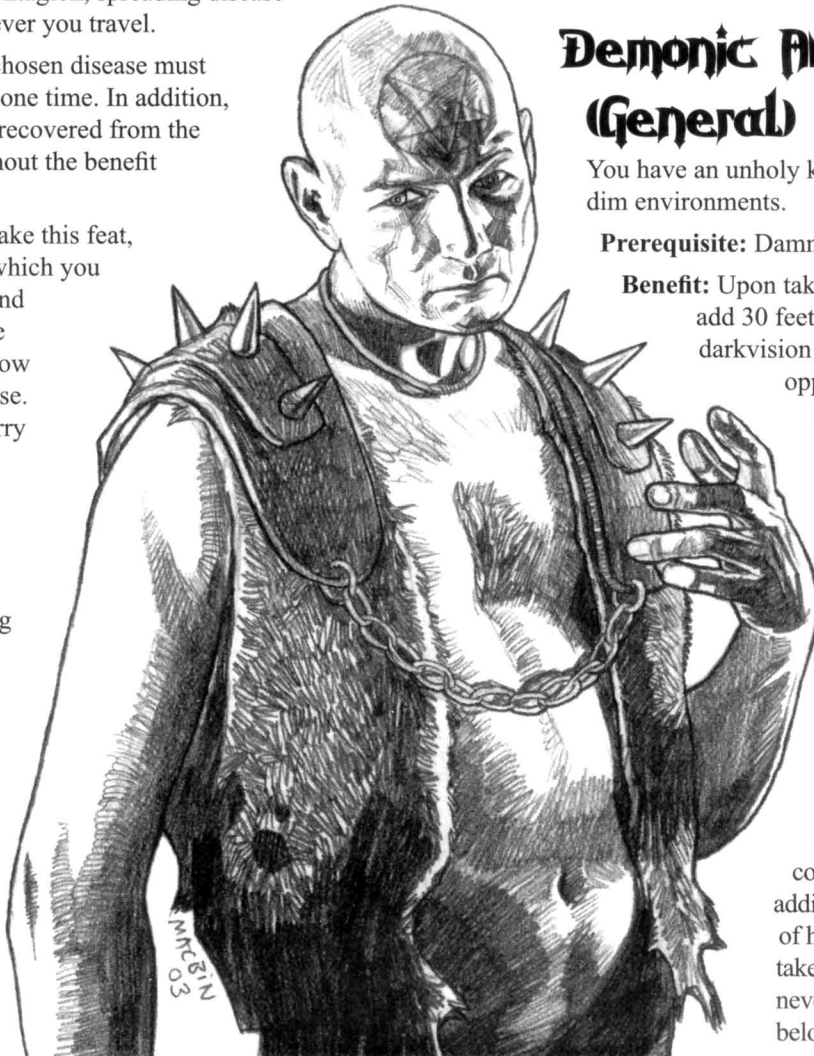
Demonic Awareness (General)

You have an unholy knack for fighting in dim environments.

Prerequisite: Damned.

Benefit: Upon taking this feat, you add 30 feet to your existing darkvision and you reduce an opponent's percentage miss chance derived by concealment one degree, to a minimum of one-quarter concealment.

Special: You may take this feat multiple times, each time adding 30 feet to your darkvision and reducing an opponent's concealment by an additional step. Regardless of how many times you take this feat, you may never reduce concealment below one-quarter.



Desperate Defense (General)

By sacrificing your body, you become harder to hit.

Benefit: You may inflict damage to your Constitution and exchange this damage for an equal amount of deflection bonus. This bonus remains until you heal the ability damage; the deflection bonus reduces at the same rate as the ability damage heals. Injuring yourself in this manner is a free action, and you heal the ability damage as defined in the *PHB*. A reduction of Constitution affects hit points, Constitution-based skills, and Fortitude saves.

Discreet Poisoner (Item Creation)

You may manufacture and administer multi-stage poisons.

Prerequisite: Alchemy 4 ranks, Craft (poison) 8 ranks, Pick Pocket 4 ranks.

Benefit: By taking this feat, you gain the ability to administer poisons in stages. Multi-stage poison is a poison manufactured from non-poisonous components. When the component parts come into contact, they form a virulent poison. As the components themselves are non-magical, they bypass standard detection spells. Only inhaled, contact, and ingested poisons are mutable into multi-stage poisons.

To craft the enhanced poison, you must have the actual poison you wish to transform into a multi-stage poison. You must have access to an alchemist's lab and pass an Alchemy check against a DC of 20. A successful check results in a proper disassembly of the poison into mundane component parts. Reducing a poison to its parts requires 1 day per 100gp of the market price. The price of the poison also determines the number of components needed to restore toxicity.

Poison Prices

Price	Components
300 gp or less	2d4
301 gp to 800 gp	1d6+1
801 gp to 1500 gp	1d4+1
1501 gp or more	1d2+1

Once the poison has been broken down to its component parts, you must expose the target to each of the component parts. The nature of the components depends upon the normal delivery method. One-half (round down) of the components require the same delivery system as the original poison. Thus, if the poison was a contact poison, one-half of the components must be delivered by contact. In addition, the final component given to the victim must use the original delivery system.

Geoffrey the poisoner pines for the Baron's daughter Julia; the Baron, sensing Geoffrey's corruption, refuses to allow a courtship between the two, but has no interest in removing this valuable alchemist from his service. Geoffrey, mad and filled with lust, opts to kill the Baron. Thus, he decides to poison the father of his love, but only in an untraceable manner. Having procured a substantial quantity of burnt othur fumes, he breaks the substance down into component parts. Succeeding at his Alchemy check with a 32, Geoffrey determines how many components are needed by rolling 1d2+1 (burnt othur fumes are expensive and cost 2000 gp). His total roll is three. One-half of the components must be delivered via inhalation, and so he only needs one component to be delivered by this method. He places one component into the baron's drink, another in the food; the most important factor he infuses into the wick of a candle. Later at dinner, he lights the candle, sits back, and smiles, watching while the Baron dies.

Evil's Champion (General)

Your allegiance to evil's cause provides you with unusual resilience against the dark arts.

Prerequisite: Evil alignment, Spell Resistance 10.

Benefit: You are immune to all spells with the "evil" descriptor. In addition, you receive a +4 competence bonus to all Charisma-based skill checks when interacting with evil NPCs.

Executioner (General)

Your killing strokes strike fear into the hearts of your enemies.

Prerequisite: Intimidation 8 ranks.

Benefit: Whenever you perform a coup de grace action, all allies within 30 feet gain a +2 morale bonus to their attack and damage rolls and saving throws. In addition, all enemies who witnessed the action must make Will saves against a DC equal to 10 + ½ your unholy warrior levels + your total Intimidate bonus. A failed save results in the enemy being shaken for 2d6 rounds. Opponents with more Hit Dice or levels than you or who are immune to fear are unaffected by this feat. All benefits and penalties awarded by this feat remain for 1d4 + 1 rounds or until the end of combat, whichever occurs first.

Extra Mutation (Special)

Gain one extra roll on the knight of bedlam's mutation chart.

Prerequisite: Knight of bedlam 1st level.

Benefit: You may roll for a new mutation on the knight of bedlam's mutation chart. If you have already selected the Controlled Mutation feat, you may roll twice and choose as usual.

Lascivious (General)

Your unnatural physical appetites manifest as a strange animal magnetism.

Benefit: This feat provides a +4 insight bonus to all Bluff, Diplomacy, and Intimidate checks whenever you attempt to entice a being with the promise of a sexual favor, provided the target is normally attracted to your character's gender. You also receive a +2 insight bonus on all Gather Information checks, due to your enthralling sensuality.

Special: Once you have seduced an individual, he or she becomes more eager to fulfill your wishes, thereby providing a +2 circumstance bonus to all future checks against that individual.

Legion (General)

Your body is home to a number of fiends.

Prerequisite: Brimstone Death, Character level 6.

Benefit: You host a number of evil outsiders whose total Hit Dice do not exceed your character level. Harboring these evil entities can destroy your soul. You take an amount of ability damage equal to the sum of the individual CRs of your "guests." This damage cannot be healed as long as the fiends inhabit your body. In exchange, you may make use of their spell-like abilities as listed under each entity's description in the *MM*. For the purposes of caster level, use the listed value or your own as a sorcerer, whichever is lower.

For example, Nimrod, a 12th-level unholy warrior, houses a Vrock (a demon having 8 Hit Dice). As this demon has a CR 13, Nimrod suffers 13 points of ability damage, distributed any way he wishes. In exchange for this damage, he may use the following abilities at will – *darkness*, *desecrate*, *detect good*, *detect magic*, *mass charm*, *mirror image*, *telekinesis*, and *teleport without error*. He casts these spells as a 12th-level sorcerer (he and the Vrock have equal casting levels).

Special: Once a fiend inhabits your body, it is difficult to make it leave. Only *dispel evil*, *dismissal*, *wish*, or *miracle* can remove a possessing fiend. Other spells replicating these effects may remove fiends at the GM's discretion.

Necrotic Shield (General)

An undead servant withstands the worst of ranged attacks against you.

Prerequisite: Dex 13+, Combat Reflexes.

Benefit: Any time you stand within 5 feet of a mindless undead ally, such as a zombie or skeleton, you gain a +2 deflection bonus to your AC. In addition, any time you are forced to make a Reflex save against a damaging effect, and the same type of ally is within 5 feet, a successful save transfers all the damage you would otherwise receive to your undead ally. If the damage dealt is sufficient to kill your undead ally, you receive the excess. All damage

applies to only one ally, regardless of how many allied undead qualify to be your necrotic shield.

Night Fighter (General)

You are adept at melee fighting in dim lighting.

Prerequisite: Blind-Fight.

Benefit: When you are engaged in melee in dim lighting, such as when there is a percentage miss chance due to Concealment, you receive a +2 competence bonus to all melee attacks and a +2 dodge bonus to your AC.

Special: You may take this feat multiple times. Each additional time you take this feat, you receive an additional +1 dodge bonus to your AC in such low-light situations, but no further bonus to your attack rolls.

Patron (General)

You are the chosen servant of a powerful evil entity.

Benefit: Whenever you take this feat, the GM secretly rolls 1d6 to determine your amount of usefulness points and records the result. Thereafter, you may call upon your patron to aid you in desperate moments. By spending 1 usefulness point, you may reroll any 1 roll of a d20 result and choose the better of the two rolls. The forces of evil are fickle; they frown upon too-frequent invocations of their names. Hence, the more you try your master, the less useful you are. If at any time your usefulness point total reaches 0, you gain the enmity of your patron. The next time you roll a natural 20 on a d20 check, you must reroll the result and take the lesser roll.

Special: You may take this feat multiple times, each time gaining a new 1d6 roll. However, if you had run out of usefulness points prior to a second instance of this feat, you must sacrifice an amount of gold or items valued in gold equaling your level times 1000.

Quicken Granted Power (Special)

You may use a power granted from an unholy warrior domain as a free action.

Prerequisite: You must have access to an unholy warrior domain granting a power requiring a standard action to activate.

Benefit: Choose one granted power you possess that requires a standard action to activate. You may now activate this power as a free action. You cannot quicken any power requiring a full action or more.

Reckless Attack (General)

You may sacrifice your defenses in favor of an increased chance to hit your opponent.

Prerequisite: Power Attack.



Benefit: On your action, before making attack rolls for the round, you may choose to subtract a number from your AC (in the form of a competence penalty) and add the same number (as a circumstance bonus) to all melee attack rolls this round. This number may not exceed 5. The penalty to your AC and bonus to your attack apply until your next action.

Rotting Touch (General)

Your touch sloughs the skin from your foes.

Prerequisite: Damned, Host.

Benefit: Once per day, as one of your smite attacks, you may choose to inflict 1d6 + your Charisma modifier in Constitution damage. You must declare this attack prior to the attack roll. Targets lacking a Constitution score are immune to this ability. If the attack succeeds, all of the target's allies within 30 feet are forced to make Will saves against a DC 10 + your Charisma modifier + ½ your total hit dice. A failed check results in their being *shaken* for 1d4 rounds by the horrific liquefaction of their comrade's flesh.

Vestigial Twin (Unholy Warrior)

Awakening within you is a latent twin who is fully intelligent, aware, and resentful of its subordinate level within your body.

Prerequisite: Damned, 6th level.

Benefit: When you take this feat, a presence awakens from torpidity. The fiendish spirit forms of your own flesh to manifest within your body, using your cells to form its features – and possibly arms and legs, depending upon the level at which you take this feat. The “twin” has an independent personality and a variety of level-dependent capabilities. Each time you take this feat, create an additional twin using the following rules.

Vestigial twins, though visible in the naked body of their host, normally lack any means of self-propulsion, except at the highest levels. They rely upon your strength, your hit points, and your locomotive skills. Consequently, each twin has only three ability scores: Intelligence, Wisdom, and Charisma. Determine each attribute by rolling 4d6 - 2 per existing vestigial twin. These growths are always of the alignment of their host.

Like intelligent magic items, twins have an Ego score. While no vestigial twin has a special purpose other than to spread discord and evil, they resent being contained in a mortal body and will attempt to seize control when their host is weak of will and stamina. To measure a twin's Ego, consult **Table 1-7** on the following page.

Your twin has a will of its own. Twins with Ego scores of 20 or higher always consider themselves superior to their hosts, and a personality conflict results if the possessor does not always agree with the twin. If such a personality conflict occurs, you must make a Will saving throw (DC = the vestigial twin's Ego). If you succeed, you are dominant. If you fail, the twin assumes dominance. Dominance lasts for

Table 1-7: Vestigial Ego

Attribute	Ego points
Class I power	1
Class II power	2
Class III power	4
Per level of the unholy warrior	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

Table 1-8: Vestigial Potency

Level Attained	Powers
6-10	Class I power
11-15	Class II power
16-20	Class III power

one day or until a critical situation occurs.

All twins speak your primary tongue and may communicate telepathically with you. In addition, twins have the possibility of extra powers based upon the level at which you grew them. As you grow in power, you attract more potent spirits. Consult the following table for details on their special abilities.

Using the number of capabilities determined above, find the twin's specific abilities by choosing one relevant ability from the following twin powers.

Vestigial twins act independently of their hosts, rolling initiative separately. Though they share your physical attributes, they may only take partial actions. The more potent the twin, the more pronounced its presence in your body. A class I vestigial twin appears as a sub-dermal face on your neck, torso, or face. A class II twin exists in the same locations, but has at least one arm or leg with semi-function digits. A class III twin is mostly intact, although your bodies intersect at some point. The raw evil of your parasitic twin does not impede you, and the terrifying appearance of your combined bodies provides a +4 circumstance bonus to all Intimidate checks.

Violating Strike (General)

You make an attack so heinous it destroys a piece of your victim's soul.

Prerequisite: Base attack bonus +8, evil alignment.

Benefit: As a full-round action, you may make one attack against an opponent as normal. On a successful hit, you inflict 1d4 points of Charisma damage, and you and your opponent make opposed Charisma checks. You may substitute your Intimidate skill for this roll. If you beat your opponent, he is *staggered* for 1 round and *shaken* for 1 minute. If your opponent wins the opposed roll, there is no additional effect beyond the Charisma damage. If you

Table 1-9: Vestigial Twin Powers

Class I powers (choose one) as 5th-level sorcerer

- Twin may Intuit Direction (10 ranks)
- Twin may Sense Motive (10 ranks)
- Host gains Combat Reflexes
- Host gains Blind-fight
- Host gains Improved Initiative
- Host gains Mobility
- Host gains Sunder
- Host gains Expertise
- Twin may detect good at will
- Host may find traps at will
- Host may detect secret doors at will
- Twin may detect magic at will
- Twin may cast cure light wounds on host once/day
- Host gains uncanny dodge as a 5th-level barbarian
- Host gains evasion
- Host may see invisible at will
- Twin may feather fall the host once/day
- Host need no longer sleep
- Host need no longer breathe

Class II powers as 9th-level sorcerer

- Host may charm person (DC 11) on contact 3 times per day
- Host gains clairaudience/clairvoyance with a 100-ft range, for 10 rounds, 3 times per day
- Host may cast magic missile 3 times per day
- Host may cast shield 3 times per day
- Host may detect thoughts 3 times per day
- Host may levitate 3 times per day
- Host may become invisible once per day
- Host may fly 3 times per day
- Twin may cast cat's grace on host once per day
- Twin may cast bull's strength on host once per day
- Twin may cast haste on host once per day

Class III powers as 13th level sorcerer

- Twin may cast blindness once per day
- Twin may cast confusion once per day
- Twin may cast fear once per day
- Twin may cast hold monster once per day
- Twin confers a +2 luck bonus to all saves, +2 deflection bonus to AC and an SR 15

critically hit your foe the Charisma is drained instead of damaged (see *DMG* for ability drain/damage), but you do not double the amount, and you receive a +4 competence bonus to the opposed check. Creatures immune to critical hits are immune to the effects of this feat.

Special: At the GM's discretion, victims of this attack may have further difficulties. Suggestions include damage of reproductive organs, hideous scarring, a limp, or worse.

- Chapter Four -

Spells & Items

Like other users of divine magic, unholy warriors channel energy from powerful entities or ideologies. They follow demons, devils, and evil gods, or simply their own love of corruption, violence, physical pleasure, and personal freedom. Unholy warriors' devotion to these evil agents and ideas is so strong they are able to manifest magical energies even from forces incapable of granting them. Unholy warriors follow all the standard rules as sketched out in the *PHB*; the unholy warrior class description highlights the similarities and differences between unholy and holy warriors.

This chapter presents the default spell list for unholy warriors along with descriptions for all new spells (followed by ‘*’). For details on unmarked spells, consult the *PHB*. Finally, many other products include blackguard spells suitable for unholy warriors; feel free to allow spells normally available to blackguards to be accessible to unholy warriors as well.

- Unholy Warrior Spell List -

1st-level

- Bane.** Enemies suffer -1 attack, -1 on saves against fear.
- Cause Fear.** One creature flees for 1d4 rounds.
- Change Self.** Changes your appearance.
- Curse Water.** Makes unholy water.
- Detect Poison.** Detects poison in one creature or small object.
- Detect Undead.** Reveals undead within 60 ft.
- Divine Favor.** You gain attack, damage bonus, +1/three levels.
- *Ecstasy.** Touch, 1d8 Wis damage, boosts Cha 1d4/caster level (max +5).
- Endure Elements.** Ignores 5 damage/round from one energy type.
- Ghost Sound.** Figment sounds.
- Inflict Light Wounds.** Touch, 1d8 +1/level damage (max +5).
- Magic Weapon.** Weapon gains +1 bonus.
- Obscuring Mist.** Fog surrounds you.
- Protection from Good.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- Read Magic.** Read scrolls and spellbooks.
- Spider Climb.** Grants ability to walk on walls and ceilings.

2nd-level

- Alter Self.** As *change self*, plus more drastic changes.
- *Arnox's Collar.** As *charm person*, plus 1d4 Str, 1d4 Con, -1d6 Int, -1d6 Wis
- *Brixion's Simpering Servant.** Conjure a minor fiend to do your bidding.
- Darkness.** 20-ft. radius of supernatural darkness.
- *Expedite Poison.** Poison's secondary damage occurs in 1d4 rounds.
- Ghoul Touch.** Paralyzes one subject, who exudes stench (-2 penalty) nearby.
- *Hell's Aura.** +1 bonus/two levels to armor class (max +5).
- *Iniquitous Weapon.** Weapon gains a +1 bonus and unholy.
- Pass Without Trace.** One subject/level leaves no tracks.
- Resist Elements.** Ignores first 12 damage from one energy type each round.
- *Tempt.** Target commits small sin.
- *Unbridled Lust.** Target removes armor and clothing for

1d4 +1 minute per caster level (+5 max).

Undetectable Alignment. Conceals alignment for 24 hours.

3rd-level

- Blindness/Deafness.** Makes subject blind or deaf.
- Deeper Darkness.** Object sheds absolute darkness in 60-ft. radius.
- Dispel Magic.** Cancels magical spells and effects.
- Greater Magic Weapon.** +1 bonus/three levels (max +5).
- Inflict Moderate Wounds.** Touch attack, 2d8 +1/level damage (max +10)
- *In'nassi's Blessing.** +10 to all Charisma-based checks for 1 round/level.
- Invisibility.** Subject is invisible for 10 min./level or until it attacks.
- Lethargy.** Target must succeed Willpower save to take an action.
- Magic Circle against Good.** As *protection* spells, but 10-ft. radius and 10 min./level
- Misdirection.** Misleads divinations for one creature or object.
- Nondetection.** Hides subject from divination, scrying.
- *Orgy of Tyrexus.** All within 20 ft. spread gain rage and attack at random.

4th-level

- Dimension Door.** Teleports you and up to 500 lb.
- Dispel Good.** +4 bonus against attacks.
- Enervation.** Subject gains 1d4 negative energy levels.
- Fear.** Subjects within cone flee for 1 round/level.
- Freedom of Movement.** Subject moves normally despite impediments.
- Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.
- Inflict Serious Wounds.** Touch attack, 3d8+1/level damage (max +15).
- *Plague Ball.** As *contagion*, but 20 ft. radius.
- Poison.** Touch deals 1d10 Con damage, repeats in 1 min.
- *Unholy Sword.** Weapon becomes +5 and does double damage against good.

- Unholy Warrior Spells -

Arnox's Collar

Enchantment (Compulsion) [Evil, Mind-Affecting]

Level: Clr 3, UnW 2

Components: V, S, F

Casting Time: 1 action

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

Effect: Ray

Duration: 1 hour/level

Saving Throw: Will partial (charm effect only)

Spell Resistance: Yes

With a gesture, you send a translucent lasso of scintillating energy toward a target humanoid. On a successful ranged touch attack, the target takes 1d6 points of damage to her Intelligence and Wisdom scores, but also gains an enhancement bonus of 1d4 points to her Strength and Constitution. Both effects last for the duration of the spell or until the spell's range is exceeded. Once the damage and enhancement changes are resolved, the recipient of this spell must attempt a Will save, where failure results in an effect identical to the *charm person* spell (see *PHB* for details on this spell). The only difference in the charm effect is that, if the target wanders beyond the maximum spell range from the caster, the compulsion and ability modifications end.

Focus: Gem-studded collar with inward-pointing barbs, valued at 200 gp.

Brixion's Simpering Servant

Conjuration (Creation, Evil)

Level: UnW 2

Components: V, S, M, XP

Casting Time: 1 hour

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

Effect: One called creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

After a lengthy casting, you call forth a being of absolute evil to do your bidding. This creature comes from a lower plane corresponding to your alignment. If your setting has multiple planes tied to your alignment, choose one.

A simpering servant is a small spindly creature with narrow red slits for eyes, and a stink reminiscent of spoiled cabbage and human excrement. Upon appearing, this creature will immediately assume a posture of servility, whimpering in the face of its new master.

Despite this behavior, simpering servants always plot to kill their patrons, as they resent their enslavement. Still, the servant must obey commands uttered by its lord – so the summoner's most common first command is for the servant never to raise arms against him. This does not stop the servant from plotting indirect ways to destroy its master. Once an unholy warrior has called his servant, he may not call another unless the first is slain or otherwise dismissed.

Particular features of the simpering servant depend upon the characteristics most prevalent to the fiendish denizens of their native plane.

Simpering servants remain in the caster's service until destroyed or dismissed. If dismissed, they are never far from their past master,

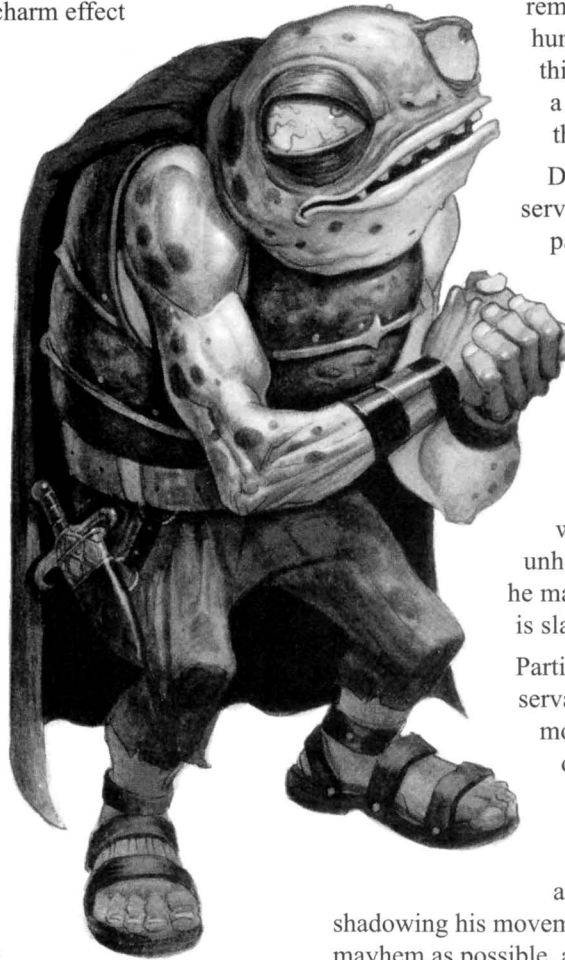
shadowing his movements and actively wreaking as much mayhem as possible, all the while working towards the caster's destruction.

Regardless of their appearance, simpering servants all have the following characteristics:

Simpering Servant

CR 1; Small outsider (Evil, varies); HD 1d8; hp 4 Init +1 (Dex); Spd 20 ft.; AC 14, touch 12, flatfooted 13; Atk +2 melee (1d3 plus disease and poison, Bite); SA bite delivers filth fever; SQ evil outsider qualities, Damage Reduction 5/Silver; SR 5; AL varies; SV Fort +2, Ref +3, Will +4; Str 10, Dex 13, Con 11, Int 12, Wis 14, Cha 6. Height: 3 ft, 6 in.

Skills and Feats: Hide +7, Knowledge (the planes) +4, Listen +5, Move Silently +3, Spot +5; Alertness.



Special Abilities: Filth Fever (Ex): Injury, DC 12, Incubation 1d3 days, 1d3 Dex, 1d3 Con; Simpering Venom (Ex): Injury DC 13, Initial 1d4 Int, Secondary 1d3 Wis; Telepathy (Su): Simpering servants may communicate telepathically with any creature within 100 feet that has a language.

Special Qualities: Depending upon which plane of origin the simpering servant comes from, which depends upon the alignment of the unholy warrior, the servant has a different set of fiendish qualities. Unholy warriors of a lawful evil alignment draw servants from Hell, neutral evil from Gehenna, and chaotic evil from the Abyss. Refer to the sidebar for details on the particular fiendish abilities associated with each plane.

Material Component: Heart of a sentient humanoid packed in dung.

XP Component: 150 xp.

Ecstasy

Transmutation [Evil]

Level: Brd 2, UnW 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

At your touch, unwholesome energies course through the recipient, awakening every nerve ending to titillating pleasure. Thereafter, the spell decreases the victim's Wisdom by 1d8 points, but at the same time increases the recipient's Charisma by 1d4 per caster level to a maximum of +5. The victim of this spell is more open to suggestion, as most of his attention focuses on the experiences of physical pleasure coursing through his veins. The victim's base attitude to the caster increases by two steps (from hostile to indifferent, for instance).

Material Component: poppy seeds.

Expedite Poison

Necromancy

Level: Drd 3, Rgr 1, UnW 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Upon the completion of a successful casting of this spell, the caster's hand emanates an awful green aura, stinking of long-infected wounds. The caster may make an immediate touch attack against a target. If the target has any poison in her system, the interim time between the primary and secondary effects of poison reduces by 1d6 rounds (Note: The usual

Outsider Qualities

Devil Qualities (Hell)

Immunities (Ex): Fire and poison.

Resistance (Ex): Cold and acid resistance 20.

See in Darkness (Su): The servant sees perfectly in darkness of any kind, even darkness of magical origin.

Languages: Infernal, Celestial, Common and Draconic.

Alignment: Simpering servants from Hell are always lawful evil.

Demon Qualities (Abyss)

Immunities (Ex): Electricity and poison.

Resistance (Ex): Cold, fire, and acid resistance 20.

Languages: Abyssal, Celestial, Common and Draconic.

Alignment: Simpering servants of this type are always chaotic evil.

Daemon Qualities (Abyss)

Immunities (Ex): Acid and poison.

Resistance (Ex): Cold, electricity, and fire resistance 20.

Languages: The servant speaks Abyssal, Draconic and Infernal.

Alignment: Daemonic servants are always neutral evil.

time between primary and secondary damage is 10 rounds or 1 minute). The amount of time may not be reduced below 0 rounds; if the reduction results in 0, the victim must make an immediate save against the poison's secondary damage.

Hell's Aura

Abjuration (Evil)

Level: UnW 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

Save: None (harmless)

Spell Resistance: No (harmless)

Hell's aura confers a mystical swirling cloud of vile energies accompanied by a symphony of screams. The cloud's colors vary with the caster; the occasional shade of a lost soul sometimes appears within the mass. Once protected by this spell, the unholy warrior gains a +1 profane bonus to her AC for every 2 caster levels, to a maximum of +5. Unfortunately, the wails of the damned impose a -2 circumstance penalty to all Listen and Move Silently checks.

Material: A bit of skin originating from a lawful evil outsider.

Iniquitous Weapon

Transmutation [Evil]

Level: UnW 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

All critical threats against good foes are automatically confirmed. The weapon negates the damage reduction of good creatures and is capable of striking good incorporeal creatures as if it had a +1 enhancement bonus. In addition, the weapon is unholy, which means it may have special effects on certain creatures. Individual arrows or bolts may be transmuted, but affected projectile weapons (such as bows) do not confer the benefit onto the projectiles they shoot. This transmutation cannot affect any weapon already having a magical effect related to critical hits.

In'nassi's Blessing

Transmutation (Evil)

Level: UnW 3
Components: S
Casting Time: 1 action
Range: Personal
Target: You



Duration: 1 round/caster level
Saving Throw: None (harmless)
Spell Resistance: No (harmless)

The patron of lust confers a measure of her dark energies unto the caster, surrounding her with an unwholesome aura, both repellent and seductive. This curious energy stirs the passions of those nearby, granting the unholy warrior a +10 profane bonus to all Charisma-based skill checks. In'nassi's Blessing does not improve the DCs of spells cast, nor does it grant bonus spells, as the spell provides a bonus to skill checks alone.

Ogy of Tyrexus

Enchantment (Chaotic, Evil, Mind-affecting)

Level: UnW 3
Components: V, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous (special)
Saving Throw: Will negates
Spell Resistance: Yes

All those within the area of effect failing their saving throws gain a +4 enhancement bonus to Strength and Constitution, a +2 profane bonus to their Will saves, and a -2 penalty to their AC for 3 + the unholy warrior's Charisma bonus rounds. Affected creatures attack the closest target to the best of their abilities, regardless of whether the target is friend or foe. If two viable targets are available, roll to determine which one the victim attacks. Bonuses accrued from this spell stack with bonuses derived from Rage.

Material Component: Tongue of a rabid animal, which the caster devours at the conclusion of the casting.

Plague Ball

Necromancy

Level: UnW 4
Components: V, S
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Area: 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The character determines the range (distance and height) at which the *plague ball* is to burst. An opaque bead of ochre gel streaks from the character and, unless it strikes a material body or solid barrier prior to attaining the prescribed range, blossoms into the spread effect at that point (an early impact results in an early detonation). If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. All those within the area of effect must make a Fortitude saving throw or contract a disease

that strikes without the standard incubation period. Viable diseases include blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, and slimy doom.

Tempt

Enchantment (Evil, Mind-Affecting)

Level: Blk 2, UnW 2

Components: V

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: No

When you cast this spell, you make a ranged touch attack roll, channeling the lure of sin into your target opponent. On a successful hit and a failed save, the caster may name a sin, which plants a suggestion to commit an evil act. The caster may choose any one of the following sins with the listed results.

Wrath: Victim attacks nearest foe to the best of his ability for 1 round.

Envy: Target affected as if under the influence of *random action* (q.v.).

Lust: Target moves toward specified desire as implanted by the caster. Desire cannot be explicitly harmful or the spell fails.

Sloth: Target *slowed* (as spell) for 1 round.

Gluttony: Target spends 1 round eating anything nearby as a full-round action provoking an attack of opportunity.

Greed: Target attempts to steal most valuable object close to him.

Pride: The target is *dazed* by his own sense of self and purpose.

Victims of this spell have their names added to the dark ledger in Gehenna. While there is no practical game effect, this makes for a tasty bit of role-playing. Furthermore, holy warriors and clerics of good deities must make Concentration checks against a DC 10 + spell level to cast any spell for the next 24 hours as feelings of guilt overcome them. *Atonement* or greater magics lift this penalty.

Unbridled Lust

Enchantment [Compulsion, Evil]

Level: UnW 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Humanoid touched

Duration: 1d4 + 1 minute per caster level (+5 max)

Saving Throw: Will (negates)

Spell Resistance: Yes

Upon casting this spell, the caster may make a melee touch attack against a target humanoid. If the touch succeeds

and the target fails his saving throw, the victim becomes overwhelmed with feelings of desire. While under the effects of this spell, the target attempts to disrobe fully. Removing clothing requires 1d4 rounds of effort; *PHB* covers the details on armor removal. Disrobing in the heat of combat provokes an attack of opportunity, and the target is denied his Dexterity bonus to Armor Class. Any round in which the target receives damage in excess of 4 points, he may make an additional save to resist the spell's effects.

Once the victim is undressed, he attempts to start a grapple against the nearest creature of a gender to which he is normally attracted. Considering his status as an unarmed attacker, he provokes the standard Attacks of Opportunity. At the end of the spell's duration, the victim is fatigued.

Focus: Small carved statue valued at 250 gp, depicting lovers in a carnal embrace.

Unholy Sword

Evocation

Level: UnW 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the character to channel evil energies into a weapon of her choice. The weapon acts as a +5 magic weapon dealing double damage against good opponents. In addition, it emits a magical barrier protecting its bearer. This ward protects the caster from attacks by good creatures, from mental control, and from summoned or conjured creatures. The ward has three major effects:

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both bonuses apply only against attacks made by good creatures.

Second, the barrier blocks any attempt to possess the caster or to exercise mental control over her. The protection does not prevent an opponent from gaining mental control over the caster, but it prevents anyone from mentally commanding her. The barrier will keep out a possessing life force, but will not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the ward prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the warded caster. Evil elementals and outsiders are immune to this effect. The protection against contact by summoned or conjured creatures ends if the caster makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the caster.

Chapter Four: Spells & Items

If the ward ends, the sword creates a new ward on the character's turn as a free action. The spell cancels 1 round after the weapon leaves the character's hand for any reason. The character cannot have more than one unholy sword at a time.

If the caster casts this spell on a magic weapon, the powers of the spell supersede any the weapon has,

rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with *bless weapon* or any other spell modifying the weapon in any way.

This spell does not work on artifacts.

Note: As always, a masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

- New Items -

Accompanying the new spells is a small number of magic items suitable for use by unholy warriors. Anyone with the right feats and a solid streak of evil can craft a +2 unholy celestial bane bastard sword, but the items listed below go beyond that: Each one personifies evil. Many are minor artifacts, their creation almost beyond mortal ken. A few are so powerfully evil they corrupt their users and send them to the cozy fires of Hell/Abyss/Gehenna and the infinite suffering found there. Some of these items may be unsuitable for many campaigns. Consult your GM as to the availability of any of the following goodies.

Antaia's Thorns

These blue-shafted arrows with black fletching are strongly evil and rarely found in groupings of more than three. When a good-aligned creature handles them, the arrows emit curling streams of acrid smoke. When fired from a magical longbow, they become +4 arrows that stagger good opponents for 1 round (no save).

Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armor, evil alignment, *dispel good*; *Market Price:* 1772 gp each; *Weight:* .15 lb each

Icons of Damnation

Sages tell of seven gifts from the underworld intended to corrupt their bearers. Over a long exposure to these items, even the most stalwart paladin succumbs to their pleasures and pains. Each item is unique and may only be destroyed when all are gathered and placed under the heel of the most powerful force of good in all the planes. Each item relates to one of the following vices. If any wielder gains and uses more than one of the icons, he must succeed at a Fortitude save (DC 40) or be destroyed. These items are cursed and may not be removed from the wielder by any means short of a wish or a miracle. Characters using these items gain certain benefits. After a month of use, the character gains the Damned feat as a bonus feat. After a year, he gains the resistances and immunities of a daemon (see Brixion's Simpering Servant for details on daemonic traits).

Gluttony

Appearing as a *ring of sustenance*, the icon of gluttony does not take up a ring space for the purposes of maximum equipment. Instead of staving off the pangs of hunger, this icon fills the wearer with an insatiable need to eat. After a

week of wearing the icon, the character's weight doubles, whereby he becomes a large (long) creature. He gains a -1 size penalty to attack rolls and AC, a -4 size penalty to Hide checks, and occupies a 10 ft. by 5 ft. base with a 5 ft. reach. He does, however, gain a +4 enhancement bonus to his Constitution score. In addition, the character's alignment shifts one step towards evil.

Pride

Though it appears to be a *rod of rulership*, this rod is anything but a beneficial item. A character bearing this rod gains a +10 profane bonus to all Craft and Profession skills, but permanently loses 4 points of Wisdom. In addition, she gains a +4 enhancement bonus to her Leadership score. Finally, merely possessing the rod imposes a -10 profane penalty to all Charisma-based checks, as the rod slowly dominates the soul of its carrier.

Envy

This pair of boots looks like *boots of elvenkind*, and if identified, these powers are indeed confirmed. However, when donned, they make the wearer feel jilted. He spends more time alone among his dark thoughts of resentment for his allies. He begins plotting the deaths of his comrades, yearning to be them. These boots confer the standard +10 circumstance bonus to Move Silently checks, but permanently drain the wearer of 4 points of Charisma.

Greed

A *cloak of invisibility* seems to be too good to be true to most rogues. When they place the mantle upon their shoulders, they are under the effects of an *improved invisibility* spell for as long as the cloak is worn. But this cloak carries weighty penalties. Wearing it fills the character with an insatiable need to steal. In fact, any time he encounters an object worth 100 gp or more, he must attempt a Will save against a DC 20 +1 per 100gp of value. On a failed save, he moves to steal the item.

Wrath

The icon of wrath assumes the form most attractive to barbarians: a +2 *mighty cleaving greataxe*. The corruption inherent in this item does not manifest until it used in combat by a raging barbarian. While in this state and wielding the weapon, the barbarian always attacks the closest target (friend or foe). In addition, she cannot

voluntarily leave this state and must ride out the rage until its duration ends. She gains a +10 circumstance bonus to Intimidate checks when brandishing the axe, but suffers a -10 circumstance penalty to Sense Motive checks.

Lust

This *cloak of charisma* indeed confers a +6 enhancement bonus to the wearer's Charisma. All NPC (combat opponents are excluded) attitudes are Friendly. However, if the wearer rebuffs, ridicules or ignores any NPC, she rages (like a barbarian) and attempts to kill the wearer of the cloak.

Sloth

This *helm of teleportation* relieves the user of the effort needed for extended journeys. The helmet *slows* the wearer for as long as he wears it. Considering the curse inherent to all such icons, it is unlikely the wearer will be able to remove it.

Nightshard

The nightshard is a black greatsword forged in the hottest fires of hell and quenched in the blood of elven children. As it cooled from the forge, the maker stowed the blade away from the sun for a year and a day, allowing the energies of the unknown depths to wash the foul blade with corruption. Once the blade was released from its darkened prison, it hummed with evil glee in the hands of its bearer. Creatures of good alignment gain 3 negative energy levels for as long as they hold the blade or until they have committed enough evil acts to change their alignment to evil. Neutral characters suffer 1d20 points of damage and have their alignments changed to evil (although this may be lifted via atonement). The sword offers no benefit to any character unless they are thoroughly evil. Evil characters may use this blade as if it were a +1 unholy greatsword.

It is in the hands of the most depraved that this weapon comes to life. Whenever an unholy warrior wields this weapon, it inflicts +1d6 points of bonus unholy damage to good creatures and becomes a +4 *flaming ghost touch greatsword of wounding*. Furthermore, if used in moonlight or starlight the sword inflicts +1d6 additional points of bonus damage; in total darkness, it deals a total of +4d6 points of bonus damage.

Caster Level: 20th; *Weight:* 12 lbs.

Mourne's Peripeteia

This unique twisted rod of an unknown material bears 13 runes in 13 languages. Its first known user was a legendary dark elf who championed the cause of balance. In a distant land in an ancient era, he discovered this staff and recognized its raw chaotic energies and potential to aid his comrades if one or more of them fell in battle. Although he had noble reasons for taking up the artifact, he soon became corrupted by its influence. Every time he used the rod to restore life to a dead ally, it reincarnated

her and transferred one of the runes onto his flesh. As more runes roosted on his body, he became more chaotic and corrupted, until one day his body, long gone to rot, spilled his intestines onto the ground, making an ideal target for a band of bloodthirsty kobolds in service of an ancient red wyrm.

The rod's primary ability is to reincarnate the dead. When touching a dead character, the rod flares with energy, and the deceased is *reincarnated* as per the spell in the *PHB*. Dead characters have no choice, nor may they resist the powers of this artifact. The rod never restores the individual to his own race, and any roll resulting in such implies a result of GMs choice.

When the rod reincarnates a character, it transfers a rune onto the body of the caster. The process of gaining a rune is excruciatingly painful and inflicts 1 point of Constitution damage. In addition, each rune has a side effect, many of them none too pleasant. See the table on the next page for details.

Each use of the rod instills a perverse desire to use it more. Once the rod inscribes all 13 runes, it ceases to function and the wielder has a flash of sudden insight. At this point the character must succeed at a Will save against a DC 32 or go incurably *insane* as per the spell. As noted above, he has transformed into a lich. While this confers immortality, if his corporeal body is destroyed, the rod consumes his spirit and regains all 13 runes. The rod is intelligent (Int 24, Wis 18, Cha 24, Ego 30); it is capable of speech and telepathy, reads all languages and magic, and confers the



Starless Sword

The antithesis of the sun blade, this sword is the size of a bastard sword and may be wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a starless sword. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.

In normal combat, the black blade of the weapon is equal to a +2 bastard sword. Against good creatures, its enhancement bonus increases to +4. Against Positive Energy Plane creatures or celestials, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

Furthermore, the blade has a special power. Once per day the wielder can swing the sword vigorously above his or her head while speaking a command word. The starless sword then sheds darkness beginning in a 10-foot radius around the sword wielder and spreading outward at 5 feet per round for 10 rounds thereafter, to create a globe of darkness with a total 60-foot radius. When the wielder stops swinging, the darkness fades to a clinging shadow persisting for another minute before disappearing. All starless swords are of evil alignment; any good creature attempting to wield one gains one negative level that remains as long as the sword is in hand and disappears when the sword is relinquished. This negative level never results in permanent level loss, but cannot be overcome in any way (including *restoration* spells) for as long as the wielder carries the sword.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *deeper darkness*, creator must be evil; *Market Price:* 50,335 gp; *Cost to Create:* 25,335 gp + 2,000 XP.



following abilities onto its wielder in addition to the ones described above: Intuit Direction +14, Sense Motive +14, and free use of Evasion. The rod may assume the form of a 30 HD fiendish Black Pudding, may *charm person* (DC 18) on contact, and may use *telekinesis* at will (250 lb maximum) independent of the user, if it is so inclined. This item is a unique artifact crafted by a personification of raw Chaos.

Mourne's Peripeteia's Rune Effects

Runes	Effect
1	-2 Strength and Constitution drain
2	Alignment shift one step towards chaotic
3	Alignment shift one step towards evil
4	-2 Wisdom drain
5	+2 enhancement bonus to Intelligence
6	+2 enhancement bonus to Strength
7	Alignment shift one step towards chaotic
8	Alignment shift one step towards evil
9	-2 Strength and Constitution drain
10	Grow old: one age category higher
11	See in Darkness (no penalty)
12	Damage Reduction 5/-
13	Lich transformation (phylactery is the rod; if the lich body is destroyed, the phylactery devours the soul and all 13 runes are restored). See MM for details on the Lich template.

Zankar's Helmet

This battered helmet of iron features a hinged nose guard and two curved horns pointing down and framing the sides of the wearer's head. A single tassel of unidentifiable black hair crests the helm. Devoid of any markings, the helmet only faintly detects as magical and always detects as chaotic and evil. When a character dons the helm, her eyes alight with an unholy green fire, her alignment changes one step towards chaotic evil (no save), and a thick gelatinous blood oozes over her body and armor to form a weird protective covering. The blood sheath confers a +4 profane bonus to the wearer's AC. In addition, the wearer gains Darkvision 60 feet, and may rage 1 additional time per day. If the wearer does not have the ability to rage, she may now rage once per day as defined in the PHB.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *darkvision*, *mage armor*; *Market Price:* 60,614 gp; *Weight:* 8 lb.

- Chapter Five -

Dark Masters

The nature of unholy warriors is clear; they are violent forces of evil, personifying everything rotten in life. They exult in the sorrows of others. They live to murder, commit theft, inflict pain, bask in their perversities, and engage in every other vice available. They are the pawns of great and terrible agencies seeking to increase their hold on humanity. They ask their victims, "Who do you turn to when barbarians burn your temple, crucify your priests, and salt your fields?" Many of the righteous hold that through suffering the gods proffer the ultimate reward. Yet, out of misery, many lost souls embrace their baser passions, turning to anger and hatred, envy and greed, tyranny or anarchy. It is from these fallen mortals that the dark forces claim their champions. The most despicable, corrupt, and faithless mortals form the ranks of these unholy legions, which in turn generate more shiftless sycophants, clinging to whatever power grants them reprieve from their suffering.

This chapter presents rules for the faiths empowering unholy warriors. Many outsiders described in this section originate from the three volumes of the *Books of Fiends*. Others stem from *The Book of the Righteous*, while even more harken back to the 1st edition of the game, the days of yore, when Moloch was a viceroy. Complete coverage of the particular fiends is well beyond the scope of this work. This chapter functions as a toolbox for building cults and sects to which your unholy warrior is loyal. For more information on particular figures, consult any of the aforementioned works and supporting materials such as the *MotP*, *BoVD*, and *FF*.

The five sections in this chapter explain the features of following the major sources of evil power. The first section describes unholy warriors dedicated to the evil gods presented in *The Book of the Righteous*. Following are rules for unholy warriors worshipping devils, demons, and daemons, and finally a section on miscellaneous sources of evil. Within each section are a few examples, followed by guidelines for developing unholy warriors dedicated to other demon lords, archdevils, and outsiders of depthless evil. When an entry lists a specific order of unholy knights, apply the changes to the basic class as presented thus far in this book.

- Evil Gods -

The four deities described below complement *The Book of Righteous* and its mythology. While this book expands upon those rules, you can still make use of this book if you use other gods, including the default pantheon presented in the *PHB*. We include a set of guidelines for introducing unholy warriors to other settings, making use of their particular pantheons.

When introducing an unholy warrior as a servant of an evil faith, one must first determine if a prestige class exists for warriors of that god. If so, you ought to consider the interactions between the two classes in order to ensure compatibility. Consider how the addition of an unholy warrior class fits in the overall schema of the faith, including the cleric and other servants. It is important to remember that, though the d20 system construes evil as

a monolithic force, it is still a belief system and should reflect the will of the gods and their advocates.

Once you have determined the suitability of an unholy warrior class, you should create a suitable name for the militant order devoted to the god you have chosen. For example, if the head of an Orcish pantheon has only one eye, a group of unholy warriors in his service might reflect this aspect of the deity in the name of their order. An eye, orcs, and war make a good assortment of basic archetypes from which to generate a good name. The Horde of the Bleeding Eye, for instance, would suit this group well.

Next, consider the alignment of the faith. If the god is good or neutral with good tendencies, then you are in the wrong book. Lawful alignments present more rigid

Domains

Deity	Clerical Domains	Suggested Unholy Warrior Domains
LE	Destruction, Evil, Law, and War	Pain and Tyranny
NE	Death, Evil, and Trickery	Undeath and Treachery
NE	Evil, Knowledge, and Magic	Magic and Corruption
CE	Chaos, Evil, Trickery, and War	Treachery and Wrath
CE	Chaos, Evil, Strength, and War	Hate and Wrath



Domain Conversions

Clerical Domain	Unholy Warrior Domain
Air	Air
Animal	Disease
Death	Undeath
Destruction	Horror or Hate
Earth	Earth
Fire	Fire
Healing	Pain
Knowledge	Pride or Horror
Luck	Envy or Corruption
Magic	Magic
Plant	Darkness
Protection	Lust
Strength	Gluttony
Sun	Fire
Travel	Sloth
Trickery	Treachery
War	Tyranny (or Wrath if chaotic)
Water	Water

organizations, while chaotic-aligned groups tend to have few or no rankings within them. The unholy warrior must have the same alignment as her god. Lawful evil gods generate lawful evil unholy warriors.

Adding class skills to the unholy warrior is tricky. The selections should stem primarily from aspects of the religion. An evil god of thieves should provide extra skills from the rogue or bard list that the unholy warrior does not already have.

Domains are both the easiest and the most difficult part of defining unholy warriors. Unholy warriors never have more than three domains from which they may choose. Domains available should mirror the domains granted to clerics or be of a similar bent to the deity's portfolio. For example, an evil god of secrets granting the Evil, Knowledge, and Magic domains to his clerics offers his unholy warriors Corruption and Magic. For further examples of the evil gods presented in the *PHB*, refer to the table below

Unholy warriors serving no particular master should have access to the Corruption and Tyranny domains. These domains are the inverse of the paladin class and serve as fantastic foils to the holy warriors of the Great Church from the *Book of Righteous*. In addition, they have the standard Gift of Darkness as described in **Chapter One**. See the sidebar for more suggestions on clerical to unholy warrior domain conversions.

Use the default spell list for unholy warriors as described in **Chapter Four**. Never increase the spell list from non-blackguard spells by more than three 1st and 2nd level spells, and no more than two 3rd and 4th level spells. Gifts of Darkness should function in the same way. It is

Chapter Five: Dark Masters

easier to grant unholy warriors of other faiths access to the *contagion* spell-like ability. However, not all evil gods should grant the ability to spread disease. If *contagion* is unsuitable, try to offer a spell as a spell-like ability around 3rd or 4th level. Some exceptions may apply, but these are just guidelines anyway.

Dark allies are the last major component to detailing an order of unholy warriors. All unholy warriors may receive the standard fiendish warhorse as described in **Chapter One**. Some evil faiths may need a more suitable steed. An evil god of the air portfolio might provide a half-fiend pegasus. Plenty of other sources offer rules for calling improved mounts (*DoF* for example), but here's a good rule of thumb: If the CR of the mount is greater than 2, add the CR -2 to the level at which the unholy

warrior gains his dark ally. Note that adding a template to a potential flying mount of CR 2 automatically raises the CR by 1 for these purposes. Thus, to get a CR 9 mount, the unholy warrior would have to wait until at least 13th level to call his mount (9-2 = 7; 7 + 6th level = 13). One should adjust this simple formula as necessary, for not all CRs are created equally.

The remainder of your work in creating your unholy warrior order is providing flavor. When designing the order, pay close attention to details such as who follows the god, quirks of the god that can provide interest to her order, and suitable allies (and archenemies). Adding detail provides a significant sense of realism for the cultist or unholy warrior. Moreover, the more realistic the order, the more frightening it is.

- Gods of the Four Evil Churches -

Just as all the good gods and some neutral gods of The Great Church have holy warriors, so too does Kador (Asmodeus) and his retinue of wicked gods. Thanks to the Compact (although three are not beholden to it), these forces rely on the mortal races to further the deities' goals. Through subtle promises, corruption, and coercion, mortals fall under the banner of evil, forever swayed by promises of earthly fulfillment and an eternity of damnation. See *The Book of the Righteous* for full descriptions of these gods and their churches.

- Asmodeus -

The burning tree of Asmodeus represents the greatest blasphemy known to mortal man. It defies the unity through which The Great Church and the gods of the tree operate. Asmodeus' symbol reveals much of the fallen god. He is a spiteful conniver who plots to disrupt the delicate order of the Compact. Known as the god of lies, power, and fire, Asmodeus is depicted by laymen as the most powerful lord of Hell, and sometimes as a fallen celestial, cast down for his hubris and for having committed the most grievous of blasphemies. Regardless of the myths surrounding this figure, he is evil in its purest form.

Individuals attracted to the burning tree are those who feel resentment towards authority, the disaffected oppressed, and those persecuted for their race, culture, or heritage. Many find a place in the ranks of the pyromancers, devilish villains who gave their souls to the pyre in exchange for power. Where pyromancers build the church of Asmodeus, developing a spiderweb network of evil, Asmodeus' unholy warriors function as the military arm of his legions of the damned.

Unholy Warrior Ember Knights The Order

Encased in burnished red armor, replete with dramatic flanges and spikes, the ember knights appear to be anthropomorphic pillars of flame. They favor helmets

designed to conceal their features and present a demonic facade ideal for instilling fear in their enemies. These unholy warriors differ from others in their brazen confidence about their lord's primacy and rightful place in the cosmological schema. They are quick to condemn others for their "false" beliefs, and kill and maim paladins of the Great Church.

Becoming an ember knight is as arduous as joining the ranks of the pyromancers. Petitioners must divorce themselves from something to which they have a strong emotional connection. The separation always involves something terrible and monstrous inflicted on the beloved. For example, a prospective warrior might sacrifice her beloved to a burning pyre to show her undying devotion to her lord. After the initiate makes the sacrifice, she burns the image of the flaming tree onto her forehead, announcing to all her dedication to Asmodeus' cause. Thereafter, the unholy warrior becomes an ember knight, her first step upon the path to Hell.

Ember knights are an independent order from the pyromancers, and never receive orders from those clerics. They do join forces with their clerical brethren for raids into the pillar of fire, for toppling the heavenly structure is their highest purpose.

Titles

Ember squire is the title of all 1st-level ember knights. At 5th level, the knight, having proved herself in battle and dedication to the god of lies, receives the honor of being a full-fledged ember knight. At 10th level, the ember knight

Table 5-1: Ember Knights of Asmodeus Titles

Minimum Unholy Warrior Level	Title	Requirements
1	Ember Squire	Sacrifice dearest thing to the pyre; branding of the tree
5	Ember Knight	None
10	Grand Ember Knight	None

becomes a grand knight and can command with full authority lesser ember knights.

Additional Class Skills

The ember knight's additional class skills (and the key ability for each skill) are Innuendo (Cha) and Intimidate (Cha).

Domains

The ember knight may choose any two of the following domains: Corruption, Fire, and Treachery.

Gift of Asmodeus

Beginning at 5th level, the ember knight gains a +10 profane bonus to Bluff checks for one hour once per week. She can use this ability more as she advances in levels (twice per week at 8th level, three times at 11th level, etc.). This bonus is an extraordinary ability useable as a free action.

Spells

The ember knight gains the following spells in addition to the standard spell list in **Chapter Four**.

- 1st level – *burning hands*, *dancing lights*, *flare*
- 2nd level – *charm person*, *flaming sphere*, *produce flame*
- 3rd level – *flame arrow*, *resist elements*
- 4th level – *fireball*, *wall of fire*

Dark Ally

At 6th level, the ember knight may call the standard fiendish warhorse as described in **Chapter One**. If the unholy warrior waits to call her mount until 9th level, she may instead call a half-fiend, half-unicorn steed.

Conduct

Ember knights must work to destroy other agents dedicated to the cause of balance or good. They must never do a good act or perform an action otherwise classifiable as one of the Forbidden Seven. An ember knight's primary goals are conquest and to restore Asmodeus' rightful claim to the palace of Heaven.

Associates

Any evil ally may serve as a companion to the ember knight, although they prefer orderly types. They have nothing but disdain for those of random and self-defeating violence. Ember knights never ally themselves with good-aligned clerics or holy warriors, but from time to time, their paths may cross with neutral-aligned druids and mercenaries, as well as other lawful evil humanoids.

Alignment

Ember knights must be lawful evil.



- Canarak -

As the patron of wrath, violence, and widespread destruction, Canarak attracts the more uncivilized races to his banner, finding unholy warriors among orcs, bugbears, ettin, giants, and many other chaotic evil races. Three components make up the ethos of his religion: joy in slaughter, the annihilation of one's enemies, and the total destruction of all civilization. Canarak leads his bestial armies in secret, lurking in the shadows, inciting violence at every turn, but almost never acting in the open to vanquish his opponents.

Base creatures flock to Canarak's banners, as they originate from societies typifying Canarak's attitude. Resentful of the yoke of advancement and society, they strike out in the form of ragtag hordes, burning, raping, and pillaging all the way. It is not only grim humanoids from the edges of man's awareness that follow the Savage Hand. Lunatics, berserks, and angst-ridden youth from any lifestyle find Canarak a fitting master, as he is the rage to which all the despised can aspire.

Unholy Warrior: Brothers of the Savage Storm

The Order

These berserkers eschew any armor, favoring agility and speed over the paltry protection afforded by armor. Filthy and malodorous, the brothers of the savage storm (storm brothers) smear their naked forms with the blood of their foes. This body painting takes the form of whorls and knots enhancing the contours of their musculature. Finally, all storm brothers tattoo an image of a face atop their own. In the heat of rage, the second face animates, and the double howl forms a discordant duet filling all enemies with fear and loathing.

No two storm brothers undergo the same rites of passage. The only constants in the initiation process are physical violation and magical tattooing. The assault on their person awakens the sleeping beast within them. Each person's trigger to

violence differs. The nature of the violation can range from rape to torture or a psychological deconstruction of their ego. Once beyond the initiation and the excruciating tattooing process, the storm brothers act independently of one another, though they do ally with others of their kind at the behest of the reavers (clerics of Canarak) to create another storm brother or to wage Canarak's unholy war.

Titles

No hierarchy exists within the brothers of the savage storm, as power is determined through strength and brutality. Once initiated, all brothers have equal voice – which is none, unless they have the raw power to assert their wills.

Additional Class Skills

Storm brothers receive the following additional class skills (with the key ability for each skill): Intimidate (Cha) and Knowledge (war) (Int).

Domains

The brother of the savage storm may choose any two of the following domains: Hate, Water, and Wrath.

Gift of Canarak

Upon reaching 5th level, the storm brother gains Canarak's Fury, useable once per week. Similar to a barbarian's rage ability, Canarak's Fury is more violent and mindless. The brother temporarily gains +6 to Strength, +4 to Constitution, and a +4 morale bonus on Willpower saves. His frenzy in combat reduces him to a mere beast without regard for his own well-being, so he suffers a -4 penalty to AC, a -4 penalty to Intelligence, and a -6 penalty to Charisma. The storm brother gains multiple uses of this ability at every level where he would otherwise gain the Gift of Darkness class ability. Otherwise, Canarak's fury functions as barbarian rage. The barbarian's rage ability stacks with the bonuses and penalties granted by this supernatural ability.



Spells

Storm brothers add the following spells to the unholy warrior spell list.

1st level – *jump, resistance, shatter*

2nd level – *blur, bull's strength, water breathing*

3rd level – *endurance, keen edge*

4th level – *emotion (Rage only), haste*

Dark Ally

At 6th level, the storm brother may call the standard fiendish warhorse as described in **Chapter One**. If he waits to call his mount until 14th level, he may instead call a fiendish bulette to serve as his steed.

Conduct

To be an unholy warrior dedicated to the Savage Hand requires an attitude of irreverence toward law, order, and justice. Storm brothers take what they want, revel in their

kills, and are fearless in combat. Any sign of cowardice strips them of all their granted powers and they become ex-unholy warriors, prey for the hunters. No brutality is beneath these beasts. They partake in any violent sport, assault, or battle. They are feared, and for good reason.

Associates

Storm brothers ally themselves with individuals upholding the central tenets of this violent god. Race and gender matter little, though a few storm brothers have met untimely ends when attempting to bed storm sisters. Barbarians are their favorite traveling companions. Storm brothers also trek with rogues, evil rangers, and even a bard from time to time. While most don't much care who shares their fires, they never associate with good companions and are compelled to kill them as quickly as possible.

Alignment

Brothers of the savage storm must be chaotic evil.

- Thellos -

Followers of Thellos prove they are among the most insidious and evil of all the evil gods' chosen ones. Their attitudes, bearing, and poise allow them to blend into their societies; they move about unrestricted and corrupt the ignorant and selfish to follow Thellos' path. Thellos is about taking what you want – the exploitation of others is a requirement to serve him.

Thellos attracts goblins and other neutral evil humanoid into his legion. In civilization, his people are the slum lords, dirty politicians, and owners of the means of production; they subjugate the poor for their capacity to generate commodities at a subsistence income, if any income at all. Uniting these figures is a common thread: greed. Each indulges his lusts and petty desires to the point of depravity. Those who follow Thellos know no limits, except when restraint offers them greater rewards.



Unholy Warrior: Edicates The Order

Edicates are all grossly overweight. They consume everything they can, and are never far from a food source either living or dead. Their constant consumption adds layer after layer of weight, building a thick layer of fat over their bodies. This added burden lends to a tendency to sweat, creating a noticeable stench extending over 30 feet away. Edicates favor lighter and more airy armor. Some wear little or no armor, as they need more room for growth. If the edicate wears armor, it is always of the finest quality, but besmirched by their selfish natures. Sometimes, these vile warriors sport priceless mithril armor smeared with chicken grease, beer, and other filth.

The process of dedicating one's life to the god of gluttony and greed requires Yungo (the daemon lord of gluttony) to seduce the individual to an uncommon degree. Advocates of Thellos are more common in lands of wealth and prosperity. Simple obesity is not enough to succumb to Thellos' advances. Greed must also fill the follower's heart. If he manifests features of both traits and has the promise of being a powerful warrior, Thellos himself invites the potential edicate to join his ranks. A

Table 5-2: Edicates of Thellos Titles

Minimum Unholy Warrior Level	Title	Requirements
1	The Pinguis	10% over maximum weight for race
5	Great Legionnaires	50% over maximum weight for race
10	Vast Lords	Acquire twice the standard amount of treasure

refusal to join with Thellos results in a mysterious death, for Thellos does not tolerate rivals.

Titles

Edicates lack the strict hierarchy of Asmodeus and Naran, but do have a loose structure through which individuals may determine their position in the faith of Thellos. All initiates, those of 1st through 4th levels, fall into the category of pinguis. These are unholy warriors just indoctrinated into the faith. Edicates of 5th through 7th level are the great legionnaires. These warriors are large and disturbing. They comb battlefields in search of treasure and food, leaving their waste as a testament to their wickedness. Lording above the great legionnaires are the vast lords, unholy warriors having amassed a sizeable horde and attained a considerable weight. By this point, their appearance is so twisted and grotesque that average folk faint and purge their insides at the mere sight of them. Nothing is too revolting for these villains to eat. Nor is any theft too petty.

Additional Class Skills

The edicates' additional class skills (and the key ability for each skill) are Pick Pocket (Dex) and Sense Motive (Wis).

Domains

The edicate may choose any two of the following domains: Air, Gluttony, and Greed.

Gift of Thellos

As the edicate grows in weight, his fat forms a tough blubber, resistant to piercing and bludgeoning attacks. At every level where the unholy warrior gains a Gift of Darkness, the edicate gains damage resistance 1/slashing. Therefore, by 8th level, the edicate has 2/slashing. Magically enhanced weapons add no benefit to bypassing this supernatural ability.

Spells

The edicate adds the following spells to the standard unholy warrior spell list.

- 1st level – *knock, mage hand, purify food and drink*
- 2nd level – *find traps, deathwatch, endure elements*
- 3rd level – *gaseous form, suggestion*
- 4th level – *gust of wind, stinking cloud*

Dark Ally

Edicates may summon a fiendish huge monstrous centipede at 6th level instead of the standard fiendish warhorse.

Conduct

The tenets of Thellos are simple. He commands his followers to indulge their wants. Unholy warriors in his service are not at all different from the standard devotees. They are to follow their passions and wants, take whatever from whomever, and ignore the consequences of their actions. Selfishness, overindulgence, and decadence are all natural traits embraced and celebrated.

Associates

Edicates prefer to keep company with those they can manipulate and exploit, so they rarely keep company with others of their order. Goblins are their favored humanoid servitor race; however, human rogues, bards, and fighters are all suitable companions. Edicates may join non-evil parties if it serves their immediate goals and purposes. In most cases, groups evict edicates from their company rather than the edicate voluntarily departing.

Alignment

Edicates are all neutral evil.

- Naran -

The last of the three evil brother deities is Naran, the god of tyranny, pride, and cunning. Charged with seizing the earth pillar, he wages a secret war, amassing the resources necessary to combat Asmodeus after the inevitable betrayal when they succeed in stealing Heaven. Naran is the patron of unjust rule, manifested in such things as despotic governments, slavery, and bribery. Rigid in discipline, he is a demanding god with the largest and most organized religion of the three brothers.

Many individuals come to Naran, as he promises power in exchange for obedience. These followers exhibit traits of treachery; they formulate intricate plots and enjoy meteoric ascents to power. Naranath overseers are the clerical arm of Naran's faith, and at their service are the black myrmidons. These soldiers are disciplined killers, used to advance the cause of tyranny. Naran lends these troops to any leader or organization of a similar disposition.

Unholy Warrior⁶

Black Myrmidons

The Order

Black myrmidons are the pinnacle of an ordered army. They have a strict chain of command to which every member adheres. Rarely do myrmidons operate apart from their fellows. Myrmidons favor polished black plate armor, decorated with hooked chains upon which small dying animals twist and writhe in agony. When on the march, they tow crowds of slaves, all shackled to chains pulling war machines. They see slaves as commodities to use or dispose of as needed.

Indoctrination into the order of the black myrmidons requires five years of intensive training. Initiates are sent to a brutal war training camp; there they are subjected to untold horrors that erode their personalities and minds, causing them to perform consistently and brutally whenever ordered to do so. Of all initiates, only a third survives the training. Naranath overseers bind those survivors with an iron collar that eternally denotes their service to Naran. Once bound, black myrmidons never multiclass, even into a prestige class.

Titles

The black myrmidons have a rigid chain of command tied to their class levels. Black myrmidons refer to the first-level unholy warriors

in their order as the host. At 5th level, they regain some degree of individuality and receive the rank lieutenant. Thereafter, they gain in rank as they increase in levels.

Additional Class Skills

Black myrmidons gain these additional class skills (and the key ability for each skill): Climb (Str), Jump (Str), and Swim (Str).

Domains

Black myrmidons may choose any two of the following domains: Earth, Pride, and Tyranny.

Gifts of Naran

In every instance where the unholy warrior receives a Gift of Darkness, the black myrmidon instead gains the Gift of Naran. Once per week per gift, the black myrmidon may cast *true strike* as free action. As with any free action, she may not use this ability more than once per round. Aside from its quickened casting time, this ability functions as the spell of the same name. This is a spell-like ability.

Spells

In addition to the standard unholy warrior spell lists, black myrmidons have access to the following spells.

- 1st level – *command, doom, guidance, hold person*
- 2nd level – *endurance, enlarge, protection from arrows*
- 3rd level – *desecrate, soften earth and stone*
- 4th level – *divine power, stone shape*

Dark Ally

At 6th level, the black myrmidon may call a



Table 53: Black Myrmidons of Naran Titles

Minimum Unholy Warrior Level	Title	Requirements
1	Host	5 years of intense training
5	Lieutenant	Slaying a lieutenant through treachery
10	Captain	Slaying a captain through treachery
13	Major	Slaying a major through treachery
15	Field Commander	Slaying a field commander through treachery
17	Lt. General	Slaying a lt. general through treachery
20	Blessed General of Naran	Chosen by Naran himself

Chapter Five: Dark Masters

standard fiendish warhorse, as described in **Chapter One**. If the unholy warrior chooses to wait to call her mount until 14th level, she may instead call a fiendish delver to serve as her steed.

Conduct

Black myrmidons, at the beginning of their careers, have no personality remaining. They follow orders without thought of consequence, dying if so commanded. As they grow in power and prominence, the person who entered Naran's service returns, regaining some sense of self. Black myrmidons expect to kill their superiors to weed

out the weak and infirm. Loyalty is paramount, but if the leader expresses weakness, a lesser and more vicious officer removes her. Naran's warrior must never show compassion, love, or any other desirable trait, except the loyalty and constancy demanded by this god.

Associates

Black myrmidons are servants to their betters, whether their commander is a myrmidon or a naranath overseer. They never depart for long from their squad unless ordered to do so. They have little care for whom or what accompanies them, provided they adhere to the commands from on high.

- Worshipping Fiends -

When evil outsiders lure mortals onto the path to damnation, they use many means of manipulation, seduction, and enticement. Each of the three major realms represents a different facet of evil. Hell lies in accordance with law and tyranny, Gehenna neutrality and selfishness, and the Abyss with violence and chaos.

Being yoked to an archfiend is a bit different from being in the service of an evil god. Outsiders rarely confer domains or spells to their servants, as they lack the divine component necessary to be able to give a portion of their power. Yet many clerics of Beelzebub or other archfiends gain access to magic of a divine nature, just as clerics do in the service of their gods. This is possible because the worshipper believes so strongly in the particular aspect of evil; he channels the raw divine energies by force of will alone. These forces replicate the domain abilities granted by gods and provide full access to the appropriate spell lists with normal restrictions. Hence, it requires great devotion to this belief to be able to derive any real or significant power. Worshipping devils, demons, or daemons is a thoroughly evil and blasphemous act. Doing so damns a soul to the appropriate plane for all eternity. It requires the most powerful magics for a soul to receive redemption, and only if they truly desire it.

Unlike service to the gods, worship of a demon, devil, or daemon does not create any significant class differences based upon the particular outsider. While domains change, the basic mechanics of the class do not.

- Agents of Hell -

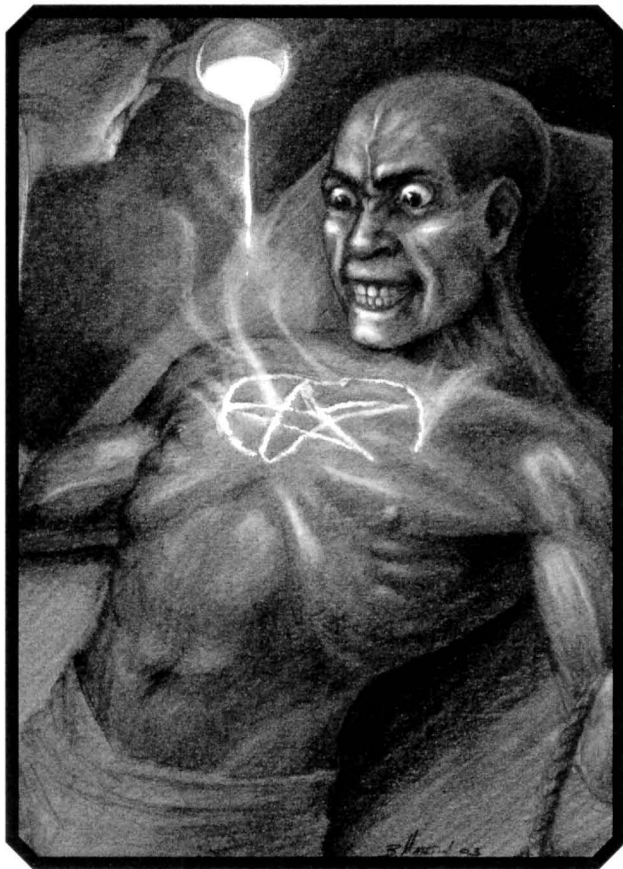
Of the three lower planes, Hell is the exception to the rule that fiends don't confer actual divine magic. This exception is singular, for Hell is the residence of none other than the fallen god Kador, now known as Asmodeus. Asmodeus oversees the activities of his regimental plane; he bestows titles of rulership onto nobles who have the strength to hold their positions, but also the guile to wrest territory from others. No other infernal prince can grant spells in the traditional way, although their followers draw from a well of evil, perhaps raw negative energy itself, to fuel their magic. Some sages speculate that Asmodeus himself provides the divine energies needed, although the idea is inconsistent with his own portfolio.

Hell, as described in Chris Pramas' *Legions of Hell*, consists of nine discrete layers, descending in concentric rings into a pit of utter darkness. Each layer is itself a ring, and at certain places, one can see the peaks and plumes of the lower layers. Each layer stretches away from the center infinitely, filled with horrific vistas, burning seas, and clouds of noxious gases. Ruling each layer is a potent devil, referred to as an archdevil. In order from highest layer to lowest are Baal, Dispat, Mammon, Belial,

Leviathan, Lilith, Beelzebub, Mephistopheles, and the fallen god himself: Asmodeus. Considering the treachery of this plane, powers ebb and flow, sometimes leading to coups where archdevils are ousted or restored. Considering the frequency of this occurrence, it stands to reason that many sources differ as to who rules which layer.

Under each archdevil are a number of lesser nobles and generals. Lesser nobles lack the presence on the Prime Material to be able to attract any significant following themselves; if cultists elevate them to a position of power, it is a rare event. Generals lead battalions of devils to wage war in Gehenna against the demons, occasionally venturing out to combat Heaven itself.

Devils not ruling a layer do not generate their own unholy warriors. Instead, they typically have prestige classes, as in the case of Balan, Belial's Master of the Infernal Hunt, who spawns Balan's Jackals. It is possible, though, for some minor archdevil to develop a significant following. When and if this occurs, match the most fitting domains to the devilish portfolio. Unless otherwise mentioned, the title of an unholy warrior in service to an archdevil is always "servant." Hence, unholy warriors dedicated to Mammon are known as servants of Mammon.



Unholy Warrior: Servants The Order

Nine discrete orders make up the Servants of Hell, one for each layer. The ember knights are the highest-ranking and most prominent members of the branches, benefiting from a present awareness of their primacy. The other orders vary in power and rank, determined by the position and rank of their individual master. Hence, if a coup occurs on the First Circle and Malgrin ousts Baal, the servants of Baal lose their abilities in favor of the up and coming servants of Malgrin.

Servants of Hell act in secret, away from the crusading agents of the gods and the threat of inquisitors. Devilish masters are unforgiving and brutal, having high demands and readily sacrificing their troops. Only the most powerful of their unholy warriors have any value. Unholy warriors in service to devils do not exhibit much variation aside from minor cosmetic details. All servants

have rigid and unbending devotion to their masters, recognizing the present hierarchy and value of ordered evil.

To become a servant of Hell, the unholy warrior must undergo a particular ritual dependent upon the exact devil he follows. Those worshipping the powers of Hell are either ember knights or generic unholy warriors. Regardless of the exact ritual, all are vicious and demeaning, eroding the individual will and inculcating a dependency on devils for eternity. Once established in the particular order, the servant moves through the world in the pursuit of conquest and tyranny.

Titles

Orders of servants reflect the rankings of Asmodeus' unholy warriors, as he is the master of this realm. Servants begin as squires, ascend to knights, and become grand knights upon achieving higher levels.

Additional Class Skills

Servants of Hell gain the following additional class skills (and the key ability for each skill): Diplomacy (Cha) and Intimidate (Cha).

Domains

The servant of hell gains access to new domains depending upon the particular archdevil or lesser devil.

Gift of Hell

Beginning at 5th level, servants of Hell gain the standard *contagion* ability as described in **Chapter One**.

Spells

Servants of Hell receive no additional spells beyond those listed in **Chapter Four** for serving an archdevil.

Dark Ally

Servants of Hell may call an infernal (fiendish) warhorse at 6th level as other unholy warriors.

Conduct

Unholy warriors dedicated to archdevils seek to corrupt more souls through careful negotiation and bargaining. While most do not have the supernatural ability to compel mortals to commit sin, they achieve their ends by imposing evil legal systems, thereby endorsing despicable behavior in the populace. When not seizing governments,

Table 5-4: Servants of Hell

Minimum Unholy Warrior Level	Title	Requirements
1	Squire	Ritual of violation and damnation
7	Knight	None
12	Grand Knight	None

servants of hell undergo quests as do other adventurers, as they seek to build wealth and resources to achieve domination in their respective lands.

Associates

Servants of Hell consort with lesser devils, sometimes commanding lemures and other weaker varieties. Many develop working relationships with fiendish red dragons, efreeti, and salamanders, when their goals coincide. Hobgoblins make up the bulk of their followers, though, as they are the most numerous and easiest to coerce.

Alignment

Servants of Hell are always lawful evil.

Archdevils of Importance

Baal

Baal's preoccupation with war and conquest distracts him from any attempts at gaining mortal followers. As his is the first plane, he defends against those mad paladins who dare to broach the wall of Hell. He and his generals Amduscias, Goap, and Maphas embark on frequent forays into the Abyss and Gehenna, where they strive for dominance in the underworld. Considering Baal's duties, he is too busy to scheme and plot as the other archdevils do. In the rare case that a mortal desires to become a servant of Baal, she must cut out her tongues and staunch the wound with hellfire.

Other important figures dwell on Baal's layer, each of whom could draw servants. The first is Duke Malgrin (described in *Legions of Hell*). This warlord oversees vast armies of undead, who aid the archdevil in his ceaseless attacks. Malgrin works in secret to develop unholy warriors himself. Thus far, he has attracted only a few; they are death knights (refer to *The Secret College of Necromancy*). In addition to the Duke of Undeath, Iblis the Duke of Pride and Vuall the Duke of Pleasure also claim the first layer as home. Neither figure has unholy warriors.

Dispater

The undisputed ruler of the largest city in Hell, Dis, Dispater is a conniving and scheming archdevil who rarely leaves the safety of his spire of iron. Dispater attracts plotters, betrayers, and similar sinners to do his bidding. Servants of Dispater favor spiked iron armor to maximize their protection from foes and to conceal their features. Would-be servants of this archdevil must have molten iron droplets placed in a pentagram pattern on their chests.

In addition to Dispater, the second layer is home to the Duke of Rhetoric, Furcas, as well as Dispater's court and several generals who await their master's command to begin their assault on neighboring layers. Most important of them all is Lilis, Dispater's consort. While she does not have servants herself, she yearns to follow in the steps of Lilith and steal Dispater's layer for herself.

Table 5-5: Domains for Servants of Hell

Archdevil	Domains
Baal	Corruption and Tyranny
Dispater	Envy and Treachery
Mammon	Greed and Lust
Belial	Horror and Pain
Leviathan	Gluttony and Water
Lilith	Lust and Treachery
Beelzebub	Disease and Envy
Mephistopheles	Greed and Pride

Mammon

This archdevil hungers for more territories. He lusts after all of Hell. His secret desire is to oust the other archdevils and take the plane for himself. After constant wars with Belial, all of which have resulted in no gain on either side, he is beginning to look beyond the borders of his realm and into others. None can say if Asmodeus will punish the upstart, but most suspect the rebuke is forthcoming. Mammon attracts greedy souls, and in fact steals many from Gehenna to fill his ranks of unholy warriors. To become a servant of Mammon, the initiate must engage in a bestial coupling with a fiendish snake. This act is so depraved, druids and rangers alike hunt these servants. Except for a number of generals and Mammon's seneschal, this archdevil eliminates any internal threats to his rule.

Belial

The consummate liar and manipulator, Belial has secured his layer against all adversity. A bitter enemy of Mammon, he is a sycophant to Beelzebub in an effort to convince Asmodeus to side with him in the destruction of his nemesis. He has no amity with Dispater or Mephistopheles; the conflict between them stymies his ability to eradicate his enemy. Unholy warriors in his service must have told a lie resulting in a loved one's execution.

In addition to Belial, the fourth circle is home to quite a few nasty fiends, any of which could rise in Belial's place should something happen to the layer's lord. Ariel, the fallen throne celestial, lurks in the plane lording over tortures ordered by Belial himself. The Witch Queen, Antaia, also claims this layer as home. As she attracts greater numbers of witches to her cause, she is on a meteoric rise to power, threatening Belial himself. He does not act, for she has not made any overt attack against him. Naamah, the Contessa of Duplicity, serves her torments here as well, having negotiated the corruption and fall of countless angels. Many an angel hunter recognizes her as their patron, using her anguish and suffering as fuel for their war against the celestial host.

Leviathan

The great beast Leviathan dwells in the icy waters of the fifth plane. Almost unthinking in his hate and sorrow, he engenders few followers. A would-be servant of Leviathan must undergo an unholy crucifixion, where he is pierced by icicles and showered with boiling water. The resultant scarring confers a +2 circumstance bonus to all Intimidate checks.

Many creatures dwell in Leviathan's realm, most notably Dagon. Many sahuagin venerate this fiend, so he too has unholy warriors in his service. He confers the domains of Sloth and Water to his followers. Dagon's power wanes, for the patron of the sahuagin plots to ally herself with Belial to destroy him in revenge for her diminished importance. In addition to Leviathan, some sages speculate a lost god named Set has been condemned to this layer as well. Evidence for this claim lies in the presence of Krotap and Nekhet, who are intermediaries for Set.

Lilith

So many legends exist about this devil that to recount them all could fill a book. Laymen call her the Hag, a usurper and even a goddess. Her history is muddled, engendering a certain respect and fear greater than normally attributed to an archdevil. The initiatory requirements to become an unholy warrior of Lilith oblige the individual to participate in a sadomasochistic orgy in which participants kill all the male members. Lilith has no male unholy warriors.

Lel, the Marquise of the Night, is Lilith's principle servant. Though she has considerable powers of persuasion and intrigue, she does not have mortal servants of her own. Aside from Lel, a tribune, and a few generals, Lilith is the dominant force on her layer.

Beelzebub

This archdevil was once a throne angel of considerable prominence. Thanks to the primogenitor wars, Beelzebub found himself in one of the deepest pits of Hell. An intense

rivalry exists between Mephistopheles and himself, which results in open war. Beelzebub relies on many mortal agents to do his bidding; some are virulent carriers of disease, others heads of secret organizations bent on destroying civilization. To become a servant of Beelzebub, the initiate must consume his weight in maggots, which he releases from his digestive system as biting flies.

Beelzebub employs many devils in his layer to assist him in his war against Mephistopheles. Most notable of his servants is Moloch, who once ruled a layer of Hell. Moloch retains unholy warriors in his service, who have access to the domains of Corruption and Tyranny. In all other respects, servants of Moloch are as described in **Chapter One**.

Mephistopheles

The most powerful devil in all of Hell, he lusts after Asmodeus' position as a god and absolute ruler of the plane. His attempts to seize power are stalled by Beelzebub's constant meddling, which provokes a resource-draining war. Servants of Mephistopheles undergo a vicious ritual where his high priests extract their souls in an act so profane it forever damns all those present.

A close ally to the ruler of the 8th circle is Jalie Squarefoot, described in both *Hell in Freeport* and *Legions of Hell*. In addition to the famous courtier, Mephistopheles' realm is home to Hadriel, the Duchess of Domination; Barbas the Chamberlain; and many others serving in the archdevil's court.

Asmodeus

Serving this fallen god are vast legions of devils, many powerful enough in their own rights to rule a layer themselves. These devils include such figures as his daughter, who lurks in the shadows offering promises of sexual pleasures and agonies unmatched, and Bune, who leads 30 companies of mighty devils at Asmodeus' whim. Bune, the Duke of Eloquence, is the only member of Asmodeus' court who has unholy warrior servants. His servants have access to the Corruption and Treachery domains, and in all other respects function as described in **Chapter One**.

- Agents of the Abyss -

If Hell is orderly evil, then the Abyss is its diametric opposite, being an infinite descent into chaotic and violent evil. The Abyss is home to countless demons that lure mortals to their eternal damnation amongst dretch, larval souls, and hideous monsters. There are no bounds to depravity in this plane of limitless layers. Some theologians allege that a layer exists for every foul thought conjured by a mortal mind. Demon lords and princes battle each other, daemons of Gehenna, and Legions of the Archdevils for dominance over the underworld. Mortal travelers who happen to visit the Abyss can go mad at the mere sight of the spiraling descent into this place of utter depravity.

The Abyss is a conquered land, as described in Erik Mona's *Armies of the Abyss*, whose original inhabitants, the Qliploth, were cast aside by demons for control over these belching landscapes of noxious gases, lava flows, and countless souls in suffering. As the Abyss is a frenetic and dangerous place, powerful demons do not rule, they dominate. A demon who dominates one or more layers is a Demon Lord. A powerful demon who occupies part of a layer is a Demon Prince. Only Demon Lords have unholy warriors. However, power is a brief thing in the Abyss, and so unholy warriors dedicated to one Demon Lord may serve three or four different ones in a lifetime.

Table 5-6: Domains for Abyssal Spawn

Demon Lord	Domains	Demon Lord	Domains
Abaddon	Darkness and Undeath	Kostchtchie	Pain and Wrath
Abraxus	Corruption and Magic	Lord of Many Forms	Gluttony and Water
Anarazel	Greed and Horror	Marbas	Disease and Pain
Arachnadia	Corruption and Treachery	Orcus	Gluttony and Undeath
Astaroth	Pride and Tyranny	Nocticula	Lust and Magic
Azazel	Disease and Treachery	Pazuzu	Air and Wrath
Azidahaka	Horror and Pain	Raum	Darkness and Horror
Baphomet	Corruption and Wrath	Sabnach	Disease and Sloth
Behemoth	Gluttony and Sloth	Seere	Pride and Treachery
Decarabia	Air and Treachery	Shax	Pain and Treachery
Demogorgon	Corruption and Pain	Socothbenoth	Hate and Lust
Eligor	Corruption and Treachery	Vaz'zht	Corruption and Tyranny
Flauros	Corruption and Fire	Vepar	Tyranny and Water
Gamigin	Tyranny and Undeath	Yughooragh	Corruption and Wrath
Haagenti	Earth and Magic	Zhar'Ub-Luur	Corruption and Pride
Ipos	Corruption and Treachery		

Armies of the Abyss presents a detailed pantheon of the rulers of this plane. Each listed demon lord has unholy warriors as well, although each unholy warrior serving a demon lord has very few differences from unholy warriors in service to other demon lords. This section offers the rudimentary details for generating unholy warriors dedicated to the following lords, but for more details consult the aforementioned work.

Unholy Warrior: Abyssal Spawn The Order

Hundreds upon hundreds of demon lords claim rule over the many layers of the Abyss. Each lord has unholy warriors in their service. Unlike those in the hands of the archdevils, these unholy warriors have no real control over who their master is. They undergo the ritual to become an unholy warrior to a layer instead of a particular demon lord. Thus, if the layer's master changes, the abyssal spawn do not lose any powers or abilities. Demon lords use their abyssal spawn in a variety

of ways, deploying them as troops to fight other demons, wage war against other layers, and fight against Gehenna, Hell, or Heaven. When on the Material Plane (which is more often than not), abyssal spawn lay waste to everything and anyone indiscriminately. Abyssal spawn are like their masters: They fight each other just as they combat the forces of light.



To become an abyssal spawn, the initiate must burn the symbol of chaos into his flesh until the brand scorches bone. Once burned into place, the symbol leaks pus and blood forever, reeking of disease and putrescence. In addition, etched into his forehead is the name of the demon lord who currently claims ownership over the unholy warrior. Should the unholy warrior's demon lord lose power to another, the etching will slowly heal and the name of this new demon lord must be branded in its place.

Titles

Abyssal spawn have no titles.

They either live by their own might or die at the hands of the more powerful.

Additional Class Skills

Abyssal spawn gain the following class skills (and the key ability for each): Intimidate (Cha) and Spot (Wis).

Domains

The unholy warrior in the thrall of a demon lord gains access to domains depending upon the particular master. See Table 5-6: Domains for Abyssal Spawn.

Gift of the Abyss

Abyssal spawn all have the *contagion* ability as described in Chapter One.

Spells

These characters gain no additional spells to the unholy warrior spell list.

Dark Ally

Abyssal spawn gain a fiendish warhorse at 6th level as described in Chapter One.

Conduct

Worshipping demons demands that the unholy warrior devote herself to her worst traits. She fulfills every vice and acts on every perverted thought, no matter how evil or twisted. She may make no long-term alliances and no permanent deals. These unholy warriors steal, rape, and kill when they like. Abyssal spawn are the ultimate anarchists of the most evil variety. They are not to function by the laws of the land and are required to act impulsively, even stupidly.

Associates

Abyssal spawn never have long-term relationships. They exploit, abuse, or kill their companions. Those brief relationships arising are ones where the unholy warrior dominates or is dominated. Loyalty does not exist, and most interactions result in tragedy or fun (depending on the individual's perspective).

Alignment

Abyssal spawn are always chaotic evil.

- Agents of Gehenna -

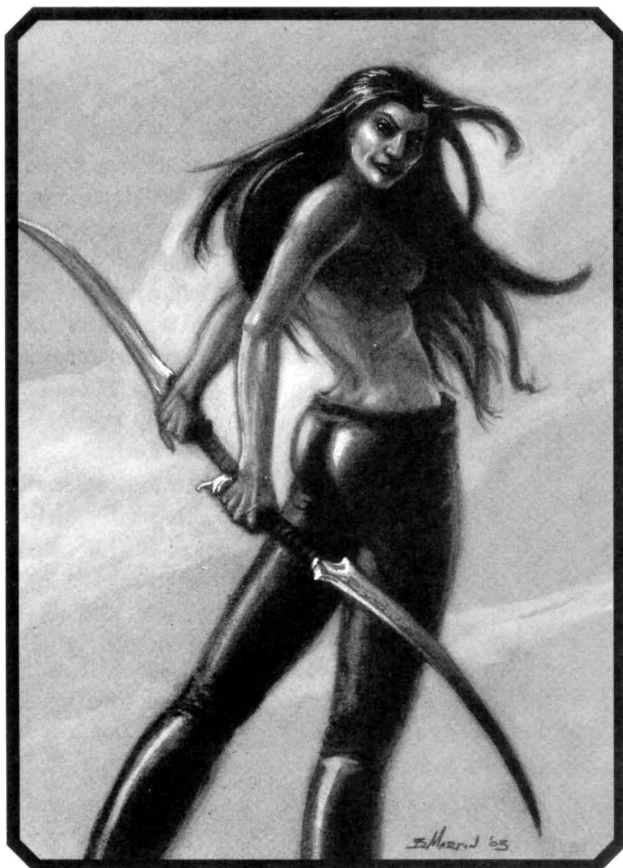
Somewhere between the Abyss and Hell lies a battlefield. Throughout the battlefield are smoking craters, ruins, carnage, fiendish carrion animals, and all manner of deplorable sights, sounds, and other more personal

experiences. At the center of this great disk of horror are seven concentric circles. Each circle is home to an Exarch who lords over his realm, awaiting the shades of sin to manifest in his realm, to add to his power and to record mortal sins in a ledger known as the Book of the Wicked. It is here where mortal sin is most visible, for each circle personifies each of the great failings of the actors in the Prime.

Hordes of Gehenna, the forthcoming third volume of the Book of Fiends series, explores the plane of Gehenna and its relationship to both Hell and the Abyss. Essentially, Gehenna is the place where daemons (Gehenna's principle inhabitants) exist to seduce and cajole mortals into committing sins. The more a certain sort of sin is committed, the more its associated circle gains power.

Each of the major sins exists here in the form of circles and their Exarchs: wrath, envy, lust, sloth, gluttony, greed, and pride. As mentioned above, the lord of each circle is an Exarch, a daemon of great personal power who guides the circle's inhabitants to gather more deeds for the Book of the Wicked.

Like others of the lower planes, Gehenna's Exarchs have unholy warriors dedicated to their particular vices. Unholy warriors in the service of the Exarchs master one sin fully, where other unholy warriors dabble in different aspects of evil. The ultimate example of Gehenna's unholy warriors is the Champion of the Dark Seven, who seizes control of all seven of the deadly sins. While this book discusses Gehenna in large brush strokes, consult *Hordes of Gehenna* for more details on the plane and its inhabitants.



Slaves of Gehenna Titles

Slave to Tyrexus (wrath)
 Slave to Ulasta (envy)
 Slave to In'nassi (lust)
 Slave to Viasta (sloth)
 Slave to Yungo (gluttony)
 Slave to Mytaxx (greed)
 Slave to Gravicarius (pride)

Table 57: Class Skills

Master	Additional Class Skills (and the key ability for each)
Tyrexus	Intimidate (Cha)
Ulasta	Disguise (Cha)
In'nassi	Diplomacy (Cha)
Viasta	Sense Motive (Wis)
Yungo	Intimidate (Cha)
Mytaxx	Pick Pocket (Dex)
Gravicarius	Any one Knowledge skill (Int)

Unholy Warrior: Slaves of Gehenna The Order

When a mortal sins, his shadow moves into the circular realm associated with his crime, and the daemons record the wrong as described above. Some mortals, those most evil and nasty, gain a taste for a particular vice. Their weak morality cannot stand against the quiet prodding of those with a greater interest in their failing. Over time, these victims of sin hunger for more. The vice in question consumes them utterly, and their souls are forever lost.

Among those who succumb to evil in such a manner are rare instances of unholy warriors championing the cause of the Exarchs. These individuals must embrace their vice fully, without regret and without a flicker of conscience.

The Exarchs' unholy warriors vary in attire. Slaves to Tyrexus are violent explosive types, shirking heavy armor in favor of mobility and agility. Slaves to In'nassi, too, avoid armor, as without it they are more able to seduce others and pull them into the domain of her master. On the other hand, Mytaxx's and Gravicarius' unholy warriors opt for the heaviest armor for a variety of reasons. In the case of the former, armor is a symbol of wealth. In the later, they feel they deserve the best.

Titles

There are no hierarchical titles for Gehenna's unholy warriors. Instead, each slave is bound to a particular Exarch. See sidebar for details.

Additional Class Skills

In addition to the standard unholy warrior assortment of class skills, slaves gain the following class skills based upon their master or mistress.

Domains

Gehenna's unholy warriors all begin play with access to the domains of Corruption and Tyranny. They may swap

one of these two domains for any one of the following: Wrath, Envy, Lust, Sloth, Gluttony, Greed, or Pride. They serve the master of the domain selected. For example, Raexor chose Sloth in exchange for Tyranny. He now is a slave to Viasta.

Gift of Gehenna

Unholy warriors in service to an Exarch of Gehenna gain the *contagion* ability as described in **Chapter One**.

Spells

Slaves to Gehenna gain no additional spells beyond those listed in **Chapter Four**.

Dark Ally

Slaves to Gehenna gain the standard fiendish warhorse as described in **Chapter One**.

Conduct

Slaves to Gehenna devote themselves to their Exarch fully. At every opportunity, they indulge their sins. Thus, a slave to Yungo eats as much as possible. A slave to In'nassi copulates whenever an opportunity presents itself. A slave to Mytaxx seeks to acquire more and more material possessions.

Exarchs forbid unholy warriors to show any form of restraint. They must sin as much as possible, whenever possible.

Associates

Slaves are the most likely of all unholy warriors to be active in the adventuring world. Their example endorses sin, and their masters gain more power the more others commit these grievous acts. Certainly, some slaves are not appropriate for much group work. A slave to Mytaxx steals everything the party gains. A slave to Viasta is hard-pressed to move at all. While some exceptions apply, slaves to Gehenna spread word of their evil and seek to gain converts.

Alignment

All slaves to Gehenna are neutral evil.

- Agents of a Lesser Evil -

Unholy warriors are not exclusive to evil gods, powerful outsiders, and philosophies. These villainous characters may also serve small pockets of evil, twisted groups of men and women dedicated to a perversion of a good or neutral faith. Such cults include the cults of the Bloody Blade, Bounded Rod, Icy Breath, and others. The cults found in *The Book of the Righteous* demonstrate mortal fallibility in searching for answers to the mysteries inherent in religion.

Most cults fixate on a singular facet of a religion, apprehending only one theme or aspect of a portfolio, which accords with their outlooks and alleviates their misgivings and doubts. Since cultists recognize only part of the divine power, they do not gain spells and domains from their patron deities. However, most cultists do indeed gain access to spells and granted powers. Asmodeus and the forces of Hell, the Abyss and Gehenna, embrace the blasphemy of cult messages and imbue the leaders with powers akin to the greatest of clerics, in the name of the god they blaspheme. By fueling the clerics in such a manner, evil powers hope to erode the might of a church and reduce the influence the good and neutral gods have on the material plane.

If a perversion of a religion grants spell-casting ability, it can generate unholy warriors, though fewer than a more organized faith. Unlike other instances, unholy warriors dedicated to heresy straddle two worlds. On the one hand, they are, at least in part, agents of the patron deity. However, their perversion of the faith undermines their credibility and sanctity, forcing them onto the paths of iniquity. To generate an unholy warrior dedicated to a cult perversion of a good or neutral deity, the unholy warrior must choose one of the standard holy warrior domains granted to the respective order. Their second domain must be Tyranny.

Unholy warriors devoted to cults are so rare that they lack the rigid order of more lawful faiths. Thus, these unholy warriors receive no special training beyond the standard propaganda spew from the cult's demagogues. Likewise, they have no rank or title, thus preventing them from any outward symbol of authority inherent in the cult's hierarchy. Cultist unholy warriors receive the standard

gift associated with the normal deity. See **Table 5-8: Unholy Warriors and cults** for the particular cults found in the *Book of the Righteous*.

Unholy warriors dedicated to a cult receive all the standard Gifts for worshippers of the faith. However, they are still restricted from using any spell or spell-like ability with a Good descriptor. Thus, most cultist unholy warriors are weaker than their fully instated brethren. Despite their connection to a standard faith, these characters are still extraordinarily evil and corrupt, subject to the same flaws and vices present in any other example of this class.

Creating Cults

The Book of the Righteous provides a number of detailed splinter cults and sects. However, it is easy to construct a smaller heretical faith for just about any god.

If, for example, you wanted to design an evil cult around a faith with a portfolio of mothers and child-birthing, you might consider the larger implications present in such a faith. Feminine cults typically uphold life cycles of birth-death-rebirth. As the moon is the most obvious symbol, due to its growth and decline in the night sky, they recognize it as a symbol of their goddess. An evil twist to this cult could be one that believes before a new child may be born, someone has to die. These cultists murder undesirables to make way for a fresh crop of young. The reason why all cults have access to the Tyranny domain is that each places their beliefs against a common view and imposes that belief on others. All heretical cults must be two steps away from the alignment of the religion, and always evil.

Therefore, unholy warriors dedicated to the cult may be matrons themselves, cleansing the earth to make way for the young. The goddess normally confers onto her holy warriors Life, Death, and Guardian. Her unholy warriors would be able to choose any one of the three normal domains to accompany their access to the Tyranny domain. Normally, the goddess is lawful good. Her unholy warriors (two steps removed) would be lawful evil.

Table 5-8: Unholy warriors and cults

Cult Name	Patron deity	Unholy Warrior Domains	Alignment	Gift of Darkness
Cult of the Bloody Blade	Maal	Justice or Death, plus Tyranny	Lawful evil	As Officer of Maal
Cult of the Bounded Rod	Terak	Body or Might, plus Tyranny	Lawful evil	As Crusader of Terak
Cult of the Icy Breath	Mormekar	The Dead or Destruction, plus Tyranny	Neutral evil	As Obedient Brotherhood
Cult of the Bloody Libation	Zheenkeef	Emotion or Mind, plus Tyranny	Chaotic evil	As Joyous Brotherhood
Cult of Everlasting Light	Urian	Air or Champion, plus Tyranny	Chaotic neutral	As Eagle of Urian
Cult of Possession	Darmon	Mind or Travel, plus Tyranny	Chaotic evil	As Hero of Darmon

- Chapter Six -

Mounts and Minions

The preceding chapter explains that unholy warriors who delay in calling an ally can receive an improved one. This delay can prove to be a serious hindrance, however, for the default fiendish heavy warhorse is indeed a powerful ally. Unholy warriors without a particular god or fiend as a patron lack a personalized monstrous mount. Perhaps the unholy warrior has no need for a dark ally in the form of a mount, and prefers instead a servant akin to a cohort but unfailingly loyal. This chapter provides variant rules for calling improved mounts and substituting evil servants for the default mounts; lastly, it contains a selection of new monsters to act as allies.

- Variant Mounts -

Chapter Five offers fast and loose rules for generating specialty mounts specific to a religion. However, any unholy warrior may delay and call a more potent ally by using the rules below. Granting a variety of dark allies keeps players on their toes, never really knowing what their nemesis might ride in on in the final confrontation.

The standard assortment of creatures, as written in the *MM*, provides suitable mounts for many unholy warriors. However, the possibilities explode through a liberal use of templates, creating a nearly limitless assortment of monstrous steeds. An unholy warrior could call a hippogriff or fiendish hippogriff as his steed at only one level higher than he would need to summon his fiendish warhorse. If he instead adds the half-fiend template to the hippogriff, he would have to wait until 9th level, as the total CR, including the phantom 1 for flying attribute, equals 5. While ordinarily needing to wait until 6th level

to acquire a dark ally with a CR of 2, he must wait 3 more levels, level 9, for an ally of CR 5 (3 CR higher → 3 levels later). Consider the following upgrades:

Applying two different templates to the base hippogriff creates distinctively new and interesting mounts. Adding templates to advanced mounts (mounts of a larger size) further enhances the selections. Remember, every time you double a creature's Hit Dice, you increase the CR of the monster by 2. Hence, an advanced hippogriff of 7 Hit Dice has an increased CR of 4. Adding the fiendish template increases it to 5. Therefore, since adding the phantom modifier as the creature flies increases the total CR to 6, the unholy warrior must wait until 10th level or higher to gain this mount. A four-level wait to receive double the mount's hit points, damage reduction 5/+1, double the normal resistances to cold and fire, and double the smite damage is a good trade indeed. Consult Table 6-1 for a complete list

Hippogriffs

	Standard	Fiendish	Half-Fiend
Size and Type	Large Beast	Large Magical Beast	Large Outsider
Hit Dice	3d10+9 (25 hp)	3d10+9 (25 hp)	3d10+12 (28 hp)
Initiative	+2 (Dex)	+2 (Dex)	+4 (Dex)
Speed	50 ft., fly 100 ft (average)	50 ft., fly 100 ft (average)	50 ft., fly 100 ft (average)
AC	15, touch 11, flatfooted 13	15, touch 11, flatfooted 13	18, touch 13, flatfooted 14
Attacks	2 claws +5 melee, bite +0 melee	2 claws +5 melee, bite +0 melee	2 claws +7 melee, bite +2 melee
Damage	Claw 1d4+4, Bite 1d8+2	Claw 1d4+4, Bite 1d8+2	Claw 1d6+6, Bite 1d8+3
Face/Reach	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks	-	Smite Good (+3)	Darkness 3/day and Desecrate
Special Qualities	-	Darkvision 60 ft., Cold and Fire Resistance 5, SR 6	Darkvision 60 ft., immune to poison, acid, cold, electricity and fire resistance 20
Saves	Fort +6, Ref +5, Will +2	Fort +6, Ref +5, Will +2	Fort +7, Ref +7, Will +2
Abilities	Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8	Str 18, Dex 15, Con 16, Int 4, Wis 13, Cha 8	Str 22, Dex 19, Con 18, Int 8, Wis 13, Cha 10
Skills	Listen +4, Spot +7*	Listen +4, Spot +7*	Listen +4, Spot +7, +21 more skill points
Feats	-	-	-
CR	2 (+1 flying)	2 (+1 flying)	4 (+1 flying)

Chapter Six: Mounts & Minions

Table 6-1: Mounts

Mount	Base CR	Fiendish CR	Half-Fiendish CR	Base Level	Fiendish Level	Half-Fiendish Level
Ankheg	3	3	5	7th	7th	9th
Basilisk	5	6	7	9th	10th	11th
Behir	8	10	10	12th	14th	14th
Bulette	7	8	9	11th	12th	13th
Carrion Crawler	4	5	6	8th	9th	10th
Chimera	8*	10	10	12th	14th	14th
Hellcat, devil	7	†	†	11th	-	-
Elasmosaurus	5	6	7	9th	10th	11th
Megaraptor	6	7	8	10th	11th	12th
Triceratops	7	8	9	11th	12th	13th
Tyrannosaurus	8	10	10	12th	14th	14th
Dire Bat	3*	3*	5*	7th	7th	9th
Dire Wolverine	4	5	6	8th	9th	10th
Dire Wolf	3	3	5	7th	7th	9th
Dire Boar	4	5	6	8th	9th	10th
Dire Lion	5	6	7	9th	10th	11th
Dire Bear	7	8	9	11th	12th	13th
Dire Tiger	8	10	10	12th	14th	14th
Dire Shark	9	11	11	13th	15th	15th
Dragonne	8*	10	10*	12th	14th	14th
Frost Worm	12	14	14	16th	18th	18th
Giant Eagle	‡	‡	6*	-	-	10th
Giant Owl	‡	‡	6*	-	-	10th
Gorgon	8	10	10	12th	14th	14th
Griffon	5*	6*	7*	9th	10th	11th
Advanced Large Hellhound 8 HD	5	6	7	9th	10th	11th
Hippogriff	3*	3*	5*	7th	7th	9th
Manticore	6*	7*	8*	10th	11th	12th
Nightmare	6*	†	†	10th	-	-
Pegasus	‡	‡	6*	-	-	10th
Purple Worm	12	14	14	16th	18th	18th
Remorhaz	7	8	9	11th	12th	13th
Roc	10*	12*	12*	14th	16th	16th
Sea Lion	4	5	6	8th	9th	10th
Advanced Large Shadow Mastiff 8 HD	7	8	9	11th	12th	13th
Tarrasque	20	22	22	24th	26th	26th
Unicorn	‡	‡	5	-	-	9th
Advanced Large Worg 8 HD	4	5	6	8th	9th	10th
Wyvern	7*	8*	9*	11th	12th	13th
Vermin						
Giant Stag Beetle	-	5	6	-	9th	10th
Giant Preying Mantis	-	3*	5*	-	7th	9th
Giant Wasp	-	5*	6*	-	9th	10th
Large Monstrous Centipede	-	1	3	-	6th	7th
Huge Monstrous Centipede	-	2	4	-	6th	8th
Gargantuan Monstrous Centipede	-	7	8	-	11th	12th
Colossal Monstrous Centipede	-	10	10	-	14th	14th
Large Monstrous Scorpion	-	2	4	-	6th	8th
Huge Monstrous Scorpion	-	7	8	-	11th	12th
Gargantuan Monstrous Scorpion	-	11	11	-	15th	15th
Colossal Monstrous Centipede	-	13	13	-	17th	17th
Large Monstrous Spider	-	2	4	-	6th	8th
Huge Monstrous Spider	-	5	6	-	9th	10th
Gargantuan Monstrous Spider	-	8	9	-	12th	13th
Colossal Monstrous Spider	-	12	12	-	16th	16th

*This figure includes the extra CR for dark ally determination due to creature's ability to fly.

†These creatures do not qualify for the fiendish or half-fiend template.

‡These creatures will not serve an unholy warrior nor do they qualify for the fiendish template, although they do qualify for the half-fiend template.

Chapter Six: Mounts & Minions

of viable mounts and the required levels to attain them based upon fiendish and half-fiendish templates. No good-aligned creature willingly serves an unholy warrior. All prospective steeds must have an Intelligence score.

Chromatic dragons are conspicuously absent from the table, as no evil dragon would submit itself to a humanoid for service. Instead, alliances between unholy warriors and dragons are negotiated ones in which the relationship is predominately short-term. The restrictions to dragons do not extend to half-dragons. These creatures do not exhibit the same degree of arrogance as their ancestors. A half-red dragon fiendish hippogriff is a viable and nasty mount!

- Evil Mounts -

There are a few possible mounts, especially suited to the unholy warrior, that do not appear in the *MM*. Most adventurers never find these creatures outside of the lower planes, and rarely on the Prime. Those so encountered accompany unholy warriors in most cases. Asmodeus and other evil patrons sometimes offer these creatures as gifts to particularly offensive unholy warriors.

Carrion Crow

Large Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +2

Speed: 20 ft., Fly 80 ft. (average)

AC: 15 (+2 Dex, -1 Size, +4 natural)

AC (Flat-Footed): 13

AC (vs. Touch Attacks): 11

Attacks: 2 claws +9 melee, bite +4 melee

Damage: claw 1d6+4, bite 1d8+2 and disease

Face/Reach: 10 ft. by 5 ft. / 5 ft.

Special Attacks: Disease, Improved Grab, Ominous Presence

Special Qualities: Evasion, Keen Sight

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 18, Dex 14, Con 17, Int 7, Wis 12, Cha 8

Skills: Balance +6, Listen +10, Spot +10

Feats: Alertness, Flyby Attack

Climate/Terrain: Any land

Organization: Solitary, Pair, Clutch (1d4+1), Flock (2d10+5)

Challenge Rating: 6

Treasure: None

Alignment: Always evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)



Carrion crows populate the infernal and abyssal forests in the lower planes. Most commonly, they seek the tender morsels, such as eyes and organ meat, of the fallen warriors in the eternal conflict between the plains. Their hunger draws them to battlefields across the planes. From the battlefield of Gehenna to the wars on the slopes of the heavenly mountain, carrion crows are a regular fixture. On the Prime, these birds emerge at especially large feasts, where demonic or overtly evil armies have decimated whole cities. Even in these instances, carrion crows are rare in the mortal realms except when in the service of an unholy warrior.

Similar to, but larger than, their mundane cousins, they have oily black feathers covering their bodies; they have sepia beaks and gleaming green eyes that glow like a cat's in darkness. Large wicked talons curl from their scaly digits, which are razor sharp for slicing into the guts of the dead. Carrion crows speak in an odd croaking mimicry of Common, but they have perfect understanding of the Abyssal and Infernal tongues. They despise giant eagles and attack them on sight.

Combat

In combat, carrion crows prefer to swoop down, raking their foes with their talons. If they grapple their opponents, they peck at the face and eyes. Normally, however, carrion crows do not attack large groups of the living, preferring instead to target the lone straggler or animated dead.

Chapter Six: Mounts & Minions

Disease (Su): Carrion crows are carriers of both Filth Fever and Demon Fever. Victims of the carrion crow's bite attack must attempt Fortitude saves against DC 12 and 18, respectively, to avoid contracting these plagues.

Improved Grab (Ex): To use this ability, the carrion crow must hit an opponent no more than one size category greater than itself with both claw attacks. After dealing normal damage, the carrion crow may start a grapple as a free action without provoking an attack of opportunity (grapple bonus +14). If it gets a hold, it deals automatic claw damage each round the hold is maintained, and may make bite attacks with a +4 circumstance bonus. The carrion crow may maintain the grapple as per the *PHB*.

Ominous Presence (Su): The mere appearance of these creatures invokes fear and confusion in their enemies. All those seeing a carrion crow must attempt a Will saving throw against a DC 11 or suffer a -2 morale penalty to all attack rolls, checks, and saves for the remainder of the encounter. A failed or successful save grants immunity to this ability for 24 hours.

Evasion (Ex): If subjected to an attack allowing a Reflex save for half damage, the carrion crow takes no damage on a successful save. As with a Reflex save for any creature, the crow must have room to move in order to evade. If bound or completely restricted in any way, it cannot use evasion. This is a reflexive ability; the carrion crow does not need to know of the attack prior to using evasion.

Keen Sight (Ex): Carrion crows can see twice as far as normal.

Cunae Womb (Qlippoth)

Large (long) Outsider (Chaotic, Evil)

Hit Dice: 4d8+12 (30 hp)

Initiative: +1

Speed: 40 ft., Swim 20 ft.

AC: 17 (-1 size, +1 Dex, +7 natural)

AC (Flat-Footed): 16

AC (vs. Touch Attacks): 10

Attacks: Bite +9 melee

Damage: Bite 1d8+5 and poison

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Disgorge, Improved Grab, Poison, Swallow Whole

Special Qualities: Blind-Sight, Regeneration 3, Qlippoth Qualities, Womb

Saves: Fort +7, Ref +5, Will +4

Abilities: Str 20, Dex 12, Con 16, Int 2, Wis 11, Cha 4

Skills: Balance +3, Listen +6, Move Silently +3, Spot +6, Tumble +6

Feats: Alertness, Weapon Focus (bite)

Climate/Terrain: Any underground

Organization: Solitary, Pair, Symbiotic Couple (itself plus one unholy warrior)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (large), 9-12 HD (Huge)

On some remote layer in the Abyss, there is a vast bog with malformed trees, slate skies filled with black cirrus clouds, and a single point of light mocking the absent sun. Cawing madly from the twisted trunks and limbs of the dead woods are grotesque elfin-faced vultures, their lips stained with flecks of black dung from the eviscerated corpses floating throughout this dismal place. Beneath these hideous watchers are putrid waters, which churn with an unspeakable presence. The unlucky viewer occasionally spots a swiftly moving form, comprised of maggot-white rings and protruding horns caked with the filth of the pestilence swamp. These worms hearken to a different era, eons past, before the angels fell and before the Qlippoth were cast from their rightful place of mastery.

If an intrepid explorer were to extract such a monstrosity from its lair, he would discover the worm is in fact an



Chapter Six: Mounts & Minions

outsized water-dwelling grub measuring ten feet long, and upwards of four feet wide at the middle. It has the face of a beautiful maiden, without hair and exceedingly pale. The cunae wombs, as these foul creatures all called, open their mouths to reveal a cavernous maw extending into darkness. Like a snake, the cunae womb can unlock its jaws to accommodate large carcasses. The process by which this occurs is frightfully fast and often takes its victims by surprise.

Another disturbing feature of this monster is on the underside of its body: a large cleft, about four feet long, opening into an exceedingly foul morass of mucous. This cleft is what gives this atrocity its name. Unholy warriors, who use these things as mounts, worm their way inside the clefts, where slender tendrils pierce their epidermal layer to provide nourishment for the passenger. While in the “womb,” the unholy warrior has no need for food, water, or even air, and may dwell inside the cunae womb for an indefinite period. Though most unholy warriors prefer this method of travel, they sometimes ride the cunae womb upon its back.

Cunae wombs are nearly mindless and have no language of their own. When bound as dark allies, they communicate with their masters empathically. Over time, cunae wombs can learn the rudiments of simple commands in any tongue.

Combat

Cunae wombs are voracious. In the Abyss, they scour the waters and lands for the lost souls of the damned. In combat, they are equally violent, preferring to assault their foes head-on. If they are clearly outmatched, they revert to a defensive mode, making use of their natural rolling abilities (the Tumble skill) to fight defensively or using the Total Defense option to make a hasty retreat.

Disgorge (Ex): As a standard action, the cunae womb can spew forth a stream of offal and mucus as a 30-foot cone dealing 6d6 points of acid damage. All those within the area of the cone may attempt a Reflex saving throw (DC 12) for half damage. In addition, those failing the Reflex saving throw must make an immediate Fortitude saving throw against a DC 15 or be nauseated (creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; the only action such a character can take is a single move or move-equivalent action per turn) for 1d4 rounds due to the repulsive odor emanating from the spew.

Improved Grab (Ex): To use this ability, the cunae womb must hit an opponent no more than one size category greater than itself with its bite attack. After dealing normal damage, the cunae womb may start a grapple as a free action without provoking an attack of opportunity (grapple bonus +12). If it gets a hold, it deals automatic bite damage each round the hold is maintained. The cunae womb may continue to maintain the grapple as per the *PHB*.

Poison (Ex): The cunae womb’s bite is poisonous. Victims of the bite attack who are normally vulnerable to poison must attempt a Fortitude saving throw against a DC 14, and they must attempt a second save 10 rounds (or 1 minute) later. The cunae womb deals 1d10 hit points as primary damage and 1d3 Constitution drain as secondary damage.

Swallow Whole (Ex): The cunae womb may attempt to swallow a grappled opponent, making an additional grapple attempt (+12) after having secured the hold. Once inside of the cunae womb, victim takes 2d4+5 points of bludgeoning damage and 1d4 points of acid damage each round from the cunae womb’s digestive process. The swallowed creature may attempt to escape in one of two ways. The first method is to attempt a grapple check to return to the cunae womb’s mouth, at which point a second grapple check is needed to escape completely. The other route is to cut a way out of the stomach. To do so, the victim must make a successful attack roll, using no more than light or natural weaponry, against an AC 7 and deal 12 points of damage in one hit. The cunae womb naturally seals any breach on the following round. Cunae wombs can hold one medium, two small, or four tiny or smaller creatures at a time.

Blind-Sight (Su): Due to their development in dark, filthy water, cunae wombs may locate opponents using non-visual senses. They can “see” in this manner up to 30 feet away, and do not need to make Spot or Listen checks to notice creatures within the range.

Regeneration 3 (Ex): Holy and sonic energies deal normal damage to cunae wombs. Otherwise, all damage dealt to them is subdual damage, as per the rules for Regeneration in the *DMG*.

Qlippoth Qualities: As a Qlippoth, the cunae womb is immune to poison, cold, and mind-affecting enchantment spells or spell-like abilities. In addition, cunae wombs have electricity, fire, and acid resistance 20. Unlike other Qlippoth, this degenerated form may only communicate empathically with any creature within 100 feet having an Intelligence score. Cunae wombs do not have the Fascination ability.

Womb (Ex): By entering the womb of this creature, as a standard action to a non-hostile specimen, the creature has no need to breathe and functions as if under the effect of a *ring of sustenance*.

Mammoth of Baal

Huge Magical Beast

Hit Dice: 11d10+55 (115 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 24 (-2 size, +1 Dex, +7 natural, plate barding)

AC (Flat-Footed): 23

AC (vs. Touch Attacks): 9

Attacks: 2 gores +16 melee, 2 stamps +11 melee

Damage: Gore 2d8+15, Stamp 2d6+5

Face/Reach: 10 ft. by 20 ft. /10 ft.

Special Attacks: Smite Good, Trample 2d8+15

Special Qualities: Blind-Sight, Cold and Acid Resistance 15, Damage Reduction 5/+2

Saves: Fort +12, Ref +8, Will +3

Abilities: Str 30, Dex 13, Con 21, Int 3, W Cha 7

Skills: Listen +7, Spot +6

Feats: Power Attack, Cleave

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

Advancement: 9-16 HD (Huge), 17-24 HD (Gargantuan)



The great war mammoth of Baal towers over the battlefield as a living siege weapon. In battle, this evil beast wears hell-forged full plate barding, concealing every inch of its body. Eight great curving tusks twist out of its maw. As a calf, each mammoth has its eyes burned out with boiling human blood, the scent of which remains in the tortured beast's nostrils; it thereafter thirsts for the destruction of the race. As Baal himself breeds these creatures in the depths of his fortress, they are never encountered in the wild. Unholy warriors dedicated to Baal, Canarak, or any other tyrannical devil sometimes receive these creatures to reinforce a mortal army at war with the light.

Mammoths of Baal understand, but cannot speak, Infernal. Powerful unholy warriors may call the mammoth of Baal, provided their alignment is lawful evil and they are at least 16th level. Those calling these creatures use them as vanguards of their armies, sowing massive destruction among their enemies.

Combat

Whenever encountered on the field of battle, mammoths of Baal are encased in their full-plate barding, and atop their backs are war platforms providing 50% cover to their inhabitants. The platform can hold six occupants, or two ballista and their crews. The very sight of the mammoth on the battlefield is erosive to defenders' morale. While this has no immediate game effect, for mass-combat systems using morale, the presence of this creature ought to impose a penalty on its defenders.

Smite Good (Su): Once per day, the mammoth of Baal may make a normal attack dealing additional damage equal to its HD (to a maximum of +20) against a good foe.

Trample (Ex): As a move action, the mammoth of Baal may move through occupied squares, inflicting the listed damage. This action provokes an attack of opportunity; however, those foregoing such attempts may make Reflex saves (DC 20) to move to an adjacent square and avoid the damage.

Blind-Sight (Su): Having had its eyes removed, the mammoth relies on other methods of "vision." The mammoth can see all creatures within 60 feet regardless of lighting conditions. Sonic attacks or being deafened reduces this range to 10 feet for as long as the effect remains in play.

Putrescent Flow

Huge Ooze (Evil)

Hit Dice: 8d10+60 (104 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 7 (-1 Dex, -2 size)

AC (Flat-Footed): 7

AC (vs. Touch Attacks): 7

Attacks: Slam +14/+9 melee

Damage: Slam 2d6+10 and 2d6 acid

Face/Reach: 15 ft. by 15 ft. / 10 ft.

Special Attacks: Corrosive Splash,
Smite Good

Special Qualities: Delicate
Membrane, Enfold, Ooze,
DR 10/+2, Resistances

Saves: Fort +8, Ref +2, Will +3

Abilities: Str 30, Dex 8, Con
20, Int 1, Wis 10, Cha 4

Skills: -

Feats: -

Climate/Terrain: Any
underground

Organization: Solitary

Challenge Rating: 10

Treasure: 10% coins, 50%
items (metal only), 10% gems

Alignment: Always neutral evil

Advancement: 9-16 HD (Huge), 17-24 HD (Gargantuan)



Said to be the spawn of the Lord of Many Forms, the putrescent flow is an enormous mound of yellowish liquid encapsulated in a thin membrane. Though it looks like no more than oversized blister, this frightful ooze rolls over anything in its path. Like many types of ooze, the putrescent flow does not harm stone or metal, so a spray of coins may sparkle from within its mass. Hideous foes in themselves, they are at their worst when they have bonded with a warrior of unspeakable evil, especially one in service to its maker.

Among the lower planes, the putrescent ooze moves about areas in the Abyss where vast hordes of undead gather. As zombies and skeletons are easy prey, the putrescent flow makes a quick meal of them. If enlisted by an unholy warrior, the putrescent flow can form a fold in its epidermis and nullify the caustic slime coatings its bag-like body. The unholy warrior stands in the fold as the ooze undulates forward, swallowing its enemies. A putrescent flow, due to its low Intelligence, can become over excited by the conflict and *accidentally* allow its acidic suppuration to affect its rider.

Combat

The putrescent flow has no true tactical ability unless under the empathic commands of its master. It attempts to dissolve its enemies into a liquid jelly, which it absorbs through its skin by osmosis. Its unflagging desire to consume dominates its every action.

Corrosive Splash (Ex): Whenever the putrescent flow successfully strikes an opponent, its slam attack deals 2d6 (as stated above) points of acid damage. All creatures adjacent to the struck foe must attempt a Reflex save against a DC 15 or receive 1d6 points of acid damage.

Smite Good (Su): Once per day, the putrescent flow may make a normal attack to deal 8 points of additional damage to a good foe.

Delicate Membrane (Ex): The ooze's membrane is thin and yielding. If the putrescent flow receives 10 or more points of piercing damage in one attack, it spews forth a thin stream of caustic fluid. The stream emits at a constant rate for 1d6 rounds, until the membrane reflexively repairs the breach. All creatures and objects in a random line 15 feet long away from the putrescent flow must attempt Reflex saves for half damage (DC 20) or be splashed by the acid liquid of the ooze, suffering 2d6 points of acid damage. This stream may change trajectory as often as once each round (we

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recommend rolling a die to determine the stream's path). The randomness of the stream is the result of the constant adjustment of the flow as it undulates and writhes in excitement.

Enfold (Ex): The putrescent ooze can form a hardened pouch, in which a rider may stand protected from the ooze's acidic skin. The pouch always remains on top, so the unholy warrior may make ranged attacks, having both hands free. Alternatively, the unholy warrior may command the flow to encapsulate him in a bubble to ride within the ooze. As a fly trapped in amber, the rider floats in a sea of pus-colored fluid for as long as he wishes.

Ooze: Oozes are immune to poison, *sleep*, paralysis, stunning, and *polymorph*. Having no discernable anatomy, they cannot be flanked, nor are they susceptible to critical hits or sneak attacks. All oozes have the Blind-Sight ability (see *MM*). Though the putrescent flow has a basic level of awareness, it retains its immunity to mind-influencing affects.

Resistances: Putrescent flow has cold and fire resistance 15.

Reklero

Huge Outsider (Evil, Lawful)

Hit Dice: 9d8+18 (58 hp)

Initiative: +3 (Dex)

Speed: 30 ft., fly 75 ft.

AC: 22 (-1 size, +2 Dex, +10 natural)

AC (Flat-Footed): 19

AC (vs. Touch Attacks): 12

Attacks: Bite +16 melee

Damage: Bite 1d6+9 and poison

Face/Reach: 10 ft. by 10 ft. / 10 ft.

Special Attacks: Improved Grab, Plant Eggs, Poison, Sting

Special Qualities: Baatezu Qualities, DR 5/+2, SR 18, Scent

Saves: Fort +8, Ref +8, Will +6

Abilities: Str 28, Dex 14, Con 14, Int 1, Wis 11, Cha 4

Skills: Jump +18, Listen +9, Spot +9

Feats: Flyby Attack, Snatch, Weapon Focus: Bite

Climate/Terrain: Any land

Organization: Solitary, Pair, Swarm (5d10)

Challenge Rating: 10

Treasure: None

Alignment: Always lawful evil

Advancement: 10-18 HD (Huge), 19-27 HD (Gargantuan)

Once every thirteen generations, great swarms of reklero emerge from some secret gate of Hell to plague the good people of the Material Plane. The layman confuses these odd creatures with unusually large insects, for they have the appearance of enormous wasps, replete with featherlike antennae and rapidly beating amber wings. Their exoskeletons are a dull solid black, except for a patch of soft translucent flesh near the stinger. Upon close examination, this area bulges with gelatinous round orbs just underneath the thin flesh. Each orb contains a squirming mass of darkness, an infant reklero in larval form.

Reklero lurk in mud mounds deep in Beelzebub's layer in Hell. While rarely spotted on the Material Plane, they are a constant horror to the damned who lament in the fires of perdition. They swarm in cycles, depending upon fresh living hosts to feed their young. Scholars reflect on the similarity between this demon and the digger wasp, which paralyzes its prey with its sting, but ensures its victim is aware – live food for its implanted young.

Reklero communicate through a residue made of their pheromones. From their hind legs, they excrete a thick paste; when smeared behind them, it transmits an emotional flag to those with the proper sensory apparatus. Communication in this method is simple, conveying such emotional and physical messages as Danger, Food, and Follow.

Combat

Whenever the reklero successfully stings and poisons a victim, it injects a stream of egg packets (hundreds of larval reklero) into the body of its paralyzed victim. The reklero's venom is not lethal; their victims have complete awareness of each baby reklero eating its way out of their flesh. When a reklero attacks, it is either in defense or to breed. In either case, the results are horrifying.



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Poison (Ex): Bitten victims must attempt a Fortitude save against a DC 20. A failed save indicates the victim is paralyzed for 1d10 hours. One minute (or 10 rounds) later, the victim must attempt a second Fortitude save against the same DC or suffer 2d4 permanent points of Dexterity drain. Effects from multiple injections are cumulative.

Improved Grab (Ex): To use this ability, the reklero must hit an opponent no more than one size category greater than itself with a bite attack. After dealing normal damage, the reklero may start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it automatically stings the target, inflicting 1d12+9 points of damage. In addition, the victim must succeed at a Fortitude saving throw against the same poison as inflicted by the bite, except the DC is 2 points higher. Reklero release paralyzed victims after impregnating them.

Plant Eggs (Ex): On the round following the reklero's paralysis of its victim, it injects a stream of egg packets into the victim's body. The victim must make an immediate Fortitude save against a DC 10 or die. In 1d6 hours, exposure to the victim's blood causes the eggs to hatch and release the larval reklero into the victim's body. Each round, the hundreds of reklero attempt to eat their way out, inflicting 1d10 points of permanent Constitution drain each round until the victim reaches 0, at which point he is dead. Horrifically, the victim experiences every nibble to the fullest, as he is conscious and aware until he expires.

Baatezu Qualities: Reklero are immune to fire and poison, and have cold and acid resistance 20. As devils, these creatures may see with perfect clarity in any form of darkness.

Scent (Ex): All reklero have the Scent ability in lieu of Telepathy. See *MM* for details on this ability.

- New Templates -

The *MM* presents fiendish and half-fiend templates for use with a diverse assortment of creatures. While these templates are suitable for the most generic of the denizens of the lower planes, *The Book of the Righteous* and the *Books of Fiends* present a detailed cosmology, reinforcing the differences between demons, devils, and daemons beyond their inherent features and alignments. Continuing in the spirit of these books, this section introduces three new templates for use with creatures native to Hell, Gehenna, and the Abyss. The fiendish template remains viable for cosmologies featuring more than these evil planes, and for creatures tainted by a prolonged exposure to fiends.

Demonic Creatures

Any corporeal creatures of non-good alignment are viable candidates for the demonic template. Beasts and animals featuring this template become outsiders, but otherwise their creature type does not change. Creatures with this template use all the base creature's statistics and special abilities, except as noted here.

Special Attacks: A demonic creature retains all the special attacks of the base creature and gains the following features.

Smite Good or Law (Su): Once per day per 5 HD, a demonic creature may make a normal attack dealing additional damage equal to its HD (to a maximum of +20) against a good or lawful foe.

Special Qualities: Demonic creatures retain all the special qualities of their base creature statistics. Additionally, they gain the following:

- Darkvision with a range of 60 feet;
- Cold, fire, and acid resistance (see **Table 6-3**);
- Immunity to poison and electricity;
- Damage reduction (see **Table 6-3**).

Duplicate abilities overlap, they do not stack.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: Variable

Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature.

Alignment: Always chaotic evil (any).

Advancement: Same as the base creature.

Devilish Creatures

Any corporeal creatures of non-good alignment are viable candidates for the devilish template. Beasts and animals featuring this template become outsiders, but otherwise their creature type does not change. Creatures with this template use all the base creature's statistics and special abilities, except as noted here.

Special Attacks: A devilish creature retains all the special attacks of the base creature and gains the following features.

Smite Good or Chaos (Su): Once per day per 5 HD, a devilish creature may make a normal attack dealing additional damage equal to its HD (to a maximum of +20) against a good or lawful foe.

Special Qualities: Devilish creatures retain all the special qualities of their base creature statistics. Additionally, they gain the following:

- See in any kind of darkness, even magical;
- Cold and acid resistance (see **Table 6-3**);

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- Immunity to poison and fire;
- Damage reduction (see **Table 6-3**).

In the case of duplicate abilities, use the better of the two.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: Variable

Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Always lawful evil

Advancement: Same as the base creature

Daemonic Creatures

Any corporeal creatures of non-good alignment are viable candidates for the daemonic template. Beasts and animals featuring this template become outsiders, but otherwise their creature type does not change. Creatures with this template use all the base creature's statistics and special abilities, except as noted here.

Special Attacks: A daemonic creature retains all the special attacks of the base creature and gains the following features.

Smite Good or Law (Su): Once per day per 5 HD, a daemonic creature may make a normal attack dealing additional damage equal to its HD (to a maximum of +20) against a good or lawful foe.

Special Qualities: Daemonic creatures retain all the special qualities of their base creature statistics. Additionally, they gain the following:

- Darkvision with a range of 60 feet;
- Cold, fire, and electricity resistance (see **Table 6-3**);
- Immunity to poison and acid;
- Damage reduction (see **Table 6-3**).

In the case of duplicate abilities, use the better of the two.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Same as the base creature

Challenge Rating: Variable

Up to 3 HD, as base creature

4 HD to 7 HD, as base creature +1

8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Always neutral evil

Advancement: Same as the base creature

Table 6-3: Demonic, Devilish and Daemonic Abilities

Demonic Abilities		
Hit Dice	Cold, Fire, and Acid Resistance	Damage Reduction
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3
Devilish Abilities		
Hit Dice	Cold and Acid Resistance	Damage Reduction
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3
Daemonic Abilities		
Hit Dice	Cold, Fire, and Electricity Resistance	Damage Reduction
1-3	5	-
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

- Lackeys -

Riding in a cunae womb, or traveling suspended in a putrescent flow, may not be up every unholy warrior's alley. They are conspicuous means of transport, are impossible to stable, and do little to conceal an unholy warrior's awful agenda. When faced with these difficulties, many unholy warriors choose not to call the dark ally, as it is sometimes inordinately inappropriate when infiltrating a good society. To counterbalance this deficiency, eligible unholy warriors and those with the leadership feat may call a lackey instead.

A lackey is like a cohort; it is a classed NPC loyal to the unholy warrior, but it does not replace the cohort and never abandons its master, regardless of how poorly it is treated. In a sense, a lackey is like a second cohort, a functional character with the benefit of a wide range of class assortment and abilities. A lackey's level is one lower than the unholy warrior's cohort. The

unholy warrior determines the lackey's details, such as class combinations, race, skills, and feats. Lackeys are subject to standard effective class level (ECL) rules, but may take levels in qualified prestige classes. Lackeys increase in levels as the cohort increases, but without requiring a share of XP or treasure as the cohort may. Moreover, as lackeys are part of the unholy warrior's class package, adventurers receive no additional experience for defeating a lackey in combat or negotiation.

Lackeys fill the roles the unholy warrior lacks, as these characters perform the work the unholy warrior refuses to do. Thus, an unholy warrior with a fighter cohort might choose an evil spellcaster or rogue as a lackey to round out his deficiencies. Once the unholy warrior accepts a lackey, she may never call for a dark ally mount, as the lackey fulfills this role.

- Leadership -

Unholy warriors command legions and hordes of the desperate, unclean, and wicked. To be in the service of such a master is in itself an evil act, succumbing to his cold promises and allowing your easy manipulation. From droves of screaming barbarians to a secretive guild of killers, unholy warriors draw upon the most debased and foul of servants.

Warriors

Followers of this class are the most common recruits to the unholy warrior's legions. They have a practical use; they are adept at killing. While not as potent as fighters, they do have martial training and a good skill assortment. Warriors following an unholy warrior are vicious cutthroats and mercenaries, having no regard for life and property. Provided they have plenty of opportunities to rape, pillage, and plunder, they remain content.

Experts

Experts prove to be the most versatile of followers. Their key strength is an enormous selection of skills. Experts are a catchall for the skilled professions among the non-adventuring peoples. Unholy warriors use experts as sages, thieves, killers, politicians, whores, and craftsmen. These servants insinuate themselves in positions of influence, such as when an unholy warrior seeks to subjugate a town or castle without a prolonged siege. These followers make ideal spies, slipping into difficult places and reporting to their masters.

Commoners

Even more inconspicuous than experts, commoners can be very useful: for production if the unholy warrior rules

a community, as spies, or to incite peasant revolts in the hamlets and towns the unholy warrior covets. Aside from these practical uses, commoners are worthless to most of these agents of evil.

Classed Followers

The *ELH* presents rules for substituting classes and prestige classes in place of the standard assortment of NPC classes. If these rules are used, unholy warriors supplement their followers with evil clerics, other unholy warriors, assassins, and any other representatives of wickedness available. Consult that text for details on the how to incorporate classed NPCs into your retinue of followers.

Races

Members of any race that is usually to always good-aligned (elves, gnomes, dwarves, and halflings) make unsuitable followers for the unholy warrior, and almost never succumb to his call. Slavery, torture fodder or even dinner is more likely to be the fate of such races. Individual instances are possible, but these are always special cases. Instead, unholy warriors fill the ranks of their servants with humans, kobolds, goblins, hobgoblins, orcs, and any other humanoid with a CR of ½ or less; these function as 1st-level followers.

When attempting to gain exotic followers, such as gnolls, bugbears, or even minotaurs, consider the creature's ECL. Say, for example, Brixion desires tiefling warriors. As tieflings are ECL +1, they qualify as 2nd-level followers, and are difficult to obtain. The more powerful the creature, the fewer are swayed to enter the service of another.

Fallen & Redeemed

Falling from the heights of Heaven or rising from the depths of Hell are legendary feats, recorded in epic stories and passed down through the ages. Holy and unholy warriors are mortals; they are fallible beings, capable of moments of doubt, sin, and remorse. The servants of evil can return from their straying paths and walk once more in the light of goodness. This chapter discusses not only how holy warriors can fall away from the path of the righteous, but also how unholy warriors may break free from the shackles of iniquity to stand once again in the favor of the gods.

- The Fallen -

When a servant of good falls from grace, especially one so pure and mighty as a holy warrior, the lords of darkness revel in the diminished potency of good and the expansion of their own power. Not every holy warrior who leaves the ranks of the righteous becomes a figure of damnation. Some leave their faith due to disillusionment or doubt, or even in the face of impossible alternatives. Some, however, succumb to the lure of evil. The promises of power and revenge seduce them. Their once pure hearts blacken with the embrace of all that is unholy and wicked. They fall to the pits of absolute spite, hatred, and evil.

Becoming an ex-holy warrior, as described in *The Book of the Righteous*, implies a violation of the order's tenets and code or blasphemy against its patron deity. For minor transgressions, a cleric of the faith can restore a holy warrior's status, powers, and privilege if the repentant character undertakes a quest or significant sacrifice and is the recipient of an *atonement* spell. If, however, the holy warrior turns from service to the gods to the service of evil, no spell, service, or act can ever restore her to the graces of her god.

Only through certain actions can a holy warrior become a fallen. Blasphemy is the surest passage to the waiting arms of damnation. To deny, belittle, and defame one's master casts the holy warrior away from the deity forever. There is no greater sin than denying the power of a god.

Embracing any of the seven carnal vices, consistently and significantly, is another method of falling from grace. Gluttonous holy warriors who feast before the hungry, envious knights who plot to remove their betters, and prideful champions, to whom humility is a forgotten word, are all examples of paladins that have lost their way.

There are other possible routes to damnation, but it is generally the accumulation of evil deeds recorded in the Book of the Wicked that impels the gods to thrust away their wayward servant, casting her down to wallow forever in the fires of Hell and the depthless pits of the infinite Abyss. Regardless of the circumstances of the fall, the holy warrior immediately loses all benefits of her class, including Gifts of God, Domains, Spells, Special

Mount, and Companions. Furthermore, the fallen holy warrior is marked for her betrayal; she bears a symbol of exile on her forehead, hands, or some other conspicuous place on her person. The sight of such a mark fills most viewers with unease and discomfort. Fallen holy warriors can never conceal their evil from members of their own lost faith. Hence, obscuring their alignment is impossible against members of the fallen's former church. The only exception is in the case of the Great Church, where these warriors may conceal their alignments freely. The wealth and diversity of the Great Church allows for many heretical and schismatic beliefs; this environment ultimately provides a seed bed for the weeds of evil to grow.

In exchange for their exile and eventual damnation, Asmodeus, the principle champion of fallen holy warriors, rewards those who come to his fold. Like the dark powers rewarding the fallen paladins for their allegiance and conversion to the blackguard prestige class, he too confers benefits based upon the holy warrior levels achieved prior to the fall. Unlike the fallen paladin (although those rules could certainly be used in this context), fallen holy warriors may choose the benefits they gain from a diverse menu of abilities. Remember, fallen holy warriors are not unholy warriors. They retain their ex-holy warrior status and may advance in unholy warrior class on their next level. Like any traitor, the fallen holy warrior is unlikely to be trusted for long, even by the powers of evil. Most of those who tread this path end their lives in tragic loneliness, self-absorption, and pitiful sorrow.

Former holy warriors of 1st or 2nd level

Falling so quickly, having only achieved a level or two in the class, reveals something about the character of this holy warrior even prior to the his moral collapse. He likely never had the moral fiber to excel in this class. Quickly demoralized, lacking commitment and belief, he turns away from his faith and embraces the easy path of wickedness for its immediate rewards and disturbing pleasures. Holy warriors that fall at this level gain no benefit.

Former holy warriors of 3rd to 4th level

Generally more significant than the former examples, these holy warriors turn their backs on the Gift of their god. The very act of disdaining the favor of one's deity is evil, and ensures the antipathy of the holy warrior's former faith for the remainder of his days. Holy warriors of this level are less likely to fall, garnering them one ability from Menu A.

Former holy warriors of 5th to 6th level

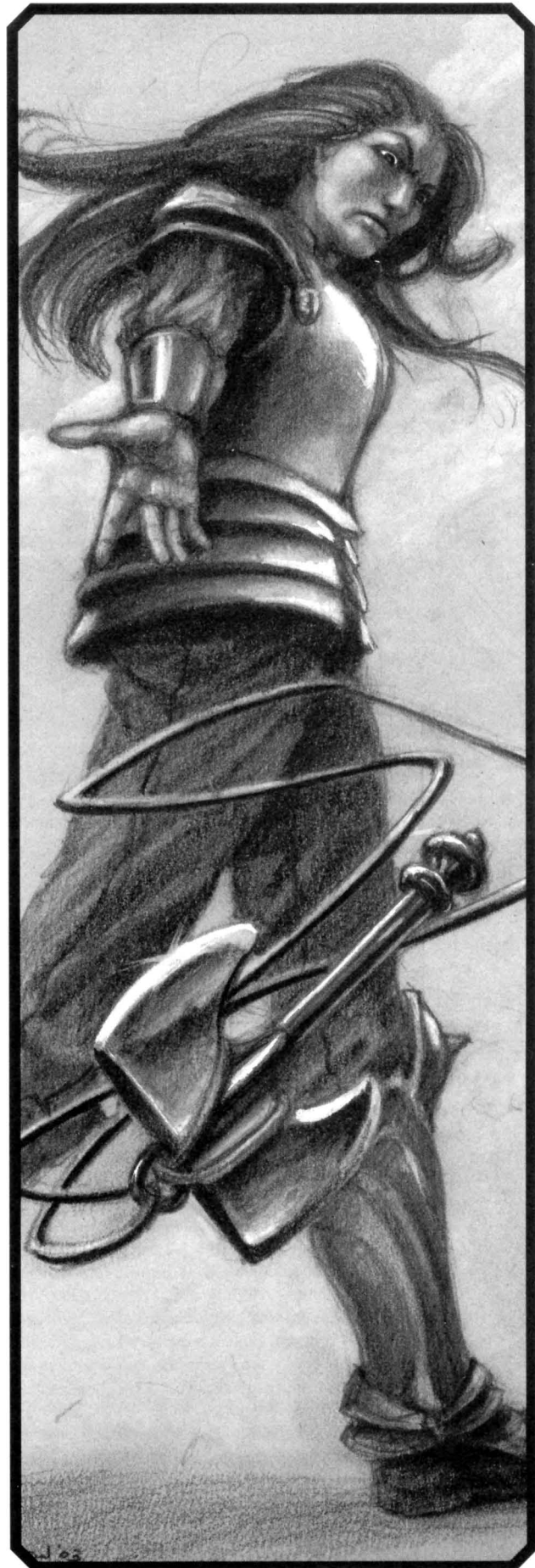
Holy warriors who fall from this position are a great loss to their churches. Renouncing the faith at this level carries a large cost. The holy warrior loses the Gifts of her god and her ability to turn undead, and, perhaps most painfully, her faithful mount abandons her. Such losses are crippling to any character, making them less than fighters and barely more than warriors. In exchange for this loss, these fallen holy warriors may choose two abilities from Menu A.

Former holy warriors of 7th to 8th level

The greatest of enemies a church can have come from fallen holy warriors of this rank. The sheer presence this character held prior to his fall, plus the loss of his authority and the abandonment of his responsibilities, can cause great damage to the morale and vitality of a faith. The paladin fallen from these heights is hunted by his former comrades, as he becomes an abomination, no longer fit to live. As the forces of light hunt them, evil confers to these fallen holy warriors two abilities from Menu A and one from Menu B.

Former holy warriors of 9th to 10th level

Captains, commanders, and their like comprise holy warriors of this level. Upon their fall, they have the influence to take with them large numbers of the congregation. In effect, they seduce the followers as they themselves are seduced. If this occurs, there is a 5% chance that Raguel, angel of retribution (see *The Book of the Righteous* for statistics or use a 66 HD advanced Solar from the *MM*), dispatches 3 hound archons to deal with the errant warrior. If Raguel does not resolve the problem, the faith and members of the Great Church seek to eradicate the fallen and his allies forever from the world, thereby cleansing the faith and restoring the inviolate authority of their belief. Those fallen holy warriors who evade the attacks of their former churches gain two abilities from Menu A and two abilities from Menu B.



Menu A

- Gain +1 inherent bonus to an ability of your choice.
- Add 30 feet to existing darkvision range. If the recipient does not have darkvision, she gains darkvision 30 feet.
- Gain the Alertness feat as a bonus feat. If you already have this feat, you gain no benefit from this ability.
- Gain the ability to smite good, once per day. As the paladin class in the *PHB*, except this attack affects good instead of evil. This ability stacks with other instances of smite good.
- Your blood transmutes to poison. Choose one injury poison whose value does not exceed 300gp. Your blood now carries this toxin. You may coat your slashing or piercing weapons with your blood, but each time you do so, you deal 1d4 damage to yourself. Coated weaponry lasts until the first successful hit. Coating one weapon in this manner is a standard action.
- *Lay on hands*. You may cure yourself of damage equal to your charisma bonus times your level. This ability only functions for you and has no effect on any other.

Menu B

- You gain the ability to Sneak Attack your opponents. Any time your target is denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or whenever you flank the target, your attack deals an extra 1d6 damage. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. You may count ranged attacks in this manner if the target is within 30 feet. Only living creatures with discernable anatomies may be affected by this ability; any creature immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot, and you must be able to reach a vital spot. Hence, creatures with concealment or creatures having only their limbs within reach are not viable targets for use of this ability. See *PHB* for full details on sneak attack.
- Choose one 1st-level spell from any arcane or divine spell list. You may now cast the chosen spell as a standard action once per day. If the spell has an XP component, you must pay the cost every time you choose to activate this ability. You may choose this ability multiple times; each time you may choose a new 1st-level spell or be allowed to cast a currently-known spell one additional time.
- You gain the ability to rebuke and command undead as a cleric two levels lower than your levels as a fallen holy warrior. If you are already able to rebuke or command undead, this ability functions as the Extra Turning feat. See *PHB* for details on rebuking and commanding undead.
- You gain Evasion. See *PHB* for details.
- You gain Blind-Sight. See *DMG* for details.
- Your blood transmutes to a more virulent poison. Choose one injury poison whose value does not exceed 1000gp. Your blood now carries this toxin. You may coat your slashing or piercing weapons with your blood, but each time you do so, you deal 1d6 damage to yourself. Coated weaponry lasts until the first successful hit. Coating one weapon in this manner is a standard action. This ability supersedes the ability granted from menu A.
- *Energy Resistance*. Choose one of the following energy types: acid, cold, electricity, fire, or sonic. You gain a resistance 10 against this energy type. You may take this ability multiple times. Each time you may add an additional 10 to your existing resistance or choose a new energy type.

Menu C

- You gain an undead companion. Choose a medium-size skeleton or zombie to accompany you. This companion cannot be turned or rebuked by another and gains special bonuses as a fiendish servant when you gain levels. See the blackguard description in the *DMG* for details on fiendish servants.
- Once per week, for a number of rounds equal to your levels in ex-holy warrior, you may cast *antimagic aura* as a sorcerer equal to your level.
- Your skin hardens and becomes more resistant to blows. You gain damage reduction 1/-. This ability stacks with damage reduction gained through the barbarian class, but does not stack with any other magical endowments.
- You gain fast healing 1. See *DMG* for details on this ability.
- *Disturbing Presence*. This ability makes the fallen holy warrior's presence unsettling to foes. It takes effect whenever you perform some sort of dramatic action (such as charging, attacking, or snarling). Opponents witnessing the action may become frightened or shaken.
This ability only affects opponents with fewer Hit Dice or levels than you. An affected opponent can resist the effects with a successful Will save of DC 10 + 1/2 the fallen holy warrior's HD + the fallen holy warrior's Charisma modifier. An opponent succeeding the saving throw is immune to your frightful presence for one day.
- Your blood transmutes to a truly potent poison. Choose one injury poison whose value does not exceed 2000gp. Your blood now carries this toxin. You may coat your slashing or piercing weapons with your blood, but each time you do so, you deal 1d8 damage to yourself. Coated weaponry lasts until the first successful hit. Coating one weapon in this manner is a standard action. This ability supersedes the ability granted from menu A or B.
- You gain spell resistance equal to your total class levels. Hence, a 15th-level fallen holy warrior choosing this ability has an SR 15.
- Choose two 1st-level spells or one 2nd-level spell from any arcane or divine spell list. You may now cast the selected spell(s) as a standard action once per day. If the spell has an XP component, you must pay the cost every time you choose to activate this ability. You may choose this ability multiple times, where each time you may either choose a new spell (or spells) or increase the number of times per day you may cast a spell already known in this manner (up to 2 additional spell levels).



Former holy warriors in excess of 11th level

When a holy warrior of this level of power falls, the angels in Heaven weep for forty days. Icons and symbols of the church bleed. Evil omens appear throughout the land, and treachery stains her former host church forever with disgrace. Raguel reacts as above 10% of the time. He appears personally 1% of the time. Surviving fallen replace all their ex-holy warrior levels with unholy warrior levels. Additionally, characters of 11th through 14th level gain two abilities from Menu A, characters of 15th through 18th gain two abilities from menu A and two abilities from Menu B, and characters of 19th or

higher gain two abilities from Menu A, two abilities from Menu B, and one ability from Menu C.

Renouncing a title

Most holy orders have an established rank at which the holy warrior gains a title and greater responsibilities. By falling from the grace, the fallen not only abandons the religion, but also his placement in his faith. The higher the ranks, the greater does evil reward the fallen. Characters of the first tier, or part of a faith with only one title, gain an additional ability from Menu A. Characters of a second rank or title gain an additional ability from Menu B. Characters of a third rank or higher gain one ability from Menu C.

- The Redeemed -

Thus far, the unholy warrior's handbook has been a discussion on how mortal spirits abandon their gods in favor of lives filled with evil, sin, and vice. Given some examples of their depravity, one must wonder how a section exploring redemption could even exist in such a book. Yet, gods are curious beings, often willing and always capable of forgiving wayward children. Without divine grace, no mortal would ever ascend to join the angelic host on the mountain of Heaven. No mortal could ever be worthy of the rewards granted to the faithful. Mortals are imperfect beings, capable of mortal failings. They fall prey to lust, greed, envy, and gluttony. Most

overlook such minor infractions, for many members of a clergy can receive and provide some measure of absolution, depending upon the severity of the sin.

Members of the more standard classes undergo no changes in their characteristics (besides the alignment change) when they ally themselves with evil and return to the light. Unholy warriors, however, are a different matter. Unholy warriors originating from non-holy warrior classes can receive redemption, but in rare special circumstances. The only unholy warriors capable of cleansing are those who had little or no choice in

Table 7-1: Redeemed Spell-Like Abilities

Level	Abilities
6	light at will
7	Bless
8	protection from evil 3/day
9	Aid
10	cure serious wounds
11	neutralize poison
12	holy smite
13	remove disease
14	dispel evil
15	holy word
16	holy aura 3/day
17	Hallow
18	Symbol
19	summon monster ix (celestials only)
20	Resurrection

their careers. This excludes almost every example of the unholy warrior, as self-love more than anything else motivates these characters. There are a few instances where an unholy warrior was misled, corrupted as a child, or a victim of circumstance. These unholy warriors never willingly fell to evil's embrace, as evil is all they had ever known.

Redeeming unholy warriors and the infrequent fallen holy warrior is an intensive process, in which there appears to be very little reward. Evil promises power, easy to attain. Good is an arduous path, requiring virtue, sobriety, and integrity. Thus, for those who have fallen under the hand of shadow, their journey is more difficult, and many times more punishing.

The first stage to receiving redemption is to honestly and whole-heartedly desire to return to the grace of the gods. No deception can lie within the penitent's heart, although iniquity stains her soul. The prospective candidate must stand before the heads of each of the five orders of the Great Church, where he declares culpability for his crimes against life, the world, and the gods. In settings not using the mythology found in *The Book of the Righteous*, use representatives of five good deities. Those witnesses must be of 15th level or higher and be the heads of large congregations. In addition, if the

unholy warrior committed grievous crimes against a particular species, a representative of the victims must be present as well. Once the unholy warrior makes the decision to strive for redemption, she must contemplate for 7 days without food or water in the presence of an icon or similar religious artifact, or in a sacred locale once harboring such a device. At the end of this period, the candidate receives a vision, wherein a solar lists her crimes. Afterward, the solar demands the candidate acknowledge her culpability. If she agrees and has shame for her behavior in her heart, the solar announces the Rite of the Three Sacrifices.

The ritual surrounding these sacrifices varies, depending on the faith and the penitent's history. The sacrifices, however, are the same: The first is a sacrifice of the body, the second of the mind, and the third of the soul. Sacrifices of the body always involve the relinquishment of the most valuable item in the penitent's possession. The sacrifice of the mind is the willingness to abandon all evil magic, and any possessions falling under this category must be surrendered and destroyed. Last is the sacrifice of the soul, where the repentant warrior forswears any allegiance to evil and destroys all symbols binding her to darkness. Having made the three sacrifices, the unholy warrior becomes an ex-unholy warrior and loses 1000 experience points per level attained in the unholy warrior class. If the penitent was a fallen holy warrior, she loses 3000 experience points per level. If the experience points fall below 0, the penitent dies, her soul released to find purchase in Heaven. After all costs have been paid, the former unholy warrior's allies, servants, and retinue flee her service to plot a fitting revenge to be enacted at some time in the not-so-distant future.

If the fallen holy warrior survives the experience-point loss, her remaining ex-holy warrior levels restore to holy warrior levels. The holy warrior may never again advance in the holy warrior class, but may make full use of the abilities she has thus far attained. While their repentance purifies their souls, neither the gods nor their mortal churches allow redeemed holy warriors to regain their former positions.

If the redeemed was an unholy warrior, then the character undergoes a mysterious change, for many gods choose their most faithful followers from the low and downtrodden. Redeemed unholy warriors gain the redeemed template once they have calculated their experience-point loss. Ex-holy warriors (hereafter called the base creature), having undergone the Rite of the Three Sacrifices, are eligible for the redeemed template. The

Table 7-2: Redeemed Resistance and Damage Reduction

Hit Dice/Level	Resistance	Damage Reduction
1-10	10	5/+1
11-15	15	5/+2
16+	20	10/+2

Chapter Seven: Fallen & Redeemed

creature subtype changes to Outsider (good), but does not change any of the fundamental functions beyond ineligibility to be the target of spells affecting humanoids. In addition, raising him from the dead fails by any means short of a *wish* or *miracle*. Apply the following changes to the base creature.

Redeemed Template

Hit Dice: The base creature's Hit Dice remains unchanged.

Speed: Redeemed add 5 feet to their base speed.

AC: Upon gaining the redeemed template, the character gains a tongue of fire above his head, unbearable to the eyes of evil creatures. This confers a +2 sacred bonus to his AC.

Special Attacks: A redeemed retains all the special attacks of the base creature and gains the following.

Smite Evil (Su): Once per day, the redeemed can make a normal attack to deal additional damage equal to its HD total (no maximum). If the redeemed already has access to the Smite Evil ability, this attack adds an additional Smite Evil attack per day. If the character has other smiting abilities, such as one provided through the Destruction domain, Smite Evil is in addition to the standard smite attack, and does not increase the number of times per day a character may perform other types of smiting. Beginning at 6th level, redeemed characters having Wisdom scores of

12 or higher gain a number of spell-like abilities as they advance. These abilities become class abilities, gained in addition to the class in which they advance. Unless noted otherwise, the spell-like ability is usable once per day, with a caster level equal to the redeemed overall class level.

Special Qualities: Redeemed characters retain the special qualities of the base creature and gain the following:

- Low-light vision;
- Darkvision with a range of 60 feet;
- Acid, cold, and electricity resistance as per the table below;
- Damage reduction as per the following table;
- SR equal to double the hit die of the base creature to a maximum of 20;
- Immunity to disease;
- +4 sacred bonus to saves against Poison.

Saves: Same as the base creature

Abilities: Same as the base creature

Skills: Same as the base creature

Feats: Same as the base creature

CR: +2

ECL: None or +4. The class level value is irrelevant when a character achieves redemption through the normal course of play, as achieving this template has a steep experience point, gold, and magic item cost to gain entry. For redeemed characters generated above 1st level, add +4 to the base ECL of the character's race.



- Reference Tables -

The Unholy Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+0	4 Domain abilities	-	-	-	-
2	+2	+3	+0	+0	2 Domain abilities	-	-	-	-
3	+3	+3	+1	+1	Rebuke Undead	-	-	-	-
4	+4	+4	+1	+1	-	0	-	-	-
5	+5	+4	+1	+1	Gift of darkness	0	-	-	-
6	+6/+1	+5	+2	+2	Dark Ally	1	-	-	-
7	+7/+2	+5	+2	+2	-	1	-	-	-
8	+8/+3	+6	+2	+2	Gift of Darkness	1	0	-	-
9	+9/+4	+6	+3	+3	-	1	0	-	-
10	+10/+5	+7	+3	+3	-	1	1	-	-
11	+11/+6/+1	+7	+3	+3	Gift of Darkness	1	1	0	-
12	+12/+7/+2	+8	+4	+4	-	1	1	1	-
13	+13/+8/+3	+8	+4	+4	-	1	1	1	-
14	+14/+9/+4	+9	+4	+4	Gift of Darkness	2	1	1	0
15	+15/+10/+5	+9	+5	+5	-	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5	-	2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5	Gift of Darkness	2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	-	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6	-	3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Gift of Darkness	3	3	3	3

Dark Ally Template

Unholy Warrior Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
6-8	+2	+2	+1	6	Improved Evasion
9-11	+4	+4	+2	7	Bonus feat
12-15	+6	+6	+3	8	Aura of Corruption
16-20	+8	+8	+4	9	Spell Resistance

Unholy Warrior Level: This column reflects the unholy warrior's level. If the dark ally gains a negative level, then count it as a dark ally of a lower level unholy warrior.

Bonus HD: The dark ally gains this number in extra d8s added to its Hit Dice. The creature's Constitution bonus or penalty modifies the bonus Hit Dice; increasing Hit Dice always affects a creature's base attack bonus and saving throws, and often skills and feats as well. Consult the *MM* for details on advancing creatures.

Natural Armor: This number reflects the amount of improvement to the creature's normal natural armor bonus.

Str Adj: As foul energies course through the dark ally, it grows stronger. This line increases the beast's strength score accordingly.

Int: A dark ally's Intelligence increases to this amount. If the creature already has an Intelligence score higher than the amount listed here, use the creature's natural Intelligence.

Improved Evasion: Improved Evasion functions exactly as described in the *PHB*.

Bonus Feat: The mount gains any bonus feat it qualifies for on the fighter's list of bonus feats. Other feats may be available at the GM's discretion.

Aura of Corruption (Su): Mounts with this ability project an aura of foul energies, forcing all animals (but not beasts) within 30 feet to make a Will saving throw (DC 15) or be shaken for as long as they are in the area of effect and for 1d4 rounds after they leave the area. Animals making a successful save or having failed cannot be affected again by the dark ally for 24 hours.

Spell Resistance: The dark ally gains an SR equal to the unholy warrior's level + 5. Consult the *DMG* for details on spell resistance.

- Reference Tables -

The Angel Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Enemy of the Light
2	+2	+3	+0	+3	Smite Celestial (1/day)
3	+3	+3	+1	+3	Honed
4	+4	+4	+1	+4	Clip the Wings
5	+5	+4	+1	+4	Buttressed by Evil
6	+6	+5	+2	+5	Blinding Bolt
7	+7	+5	+2	+5	Smite Celestial (2/day)
8	+8	+6	+2	+6	Blaspheme Celestial
9	+9	+6	+3	+6	Corrupt Celestials
10	+10	+7	+3	+7	Turn/Destroy Celestials

The Champion of the Dark Seven

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Gehenna's Blessing
2	+1	+3	+0	+3	Gehenna's Blessing
3	+2	+3	+1	+3	Gehenna's Blessing
4	+3	+4	+1	+4	Gehenna's Blessing
5	+3	+4	+1	+4	Gehenna's Blessing
6	+4	+5	+2	+5	Gehenna's Blessing
7	+5	+5	+2	+5	Gehenna's Champion

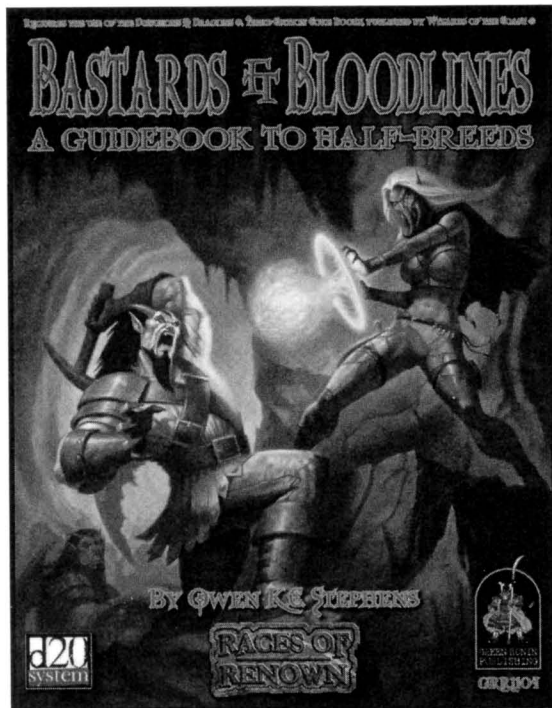
The Knight of Bedlam

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+2	+0	+0	Detect Law, Chaotic Aura	+1 level of existing class
2	+2	+3	+0	+0	Mutation	-
3	+3	+3	+1	+1	Smite Law	-
4	+4	+4	+1	+1	-	+1 level of existing class
5	+5	+4	+1	+1	Boon of Chaos	-
6	+6	+5	+2	+2	Mutation	-
7	+7	+5	+2	+2	Boon of Chaos	+1 level of existing class
8	+8	+6	+2	+2	-	-
9	+9	+6	+3	+3	Boon of Chaos	-
10	+10	+7	+3	+3	Mutation	+1 level of existing class

Order's Tyrant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells			
						1	2	3	4
1	+1	+2	+0	+2	Domain	0+1	-	-	-
2	+2	+3	+0	+3	Smite Chaos	1+1	-	-	-
3	+3	+3	+1	+3	Resistance	1+1	0+1	-	-
4	+4	+4	+1	+4	See in Darkness	1+1	1+1	-	-
5	+5	+4	+1	+4	Resistance	1+1	1+1	0+1	-
6	+6	+5	+2	+5	-	1+1	1+1	1+1	-
7	+7	+5	+2	+5	Resistance	2+1	1+1	1+1	0+1
8	+8	+6	+2	+6	-	2+1	1+1	1+1	1+1
9	+9	+6	+3	+6	Resistance	2+1	2+1	1+1	1+1
10	+10	+7	+3	+7	Telepathy	2+1	2+1	2+1	1+1

- Green Ronin Presents: Races of Renown -

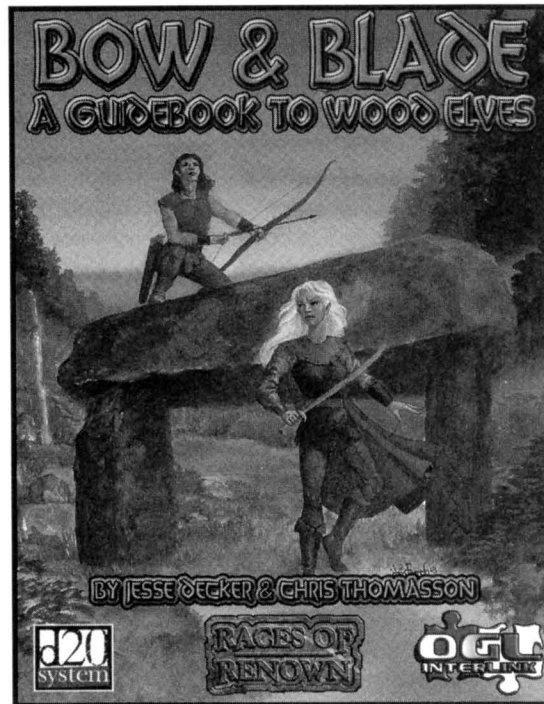


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