

PATHFINDER[®]

PLAYER COMPANION™



DEMON HUNTER'S HANDBOOK

COMMON DEMONIC CULTS

Knowing how to identify cultists and their overarching organizations is a vital part of being a successful demon hunter. The following entries describe just a few of the Inner Sea region's most prevalent demonic cults, detailing the demon lord the cultists revere, the demon lord's symbol and portfolio, the types of worshipers the cult attracts, and several kinds of monstrous minions that typically serve the demon lord.

Rune	Demon Lord	Areas of Concern	Worshippers	Minions
	Abraxas	Forbidden lore, magic, snakes	Drow, sorcerers, spirit nagas	Mariliths, snakes, xacarbans
	Angazhan	Apes, jungles, tyrants	Charau-ka, high girallons, jungle warlords	Fiendish dire apes of immense size, girallons, jungle monsters
	Areshkagal	Greed, portals, riddles	Avaricious rulers, dragons, drow	Evil sphinxes, golems
	Baphomet	Beasts, labyrinths, minotaurs	Conspirators, minotaurs, secret societies	Chimeras, gorgons
	Cyth-V'sug	Disease, fungus, parasites	Alchemists, derros, drow, evil vegepygmies, ex-druids, polluters	Fungal creatures, giant vermin, mandragoras, swarms
	Dagon	Deformity, the sea, sea monsters	Boggards, desperate or insane coastal dwellers, krakens, marsh giants	Devilfish, fiendish water elementals, krakens, shoggoths, other sea monsters
	Deskari	Chasms, infestation, locusts	Denizens of the Worldwound, doomsayers, worms that walk	Giant vermin, retrievers, swarms, vermleks
	Flauros	Fire, salamanders, volcanoes	Arsonists, drow, fire giants, salamanders	Brimoraks, fiendish fire elementals
	Gogunta	Amphibians, boggards, swamps	Boggards, chuuls	Froghearts, giant frogs, hezrous
	Haagenti	Alchemy, invention, transformation	Alchemists, drow, non-werewolf lycanthropes, shapechangers	Golems, mutated animals, non-werewolf lycanthropes, retrievers
	Kabriri	Ghoul, graves, secrets	Cannibals, conspirators, ghouls, grave robbers, necrophiles	Fiendish earth elementals, rats, undead, vermleks, worm monsters
	Kostchtchie	Cold, giants, revenge	Ettins, frost giants, hill giants, ogres, white dragons	Half-fiend yetis, ice golems, ice linnorms, remorhazes
	Lamashtu	Madness, monsters, nightmares	Bugbears, derros, gnolls, the insane, lamias, morlocks, ogres	All demons and monsters (particularly yeth hounds), hyenas, jackals
	Nocticula	Assassins, darkness, lust	Assassins, drow, shadow-using creatures, succubi	Bats, carnivorous plants, charmed or dominated humanoids, seraptis demons, shadow demons, shadows
	Orcus	Death, necromancy, wrath	Derros, necromancers, powerful undead (particularly liches or mummies), thanatotic titans	Undead, vermleks
	Pazuzu	Sky, temptation, winged creatures	Enemies of Lamashtu, harpies, tengus	Fiendish flying creatures, perytons, swarms, vrock
	Shax	Envy, lies, murder	Chokers, derros, drow, evil nobles, serial killers, torturers	Fiendish animals, shadow demons
	Sifkesh	Despair, heresy, suicide	Heretics, outcasts from other religions, survivors of botched suicide	Lamias, seraptis demons, undead crafted from the bodies of suicide victims
	Sothoban	Perversion, pride, taboos	Deviant rulers, drow, half-fiends, hedonists	Half-fiend animals, half-fiend magical beasts, incubi, seraptis demons, succubi
	Xoveron	Gargoyles, gluttony, ruins	Bandits and brigands, gargoyles, gluttons, nabasus	Fiendish purple worms, man-eating animals, stirges
	Zevgavizeb	Caverns, reptiles, troglodytes	Evil lizardfolk, morlocks, troglodytes	Fiendish dinosaurs, fiendish reptiles (particularly fiendish giant lizards)
	Zura	Blood, cannibalism, vampires	Cannibals, drow, vampires	Bats, gibbering mouthers, leeches, rats, stirges, wolves, undead

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ON THE COVER



Good but not lucky, Harsk prepares to go toe-to-toe with his second glabrezu of the night on Jason Engle's fiendishly awesome cover!



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Combat</i>	UC
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Equipment</i>	UE
<i>Paths of Prestige</i>	POP	<i>Ultimate Magic</i>	UM



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FOR YOUR CHARACTER

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to characters of various other classes.

BARBARIANS

When these berserkers pit their strength and fury against the wild wrath of demons, things are sure to get messy. Make sure your barbarian is the one who walks away from the fray with the new rage powers on pages 8–9.

INQUISITORS

With the cold iron warden archetype on page 15 and an arsenal of new gear for cagey crusaders on pages 18–19, inquisitors will find plenty of support for their next foray into the dark.

PALADINS

No other class embodies the struggle of the righteous against the wicked like the paladin. Along with the various new paladin spells on pages 26–27, the new feats on page 9 give demons even more to fear from these champions of light.

RANGERS

Whether their quarry be demons, cultists, or other horrors, rangers excel at the hunt. Make sure your ranger is prepared with the latest demon-slaying gear from pages 18–19 and the host of new magical traps from pages 10–11.

WIZARDS

With the magic to summon demons and step between the planes at will, wizards should consult the details on the Abyss from pages 24–25 and learn which materials are anathema to summoned demons (see the back inside cover) to get the upper hand over some of the deadliest outsiders.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following options work equally well for any character in the Pathfinder RPG, regardless of focus, type, or background.

GEAR AND MAGIC ITEMS

Whether it be the new kits for demon hunters on page 7, the innovations from crusaders in the Worldwound on pages 18–19, or the magic equipment from pages 28–29, sometimes having the right piece of equipment at your side can mean the difference between glorious victory and an early grave.

KNOWING YOUR DEMONS

You'll never even know if you have the right skills and tools to fight demons if you don't recognize your foes. Learn how to identify the most common demons and prepare to fight these fiends with the information on pages 16–17. Savvy demon hunters will also benefit greatly from knowing the difference between a cultist of Shax and a worshiper of Dagon; the table on the inside front cover provides details on many of the Abyss's most infamous demon lords and their servants and devotees.

PREPARING TO FIGHT

There are big differences between hunting a demon and hunting a magical beast. Make sure you're focusing on what matters and preparing in every way you can with the suggestions on pages 6–7.

WRATH OF THE RIGHTEOUS

Planning to play in the new Wrath of the Righteous Adventure Path? Prepare yourself for this harrowing and mythic campaign with the Wrath of the Righteous campaign traits on pages 30–31.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Demon Hunter's Handbook*.

- 1 If I create a character who excels at fighting demons, will I have significant opportunities to make use of my abilities?
- 2 Will we be adventuring in a place inhabited by demons, like the Worldwound or the Abyss?
- 3 How prominent will the struggle between good and evil be in our campaign? Should I avoid playing a non-good character?

ROLES

This Player Companion introduces the following roles. Roles could be considered builds, character templates, or kits to help tie characters to a particular premise. Remember, every aspect of a role is just a suggestion, so you can personalize each in whatever ways most appeal to you.

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Wardstone sentry	23

DID YOU KNOW?

The symbols of the various demon lords were created by artist Jeff Carlisle. They were originally meant to be letters, numerals, and house symbols for the drow during the development of the Second Darkness Adventure Path, but Jeff created so many cool icons that many were repurposed for demons!

Rules Index

In addition to the new equipment kits (page 7), rage powers (pages 8–9), ranger traps (page 11), story feat (page 13), and archetype (page 15), the following feats, traits, equipment, spells, and magic items are found in this Player Companion.

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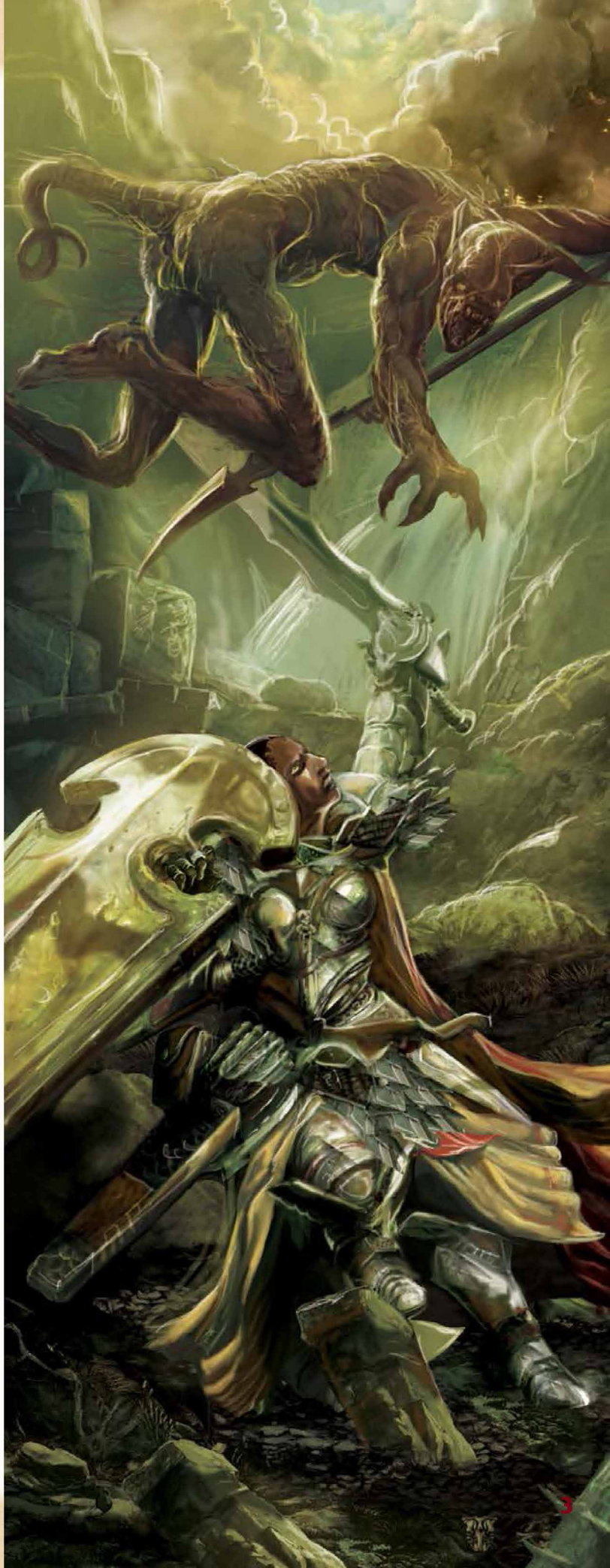
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CALL OF THE DEMON HUNTER



Skeletal assassins whose touch melts flesh. Laughing seductresses bathed in blood. Bestial monstrosities offering your heart's desire. Since the first humanoids walked upright on the land, demons have haunted their dreams—yet for the residents of Golarion, waking provides no relief, for the demons that prey upon them are all too real.

From hidden cults to Treerazer's tainting of Kyonin, demons have always had a presence on Golarion, yet with the death of Aroden and the opening of the Worldwound, everything changed. What was once a scattering of demons escaped from their prison became a stream, and then a flood: a vast tide of murderous, rapacious fiends streaming from the tear in the plane's fabric to defile all of creation. For the nation of Sarkoris, the humanoid resistance came too late, an entire populace reduced to shredded meat or gibbering insanity. Even now, border nations like Ustalav and Mendev look nervously toward the blighted lands, waiting to see if their defenses can hold against the next wave.

Fortunately for the people of Golarion, there are a few who refuse to give up hope. From pious crusaders to vigilante rogues and obsessive spellcasters, these are the people who stand tall against the Abyss's seemingly endless armies, taking the battle to them. Some fight for vengeance, others to protect the defenseless. Still others fight for fame or fortune, or to harness the demons' power. Yet whether they fight in the light or the dark, for reasons pure or selfish, the fate of the world rests on the shoulders of the demon hunters.

BASIC DEMONOLOGY

Perhaps the greatest horror of demonkind is the fact that, at some level, they're a mortal creation. When an evil person dies, his soul is usually sent to one of three places. Lawful evil souls—those who seek power maliciously through society's own systems—end up in Hell. Sociopaths who care for nothing find their way to nihilistic Abaddon. Yet the most chaotic evil souls—those murderers and rapists and arsonists who sow chaos for the simple joy of destruction—end up as horrific larvae in the Abyss (see page 16), which in turn sometimes transform into new demons depending on their power and will in life. As a result, demons embody the most destructive, heinous, and malicious aspects of mortals. They are rage without reason, spite without cause, and pain inflicted simply for the sake of suffering.

To say that demons are chaotic, however, is not to say that their world is completely without structure. While the demonic hordes do not bend to artificial concepts like laws or morality, they do answer to force. Within the horrifying womb of the Abyss, demons gain power through brutality, subjugation, and violence. Each demon torments those weaker than itself, and those able to inflict the most suffering naturally rise to the top of the demonic hierarchy. What follows is a synopsis of the "demonic order," such as it is. For more information on the demonic ranks as well as details on specific demon lords and nascent demon lords, see *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned Vol. 2*.

LAMASHTU

Lamashtu, also known as the Demon Mother, was the first demon to achieve godhood. Patron of madness, monsters, and nightmares, she appears as a pregnant, jackal-headed woman. As a fertility deity, Lamashtu is linked to all manner of deformities, and is commonly worshiped by bestial humanoids.

DEMON LORDS

No one can say how many demon lords exist, but they are the most powerful of their kind. While the majority of the Abyss is an endlessly shifting nightmare landscape, demon lords command relatively static realms. These layers are both the source and product of a demon lord's power, and it is from there that they typically command their hordes of lesser fiends.

NASCENT DEMON LORDS

Ascending to the power of a demon lord is not a matter of simple entitlement, and the transformation takes time. A demon in the process of transforming from servitor to demon lord is called a nascent demon lord. At any time, there are thousands of nascent demon lords, all competing for power and followers. While the majority of these will be cannibalized by their peers, a few may eventually become full-blown lords of chaos. There are several nascent demon lords already well known on Golarion, including Treerazer, who terrorizes Kyonin's Tanglebriar, and the Nightripper, once Golarion's most prolific serial killer.

DEMONS

Rank-and-file demons are spawned from the grotesque larvae which are the deceased manifestations of chaotic mortal sinners. The type of demon produced by a larva correlates directly to the type and degree of sin the soul accrued during its lifetime. Those with especially heinous crimes become powerful demons like glabrezus or shemhazians, while those ruled by petty vices become lesser demons like dretches or quasits. Occasionally, a determined mortal cultist manages to transform herself into a demon before death, but this is incredibly rare.

DEMON HUNTERS' CAUSES

Demons never fail to leave a swath of collateral damage in their wake, which can spur even the most stoic individual to decided action. Below are some of the most common reasons for heroes to take up the cause of the demon hunter.

Religion: For those who seek to crush evil with an iron-mailed fist, demons are the very embodiment of all that is regrettable in the humanoid races. Good-aligned crusaders, especially those belonging to the church of Iomedae, see it as their holy duty to stamp out the demonic taint on Golarion. Most of these paladins or clerics are drawn to the edge of the Worldwound to join Mendev's efforts against the encroaching demonic horde. While the efforts of these zealots are greatly appreciated by those whose lives depend on them, some people wonder whether these foolhardy crusaders are actually any saner than the demons.

Revenge: Demons lack a concept of mercy, and leave no shortage of embittered victims yearning for vengeance. Given how dangerous demons are, though, it's often their worshipers who are the targets of vengeance-seekers. Like someone who unleashes a rabid dog in a nursery, demonic cultists are among the most hated groups on Golarion.

Survival: For some, hunting demons is not a choice—it's a matter of survival. The most obvious examples are those Kellids still holding out in small settlements deep in the Worldwound (see page 22). For these living remnants of Sarkoris, demon attacks are a fact of life. While most of these diehards are experts at garrisoning the walls of their holdfasts, the more courageous of their populations often become outriders who scavenge the wasteland for leftover Sarkorian artifacts and skirmish with roving packs of lesser demons. Similarly motivated are those elves devoted to purging Kyonin of Treerazer's taint once and for all.

FIVE THINGS EVERYONE KNOWS ABOUT DEMONS

Demons come from the Abyss, a nightmare plane of constantly shifting landscapes where only the wickedest souls go.

Some demons are capable of possessing mortals, and through these living vessels demons are able to wreak havoc on the Material Plane.

Demons are chaotic and evil to the core. They are the embodiments of moral, mental, and physical corruption.

Demons spawn from the sinful souls of chaotic beings. The sins of a mortal influence the nature and potential of the demon its soul might become.

Demons are often summoned to Golarion by demon-worshipping cults. Such cults are typically reviled by civilized cultures and usually operate in secret.

"Say what you will about the devils, but at least they have their reasons. You can make a bargain with a devil, if you're stupid enough, and he'll keep it. Demons, on the other hand... they're like mad dogs: sloppy, drooling, and dangerous. No goals, and no aspirations beyond their petty impulses. They're the worst of us reborn, and there's more of 'em every day."

—Targo Egoriax,

Asmodean Demon Hunter

PREPARING TO HUNT A DEMON

Demons are as varied as the sins and dark souls that generate them, making preparation key for prospective demon slayers. Knowing the tactics, origins, and capabilities of their demonic opponents can often mean the difference between life and death for even the most veteran demon hunters.

RESEARCH

When preparing to engage a demon, it's important to gather as much information on the opponent as possible. Good research can help spellcasters to prepare the proper spells, melee combatants to acquire the proper equipment, and the party to engage on favorable terrain. Below are some key questions that every group should endeavor to answer before wading into battle with demonic foes.

Which demon lord is in play? The array of demons a party is likely to face is highly dependent on which demon lord is involved. Rarely would a group of

unaffiliated demons cooperate without prompting from either a demon lord or a cultist dedicated to a demon lord. Since each demon lord has certain specialties, they often attract servants with similar proclivities. For instance, if a party learns that they're dealing with a cult of Nocticula—queen of the succubi—they would do well to strengthen their Will saves against the inevitable barrage of *suggestion* and *dominate person* spells that her minions prefer to employ.

Who are the demon's allies? Aside from the Worldwound, the most common way for Abyssal outsiders to make their way into the Material Plane is through the rituals of demonic cults or spellcasters casting summoning spells. When combating these foes, hunters are advised to eliminate both the cult as well as the demon. Like a cut weed whose roots remain, sending a demon back to the Abyss without preventing it from being re-summoned is a pointless endeavor. This makes locating the membership, hideout, and leaders of demonic cults crucially important.

What is the demon's goal? This is important in piecing together an opponent's greater strategic plan. Sometimes cults will summon demons for some simple rampaging and destruction, but more often than not, there's a bigger plan in play. For instance, if a demon appears in the bedchamber of a crown prince, there's a good chance it was part of a greater assassination attempt. If a demon starts knocking off high-ranking members of a guild, it's probable the conjurer has an economic motive. If the demon spends several centuries attempting to procure a priceless artifact, as in the case of the nascent lord Treerazer, then it likely requires it to accomplish some purpose. Learning what the demon and its allies hope to achieve often allows a party to root out larger conspiracies and protect important locations and people.

PREPARATION

Once a demon-hunting party has gathered sufficient information about the foe they'll be facing, it's time to make logistical preparations for the hunt. There are several steps a party might take to prepare itself for combat with any demonic foe while maintaining the flexibility necessary to respond to unexpected events.

Equipment: In addition to the demon-hunting kits detailed below and the other items presented throughout this book, various magic items might prove invaluable when dealing with demons. *Abjurant salt*^{UE} is key in providing a party with a much needed safe haven against demonic influence. For adventurers who can afford it, an *orb of pure law*^{UE} provides both added defense against demons as well as some tools for rooting out cultists. *Orbs of golden heaven*^{UE} are effective against demons, and also



Quinto

provide utility for everyday dungeoneering. Meanwhile, *strands of prayer beads* offer solid all-around functionality for combat against demons as well as cultists. For those looking to take the fight to the enemy, *cubic gates* provide access to other planes, including the Abyss.

Likely Allies: While demon hunters are renowned for their resilience, even the best can benefit from the occasional ally. Hunters looking for help can usually start with the local worshippers of Iomedae, Erastil, and Desna. Priests and clerics from these churches can usually be counted upon to provide healing or extra resources to good heroes. Under certain circumstances, even followers of lawful deities such as Asmodeus or Irori might become temporary allies should the demonic threat be great enough. Those spellcasters with sufficient ability might wish to enlist the help of good-aligned outsiders like agathions, angels, archons, or azatas, whose powers are often specifically geared toward fighting fiendish menaces from evil Outer Planes.

Support: In most locations outside of the Worldwound, demonic cults are fearfully resented. While many common townsfolk are afraid to stand up to crazed cultists, they may be willing to join the fray once somebody else has raised the banner. Even plain citizens can be invaluable in providing maps to and from a known cultist lair, identifying influential cult leaders, and spreading misinformation about the adventurers' doings. At the very least, should the worst come to pass, they can usually be relied upon to bury a demon hunter's body on consecrated ground.

Weaponry: While every hunter has her own weapons of choice, certain magical enhancements can be an effective addition to almost any weapon when used to fight demons. *Axiomatic* and *holy* weapons are fantastic for demon hunters as they deal massive damage to both these fiends and their cultists. Demons have great resistances to the elements—immunity to electricity and poison as well as resistance to acid, cold, and fire—so enhancements that produce physical damage are invaluable; *keen* and *impact*^{UE} weapons are ideal for this purpose. Meanwhile, *mimetic*^{UE} weapons allow more defensive demon hunters to emulate demons' many resistances.

EQUIPMENT KITS

These kits are particularly useful for demon hunters of all classes and backgrounds.

EXORCISM KIT

PRICE 950 GP
WEIGHT 44 LBS.

This reinforced wooden box bears the symbol of a specific good-aligned deity, which the buyer may stipulate at the time of purchase. The kit contains 1 dose of *abjurant salt*^{AE}, which is used to create good-aligned barriers; 3 vials of holy water, which can be used against undead creatures or evil outsiders; and a pouch of silver dust worth 25 gp, which is a material component of the spell *consecrate*. An exorcism kit also counts as an altar for the purposes of determining bonuses and penalties for the spell *consecrate*.

GAUGING YOUR DEMONIC OPPONENT

When a demon-hunting party has little more than a trail of corpses to go on, some basic deductive techniques can help determine what type of demon the party is facing.

Footprints of Destruction: Demons are utterly consumed by the sin that corrupted them during their previous mortal lives. More often than not, this preoccupation is evident in their gruesome handiwork. Determining the type of sin at play can help hunters determine the type of foe they are dealing with. For example, bodies that have been fouled with noxious vapors or left desecrated in stagnant water were likely the victims of a hezrou, a demon associated with poison and pollution.

Outside Help: If a cult is covering its footsteps too well, a variety of divination tools can often come in handy. Spells like *augury* and *divination* are invaluable in reconstructing events, while *contact other plane* and *commune* are useful for getting answers from good-aligned outsiders. Inquisitors prove particularly adept at these sorts of analyses and investigations, equipped as they are with spells like *bloodhound*^{APG} and *blood biography*^{APG}.

Track the Cultists: Demons seldom have the power or inclination to manifest on the Material Plane uncalled. Even though a demon might be long gone, the cultists who summoned it are usually still around, hiding in anonymity. Begin by questioning locals about suspicious goings-on, prior cult activities, or unusual visitors in the area. Once a cultist is captured, or the cult lair is found, determining which demon lord the cult worships is usually the next step.

INTERROGATION TOOLS

PRICE 30 GP
WEIGHT 1 LB.

An incredibly useful kit for convincing cultists and evildoers of all kinds to divulge their nefarious plots, interrogation tools appear intentionally gruesome. Various pliers, knives, hooks, shears, and mind-weakening drugs are strapped to the interior of this beaten leather bag. More often than not, the very presence of interrogation tools is enough to induce a prisoner to talk. Unfortunately, these tools also inspire some very convincing lies. Interrogation tools grant a +2 circumstance bonus on Intimidate checks made while questioning prisoners, but they impose a -1 penalty on Sense Motive checks made to determine whether the information gleaned is accurate or not.

PLANAR TRAVELER'S KIT

PRICE 350 GP
WEIGHT 3 LBS.

This kit covers all the basics for survival on potentially hostile planes. It contains basic written guides to the Outer Planes, phrasebooks for common outsider languages and tips on the ecology of each plane—though these guides sometimes contain a measure of fanciful or dubious advice. While on a plane other than the Material Plane, a planar traveler's kit grants +2 circumstance bonuses on Survival checks, Knowledge (planes) checks, and Linguistics checks made to communicate with outsiders or decipher outsider texts.

BATTLING DEMONS

Tracking down a demon can be a difficult process that tries one's cunning, adaptability, and patience. However, at the end of the day, when it comes down to fighting these monstrous otherworldly beings, it's hard to top a good old-fashioned beat-down. Truly, no demon-hunting party is complete without the ability to stand toe to claw with the Abyssal forces in combat.

DEMON-SLAYING TECHNIQUES

While the Abyssal horde is widely varied, there are commonalities between all of demonkind. These similarities make certain combat techniques more effective against demons. Demon hunters should give extra consideration to the following tried and true demon-slaying methods.

Called Shots: Demons have excellent defenses, including energy resistances, damage reduction, and spell resistance. This makes it important for demon hunters to make every hit count. Groups using the rules for called shots from *Pathfinder RPG Ultimate Combat* can gain a significant

advantage in combat even if some of their damage is absorbed by the fiends' substantial defenses. Called shots are also especially useful against humanoid-shaped demons—of which there are many—whose specific body parts are relatively easy to locate.

Combat Maneuvers: By far, the best three combat maneuvers to specialize in as a demon hunter are dirty tricks, trip attacks, and bull rushes. Dirty tricks are incredibly versatile, and allow a hunter to adjust his tactics based on the opponent. The ability to trip foes is widely applicable because most demons are essentially humanoid-shaped, as are their cultist allies, and a prone opponent is much easier to fight than one on its feet.

Mounts: The Worldwound is a vast place with large, open spaces and plenty of room for skirmishes. Heroes who prefer to ride their mounts into combat can gain a significant advantage in the fight against demons by training alongside their trusted steeds, and can deal maximum damage by making mounted charges with cold iron lances. Better yet, those who manage to befriend a noble magical beast to serve as a mount can clean the battlefield with ease, the most obvious choices being unicorns and pegasi.

NEW RAGE POWERS

The following rage powers are just a few of the techniques to rise from the ashes of Sarkoris's fallen warriors.

Bloody Fist (Ex): While raging, the barbarian may attempt to punch through an opponent's flesh and rip out one of its vital organs. In order to do so, the barbarian must confirm a critical hit against an opponent with a natural attack or unarmed strike. The barbarian deals damage as normal for a critical hit and the opponent must succeed at a Fortitude save (DC = 10 + 1/2 the barbarian's class level + the barbarian's Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. This power can only be used once per rage. A barbarian must be at least 12th level to select this rage power.

Feast of Blood (Su): While raging, the barbarian may feast on the organs of her foes and absorb their power. After successfully ripping out a creature's vital organ, the barbarian may eat the organ within 1 minute of extracting it as a full-round action that provokes attacks of opportunity. Once the organ is consumed, the barbarian recovers a number of hit points equal to the Hit Dice of the organ's owner. In addition, the barbarian gains any energy immunities or resistances the victim had, though the effectiveness of these resistances is halved (for instance, a barbarian who eats the heart of a creature with resist cold 10 would gain resist cold 5; energy immunities are reduced to



resist energy 20). This energy resistance lasts for a number of rounds equal to half the Hit Dice of the creature whose organ was consumed. A barbarian must have the bloody fist rage power to select this rage power. A barbarian must be at least 14th level to select this rage power.

DEMON-HUNTING FEATS

The following feats are a sample of the talents necessary to be a successful demon hunter.

DEMONIC NEMESIS (COMBAT)

You are well acquainted with the machinations of a particular demon lord. You're resistant to his tricks, and have no fear of his minions.

Prerequisites: Demon Hunter^{ISWG}, Knowledge (planes) 6 ranks.

Benefit: When you take this feat, choose a demon lord. When fighting followers of that demon lord, including cultists or demons, you gain a +2 bonus on damage rolls and rolls to confirm critical hits against these creatures.

Special: You can take this feat more than once. Each time you do, you must choose a new demon lord.

EXORCIST'S REBUTTAL

You've experienced the suffocating grip of demonic possession. The event left you emotionally scarred, but it also tempered your mind against the prying magic of evil enchantments.

Prerequisites: Improved Iron Will, Iron Will.

Benefit: If you use your Improved Iron Will feat to reroll a Will save against a compulsion effect and successfully save against the effect, the creature that created the effect (if it originated from a creature) takes 1d4 points of Wisdom damage.

OUTER PLANES TRAVELER

You have seen the outer reaches of the multiverse, and have gleaned knowledge from these alien realms. You have a special affinity for one of these realms in particular, and carry some of that plane's power within you.

Prerequisites: Knowledge (planes) 11 ranks, ability to cast *plane shift* or *gate* as a spell or spell-like ability.

Benefit: Choose one of the planes below. The alignment of the plane must be within one step of your alignment. You gain a +2 bonus on saves against spells and spell-like abilities with the associated descriptor, and you cast spells with that descriptor at +1 caster level.

Plane	Alignment	Descriptor
Heaven	LG	Light
Nirvana	NG	Good
Elysium	CG	Emotion ^{UM}
Axis	LN	Lawful
The Boneyard	N	Death
The Maelstrom	CN	Chaotic
Hell	LE	Pain ^{UM}
Abaddon	NE	Evil
The Abyss	CE	Fear

DEMON DEFENSES

Unlike many of Golarion's homegrown monsters, demons come from an entirely alien plane of existence. This gives demon hunters a home field advantage while fighting on the Material Plane, but it also means their foes are dangerously unpredictable. Following are considerations that every demon hunter should keep in mind when engaging in combat with these fiends.

DAMAGE REDUCTION

Most demons are susceptible to cold iron, though some are resistant even to cold iron weapons unless they are wielded by truly righteous heroes. The first major equipment investment for any beginning demon hunter should be in cold iron weaponry. Such weapons are relatively inexpensive for the amount of additional damage they could potentially deal. Professional hunters looking to up their games should invest in *holy* weapons as soon as possible so they can deliver maximum damage to all manner of evil creatures.

ENERGY RESISTANCE

Demons in the Abyss must often face off against each other's terrible abilities, and are thus all too familiar with the effects of energy attacks. They are immune to electricity and have significant resistances to acid, cold, and fire. These resistances make demons a handful for casters who specialize in elemental evocation. Demon hunters should be sure to prepare spells and abilities that don't rely on dealing energy damage to ensure that their attacks aren't wasted.

POISON

The fiends of the Abyss adore poison and its corrosive effect on victims—a *peripat of proof against poison* is a viable means of countering poisons, as is a suit of *poison-resistant armor* (see *Ultimate Equipment*). Demons themselves are immune to poison, so assassins and poisoners might have a hard time getting around these defenses, though some magic items—such as *deadlimb pins* (see page 29)—have been crafted by crusaders to get around these defenses.

SUMMONING

It's a harsh reality: demons can summon more demons. A demon hunter should never underestimate the number of potential combatants an Abyssal opponent can pull into a fight. Most advanced demons can summon either another of their own kind or several lesser demons to turn the tide of a battle.

TELEPATHY

Demons are telepathic. When facing multiple fiends, demon hunters are sometimes surprised to see all the fiends suddenly act in unison without any forewarning. Hunters should never forget that even when demons don't seem to be communicating, they are likely formulating strategies and tactics inaudibly.

DEALING WITH DEMONS

Demons may be insane and untrustworthy, but they're also keepers of magical rituals, arcane secrets, and planar knowledge that most academics would kill to possess. Those demon hunters with the wisdom to learn from their Abyssal enemies can not only gain valuable information, but also make themselves more formidable hunters in the long run.

BARGAINING WITH DEMONS

Negotiating with demons is a tricky endeavor. As chaotic evil creatures, they are inveterate liars completely devoid of honor, wholly untrustworthy and almost guaranteed to break any agreement they make as soon as it's convenient for them to do so. Some think this makes them useless as informants. In reality, nothing could be further from the truth, since perhaps no one knows the psychology and methodology of demons better than demons themselves. What following are some methods demon hunters may use to glean the most from their prey.

Neutralize the Fiend: Before a hunter can learn anything from a demon, she must incapacitate the fiend without destroying it. Demons are immune to poisons, making alchemical paralytics useless, and attempting to grapple the creature is needlessly risky. By far, the most effective method of immobilizing demons is through arcana like *hold monster* or *oppressive boredom*^{UM}. Once the fiend is neutralized, casters may use spells like *magic circle against evil*, *magic circle against chaos*, and *dimensional anchor* to keep the creature locked down. Non-spellcasters may attempt to physically bind a demon using *thorned manacles* (see page 29), spider's silk rope^{UE}, and *abjurant salt*^{UE}, though this is a much riskier proposition.

Coercion: Once demon hunters have a demon held and contained, they can begin the slow process of questioning it. Since persuading a demon through Diplomacy is nearly impossible, coercion and torture are often regarded as the only reliable methods of

interrogating these fiendish foes. Torture devices made of cold iron have the highest success rate among mundane devices, though weapons blessed by goodly priests or made holy by divine powers typically show even more consistent results. Enchantments like *charm monster*, *zone of truth*, and *dominate monster* can also be used to great effect to get an unwilling demon to reveal information.

Interrogation: Once the outsider has been subdued and its cooperation secured, demon hunters often have only a short time for questioning before their enchantments wear off. This makes it important to have questions prepared before the interrogation session begins to maximize the amount of intelligence gained from the encounter. The following questions are reliable standbys that can elicit valuable clues for any demon hunter.

Who summoned you? Sometimes, hunters catch a demon before they are able to figure out who summoned it. In these cases, hunters can use the demon to identify cult members and then break up the cult before the cultists can call reinforcements.

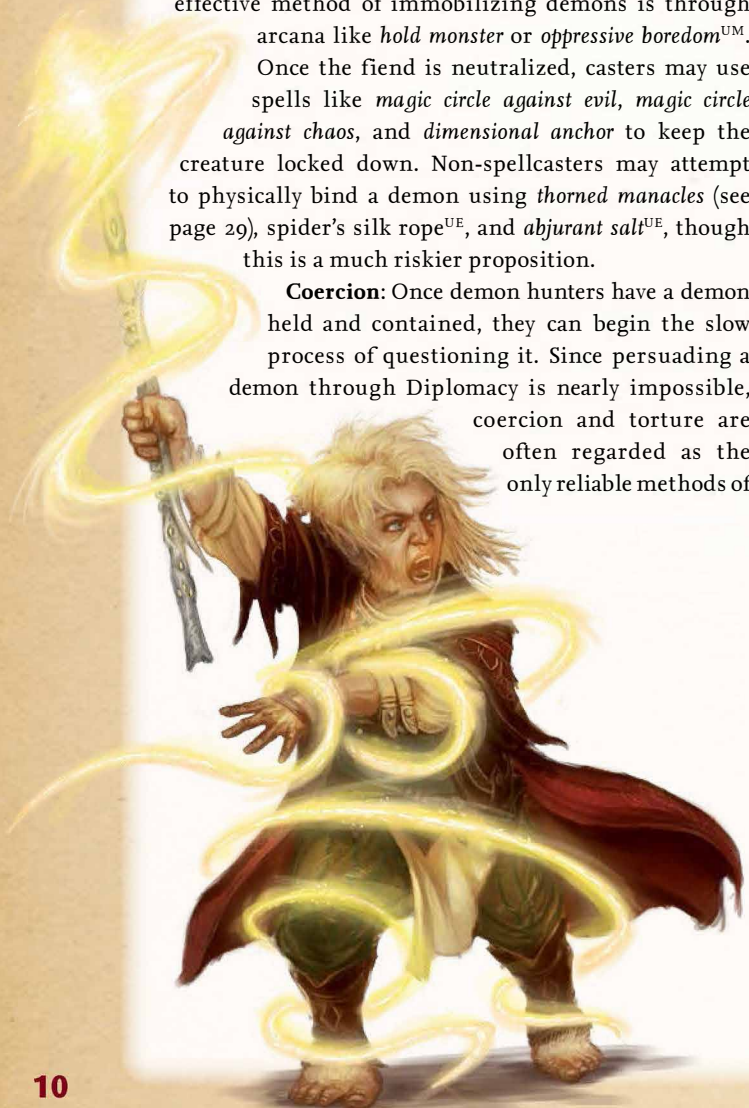
Which demon lord do you serve? Golarion is a known stronghold for several demon lords and nascent demon lords, and mortal demoniacs can serve virtually any demonic force. However, if hunters should catch a demon that serves a particular master, it could indicate that a nearby group devoted to the same master is about to make a power play. For example, if demonic servants of Gogunta begin to appear, boggards or other swamp-dwelling menaces may be quick to follow.

What is your mission? This is the most crucial question to ask, though it doesn't always have a clear answer. Pulling a demon onto the Material Plane costs substantial resources and time. It's not something one does without a purpose. Figuring out what the demon was summoned to accomplish is often the key to busting the associated cult and putting a stop to the encroaching menace for good.

TRAPPING DEMONS

Although the idea of trapping an embodiment of primal chaos and evil might sound like pure insanity, there are times when ensnaring such creatures—either to interrogate them for information or to aid in slaying them—might be a pertinent choice. There are two routes demon hunters typically take when attempting to trap demons: conjuration and ensnarement.

Conjuration: Spells like *planar binding* allow spellcasters to conjure demons to serve their whims, often bringing the fiends into being within the traditional trap of a *magic circle*. This can still be a dangerous proposition, as



a demon might manage to break free of what seem like perfectly constructed containment spells, and once free is unlikely to bargain with its summoner. Magic-users seeking to make their conjurations as potent as possible should investigate what materials various demon types view as anathema (see the inside back cover) or research a particular target's true name (see page 101 of *Pathfinder Roleplaying Game Ultimate Magic*).

Ensnarement: Since many breeds of the more brutish demons have uncontrollable aggressive and destructive urges, luring them into traps can be a simple matter of enticing them to attack and then running away toward a pre-set trap. Realizing that otherworldly quarries require supernatural methods, cagey rangers have devised a series of traps to snare outsiders. While only a truly large force of trap-laying hunters could hope to take down a cult or other large force of demons with traps alone, these tools prove endlessly useful when dealing with individual demons or small groups of demon worshippers.

RANGER TRAPS

These new ranger traps are particularly effective against demons. The full rules for ranger traps can be found on page 64 of *Pathfinder RPG Ultimate Magic*. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

ANCHORING TRAP* (SU)

EFFECTS

This trap can be added to a supernatural snare trap. The trap briefly imprisons any called creature (such as those called by the *planar binding* spells) for 1d4 rounds (Will negates). During this time the creature may not move from the location of the trap, though it may still use ranged effects and attack any creature within its reach. Additionally, anchoring traps disable the creature's ability to travel within or between dimensions. This includes casting *astral projection*, *blink*, *dimension door*, *dimensional gate*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, *teleportation circle*, and similar spell-like abilities. The trap does not prevent the creature from using magic items that produce these effects, like *cubic gates*, *helms of teleportation*, or *amulets of the planes*. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold by one size category.

TELEPATHY TRAP (SU)

EFFECTS

The trap resonates at a high-pitched frequency audible only to creatures that communicate via telepathy. If the triggering creature has the ability to communicate via telepathy, the creature becomes overwhelmed by psychic feedback. The

DEALING WITH CULTISTS

For most demon hunters, the promise of learning the location of a cult's secret lair, the identity of the cult's leadership, or the time of its next summoning ritual is worth a few shady dealings. Luckily for demon hunters, cultists are substantially easier to bargain with than the outsiders they summon. The following are some methods to try while pressing a cultist for information or persuading her to betray her cohort.

Bribery: Some cultists want material wealth, others seek arcane power, and a very few are true apocalyptic die-hards. A successful bribe relies on the hunter's ability to discover these motives, and then offer a boon that the cultist could not get from the cult. Guarantees of immunity from punishment as well as the cultist's continued anonymity are often key features of a successful deal, whether these promises are truly meant or not.

Extortion: There are very few cultures that welcome demonic cults, and known cultists are often blacklisted, exiled, or worse. This means that cults often work clandestinely while keeping members' identities secret. This paranoid emphasis on anonymity is simultaneously a cult's biggest strength and its vital weakness. If a demon hunter can learn a cultist's identity, the hunter may be able to use this knowledge as leverage to squeeze information from the cultist.

Infiltration: Hunters with exceptional Bluff, Disguise, Knowledge (local), and Sense Motive skills may be well equipped to infiltrate and gain information from inside a cult. Cultists are a cagey lot, and are often suspicious of newcomers. However, if a hunter can convince a respected member to vouch for her, the hunter stands a chance of gaining acceptance into the cult's circle.

trapped creature is staggered for 1d4 rounds (Will negates), and may not communicate telepathically during this time. This is a sonic, mind-affecting effect. Creatures that lack telepathy are not affected by this trap, though they may still trigger it.

TRANSPOSITIONAL TRAP (SU)

EFFECTS

This pair of traps causes any creature that steps in one of the traps to be teleported to the location of the other trap (Will negates), as the spell *dimension door*. After having been transported, the creature may not take any other actions until its next turn. If one part of a pair of transpositional traps becomes blocked by a solid body or object, the trap does not function until the obstruction is removed. In order to create this trap, a ranger must set up two transpositional traps within 400 feet of each other, thus expending 2 uses of the ranger's traps per day. A ranger can only have one pair of transpositional traps set at a time; setting a third transpositional trap immediately causes the first to disappear and keys the second and third transpositional traps to one another.

MARKED BY DEMONS

Those who come face to face with a demon are unlikely to escape the encounter unscathed. The following are some of the most likely places on Golarion besides the Worldwound where one might have felt the influence of demonic forces, as well as regional traits for demon hunters whose lives have been marked by a demon's influence.

DARKLANDS

The vast expanses of the Darklands extend for miles below Golarion's surface and are home to dozens of different subterranean races, many of whom worship at the altars of demon lords. Among the most prominent demon worshipers there are the drow in Zirnakaynin and the ghouls of Nemret Noktoria. The dark elves worship a pantheon of a dozen demon lords that perfectly fit the drow's cruel and sinful natures. Meanwhile, deep beneath the border between Osirion and Thuvia lies the ghoulish city of Nemret Noktoria. Here, the ghouls worship the demon lord Kabriri, the patron of graves and their foul race.

Runaway Slave (Osirion, Thuvia, or any region with ties to the Darklands): Though the ghouls of Nemret Noktoria and the drow of Zirnakaynin seldom darken the surface of Golarion, both have pacts with influential slavers and warlords who periodically provide the demon worshipers with kidnapped slaves. You were once one of these unfortunate victims and were destined to become a sacrifice to a dreadful demon lord, but you managed to slip your bonds and escape back to the surface. The horrors you witnessed were beyond fathoming, and though visions of imprisoned loved ones and friends plague your dreams, you are stronger for the experience. You gain a +1 trait bonus on saves against fear effects and gain low-light vision 10 feet. If you already have low-light vision, its range extends by 10 feet.

KARCAU

At the northern border of Ustalav, in the county of Sinaria on the shores of Lake Prophyria, sits the cultural mecca of Karcau. Renowned for its opera as well as the labyrinth of subterranean waterways beneath the city, Karcau is a beacon of light in an otherwise miserable stretch of swampland. Far removed from the political backstabbing of the southern capital, Caliphast, most of the people in Karcau lead quiet, provincial lives. However, the tranquility of the country suits many of Karcau's young nobles poorly, and they yearn for excitement. In their search for risqué entertainment, some have turned to the worship of Socothbenoth, the demon lord of perversion and taboo.

Worship of Socothbenoth often involves wild orgies, blood-soaked revelry, and acts of defilement, which the young nobles treat as a scandalous hobby. While the inexperienced aristocrats believe they have everything under control, they sometimes clash with the depraved worshipers of the devil Alichino, known collectively as the Harlequin Society, in the city's vast, vaulted sewers.

While these infernal cultists are of a similar mindset to the worshipers of Socothbenoth, their differing faiths drive them to frequent violence.

Dreadful Forethought (Ustalav): As a minor Ustalavic noble, you have friends linked to Karcau's fiendish cults. Your observations give you a keen insight into the blasphemies of the idle rich. You gain a +1 trait bonus on Knowledge (nobility) and Knowledge (planes) checks.

THE MWANGI EXPANSE

The massive jungle that makes up the Mwangi Expanse is populated with all manner of primitive life, among



the most ferocious of which are the charau-ka. Most of these brutal ape-people obey the commands of the Gorilla King Ruthazek and worship at altars to the demon lord Angazhan. Patron demon lord of apes and tyranny, Angazhan has ruled the Mwangi Expanse through his cultists since time immemorial, and myths claim that the charau-ka are the result of the Ravenous King's foul magic, which he supposedly used to turn his cult's human enemies into ape-people. Now, typically armed with only clubs and rocks, charau-ka go to great lengths to capture slaves, using their humanoid chattel as both food and sacrificial offerings to the bloodthirsty Angazhan.

Charau-Ka Slayer (Mwangi Expanse): As a native of the Mwangi Jungle, you've had frequent encounters with the charau-ka and learned how to fight against these coldly calculating demon worshipers. You gain a +1 trait bonus to AC against attacks made with thrown weapons.

THE SODDEN LANDS

The nations of Lirgen and Yamasa are now but faint memories to the scavengers still living on the wind-battered coasts of the Sodden Lands. Boggards now threaten to become that region's reigning humanoid race. The toadlike people are fractious, dangerous, and easily led, making them ideal demon followers. Until recently, the boggards of the Sodden Lands venerated two main deities: Gogunta and Rovagug. Support for both the Song of the Swamps and the Rough Beast split the populace, until a religious pogrom incited by the emergence of the Eye of Abendego all but eliminated Gogunta's worship in the region. This massacre succeeded in consolidating Rovagug's hold on the boggard tribes of the Sodden Lands, but also left several splinter tribes under the control of Gogunta's hezrou servants, and other Gogunta-worshipping tribes continue to lurk in dark corners of the flooded coastline.

Star Reader (Sodden Lands): You are one of the few remaining descendants of the lost civilization of Lirgen. Growing up learning of your people's history has granted you a fine understanding of celestial divination as well as a deep-seated hatred of the demon-worshipping monsters that have come to rule your ancestral lands. While under starlight, the caster level of all your divination spells is increased by 1. If the target of your spell is a demon, the caster level is increased by 2.

TANGLEBRIAR

Once a benign, fey-touched forest under the protection of the elves of Kyonin, Tanglebriar is now home to the exiled nascent demon lord Treerazer. A former servant of the demon lord Cyth-V'sug, Treerazer fled to the Material Plane after a failed attempt to overthrow his master. He found solace in his exile by corrupting and dominating the old elven kingdom of Kyonin, concentrating his efforts on gaining the power of the mysterious *Sovyrian Stone* rooted in Kyonin's abandoned capital. When the elves—who had left Golarion millennia earlier, prior

NEW STORY FEAT

The following new story feat is available to those who have dedicated their lives to ridding Golarion of demons. The full rules for story feats can be found on page 66 of *Pathfinder RPG Ultimate Campaign*.

VENGEFUL BANISHER (STORY)

You've witnessed demons and their madness firsthand, likely in one of the lands detailed in this section, or perhaps some other demon-marked region such as the Worldwound or the Abyss. Since then, you've sworn to send these wretched fiends back to whence they came, and you've become an expert at rooting out their kind and their servants.

Prerequisite: You witnessed at least one family member or a close friend being killed by demons or demonic cultists, or you have the Hated Foe or An Eye for an Eye background (see *Ultimate Campaign*).

Benefit: You gain a +2 bonus on saving throws against spells or effects originating from demon worshipers and from creatures of the demon type.

Goal: Convince the leader of a demon cult to renounce her Abyssal lord and seek atonement for her actions. Alternatively, if you kill the cult leader, you must also decisively defeat at least half of the cultists and have the cult's base of operations consecrated by a well-known local priest.

Completion Benefit: When a demon damages you with an attack, spell, spell-like ability, or special ability and reduces you to fewer than 0 hit points, you may allow righteous energy to pour through you and into the demon, instantly sending it to another plane of existence (as *dismissal*) if it fails a Will save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier). This *dismissal* takes place after you are damaged but before you fall unconscious, so you can use this ability even if the demon kills you. You can use this ability once per day. Once you have used this ability, you must be healed to your maximum number of hit points before you can use the ability again.

to Earthfall—learned of his tampering, they returned to Kyonin to fight off the invader, pushing him back to Tanglebriar and temporarily halting him from using the artifact for his own gain. Still, he continues to lurk in Tanglebriar, his existence blighting the once-serene woodland, leaving the region a mass of hostile vegetation inhabited by fiendish fey.

Elven Bitterness (Kyonin): Only the most cunning scouts of Kyonin are selected to serve as guards along the border between the elven nation and the dreaded Tanglebriar. Most who are sent to patrol those blighted reaches go with the aid of potent magical items and under the cloak of arcane disguise. You are either close with some who have guarded the elven homeland or know of the magical defenses used by the elves against their demonic foes. When you cast an enchantment spell on a chaotic evil outsider, the DC of that spell is increased by 2.

IN THE COMPANY OF DEMONS

Just as there are countless heroes who hope to extinguish the blight of demonkind from the world, there are many less scrupulous individuals who seek to harness the power of fiends for their own gain. Identifying and combating those in league with the forces of the Abyss can often mean the difference between survival and murderous betrayal.

ALLIES OF DEMONS

Immense power awaits those willing to plumb the maddening depth of the Abyss. The following groups specialize in communing with the inhabitants of that foul place. Adventurers would do well to watch for their kind and be mindful of their distinct methods and desires.

Blackfire Adepts: A shadowy group of wanderers, demonologists, and mystics, Blackfire Adepts are a loose

association of like-minded occultists. Named after the ebon flames that burn around the edges of foul planar rifts, these mysterious spellcasters seek power from the foulest corners of the Outer Planes. They specialize in harnessing otherworldly magic in combat as well as calling forth various evil outsiders. Blackfire Adepts are vigorously opposed by the Riftwardens, who aim to limit travel between the planes and minimize the damage done by outsider incursions. The clandestine struggle between these two mystical groups spans continents, and both parties have operatives embedded in eldritch institutions across Golarion. For more information on Blackfire Adepts see *Pathfinder Campaign Setting: Paths of Prestige*. Riftwardens can be also be found in *Paths of Prestige*, as well as on page 20 of this book.

Demon Worshipers: Eschewing reverence for traditional deities, some cultures and communities seek knowledge and power through the worship of demon lords. Drow, for example, worship a pantheon of a dozen demon lords, and their vast subterranean empire is a patchwork of overlapping demonic cults. The clerics of such cults specialize in channeling the foul energy of their demonic masters. Similar to demoniacs, they foster communication with Abyssal forces. However, unlike demoniacs, these clerics place less emphasis on demonic transformation and instead choose to specialize in combat against goodly creatures and organizations that would oppose them.

Demoniacs: These cultists worship and gain power from demon lords, much as clerics or paladins derive power from their deities. Demoniacs must perform regular obediences—rituals of worship designed to prove their loyalty to their demonic patron. Obediences are always linked to the proclivities of the demon lord, and might involve self-mutilation, destructive acts, or mortal sacrifices. In exchange for regular worship, demon lords grant boons to their devoted followers. Eventually, the most devout demoniacs are imbued with enough fiendish energy to temporarily embody the demonic forms they worship.

Most demoniacs aim to make their demonic transition permanent. The majority of these cultists make the transition after their deaths, making ritual suicide a natural choice for demoniacs seeking additional power. However, some demoniacs refuse to wait to be reborn as squirming Abyssal larvae, and instead aspire to complete this transition during their natural lives. This process of permanent demonic transformation involves several years' worth of dark rituals, moral debasement, and blood sacrifices. For more information on demoniacs and demonic transformation rituals, see *Pathfinder Campaign Setting: Lords of Chaos: Book of the Damned, Vol. 2*.



NEW ARCHETYPE

Demon hunters often spend as much of their time battling cultists as they do demons. Characters with the following archetype specialize in hunting, interrogating, and punishing demon cultists.

COLD IRON WARDEN (INQUISITOR)

The natural enemies of demoniacs and other cultists of fiendish forces, cold iron wardens are inquisitors who dedicate their lives to eradicating the taint of demonkind from Golarion.

Track Teleportation (Su): At 2nd level, a cold iron warden may acquire clues about a teleporting creature's destination by closely examining the place it once stood. As a full-round action while standing in a square that a creature occupied when it cast a conjuration (teleportation) spell or spell-like ability, the cold iron warden may attempt a Survival check (DC 10 + the teleportation spell's caster level) to sense the direction of the creature's destination as well as whether the destination lies within 25 feet, 100 feet, 1,000 feet, or more than 1,000 feet of her. She must use this ability within a number of rounds after the creature's teleportation equal to 1/2 her inquisitor level, after which the trail goes cold. A cold iron warden may use this ability once per day plus one additional time per day for every 4 levels she has beyond 2nd.

At 12th level, if the cold iron warden exceeds the Survival check DC by 5 or more, she can also sense the creature's location as if using the *locate creature* spell, using her inquisitor level as the caster level. At 18th level, if the cold iron warden exceeds the Survival check DC by 10 or more, she can also sense the creature's location as if she had cast *discern location*. This ability replaces track and the teamwork feats gained at 12th and 18th level.

Abyssal Scourge (Su): At 3rd level, a cold iron warden gains Alignment Channel as a bonus feat and must choose either chaotic or evil outsiders. She can channel energy as a cleric of her inquisitor level - 2 a number of times per day equal to 3 + her Charisma modifier, but only to use Alignment Channel to damage outsiders. The DC of the Will save to halve the damage is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Charisma modifier. At 6th level, the energy lingers in the affected area for 1 round as a shimmering, barely perceptible, mist that disrupts Abyssal magic. A creature in the mist that casts a conjuration (summoning) spell or spell-like ability with the selected alignment subtype must succeed at a concentration check or lose the spell. At 15th level, any chaotic or evil creature that casts a conjuration (teleportation) spell or spell-like ability while in the mist must succeed at a concentration check or lose the spell. The concentration check DC for both abilities is equal to 15 + double the level of the conjuration spell.

A cold iron warden can take other feats to add to this ability such as Improved Channeling, but not feats that alter this ability, such as Command Undead. This ability

EVIL DEMON HUNTERS

Most demon hunters are of a goodly nature, and many are also lawful—demon hunting simply isn't profitable enough an enterprise to undertake without a moral, personal, or religious stake in the venture. Those motivated by money or glory are usually better served as dragonslayers, tomb raiders, or artifact thieves. However, it's not just good-aligned characters that have religious motives for demon hunting. Many cultists and evildoers hunt demons for nefarious reasons of their own.

The best-known evil demon hunters are devil-worshipping diabolists. Though they are morally twisted, the legions of Hell follow strict laws and adhere to a rigid hierarchy. They appreciate structure and are galled by the senseless, chaotic destruction that defines the inhabitants of the Abyss. Chief among these diabolical demon hunters are the worshipers of Asmodeus. The Prince of Darkness has far-reaching machinations, many of which he would not see derailed by the intrusion of the slobbering demonic hordes.

Ironically, some of the most fervent demon hunters are themselves demoniacs. The demon lords of the Abyss are constantly squabbling over turf and influence, and sometimes these rivalries bleed over into their followers. Common cult conflicts include those between the followers of Areshkagal and Aldinach, Lamashtu and Pazuzu, or Kostchtchie and Sithhud. Though demoniacs make poor long-term partners, demon hunters might find temporary allies or informants among the ranks of the warring cults.

replaces solo tactics and the teamwork feats gained at 6th and 15th level.

Favored Judgment: At 3rd level, the inquisitor gains Favored Judgment (*Pathfinder RPG Ultimate Magic* 150) as a bonus feat but must choose either outsider (chaotic) or outsider (evil). At 9th level, she gains Favored Judgment as a bonus feat a second time and must choose either outsider (chaotic) or outsider (evil). This ability replaces the teamwork feats gained at 3rd and 9th level.

Bane (Su): A cold iron warden reduces the amount of bonus damage dealt when using her bane ability against creatures that are not outsiders with the chaotic or evil subtype by 1d6. She increases the amount of bonus damage by 1d6 when she selects outsiders with the chaotic or evil subtype. This ability modifies the bane ability.

Translate Telepathy (Su): At 5th level, an inquisitor can sense when a creature within 5 feet of her receives or sends a telepathic message. The distance at which she can detect telepathic messages increases by 5 feet for every 5 additional inquisitor levels she has beyond 5th level, to a maximum of 20 feet at 20th level. By making a Perception check (DC 15 + the highest CR of the creatures using telepathy) as an immediate action, she may listen to all telepathic messages sent to and by creatures in this area for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. This ability replaces *discern lies*.

KNOW YOUR DEMONS

The demons of the Abyss are varied, and the best demon hunters study their quarry extensively before launching themselves into battle against these fiends. The surrounding eight entries describe the most well-known and notorious demons, as well as offering key tactical suggestions for parties that know they'll be facing off against these dreaded foes in the near future. Special anathematic substances for binding, calling, or torturing these demons can be found on the inside back cover of this book, while details on their masters and the cultists who serve them appear on the inside front cover.



The Demonic cycle

When a mortal dies, the soul flows through the River of Souls to the Great Beyond, where it is judged by Pharasma in the Boneyard to determine its final resting place. When the soul of a truly chaotic and sinful mortal is judged, it is often sent to the Abyss.

Upon arrival in the Abyss, a wicked soul transforms into a wriggling larva. These hapless creatures often serve as sustenance for various creatures that roam the Abyss, but some discover a destiny greater than nourishment. In time, a surviving Abyssal larva transforms into a full-fledged demon, the exact kind dependent on the manner and nature of the larva's mortal sins.

Demons delight in corrupting mortals, for such perversion ensures a steady stream of larvae into the Abyss. These larvae in turn transform into more demons, guaranteeing the perpetuation of a cycle that allows demons to continue to thrive.



Babau

Blood Demon

Born from the souls of murderers, babaus relish bloodletting and seek to slay as many mortals as they can, making excellent assassins.

Tactics: The “blood” that drips from a babau’s body is a potent acid, so take care to protect your weapons! Babaus are fond of using darkness to disorient, so be ready to counter with magic light.



Invidiak

Shadow Demon

Forged from the souls of envious sinners, invidiaks lack bodies and seek to usurp those of mortals.

Tactics: Invidiaks are hampered by bright light. Their lack of bodies and resistance to damage makes them particularly deadly foes, and hunters seeking out these fiends should make use of *ghost touch* weapons or force effects.



Balor

Fire Demon

The mighty balor is a nightmare of demonkind, and woe betide any mortal forced to stand tall against this fiend’s beheading sword and burning lash.

Tactics: Only the greatest of heroes should dare to challenge a balor. Resistance or immunity to fire is a must, and avoid melee at all costs if you seek to keep your head on your shoulders!



Marilith

Serpent Demon

Only the most arrogant and proud evil souls can trigger the creation of a marilith.

Tactics: Mariliths are particularly devastating in melee combat, but their ability to project illusory images through which they can create barriers of whirling blades or manipulate foes telekinetically makes them equally dangerous to face at range.



Glabrezu

Treachery Demon

Born from the souls of traitors and liars, glabrezus are towering foes, both physically and intellectually.

Tactics: One should take great care to avoid melee with a glabrezu due to its powerful claws, yet its greatest powers lie in its voice. A glabrezu lives to deceive, twisting the wishes it grants to make mortals the agents of their own corruption.



Succubus

Lust Demon

Temptresses of the Abyss, succubi rise from the souls of those who were slaves to lust in life.

Tactics: A succubus is among the least dangerous of demons in melee, but the trick is to realize you’re facing a succubus in the first place. Protection against mind control and the life-draining properties of these comely demons’ passion are a necessity.



Hezrou

Toad Demon

These foul creatures manifest from the souls of poisoners, vile alchemists, and polluters.

Tactics: A hezrou’s ability to utter dangerous blasphemies can be countered by magical silence. Alchemical solutions exist to fight against the hezrou’s nauseating stench, an odor that is particularly potent if this demon manages to grapple you.



Vrock

Wrath Demon

Violent, vulture-headed vrocks are forged from wrathful souls.


Tactics: Vrocks exude virulent spores that take root in flesh—holy water can cleanse these painful growths. Take care to keep vrocks from working together, for as a group they are capable of unleashing devastating storms of electricity. Vrocks are fond of using *telekinesis* to disarm foes.

INNOVATIONS OF THE CRUSADES

Those who have stood against the endless demonic tides of the Worldwound suffered countless defeats. On rare occasions, though, some innovation or happy accident has turned back the crushing fiendish wave. Cultivated and refined from battlefield ingenuities, the following items now serve as useful tools for Golarion's defenders.

Equipment	Price	Weight
Angel quill arrowhead	10 gp	—
Caltrops, cold iron	2 gp	2 lbs.
Crusader's cross, standard	1 gp	—
Crusader's cross, masterwork	50 gp	—
Holy fountain firework	110 gp	1 lb.
Portable altar, standard*	250 gp	40 lbs.
Portable altar, masterwork	400 gp	40 lbs.
Sun cinder	25 gp	1 lb.
Slime slow	15 gp	1/2 lb.

* Originally from *Pathfinder RPG Ultimate Equipment*.

ANGEL QUILL ARROWHEAD	PRICE 10 GP
	WEIGHT —
	This barbed, cold iron arrowhead is alchemically treated to inflict additional harm while embedded in creatures that are vulnerable to cold iron. For every angel quill arrowhead that damages a target with DR/cold iron, the target's damage reduction decreases by 1. Up to five angel quill arrowheads can affect a single target at any one time, reducing the target's DR/cold iron by up to 5 (additional arrowheads have no effect aside from dealing damage as normal). An affected target can pull out a number of arrowheads equal to her Dexterity modifier (minimum 1) as a full-round action with a successful DC 15 Heal check. Alternatively, the application of any magical healing causes all angel quill arrowheads embedded in the creature to instantly fall out.

Angel quill arrowheads of silver and adamantine are also available for the same price, and affect creatures with DR/silver or DR/adamantine, respectively. Crafting any type of angel quill arrowhead requires a successful DC 25 Craft (alchemy) check.

CALTROPS, COLD IRON	PRICE 2 GP
	WEIGHT 2 LBS.

Cold iron caltrops function in all ways as ordinary caltrops (*Pathfinder RPG Core Rulebook* 155) except that they are made of cold iron, and affect creatures with DR/cold iron accordingly.

CRUSADER'S CROSS	WEIGHT	PRICE
Standard	—	1 GP
Masterwork	—	50 GP

This palm-sized cross has arms of equal length and an emblem etched at the center. When purchased, the bearer's personal emblem or motto is etched on one side, and name, rank, and nation on the other. Common crusader's crosses are typically made

of wood, while masterwork crosses—usually reserved for nobles, officers, or gifts to the families of fallen heroes—might be made of silver. The sidebar on page 19 for uses of crusader's crosses.

HOLY FOUNTAIN FIREWORK	PRICE 110 GP
	WEIGHT 1 LB.



This hollow metal cylinder is etched with various religious symbols and contains a reservoir of holy water. When you light its fuse (a move action), a holy fountain firework fills a 10-foot-radius burst with holy water and bright light for as long as

it burns. Any creature in the affected area is treated as though it had been struck with a flask of holy water, except a holy fountain firework only deals 1d4 points of damage and does not harm creatures in spaces adjacent to the affected area. Once ignited, the firework lasts for 1 minute.

As a standard action, the firework can be extinguished before this time by being fully submerged or forcing its tip into the ground or a similar surface, but the remaining duration is wasted. A lit holy fountain firework can be picked up and moved, but the fountain's burst of holy water and light doesn't function during this time and the creature carrying the lit firework takes 1d4 points of fire damage each round she holds it. Crafting this item requires a successful DC 25 Craft (alchemy) check.

PORTABLE ALTAR	PRICE 250 GP
	WEIGHT 40 LBS.

A portable altar is typically made of wood and is ornately carved and decorated with the iconography of a specific religion. The top of the altar lifts up, and items such as candles, incense, and oil can be stored within. These altars are modest, but give traveling priests a center from which to say their daily prayers, perform minor rituals, or preach to an assembled crowd.

PORTABLE ALTAR, MASTERWORK	PRICE 400 GP
	WEIGHT 40 LBS.

Consecrated to one of Golarion's many deities, this intricately etched case contains numerous candles, stands, scented herbs, dishes, silks, small cups, containers, and similar ceremonial tools all bearing colors and iconography sacred to the associated deity. The sturdy container features a padded interior with numerous straps and compartments so that the items within aren't damaged in transport. The altar's surface prominently features a deity's holy symbol, and it's sturdy enough that it can support up to 300 pounds of weight, enough to serve as a makeshift pulpit.

Among the items found within the altar are the tools and materials necessary to perform not just ceremonies, but also

jobs and professions the related deity deems sacred, as well as holy texts written to inspire greatness in the deity's followers. The user can expend some of the materials within the altar to gain a +2 circumstance bonus on the next Craft check of the specified type (see below).

In addition, after spending 1 hour praying and reading the holy scriptures within the altar, the user gains a +2 circumstance bonus on a single skill check. Which deity this altar is dedicated to determines the skill to which this bonus applies (see below). The user must attempt this skill check within an hour of praying and reading the altar's scriptures or lose the bonus—the mantras and inspiration provided by the texts having drifted from her mind. This hour of prayer and scripture reading can be integrated with the time a cleric uses to prepare her spells. Regardless, using the masterwork portable altar in this manner expends the altar's materials in the same way that using the normal altar to bolster a Craft check does.

A masterwork portable altar can be used multiple times, but after 20 uses, it must be restocked with 50 gp worth of sanctified materials—preferably purchased from a temple of the associated deity. The altar grants no bonuses on skill checks if used while its materials are depleted, though it can still be employed as a normal portable altar.

Deity	Favored Craft	Aided Skill
Abadar	Craft (jewelry)	Appraise
Asmodeus	Craft (calligraphy)	Diplomacy
Calistria	Craft (traps)	Bluff
Cayden Cailean	Craft (leather)	Ride
Desna	Craft (clothing)	Perception
Erastil	Craft (bows)	Survival
Gorum	Craft (armor)	Intimidate
Gozreh	Craft (ships)	Handle Animal
Iomedae	Craft (armor)	Diplomacy
Irori	Craft (books)	Acrobatics
Lamashtu	Craft (traps)	Intimidate
Nethys	Craft (books)	Spellcraft
Norgorber	Craft (alchemy)	Stealth
Pharasma	Craft (pottery)	Perception
Rovagug	Craft (weapons)	Intimidate
Sarenrae	Craft (weapons)	Heal
Shelyn	Craft (any art)	Perform (any)
Torag	Craft (stonemasonry)	Climb
Urgathoa	Craft (alchemy)	Disguise
Zon-Kuthon	Craft (locks)	Stealth

SUN CINDER



Sun cinder is a fine powder that glows faintly when exposed to light. One bag of this alchemically created talc contains 5 uses. When opened, it shines like a candle. If sprinkled on a torch or similar flame, 1 dose of sun cinder increases the light level of the area that flame illuminates by one additional step, up to bright

PRICE 25 GP
WEIGHT 1 LB.

INSIGNIA OF THE CRUSADES

Flesh is as malleable as clay for many demons and other servants of evil. To aid in distinguishing allies from even the best disguised foes, Iomedean crusaders during the First Mendevian Crusade began etching their family names, ranks, and homelands on the back of their sword-shaped holy symbols. As the wars wore on, more and more soldiers from different walks and faiths adopted the practice, to the point where, centuries later, many of those who fight against the demonic hosts bear concrete proof of their identities.

These badges are typically made of a distinctive wood or metal, which are constant between members of the same fighting group. An individual has her name, rank, and nation etched on the side opposite a family crest or personal emblem. True crusader's crosses are never made of gold, and anyone with a gold cross is dubbed an ostentatious egotist, lying rube, or some manner of spy.

A crusader's cross is usually kept hidden beneath one's armor or in a backpack so creatures that might attempt to imitate the soldier can't see it. Crusaders sometimes call upon one another to present their crosses, often before taking up a new post or camping for the night. Those who cannot present their crosses are usually separated from the group or detained until their identity can be confirmed.

Soldiers seeking to verify one another's identity often question their fellows regarding what type of material their regiment's crusader's cross is made of, a personal symbol or family name, or a shared imprinted motto. Every crusader is expected not just to keep their crusader cross with them at all time, but to know the details of every other member and cross in their regiment so evil doesn't slip easily into their midst.

light. This increased illumination lasts for 1 minute. Multiple doses of sun cinder can be used to further increase the light shed by the same source. A single dose of sun cinder does not affect flames larger than a torch. Sun cinder doesn't affect a light source's ability to penetrate magical darkness. Crafting 5 doses of sun cinder requires a successful DC 20 Craft (alchemy) check.

SLIME SLOW

PRICE 15 GP
WEIGHT 1/2 LB.



Dark blue crystals are suspended at various points in this chunky mixture of icy liquid. When the liquid inside is exposed to open air, a vial of slow slime has a unique congealing effect on amorphous bodies. The wielder can throw a vial of slime slow as a splash weapon. If a creature with the

amorphous special quality suffers a direct hit, that creature must succeed at a DC 20 Fortitude save or lose the benefits of being amorphous for 1d4 rounds. Amorphous creatures indirectly hit by slime slow must attempt the same Fortitude save, but only risk losing the benefits of being amorphous for 1 round. Crafting a vial of slime slow requires a successful DC 20 Craft (alchemy) check.

DEMON-HUNTING ORGANIZATIONS

Most successful demon hunts are the product of large networks of informants, scouts, support specialists, and researchers. The following networks and organizations range in motivation, though they all have a common goal: the extermination of demonkind on Golarion.

INNER SEA DEMON HUNTERS

The following demon-hunting groups currently wage war against demons across Golarion, though their relative influence may wax and wane with each passing threat.

Knights of Ozem: Originally formed in response to the rise of the Whispering Tyrant, the Knights of Ozem remain centered in Vigil, the capital of Lastwall, where they continue to carry out the will of Iomedae, the faction's patron deity. Their two primary responsibilities are to prevent the resurgence of the Whispering Tyrant and to contain the orc threat stemming from the Hold of Belkzen. Their tertiary goal, however, is to aid in curtailing the advance of the demon hordes to the north. While demon hunting is not their primary occupation, the Knights of Ozem nevertheless possess several very capable cavalry squads that specialize in anti-demon sorties. As with the anti-orc contingent of their army, the demon hunters of Ozem rely on thick armor, heavy blades, and powerful warhorses to combat their foes.

More information about the Knights of Ozem can be found in *Pathfinder Player Companion: Knights of the Inner Sea* and *Pathfinder Campaign Setting: Paths of Prestige*.

Lantern Bearers: While not as high profile as some other militias, the Lantern Bearers of Kyonin are nevertheless well respected for their demon-hunting capabilities. When the elves returned to Golarion during the Age of Enthronement, they were horrified to see that many of

their brethren who had remained behind during Earthfall now dwelt beneath the surface and worshiped foul demonic entities. The surface elves formed the Lantern Bearers in response to this newly realized threat, and they have been locked in a bloody and protracted shadow war with the drow ever since. Since many among the drow worship demon lords and other evil entities, Lantern Bearers train to overcome these otherworldly foes as well as their ancestral enemies.

More information about the Lantern Bearers can be found in *Pathfinder Campaign Setting: Paths of Prestige*.

Mendevian Crusaders: The highest-profile of the demon-hunting organizations, the Mendevian Crusaders' sole mandate is to protect Golarion from the demons of the Worldwound. While they are commonly referred to as a single entity, the Mendevian Crusaders are actually a loose coalition of armed militias. Some of these groups are indeed local to Mendev, yet the majority are outlanders who have traveled from as far as Garund to join the battle. This eclectic mix means that the crusaders' ranks are made of both righteous do-gooders and selfish profiteers, the latter of which are commonly called low templars. Mendevian Crusaders use a variety of demon-hunting methods, including high-mobility strike forces, large-scale infantry engagements, and advanced divine magic. Despite their diverse membership and methodologies, the Mendevian Crusaders remain one of the toughest and most effective fighting forces to wage war against the demonic incursion.

More information about the Mendevian Crusaders can be found in *Pathfinder Player Companion: Knights of the Inner Sea*, *Pathfinder Campaign Setting: Paths of Prestige*, and *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Riftwardens: Acting as a sort of planar border patrol, the gifted spellcasters of the Riftwardens have sworn to oppose the equally mysterious and vile Blackfire Adepts, traveling the multiverse in order to combat forces who would seek to pervert or abuse interplanar boundaries and portals.

Such vigilance naturally brings Riftwardens into conflict with Abyssal forces, which are constantly attempting to spread their corruption to other planes. Instead of force of arms, riftwardens rely on high-level abjurations, counterspells, and divine magic to disrupt the efforts of evil outsiders. This approach makes Riftwardens invaluable support assets for demon-hunting parties as well as exceptional cult-busters. Unfortunately for demon hunters in search of such allies,



locating a Riftwarden can be a trying process, since their numbers are quite small relative to the amount of the multiverse they patrol, making them a scarcity in demon-hunting circles. In addition, many demon hunters are hesitant to hunt alongside Riftwardens, since these plane-jumping arcanists often have ulterior motives.

More information about Riftwardens can be found in *Pathfinder Campaign Setting: Paths of Prestige* and *Pathfinder Campaign Setting: The Inner Sea World Guide*.

FORMING A NEW GROUP

The organizations mentioned above provide fantastic demon-slaying opportunities for adventurers of all kinds. However, some demon hunters prefer to stay unaffiliated, work as freelancers, or act as leaders of their own organizations.

Newly formed demon-hunting organizations must often work for hire to build a name for themselves and cover expenses. Luckily, demonic cults have a tendency to accumulate enemies quickly, making them prime targets for paying citizens. This makes cult-hunting the primary source of income for most independent demon-hunting groups as they work their way up to slaying full-blooded demons.

It sometimes only takes one successful demon-hunting mission to catapult a new demon-hunting group to local fame. The importance of landing high-profile jobs makes research and intelligence gathering all-important for new hunting parties, and a group that can show its prowess to potential employers is likely to garner more jobs than a slapdash party of unprepared hunters, regardless of actual talent.

Unfortunately, fighting against evil does not ensure that demon hunters will be working for the forces of good. Often, influential parties may pay well to see a cult destroyed for political or economic purposes rather than moral ones. It is up to each demon-hunting party to determine its own ethical boundaries. While an unscrupulous team may rise to fame and fortune faster than one that refuses to deal with diabolists or rival demon cultists, such amoral parties are also the most susceptible to the taint of demonic influence.

TEAMWORK FEATS

The following teamwork feats were developed by demon hunters over many years of fighting against the demonic forces of the Abyss.

COORDINATED DISTRACTION (COMBAT, TEAMWORK)

When working in tandem, you can make it difficult for foes to use their magical abilities.

Benefit: When you and at least one ally with this feat threaten the same enemy, the enemy treats the DC to cast spells defensively as 2 higher for each threatening character with this feat. If you or your allies are incapable of taking an attack of opportunity against the target for any reason, the effects of this feat do not apply.

THE MENDEVIAN CRUSADES

As the single largest demon-hunting campaign in the history of Golarion, the Mendevian Crusades have attracted soldiers to northern Avistan for more than 80 years. So far there have been four distinct crusades, each with different goals and outcomes.

The First Crusade (4622 AR to 4630 AR): The Church of Aroden is rocked by the disappearance of their patron deity and the widening of the Worldwound. They reform as the Church of Iomedae with the common purpose of defeating the encroaching demonic forces, and manage to take back Mendev and southern Sarkoris. The crusaders continue to occupy the region to help the locals rebuild their holdings.

The Second Crusade (4638 AR to 4645 AR): A demonic counteroffensive overwhelms the Mendevian defenses, and the crusader city of Drezen is sacked, leaving few survivors. More crusaders flood into the region, and a new front is established on the West Sellen River. Powerful abjuration artifacts called *wardstones* are positioned along the line to reinforce Mendev's defenses.

The Third Crusade (4665 AR to 4668 AR): The crusaders aim to advance their newly established front, but the infiltration of agent provocateurs and cultists into the Mendevian ranks hinders the push. The Third Crusade devolves into internecine squabbling and witch hunts.

The Fourth Crusade (4692 AR to 4707 AR): The decades following the Third Crusade are characterized by constant skirmishing and intelligence-gathering efforts on both sides. The sudden rise of Khorramzadeh the Storm King heralds the compromise of a key *wardstone* near Kenabres, pushing the Church of Iomedae to announce the Fourth Crusade. Little is accomplished in the 15-year-long effort, however, and morale sinks to an all-time low due to wartime exhaustion and the seeming impenetrability of the demon hordes' defenses.

PUNCH THROUGH (COMBAT, TEAMWORK)

You and your allies are adept at bypassing enemy defenses.

Prerequisite: Base attack bonus +6.

Benefit: As a full-round action, you may make a single attack against a target. If the attack hits and deals damage to the target, all of your allies with this feat ignore up to 5 points of damage reduction against the same target for 1 round. This feat does not apply to damage reduction without a type (such as DR 10/—).

SPELL CHAIN (TEAMWORK)

You help your allies bypass your foes' magical defenses.

Prerequisite: Spell Penetration.

Benefit: Whenever you make a successful caster level check to overcome a target's spell resistance, the next ally who also has this feat that attempts to overcome the same target's spell resistance can roll twice when attempting his own caster level check, taking the better result. This benefit must be used within 1 round or else it is lost.

THE WORLDWOUND

THE WORLDWOUND

Expanding Demonic Invasion

Alignment: CE

Capital: None

Notable Settlements: Iz, Gundrun, Undarin (all ruined)

Rulers: Deskari (Lord of the Locust Host), Khorramzadeh (the Storm King), Aponavicius, Areelu Vorlesh

Government: Loose coalition of demonic warlords

Major Races: Demons, evil outsiders, humans

Major Religions: Demon worship (particularly Deskari), druidism, Lamashtu

Languages: Abyssal, Hallit

A vast, shifting chasm that crawls with all manner of foul otherworldly creatures, the Worldwound is currently the single greatest threat to Golarion's continued survival. The blighted land was once an expansive Kellid nation called Sarkoris, a loosely woven federation of clans bound more by common culture than any centralized government. The Kellids of this land were renowned for their ferocity in battle, and they expanded freely through the northlands of Avistan for many years. In addition to their combat prowess, Sarkorians were also known for their strange druidism and witchcraft—magics that represented their peoples' animistic and esoteric views of the world. For these Kellids, the divine could be found equally well in true deities, nature spirits, and stranger extraplanar entities. It would be such openness to otherworldly forces that eventually spelled Sarkoris's doom.

Among the various sects that made up the Sarkorians' eclectic spiritual practices was a cult that worshiped a powerful demon lord named Deskari, Lord of the Locust Host. While Deskari had tried unsuccessfully to invade Golarion before, Aroden himself stopped him, pushing his army back into the Lake of Mists and Veils. Undeterred, Deskari bided his time, still whispering to mortals in Sarkoris. When Aroden died in 4606 AR, Deskari struck,

using three mortal spellcasters to tear open a portal to the Abyss, which he then widened and held. The Sarkorians were quickly overrun, and within a matter of years, what was once a vibrant nation was razed to the ground. In its place was a blasted, shifting wasteland with a gaping Abyssal chasm at its center.

Since that time, the history of the region once known as Sarkoris has been dominated by the rule of Abyssal warlords. The initial surge of demons was hampered by a series of crusades launched from Mendev, though even these zealous warriors were eventually forced to withdraw. The installation of the *wardstones* around the current borders of the Worldwound created a magical barrier, slowing the demons' advance. This earned the Mendevian Crusaders some time, but how long these magical boundaries can hold is yet to be seen.

Currently the most prominent figures in the Worldwound are the balor Khorramzadeh, also known as the Storm King, who rules Iz; Aponavicius, a vicious marilith, who lords over the former crusader fortress of Drezen; and Areelu Vorlesh, a half-fiend witch who was one of the three casters who opened the Worldwound, and who lairs in Undarin. All are beholden to the insectile demon lord Deskari, who rules over his empire from his labyrinthine realm on the Abyss, the Rasping Rifts. For the most part, the demon warlords are preoccupied with internecine squabbling as they continually attempt to strengthen their holdings. The drawn-out failure of the Fourth Crusade has dramatically reduced morale among the Mendevian Crusaders, and while foreign zealots and fortune-seekers continue to flock to Mendev's banner, a full-fledged offensive against the demons seems infeasible.

For more information on Sarkoris, see *Pathfinder Campaign Setting: Lost Kingdoms*. For more information on the contemporary Worldwound, see *Pathfinder Campaign Setting: The Worldwound* and *Pathfinder Tales: King of Chaos*.



WORLDWOUND ROLES

Of the many roles available for characters seeking ties to the Worldwound, these are two of the most common. Elements marked with an asterisk (*) appear in this book.

SARKORIAN WASTELANDER

Worldwound-Savvy Scavenger

Specialty forager, guerilla demon hunter, wasteland outrider

Race human; **Ethnicity** Kellid

CLASS OPTIONS

Class druid; **Archetypes** blight druid^{APG}, mooncaller^{UM}; **Class**

Features nature bond (animal companion, familiar)

Class ranger; **Archetypes** battle scout^{UC}, guide^{APG}, infiltrator^{APG};

Class Features favored enemy (outsider [chaotic], outsider [evil]), favored terrain (desert, planes [the Abyss]), hunter's bond (animal companion)

PREFERRED OPTIONS

Skills Escape Artist, Knowledge (religion), Perception, Ride, Spellcraft, Stealth, Survival

Feats Acrobatic Steps, Cartwheel Dodge^{UC}, Lightning Stance, Favored Defense^{APG}, Iron Will, Uncanny Alertness^{UC}

Prestige Classes mammoth rider^{POP}

DESCRIPTION

Many Kellids roam the fringes of the Worldwound without attracting demonic attention—be they natives of the Realm of the Mammoth Lords or descendants of Sarkorians. These wastelanders excel at scavenging artifacts from deep within demon-occupied territory or acting as guides for Mendevian strike forces.

ROLEPLAYING

Persona grim, prudent, quiet, survival-oriented

Preferred Equipment angel quill arrowheads*, *belt of the weasel*^{UE}, composite bows, *sniper goggles*^{APG}

WARDSTONE SENTRY

Anchor of the Mendevian Line

Specialty diehard defender, melee champion, stalwart sentry

Race human; **Ethnicity** Chelaxian, Taldan

CLASS OPTIONS

Class fighter; **Archetypes** armor master^{UC}, shielded fighter^{APG}, unbreakable^{UC}; **Class Features** bonus feats (Combat

Reflexes, Combat Patrol^{APG}, Following Step^{APG}, Improved Reposition^{APG}, In Harm's Way^{APG}), weapon training (close, heavy blades)

Class paladin; **Archetypes** divine defender^{APG}, holy tactician^{UC}, oathbound paladin (oath against fiends^{UM}), sacred shield^{UC}; **Class Features** mercies (shaken, staggered, nauseated, paralyzed)

PREFERRED OPTIONS

Skills Heal, Knowledge (planes), Knowledge (religion), Perception, Spellcraft

Feats Alignment Channel (evil), Covering Defense^{APG}, Demon Hunter^{SWG}, Improved Iron Will, Missile Shield^{APG}, Shield Focus

Prestige Classes Holy Vindicator^{APG}, Stalwart Defender^{APG}

DESCRIPTION

Trained to hold the line against all comers, *wardstone* sentries are the anchors of the Mendevian defense against the forces of the Worldwound, ensuring the safety of their homeland by protecting the *wardstones* that stem the demonic tide.

ROLEPLAYING

Persona dauntless, grizzled, hearty, intense

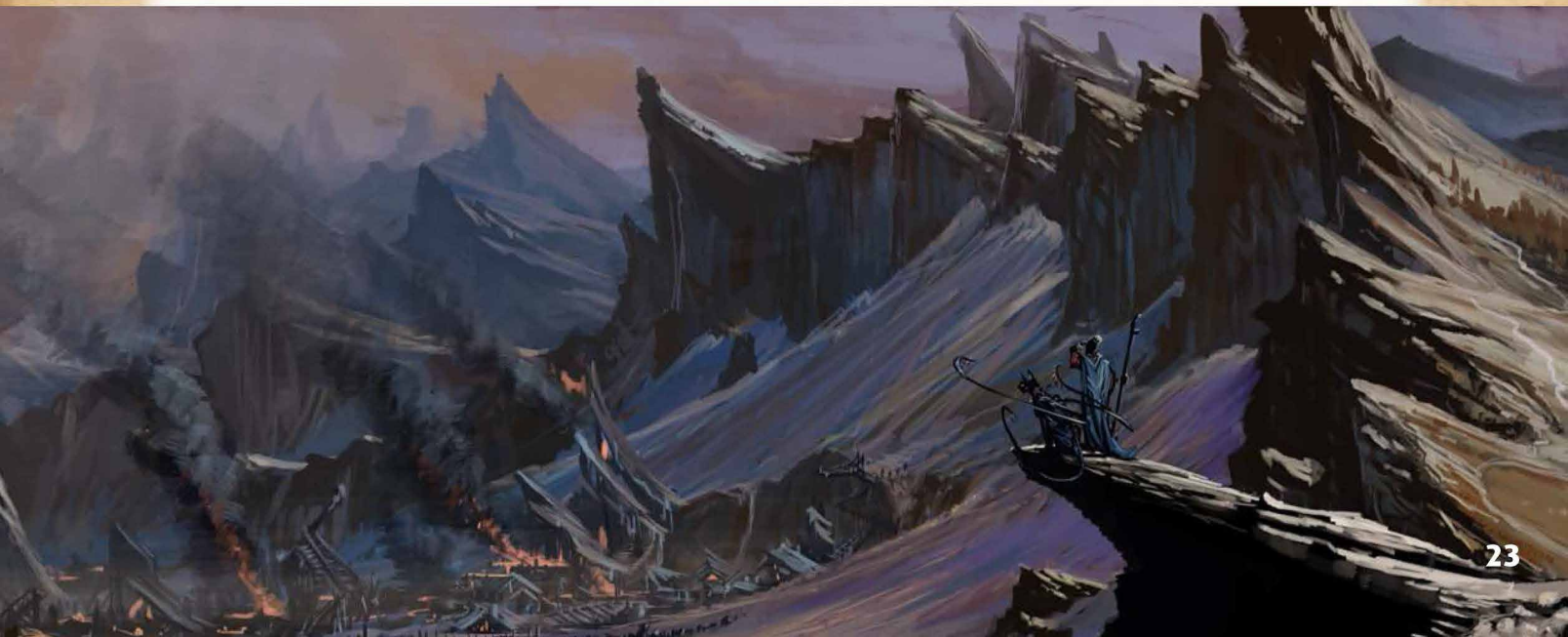
Preferred Equipment *axiomatic* weapons, *righteous*^{APG} armor, *spell resistance* shields

TRAITS

The following are regional traits for characters native to Sarkoris or the Worldwound.

Abyssal Eavesdropper: Having grown up near the Worldwound, you have a rough understanding of the demons' guttural babble. You add Abyssal to your list of languages known, though you take a -2 penalty on Diplomacy, Intimidate, and Bluff checks made while speaking Abyssal, as well as a -2 penalty on Linguistics checks made to read Abyssal text. If you gain Abyssal as a language again at a later time (such as by taking a rank in Linguistics and selecting Abyssal as a learned language), these skill check penalties become +2 trait bonuses instead.

Demon-Proof Mind: You are used to the maddening energy fluctuations emanating from the Worldwound, and have steeled your mind against their influence. You gain a +2 trait bonus on saving throws against the mind-affecting effects of evil outsiders.



THE ABYSS

THE ABYSS

Ever-Shifting Plane of Madness

Alignment: CE

Capital: None

Notable Realms: High M'vania, Kurnugia, the Midnight Isles, the Rasping Rifts

Rulers: Lamashtu, various demon lords

Government: Demon-ruled fiefdoms

Major Races: Demons, larvae, qliploth

Major Religions: Demon worship

Languages: Abyssal

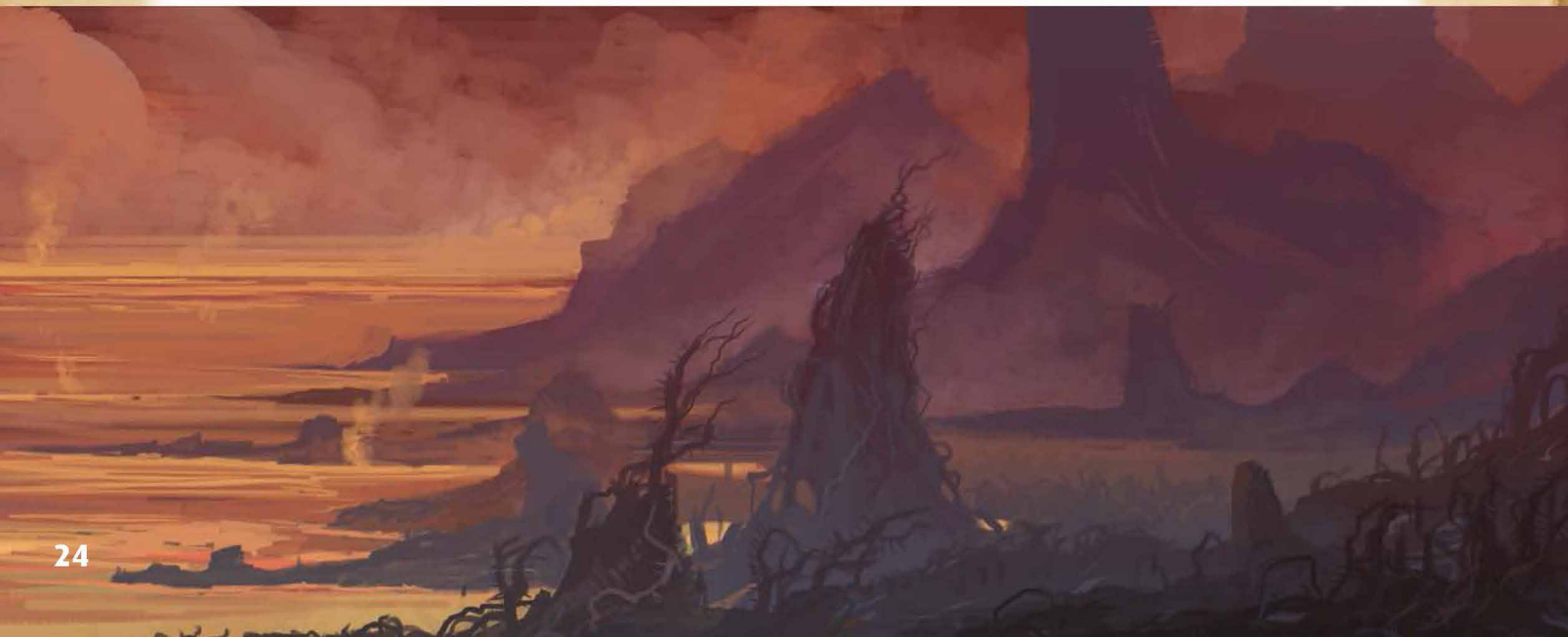
The Abyss is less a single location than a series of rifts, akin to giant canyons torn into the very fabric of the Outer Sphere. Each rift is comprised of countless layers, and each layer is essentially a world unto itself. Abyssal layers can be as small as a single continent or as large as multiple planets. They form, change, and are absorbed back into the churning Abyssal mass at varying paces. While the Material Plane changes dramatically over time, these changes typically take millennia. In the Abyss, however, all of these things might occur on a single layer before one's very eyes.

Dwelling within these nightmarish pits are the demonic natives of the Abyss. Just as their realms are vast, numberless, and profane, so are demons themselves legion and varied in form. Spawned from the souls of chaotic evil mortals condemned to the Abyss, demons vary widely in abilities and desires, their foul passions typically stemming from the essences of the wicked souls from which they formed. While lesser breeds of demonkind are typically brutish and insane, higher forms use force and manipulation to subjugate their brethren, bending them to all manner of dark plots. Among the greatest of the demonic masterminds are the demon lords, beings with unique forms, desires, and ambitions that often stretch far beyond their personal realms on the Abyss.

Demons aren't the only denizens of the Abyss, though. Nearly all chaotic evil outsiders have their origins in its depths. Notable among them are the qliploth, mysterious evils from an ancient age that now teem within hidden reaches of the Abyss.

Mortal planar voyagers who attempt to venture into the Abyss seldom make it past the edge of the Outer Rifts, which squirm with pre-demonic larvae. Even those demon hunters experienced enough to be comfortable in combat against members of the horde must still contend with the endlessly shifting landscape. Things which most mortals take for granted—like air, gravity, and solid ground—are constantly changing in the Abyss. The threat of trekking across a black, frozen desert only to have it suddenly transform into a turgid sea of acid is enough to deter most mortals. The malleability of the terrain is lessened in the anchored realms of the demon lords, which are kept static by the lords' extensive magical powers. In these layers, the landscape is much more consistent, though adventurers are also more likely to attract the attention of their demon lord host—an undesirable fate by any account.

Mortals wishing to see the Abyss firsthand would be wise to enlist the aid of an outsider guide. Unfortunately, the list of those willing to lead a party through the depths of the Abyss is short. The demons and qliploth have few friends among the denizens of the Outer Sphere, and few would risk their necks simply to humor mortal sightseers unless the price were right. Good-aligned parties would perhaps be best served to strike a bargain with the azatas of Elysium, who have been known to aid mortals in times of need. Evil parties would do well to deal with the devils of Hell, who are in direct competition with the demons for the souls of mortal sinners. Regardless of whom a mortal party convinces to guide it through the Abyss, the adventurers should be prepared to face a reality more harrowing than the most insane nightmare.



ABYSSAL ROLES

The following roles represent just two types of interplanar wanderers associated with the Abyss.

ABYSSAL EMISSARY

Cult Ambassador to Demonic Forces

Specialty diplomacy, negotiation with outsiders, planar travel

Race tiefling; **Heritage** demon-spawn

CLASS OPTIONS

Class cleric; **Archetypes** fiendish vessel^{ARG}; **Class Features** fiendish patron (Shax)

Class witch; **Archetypes** dimensional occultist^{PSFG}; **Class Features** grand hex (forced reincarnation, natural disaster), hex (charm, tongues), major hex (hag's eye, speak in dreams^{UM}, vision), patron (insanity^{UM}, portents^{UM})

PREFERRED OPTIONS

Skills Bluff, Diplomacy, Knowledge (arcana), Knowledge (planes), Knowledge (religion), Linguistics, Sense Motive, Spellcraft, Use Magic Device

Feats Detect Expertise^{UM}, Leadership, Major Spell Expertise^{APG}, Minor Spell Expertise^{APG}, Prophetic Visionary^{UM}, Spell Focus (conjunction), Voice of the Sibyl^{UM}

Traits planar negotiator (see below)

Prestige Classes Blackfire Adept^{POP}, horizon walker^{APG}

DESCRIPTION

Abyssal emissaries act as ambassadors to the Abyssal realms, where they make offerings, relay orders, and garner boons from their demonic patrons. These spellcasters specialize in interplanar magic and have silver tongues to aid their communication on both sides of the rift. Those demon hunters who also work as Abyssal emissaries are prized for their ability to infiltrate demonic cults.

ROLEPLAYING

Persona menacing demeanor, penetrating stare, speaks in riddles and vagaries

Preferred Equipment *amulet of the planes*, *circlet of persuasion*, demonic symbol, *eyes of charming*

TRUE NAME SEEKER

Interplanar Detective

Specialty eldritch sleuth, information merchant, planar binder

CLASS OPTIONS

Class inquisitor; **Archetypes** infiltrator^{UM}; **Class Features** subdomain^{APG} (Demon, Thought)

Class wizard; **Archetypes** scroll scholar^{PSFG}; **Class Features** arcane discoveries^{UM} (true name)

PREFERRED OPTIONS

Skills Knowledge (arcana), Knowledge (planes), Linguistics, Perception, Sense Motive

Feats Diviner's Delving^{APG}, Greater Spell Focus (divination), Skill Focus (Knowledge [planes]), Spell Bluff^{UM}, Spell Focus (divination), Thoughtful Discernment^{UM}

Traits true name caller (see below)

Prestige Classes Blackfire Adept^{POP}, loremaster

DESCRIPTION

Those who call forth extraplanar creatures know that the safest way is to use an outsider's true name. True name seekers specialize in learning outsiders' true names and then selling the information to conjurers or using it to gain powerful extraplanar servants.

ROLEPLAYING

Persona mercenary mentality, shrewd bargainer, tenacious

Preferred Equipment *crystal ball*, *staff of the planes*^{UE}

Preferred Languages Abyssal, Celestial, Infernal

TRAITS

The following regional traits can be taken by characters that have intimate ties to the Abyss.

Planar Negotiator: You are used to dealing with outsiders that would fluster a less experienced negotiator. When dealing with an outsider within one step of your alignment, you gain a +1 trait bonus on Diplomacy and Sense Motive checks. Increase these bonuses to +2 if you and the outsider worship the same deity.

True Name Caller: You are skilled at discovering the true names of outsiders. Choose a plane other than the Material Plane. When attempting to discover the true name of an outsider from the chosen plane, you halve the amount of research time required and gain a +4 trait bonus on the Knowledge (planes) check made to learn the outsider's name. For more information on binding outsiders using their true names, see page 101 of *Pathfinder RPG Ultimate Magic*.

SPELLS OF LOST SARKORIS

Although the defenders of Sarkoris fell soon after the opening of the Worldwound, the results of their desperate prayers and arcane ingenuity was not entirely lost. The following spells have been discovered among the ruins of Sarkorian bastions throughout the Worldwound and aid those who still struggle to turn back the tide of demonkind.

ANTI-SUMMONING SHIELD

School abjuration; **Level** bard 2, inquisitor 3, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Area 50-ft.-radius

Duration 1 minute/level (D)

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

Within the area of effect, this spell impedes the use of spells of the summoning subschool and other effects that summon creatures. Any such spells, spell-like abilities, or similar summoning effects used within the area have a percent chance of failure equals 5% × your caster level, to a maximum 75% chance of failure. If the summoning effect already has a percent chance of failure (as is often the case with the summon spell-like ability of outsiders), these percentages stack. This spell does not affect summoners attempting to summon their eidolon, but it does affect summoners casting other summoning spells.

BURST WITH LIGHT

School evocation [light]; **Level** cleric 4, paladin 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/4 levels

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

The target becomes filled with intense magical light, taking 2d6 points of damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 2d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area—darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light. Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light. A successful Will save halves the damage and negates the light effect.

For every 4 character levels you possess, the light continues to fill the creature for another round (to a maximum of 5 rounds at 20th level), though the target may make a Will save each round to halve the damage and end the effect. Any creature adjacent to the target that fails its save and takes damage takes half as much damage and is blinded for 1 round. A successful Reflex save halves this damage (to a total of one-quarter the damage taken by the target) and negates the blindness effect.

DETECT DEMON

School divination; **Level** cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 minutes/level (D)

Saving Throw none (see text); **Spell Resistance** no

You sense the presence of a specific kind of evil—that of demons, their servants, and the Abyss. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of creatures with the demon subtype, creatures possessed by demons, creatures under the effects of spells or spell-like abilities cast by demons, or creatures otherwise tainted by demons. Creatures tainted by demons include tieflings with demonic heritages, sorcerers with abyssal bloodlines, creatures affected by a succubus's profane gift, creatures with demonic implants (see page 44 of *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*), or creatures who have the Demonic Obedience feat (*Lords of Chaos* 8), and those under significant demonic influence as determined by the GM. This spell does not detect creatures of chaotic evil alignment who are not demons or significantly influenced by demons.

Additionally, this spell detects whether or not a portal or similar magical passage leads to the Abyss.

2nd Round: Number of evil auras shed by creatures with the demon subtype in the area, as well as the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's strength is overwhelming; if the creature has HD equal to at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura, and what demon lord, if any, a demon is most closely affiliated with. If an aura is outside your line of sight, you discern the direction but not its exact location. Affiliation to a demon lord is only revealed when the creature detected is a demon (not merely a creature tainted by a demon). Demons receive a Will saving throw to resist revealing what demon lord they are affiliated with. If the demon succeeds at this saving throw or is not forsworn to a demon lord, you know only that this aspect of the spell returned no information.

Aside from what is detailed above, this spell otherwise functions similarly to *detect evil* in terms of aura power, lingering auras, overwhelming auras, and so forth.

PROTECTION FROM OUTSIDERS

School abjuration [see text]; **Level** cleric 2, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 minute/level (D)

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

This spell wards a creature from attacks by outsiders with a specific racial subtype, from mental control exerted by creatures of the chosen subtype, and from summoned creatures of that subtype. Only the subtypes of specific outsider races—angel, azata, demon, oni, psychopomp, protean, and so on—can be chosen as the subtype this spell protects against. Alignment subtypes or other general subtypes (like elemental, extraplanar, or native) cannot be selected. Outsiders without an outsider racial subtype (like genies, night hags, yeth hounds, or xills) are not affected by this spell.

This spell creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +4 deflection bonus to AC and a +4 resistance bonus on saves when targeted by creatures of the chosen subtype.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the target creature. This functions in the same fashion as *protection from evil*, but only when the effect stems from outsiders of the chosen subtype, and the target's saving throw is made with a +4 morale bonus (using the same DC as the original effect).

Third, the spell prevents bodily contact by summoned creatures of the chosen subtype in the same manner as detailed in *protection from evil*.

This spell's descriptor varies depending on the outsider race selected, gaining the alignment descriptors opposite to the alignment of the outsider race—for example, lawful and good if the race is chaotic and evil, chaotic if the selected race is lawful, or none if the selected race is neutral.

RIGHTEOUS BLOOD

School abjuration [good]; **Level** inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature of good alignment

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The target creature's innate goodness infuses its body with holy energy. While this energy does not directly empower the target, it can harm embodiments of evil. Any creature that damages the target with a slashing or piercing melee weapon is sprayed by the target's holy blood. If the attacker is a creature with the evil subtype, it takes 1d6 points of damage from divine power each time it successfully hits the target. If the target has the good subtype or an ability that grants it an aura of good (like paladins or some clerics), its blood instead deals 2d6 points of damage. Creatures that don't have the evil subtype or that are using reach weapons are not subject to this damage.

TELEPATHIC CENSURE

School abjuration; **Level** bard 2, inquisitor 2

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature (see text)

Duration 1 minute/level (D)

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

This spell creates an invisible psychic interference that inhibits telepathic communication. When cast upon a creature that can communicate via telepathy, this spell prevents that ability's use—either to receive or project thoughts. When cast upon a creature without telepathy, the spell merely prevents the target from receiving telepathic communication. Those affected by this spell or that attempt to telepathically communicate with creatures under its effects are not innately aware that their communication is being inhibited. This spell temporarily disrupts spells and effects like *telepathic bond* or telepathic messages sent by a *helm of telepathy*, but not attacks and effects unrelated to communication like *detect thoughts* or a neothelid's psychic crush.



MAGIC ITEMS

Whether by resisting possession and insanity, asserting stability on chaotic terrain, or turning demon-inspired madness to beneficent ends, the following magic items are sure to give heroes a desperately needed edge against the forces of corruption, in addition to their other useful effects.

AZATA'S WHIMSY		PRICE 8,000 GP
SLOT neck	CL 7th	WEIGHT —
AURA moderate enchantment		

Any time the wearer of an *azata's whimsey* would become confused, her random actions are modified as follows:

- *Act normally*: No changes.
- *Babble*: The wearer's babbling is beautiful and inspiring, functioning as a 7th-level bard's inspire courage bardic performance during each round this result is rolled.
- *Damage self*: The damage is nonlethal.
- *Attack nearest creature*: The wearer gains a +1 insight bonus on attack rolls against enemies and takes a -4 penalty against allies. Additionally, the wearer of an *azata's whimsey* may choose to voluntarily enter a state of *confusion* (as the spell) as a free action for up to 7 rounds per day. These rounds need not be consecutive.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, *confusion*, creator must be a chaotic good bard

BASTION BANNER		PRICE 182,000 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate varies		



This banner, emblazoned with a good or lawful deity's holy symbol, is meant to be carried and displayed and has no effect when not mounted properly or when lying on the ground. A *bastion banner* emits a *hallow* effect in a 40-foot radius around it, so long as it is borne by one true to the religion whose holy symbol graces the banner.

Within the 40-foot radius of its *hallow* effect, a planted *bastion banner* secures terrain that would otherwise be unstable, whether due to natural causes (such as a mudslide) or supernatural causes (such as a specific plane's morphic trait). Natural terrain is simply fixed in its current configuration and cannot be altered naturally or magically; a spellcaster attempting to change the terrain affected by a *bastion banner* (such as with *move earth* or *transmute mud to rock*) must make a successful DC 21 caster level check to do so. Unnaturally or magically morphic terrain (such as that on the Abyss) is shaped into a 40-foot sphere with the topmost hemispherical half composed of breathable air and the lower hemispherical half composed of packed earth. This effect only secures basic footing against collapse; it cannot impede moving objects from outside the area (such as rain or an avalanche) or forces that act physically on the soil (such as shovels or tunneling creatures).

When planted, a *bastion banner* also has a specific spell tied to the *hallow* effect, as well as an additional effect, both tied to the holy symbol it bears. When a *bastion banner* affects allies,

the allies must worship the same deity as the one portrayed on the banner to benefit from the deity-specific spell and effect, and only as long as they are within 40 feet of the banner. Enemies must also be within 40 feet of the banner to be affected. The spells and effects associated with each deity are:

Abadar: *Protection from energy* (type is set when banner is planted; renews daily); allies gain a +4 sacred bonus on checks to aid another.

Asmodeus: *Cause fear* (affects enemies only), and the *hallow* effect is *unhallow* instead; allies gain a +2 morale bonus on combat maneuver checks.

Cayden Cailean: *Remove fear*; whenever allies successfully resist a fear effect, they gain 10 temporary hit points for 1 hour.

Desna: *Freedom of movement*; once per day, whenever the banner's owner or an ally rolls a d20, the owner of the banner may choose to treat the roll as a natural 20.

Erastil: *Invisibility purge*; allies gain a +1 morale bonus on damage and attack rolls with ranged weapons.

Iomedae: *Death ward*; allies gain a +1 morale bonus on damage and attack rolls with melee weapons.

Irori: *Resist energy* (type is set when banner is planted); allies gain a +2 sacred bonus on saves.

Sarenrae: *Daylight*; all spells with the fire or light descriptor cast from within the affected area are cast at +1 caster level.

Shelyn: *Tongues*; allies gain a +2 enhancement bonus to Charisma.

Torag: *Dimensional anchor*; allies gain a +2 sacred bonus to AC.

Zon-Kuthon: *Darkness*, and *hallow* effect is *unhallow* instead; enemies are sickened.

CONSTRUCTION REQUIREMENTS	COST 91,000 GP
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Craft Wondrous Item, *hallow* or *unhallow*, *move earth*, additional spell depending on deity, creator must worship the related deity

CALTROP BEAD		PRICE VARIES
Iron		40 GP
Cold Iron		80 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA faint conjuration		

The wielder may throw this small, dense iron sphere as a ranged touch attack (with a 10-foot range increment) or use it as a sling bullet. Upon striking a solid object, a *caltrop bead* explodes into caltrops in a 10-foot-radius burst. A creature directly hit by a *caltrop bead* takes 2d4 points of piercing damage, and adjacent creatures take 1d4 points of damage as the bead suddenly bursts. Caltrops created by a *caltrop bead* remain for 1 hour before disappearing.

CONSTRUCTION REQUIREMENTS	COST
Iron	20 GP
Cold Iron	40 GP

Craft Wondrous Item, *minor creation*

DAGGER OF REPOSSESSION		PRICE 14,702 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate abjuration		



This +1 dagger has a thin crystal tube embedded in its center. Once per day, the wielder of this dagger may slash herself, dealing damage as normal, but also channel some of her own blood into the tube, imprinting her memories onto the dagger.

The imprinted blood lasts for a number of days equal to the wielder's HD plus her Constitution modifier (minimum 1). During

this time, the *dagger of repossession* is typically given to an ally of the creature whose blood is imprinted. If the original wielder becomes possessed (such as by a ghost's malevolence ability or a *magic jar* spell) and she's slashed with the dagger again, the imprinted blood is consumed, the target regains her memories, and any possession effect immediately ends. A *dagger of repossession* does not end charm or compulsion effects, but the target receives another save against these effects at the original DC. Other mind-affecting effects are unaffected by the dagger. An imprinted *dagger of repossession* has no unusual effect if used on anyone other than the target whose blood is imprinted.

CONSTRUCTION REQUIREMENTS	COST 7,502 GP
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Craft Magic Arms and Armor, *break enchantment*

DAWNFLOWER'S LIGHT		PRICE 40,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint divination and evocation		

When lit, this hooded lantern shines brightly in a 60-foot radius, as *daylight*. Once per day as a swift action, if the owner worships Sarenrae or is a good-aligned divine spellcaster, she can intensify the lantern's light for 1 hour. This intensified light dazzles evil outsiders and undead in the area, and evil incorporeal creatures take 75% damage from magical attacks instead of 50%. If an illuminated creature or object has a mark indicating evil allegiance—such as a demoniac's demonic mark (see page 46 of *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*)—that mark glow brilliantly, shining through anything short of magical concealments.

CONSTRUCTION REQUIREMENTS	COST 20,000 GP
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Craft Wondrous Item, *daylight*, *detect evil*, creator must worship Sarenrae

DEADLIMB PINS		PRICE 60,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate transmutation		



As a move action, the wielder may dip these two sharp, 4-inch-long pins into their paired vial to coat them in the viscous blue-black liquid within. This coating lasts 1 minute before dissipating. On a successful unarmed attack

against a creature while both coated pins are held between the wielder's knuckles, the liquid flows under the skin of one of the target's limbs (wielder's choice; two limbs on a critical hit). The target must then attempt a DC 17 Fortitude save. On a failed save, an affected limb becomes withered and useless, anything held in the limb drops to the ground, and the victim cannot move the limb for 5 minutes. If an affected limb contributes to one of the creature's modes of movement (such as a leg), the creature's movement is halved.

A creature may be affected by multiple instances of *deadlimb pins*. Generally, a creature with both legs affected by *deadlimb pins* can only crawl to move, and a creature with both arms affected is unable to attack (unless they can make attacks with other body parts, of course). The exact consequences of applying multiple doses of *deadlimb pins* to creatures with inhuman anatomies or unusual limbs are left to the GM's discretion.

In order to function, *deadlimb pins* must be used with the vial of liquid they were constructed with and vice-versa. One set of *deadlimb pins* and their adjoining vial can be used 50 times before its magic is depleted.

CONSTRUCTION REQUIREMENTS	COST 30,000 GP
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Craft Wondrous Item, *baleful polymorph*

THORNED MANACLES		PRICE 35,600 GP
SLOT wrist	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration and transmutation		



When placed on a helpless, two-armed creature of size Tiny to Huge, these barbed manacles transform to match the creature's size and prevent the captive from utilizing any extradimensional

magic, as *dimensional anchor* (no save). Removing the manacles—whether as an escape attempt or by the owner—requires a successful DC 30 Strength check or a successful DC 37 Escape Artist check; regardless of whether such an attempt succeeds, the manacles deal 2d6+7 points of piercing damage to the victim. The manacles have hardness 12 and 20 hit points.

CONSTRUCTION REQUIREMENTS	COST 17,800 GP
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Craft Wondrous Item, *dimensional anchor*, *thorn body*^{APG}

WARDING LIPS		PRICE 1,900 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration and necromancy		

When placed upon the lips, these thin, translucent sheets of wax melt invisibly onto the user's mouth. The user is aware of—but unaffected by—any magical attacks or effects that might harm him through the lips or mouth (such as a succubus's energy drain attack). In addition, the next time he would be exposed to an ingested poison, the *warding lips* instead absorb the toxin and leave him unharmed. Once exposed to a magical attack or ingested poison, a set of *warding lips* loses its magic and becomes useless.

CONSTRUCTION REQUIREMENTS	COST 950 GP
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Craft Wondrous Item, *death ward*, *neutralize poison*

Wrath of the Righteous

PLAYER'S GUIDE



The Wrath of the Righteous Adventure Path begins with the launch of the Fifth Mendevian Crusade soon after a devastating attack on the Worldwound's border by the demon armies. From this explosive beginning, new heroes rise—heroes who are destined to become legends. But will these heroes be enough to stop the full fury of the Abyss?

While many of the options in this book help prepare your character for a demon-hunting campaign, the following considerations and campaign traits are customized specifically for the Wrath of the Righteous Adventure Path, designed to help you create characters perfectly suited for this epic campaign.

CHARACTER TIPS

How should you prepare for the dangers that await you in the Wrath of the Righteous Adventure Path? Just keep the following in mind while creating your character.

Demons and Other Foes: Demons are the primary foes you'll be facing in Wrath of the Righteous, but chaotic evil outsiders are far from the only enemies you'll be encountering. Humans, dwarves, and native outsiders are common foes, frequently taking the form of cultists and other opponents. Undead, aberrations, magical beasts, and vermin enemies are also a relatively common threat.

Paladins: This Adventure Path is an excellent choice for paladin characters—not only are there a lot of foes against whom paladins shine, but from a roleplaying standpoint, the crusade against the Worldwound is one that was made for paladins. Keep in mind, though, that

you may occasionally be presented with some difficult moral and ethical choices.

Redemption: Not every evil NPC in this Adventure Path is just an enemy to be slain. Now and then, you'll encounter NPCs who are working hard to be redeemed or are otherwise fighting their evil natures. This campaign will give characters several opportunities to redeem and guide NPCs and organizations alike toward the path of goodness. For more information about redemption, see page 18 of *Pathfinder Player Companion: Champions of Purity*.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Wrath of the Righteous Adventure Path. These traits explain your character's link to the Worldwound, but each is also associated with one of the six mythic paths presented in *Pathfinder RPG Mythic Adventures*—your character doesn't begin Wrath of the Righteous as a mythic character, but the results of the first adventure will catapult your hero into this new realm of legendary power. Choosing a campaign trait that matches the mythic path you plan to take will result in your campaign trait getting a boost in power when you do become mythic.

Each of the following campaign traits also ties into a specific plot development in the Adventure Path. As a result, it's best if every player picks a different campaign trait. If you and another player both want the same trait, you should take pains to work out a way that both of your characters can have taken part in the same event.

Chance Encounter (Trickster): You tended to get in over your head as a child, but your biggest youthful misadventure was the time you “accidentally” found yourself behind enemy lines in the Worldwound. You probably never would have made it back home to Kenabres if not for the aid of a mysterious woman who helped you trick your way through a group of cultists. Ever since, you’ve just been lucky when it comes to trickery. Once per day, if you fail an Acrobatics, Bluff, Disguise, Sleight of Hand, or Stealth check, you may immediately re-roll that check as a free action. You must take the second result, even if it is worse.

Child of the Crusades (Marshal): Your parents were members of the Mendevian Crusades. The righteousness of the crusades sometimes feels as if it runs in your very blood, and it bolsters you against demonic influence. Once per day when you fail a saving throw against an effect created by a demon that would possess or incapacitate you mentally, you may immediately reroll that saving throw as a free action. You must take the second result, even if it is worse.

Exposed to Awfulness (Guardian): As a child, you were badly mauled by a demon. The demon was slain before it could kill you, but you lingered at death’s door for weeks before regaining consciousness. Ever since, you’ve been unusually hale and hearty, as if your body had reacted to its brush with doom by becoming supernaturally fit. Once per day when you fail a saving throw against an effect created by a demon that would kill or incapacitate you physically, you can immediately reroll that saving throw as a free action. You must take the second result, even if it is worse.

Riftwarden Orphan (Archmage): You bear a strange birthmark on your body—something you’ve learned is the Sign of the Seeker’s Spiral, a rune associated with the secret society known as the Riftwardens. You’ve long felt magic in your blood, and casting spells comes easily to you. You gain a +2 trait bonus on concentration checks.

Stolen Fury (Champion): You were forced to take part in a demonic ritual as a youth after being captured by cultists. Whatever the ritual’s purpose might have been, it didn’t work out the way your captors envisioned—rather than losing your soul, you absorbed the ritual’s energy and made it your own before you escaped to safety. Today, when you face demons in combat, those energies bolster your fury, granting you a +2 trait bonus on all combat maneuver checks against demons.

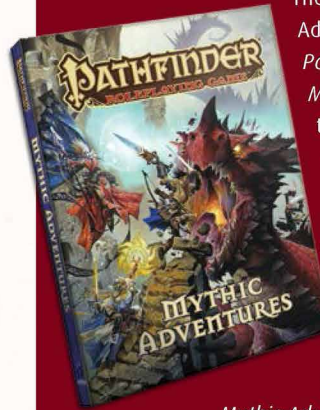
Touched by Divinity (Hierophant): As long as you can remember, you’ve had an unexplainable interest in one deity in particular. One of your parents might have been a priest of the deity, but even this can’t explain your deep connection to the faith. You begin play with a silver holy symbol of your chosen deity for free. In addition, choose one domain associated with your chosen deity. You gain the use of that domain’s 1st-level domain spell as a spell-like ability usable once per day (CL equals your character level).

PRESENTING MYTHIC ADVENTURES!

The Wrath of the Righteous Adventure Path makes use of *Pathfinder Roleplaying Game Mythic Adventures*. This book takes the Pathfinder RPG to a new level, giving players and Game Masters alike the tools to bring epic adventures to their tables.

The campaign traits on these pages make use of the six mythic paths detailed in this book. See

Mythic Adventures for more information!



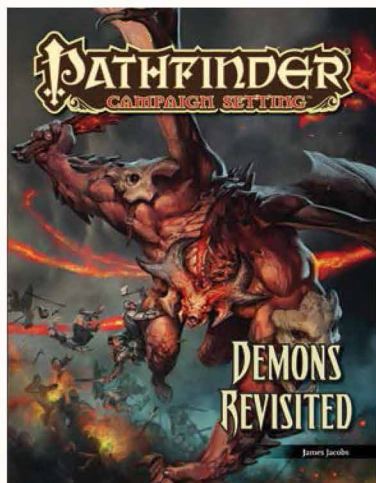
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Seize the mythic might of the Pathfinder world with *Pathfinder Player Companion: Mythic Origins*. Expanding upon the incredible powers and world-shaking magic of *Pathfinder Roleplaying Game Mythic Adventures*, this player-focused guide brings that arsenal of options onto Golarion. Grant your characters a host of new abilities for every mythic path, as well as new feats, spells, magic items, and more drawn from the Pathfinder campaign setting's wildest legends, forgotten histories, and otherworldly planes.

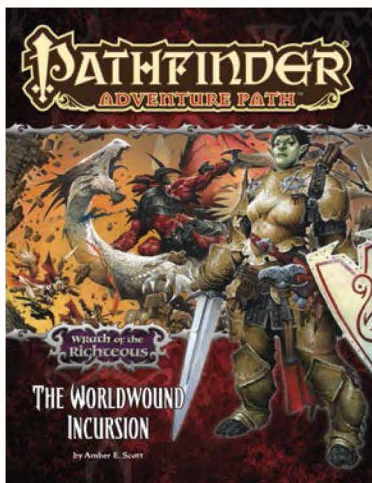


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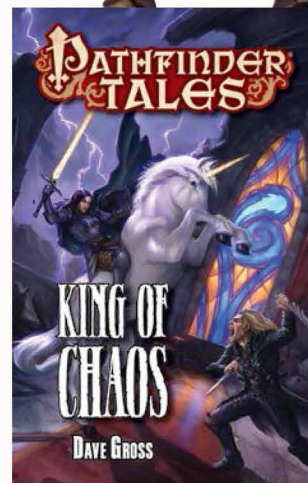
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Now that you know how, go bring brutal justice down upon the heads of a few thousand demons! The Wrath of the Righteous Adventure Path begins with *Pathfinder Adventure Path #73: The Worldwound IncurSION*.



Join Count Varian Jeggare and his tiefling bodyguard Radovan as they search the Worldwound for a mystical book that may save the world—or destroy it—in the *Pathfinder Tales* novel *King of Chaos!*

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ANATHEMA TO DEMONS

For demon hunters seeking important Abyssal knowledge, interrogating a conjured demon can be an unsavory but valuable tactic. Even the lowliest dretch has a better understanding of the Abyss and its inhabitants than most mortals, and this valuable intelligence can be of great use to demon hunters whose other leads have gone cold.

Demons are foul and untrustworthy even in the best of cases, so acquiring one's aid is no easy task. To this end, demon callers and binders often make use of anathematic substances such as cold iron to further secure the outsider's cooperation. The rules for anathematic substances appear in *Pathfinder RPG Ultimate Magic*, page 102. The following rules expand on those, and are meant for demon hunters to use while calling demons so that they can quickly extract information from them and then send them back to the Abyss. Because these anathematic substances are so specific and are each tied to a type of demon, the resulting effect on the demon is more powerful than that described in *Ultimate Magic*.

In general, a spellcaster must make a successful Knowledge (planes) skill check (DC 10 + the demon's CR) to figure out what type of anathematic substance works on a particular type of demon to better secure its cooperation. Using an anathematic substance tied to a specific type of demon grants a spellcaster a +2 circumstance bonus on Charisma checks made to secure the demon's aid when casting any of the *planar ally* or *planar binding* spells.

The following entries describe examples of anathemas for some of the most well-known demons as well as the spells that are capable of calling each to the Material Plane in the first place. Note that summoning or calling evil creatures to the Material Plane is an evil act, as is using any of these anathematic substances to coerce called creatures, no matter a demon hunter's intentions—though sometimes dire situations demand dire methods.

BABAU

Anathema: Covering the *magic circle* with rock salt that's been blessed.

Spell: *Gate*, *planar ally*, *planar binding*, or *summoner monster V*.

GLABREZU

Anathema: Fusing the *magic circle* with a *zone of truth*.

Spell: *Gate*, *planar ally*, *planar binding*, or *summon monster IX*.

HEZROU

Anathema: Anointing the *magic circle* with soap and perfume.

Spell: *Gate*, *planar ally*, *planar binding*, or *summon monster VIII*.

INVIDIAK (SHADOW DEMON)

Anathema: Using the *magic circle* in natural sunlight.

Spell: *Gate*, *planar ally*, *planar binding*, or *summon monster VI*.

MARILITH

Anathema: Lining the *magic circle* with *holy* weapons.

Spell: *Gate*, *greater planar ally* or *greater planar binding*.

NABASU

Anathema: Lining the *magic circle* with pulped ipecac roots.

Spell: *Gate*, *planar ally* or *planar binding*.

NALFESHNEE

Anathema: Surround the *magic circle* with counterfeit coins and costume jewelry.

Spell: *Gate*, *greater planar ally*, *greater planar binding*, or *summon monster IX*.

SUCCUBUS

Anathema: Decorate the area around the *magic circle* with covered mirrors and censored or chaste artwork.

Spell: *Gate*, *planar ally*, *planar binding*, or *summon monster VI*.

VROCK

Anathema: Surround the *magic circle* with braziers of smoldering flayleaf.

Spell: *Gate*, *planar ally*, *planar binding*, or *summon monster VII*.



FACE THE HORDE!

Raise your banner and lead the charge in your fight against the dreaded demons of the Abyss with *Pathfinder Player Companion: Demon Hunter's Handbook*! Whether you're crusading against the demons crawling from the horrific Worldwound or you've traveled all the way to the Abyss to fight these fiends on their own turf, this volume will give you everything you need to face off against the forces of the demonic horde.

Demon Hunter's Handbook contains player-focused, in-depth discussions of demons, how to slay them, and the best ways to survive encounters against these despicable foes. Each Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. Inside this book, you'll find:

- ▶ Traits and advice for characters whose pasts have been soiled by the taint of demons or their cultists.
- ▶ Tips and guidelines for joining Golarion's various demon-hunting organizations, as well as advice on how to start your own.
- ▶ New feats, rage powers for brawlers who seek to stand toe-to-toe with demonic foes, and archetypes like the cold iron warden—perfect for cult-busting inquisitors!
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- ▶ In-depth details on the Worldwound and the Abyss, as well as traits for the unfortunate characters that hail from these dark realms.
- ▶ New spells, magic items, methods of demon interrogation, kits to prepare you for fights with demons, and much more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy game.



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