



As far as the  
imagination  
can see ...

# Prestige Classes Of The Demonic & Their Enemies

By Doug Morrison-Cleary

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# Demonthrall

Those who have dedicated their lives to the service of demons may be initiated into the ranks of the demonthralls.

Demonthralls are initiated in an horrific ritual under the patronage of a powerful demon. As the thrall candidate drinks the blood and eats the flesh of the sacrifice, her flesh begins to mutate and her mind becomes locked into the patterns of the Abyss.

**Role:** These are the senior servants of the demonic hordes on the material planes and beyond. Some rise to very high rank in the armies and what passes as bureaucracies of the demon lords, while others remain secret agents and sowers of discord from the shadows on their own world.

**Alignment:** A thrall is chaotic evil. If anything happens to change the thrall's alignment, she loses all of her demonthrall abilities except her thrallskin mutation and the bonuses associated with it.

**Hit die:** d8

## Requirements

To qualify to become a demonthrall, a character must fulfil all of the following criteria.

**Alignment:** Chaotic evil

**Base Attack Bonus:** +7

**Skills:** Intimidate 7 ranks, Knowledge (planes) 5 ranks

**Special:** Sacrifice an unwilling intelligent creature in a special ritual under the supervision of a demon.

## Class Skills

The demonthrall's class skills are Disguise (Cha), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Stealth (Dex), Survival (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the demonthrall prestige class.

**Armour and Weapon Proficiency:** Demonthralls are proficient with no additional weapons or armour.

**Bonus Feats/Spellcasting:** Beginning at 1<sup>st</sup> level and at 4<sup>th</sup>, 7<sup>th</sup> and 10<sup>th</sup> levels, a demonthrall who is a spellcaster gains new

Demonthrall						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells/Feats
1	+0	+1	+0	+1	Thrallmind - SR, thrallskin - mutation	+1 level to spellcasting class/bonus feat
2	+1	+1	+1	+1	Resistance electricity 5	
3	+2	+2	+1	+2	Resistance cold 5, thrallskin +1	
4	+3	+2	+1	+2	Thrallmind - telepathy	+1 level to spellcasting class/bonus feat
5	+3	+3	+2	+3	Resistance acid 5	
6	+4	+3	+2	+3	Thrallskin +2	
7	+5	+4	+2	+4	Resistance fire 5, thrallmind - teleport	+1 level to spellcasting class/bonus feat
8	+6	+4	+3	+4	Resistance electricity 10	
9	+6	+5	+3	+5	Aura of chaos, thrallskin +3	
10	+7	+5	+3	+5	Thrallmind - summoning	+1 level to spellcasting class/bonus feat

spells per day (and spells known, if applicable) as if she had also gained a new level in one of her spellcasting classes. She also casts as a caster of a level higher at each of these levels. She does not, however, gain any other benefit a character of that spellcasting class would have gained. If a character had more than one spellcasting class, she must decide to which class she adds each level of demonthrall for the purpose of determining spells per day.

If not a spellcaster, the demonthrall gains a bonus feat. She must still meet any prerequisites for the bonus feat.

**Thrallmind:** Being a demonthrall affects both her body and her mind. The changes to her mind are:

*Spell resistance (Su)* At 1<sup>st</sup> level, the demonthrall gains spell resistance equal to 11 + one half her demonthrall class level + her Cha modifier.

*Telepathy (Su)* The 4<sup>th</sup> level demonthrall gains telepathy with a range of 60 feet.

*Teleport (Sp)* At 7<sup>th</sup> level, a limited form of the demon's teleport spell-like ability is gained. This is the equivalent of *teleport* and is restricted to the demonthrall plus up to 80lb of equipment. This ability can be used 3 times per day.

*Summoning (Sp)* The demonthrall can, at 10<sup>th</sup> level, summon a demon once per day to assist her. This is the equivalent of *summon* (level 4, 1 demon of CR 12-15 at 50%, or 1d3 hezrou at 50%) .

**Thrallskin (Ex):** At 1<sup>st</sup> level, a demonthrall's skin begins to mutate. The exact mutation can be found on the following table.

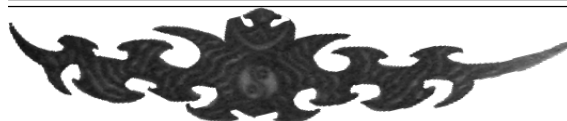
The shadowblend and stench abilities are identical to the same abilities of the shadow demon and the hezrou respectively. At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels, the natural armour class bonus of the skin mutation increases by 1.

## Thrallskin

	Skin	Nat AC	Special
01-35%	leathery	+2	
36-55%	fat	+3	
56-75%	red	+4	
76-90%	shadowy	+2	shadow blend
91-100%	leathery	+3	stench

**Resistances (Su):** The demonthrall gains resistance 5 to electricity, cold, acid and fire as indicated in the table. The electricity resistance increases to 10 at 9<sup>th</sup> level.

**Aura of Chaos (Sp):** The 9<sup>th</sup> level demonthrall is so enmeshed into Abyssal life that a continuous aura of chaos now surrounds her. It is the equivalent of the *cloak of chaos* spell. The demonthrall can suppress and reactivate the aura as a free action.





# Knight of Celestial Vengeance

This is an ancient order of knights founded on a material plane far from the normal trade routes through the multiverse.

During a particularly deadly demonic invasion, Jaerhidlon, a paladin of Yaheine, formed an order of fellow knights who had all suffered at the hands of the

demon horde. These knights then led the battle against the demons, pushing them back to the Abyss. Several centuries later, another invasion occurred which was, again, driven back under the leadership of the knights of celestial vengeance. After a third invasion almost a thousand years later, the decision was made to take the battle to the Abyss! When this mission failed, the order turned inward for a time before returning to its original mission of preserving the material plane from the ravages of the demonic.

These knights are passionate and fanatically dedicated to the destruction of the demon hordes. While they are quite capable of charging *en masse* into a demon horde, once there they are more likely to rage against those demons nearest to them.

The knights are organised into guardianships. Guardianships are sometimes found associated with major temples but are often lonely outposts near some hidden entrance to the Abyss. They serve as both a place of refuge, recuperation and retirement for the knights and a guardpost against demonic incursions. Each guardianship is headed by a Knight Guardian who is assisted by one or more Knight Wardens. Individual knights may be found at or near a guardianship or in distant places following up on rumours of demonic activity and fighting the forces of evil.

**Role:** Any adventurers who have run afoul of demons welcome the presence of these knights. They often have extensive healing powers and can fill the role of a cleric in some parties.

While their skills can be useful when encountering any evil, especially other evil outsiders, they are only occasionally found with those not also dedicated to destroying demons.

Depending as they do upon divine power to protect them from demonic possession, a knight is always deeply religious. A knight will worship a particular deity with great devotion and cannot be simply dedicated to some philosophy or ideal.

**Alignment:** A knight of celestial vengeance is always of lawful good alignment. If the knight's alignment changes from being lawful good, he loses

<b>Knight of Celestial Vengeance</b>					
Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Mounted vengeance, sword of vengeance
2	+2	+3	+0	+3	Channel positive energy, rage against evil
3	+3	+3	+1	+3	Bonus feat
4	+4	+4	+1	+4	Channel power
5	+5	+4	+1	+4	Rage power
6	+6	+5	+2	+5	Bonus feat, channel power
7	+7	+5	+2	+5	Winged vengeance
8	+8	+6	+2	+6	Channel power, rage power
9	+9	+6	+3	+6	Bonus feat
10	+10	+7	+3	+7	Channel power, holy vengeance

all of his special abilities. However, he may retain his attacks and saves.

**Hit die:** d10

## Requirements

To qualify to become a knight of celestial vengeance, a character must fulfil all of the following criteria.

**Alignment:** lawful good

**Base Attack Bonus:** +5

**Skills:** Knowledge (planes) 8 ranks

**Feats:** Animal Affinity and Ride-by Attack

**Special:** You, or a close family member, must have suffered grievously at the hands of a demon

## Class Skills

The knight of celestial vengeance's class skills are: Fly (Dex), Handle Animal (Cha), Knowledge (Planes) (Int), Ride (Dex) and Sense Motive (Wis).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features

The following are class features of the knight of celestial vengeance prestige class.

### **Armour and Weapon Proficiency:**

Knights of celestial vengeance are proficient with all types of armor (heavy, medium, and light), and with shields (except tower shields). They gain no additional weapon proficiencies except as noted below.

**Mounted Vengeance (Sp):** Upon being instituted into this order, the new knight of celestial vengeance is given two gifts. The first is the bonded service of an unusually intelligent, strong, and loyal flying steed to serve him in his crusade against demons. This mount is usually a griffon or pegasus, although other intelligent flying mounts are sometimes given. This mount functions as a druid's animal companion, using the knight's level + 5 as his effective druid

level. Bonded mounts have an Intelligence of at least 6.

If the knight is a paladin with a bonded animal, the bonded mount immediately grows wings if it is not already a winged mount. Add the knight's level to his paladin level for his effective druid level. However, this level can never be less than his knight's level + 5.

Should the knight's mount die, the knight may not summon another mount for 30 days or until he gains a level as a knight of celestial vengeance, whichever comes first. During this 30-day period, the knight takes a -1 penalty on attack and weapon damage rolls.

**Sword of Vengeance (Ex):** The second gift to the new knight is a bastard sword. In training to become a knight of celestial vengeance, the neophyte will have worked hard with a bastard sword. So, with the sword comes the exotic weapon proficiency feat for the bastard sword. The bastard sword given to the 1<sup>st</sup> level knight is always a +1 holy bastard sword. Every second level, a new bastard sword is given to the knight with an additional +1 to its enhancement bonus (+2 holy bastard sword at 3<sup>rd</sup> level, +3 at 5<sup>th</sup> level and so on).

**Channel Positive Energy (Su):** The knight of celestial vengeance can channel divine energy as a good cleric. However, he may only target evil outsiders for damage and may not target evil outsiders for healing. The knight uses his knight's level as his effective cleric level when channelling positive energy. This is a Charisma-based ability and may be used a number of times per day equal to 3 + his Charisma modifier.

If the knight already has this ability from another class, the knight adds his class level to the effective cleric level from the other class(es). He also gains one extra use of the ability per day. He may also continue to target for damage other creatures, but may never target evil outsiders for healing.

**Rage Against Evil (Ex):** A 2<sup>nd</sup> level knight of celestial vengeance can call upon

inner reserves of strength and ferocity, granting him additional combat prowess. At 2<sup>nd</sup> level, the knight can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 2<sup>nd</sup>, he can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a knight can rage per day. A knight can enter rage as a free action, but only in the presence of a demon or a senior minion of a demon. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armour Class. The increase to Constitution grants the knight 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A knight can end his rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A knight cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a knight falls unconscious, his rage immediately ends, placing him in peril of death.

**Bonus Feats (Ex):** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels, the knight of celestial vengeance gains a bonus feat from the following feats: any combat feats, any rage feats or any channel energy feats. The knight must still meet any prerequisites for the feats.

**Channel Power:** At 4<sup>th</sup> level and every second level thereafter, the knight gains a

channel power. The possible channel powers are:

*Augmented Celestial Weapon (Sp)* A knight of celestial vengeance who already has the celestial weapon channel power may choose this power. Two channel positive energy uses grants a single weapon both the *holy* special weapon ability and the *bane (evil outsiders)* ability. As for celestial weapon, additional uses after the initial two grant additional enhancement bonuses to the weapon.

*Bodily Restoration (Sp)* Two channel positive energy uses are needed to activate this ability which allows the knight to lay hands on a single creature and restore their bodily functions—restoring a lost limb, curing all temporary ability damage from the physical abilities and restoring all points permanently drained from a single physical ability score (the knight's choice if more than one is drained), and eliminating any fatigue or exhaustion suffered by the target.

*Celestial Battle (Su)* The knight of celestial vengeance may choose to spend a channel energy use to substitute his Charisma modifier for his Strength modifier when making melee attacks. This will last for a number of rounds equal to his Charisma modifier (minimum 1 round) and while active the knight's face glows gold.

*Celestial Sight (Sp)* With 10 or more ranks in Perception, a knight choosing this power gains the ability to see outsiders. Upon activating this ability with a single channel positive energy use, the knight of celestial vengeance's eyes glow gold and he can then see outsiders, and only outsiders, as per the *arcane sight* spell.

*Celestial Weapon (Sp)* A single use of channel positive energy will imbue a single weapon with the holy special ability. The weapon need not be magical before this power is used. Additional channel uses will add a +1 enhancement bonus to the weapon. This stacks with any enhancement bonus the weapon may already have.

*Healing Hands (Su)* With 5 or more ranks in Heal, a knight may choose this channel positive energy ability. This allows the knight to heal himself and others by touch. Each day he can heal a total number of hit points of damage equal to his character level × his Charisma bonus. He may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. It costs a single channel positive energy use to activate this ability for a day.

*Planeswalker (Sp)* A knight of celestial vengeance with 10 or more ranks in Knowledge (the planes) may choose this ability and travel relatively safely to the Astral Plane and, from there, to other planes.

Upon using a channel positive energy use to activate this ability, the knight is transported to the astral plane. He may choose a particular place known to him on that plane and must succeed on a Knowledge (Planes) skill check to arrive there.

<b>Familiarity</b>	<b>Skill DC</b>
Very familiar	20
Studied carefully	25
Seen casually	30
Viewed once	35

“Very familiar” is a place where the knight has been very often and where he feels at home. “Studied carefully” is a place he knows well, either because he can currently physically see it or he's been there often. “Seen casually” is a place that he has seen more than once but with which he is not very familiar. “Viewed once” is a place that the knight has seen once, possibly using magic such as *scrying*.

A failed skill check results in being off target. The knight will appear at a random place on the astral plane about 1 day's travel from his intended destination.

An additional channel energy use enables the knight to bring up to seven additional creatures with him. The additional creatures must be either mounts

or must be holding hands in a circle with the knight.

Travel beyond the astral plane may be accomplished by passing through an appropriate conduit or with the use of additional channel energy uses. This includes travel back to the home plane or to any other material plane.

**Rage Power (Ex):** At 5<sup>th</sup> level and again at 8<sup>th</sup> level, a knight of celestial vengeance gains a rage power: The permitted rage powers are:

*Clear Mind (Ex)* A knight of celestial vengeance may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The knight of celestial vengeance must take the second result, even if it is worse. This power can only be used once per rage.

*Fearless Rage (Ex)* While raging, the knight of celestial vengeance is immune to the shaken and frightened conditions.

*Guarded Stance (Ex)* The knight of celestial vengeance gains a +2 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the knight of celestial vengeance's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the knight of celestial vengeance has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

*Internal Fortitude (Ex)* While raging, the knight of celestial vengeance is immune to the sickened and nauseated conditions.

*Intimidating Glare (Ex)* The knight of celestial vengeance can make an Intimidate check against one adjacent foe as a move action. If the knight of celestial vengeance successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the knight of celestial vengeance's check exceeds the DC.

*Mighty Swing (Ex)* The knight of celestial vengeance automatically confirms a critical hit. This power is used as an

immediate action once a critical threat has been determined. A knight of celestial vengeance must be at least 5<sup>th</sup> level before selecting this power. This power can only be used once per rage.

*No Escape (Ex)* The knight of celestial vengeance can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The knight of celestial vengeance provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.

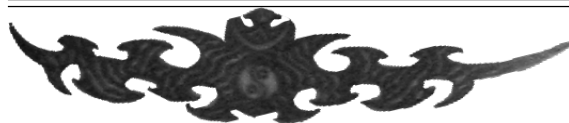
*Powerful Blow (Ex)* The knight of celestial vengeance gains a +2 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the knight of celestial vengeance has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

*Roused Anger (Ex)* The knight of celestial vengeance may enter a rage even if fatigued. While raging after using this ability, the knight of celestial vengeance is immune to the fatigued condition. Once this rage ends, the knight of celestial vengeance is exhausted for 10 minutes per round spent raging.

*Surprise Accuracy (Ex)* The knight of celestial vengeance gains a +2 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the knight of celestial vengeance has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

**Winged Vengeance (Ex):** The 7<sup>th</sup> level knight himself gains wings and a fly speed as if he were a half-celestial. He gains no other benefits from this and the wings are permanent and are a physical part of his body. The winged knight can choose to dismiss his bonded mount at this time with no penalty.

**Holy Vengeance (Su):** The 10<sup>th</sup> level knight of celestial vengeance may channel a powerful wave of energy once per day. The knight must have at least two channel energy uses available to activate this ability. When activated it results in a wave of positive energy which spreads instantly out in a 30 ft radius around the knight. It continues spreading at 20 ft per round for a number of rounds equal to the knight's Wisdom modifier - 1. This wave of energy harms or heals as normal except that each additional 20 ft beyond the initial burst drops the effect by 1d6. This wave of energy also acts as if it had the bane (evil outsiders) property over its full radius. The knight can use additional channel energy uses to add 1d6 per channel use to the bane damage.





# Knight of the Sharur

Holy knights dedicated to the defeat and destruction of demons, the Knights of the Sharur are based on the island of Cestia. The knights began as an order devoted to the deity, Ninurta. Since these beginnings, those dedicated to Enki, Utu and other demon hating deities have also joined the order.

Often appearing to be stern and aloof, these knights are fanatically dedicated to the destruction of the demon hordes. However, the paladin and ranger backgrounds of most knights give them a compassion and concern for both people and the natural world around them. Many times a Knight of the Sharur has taken a detour from seeking the destruction of a demon to aid those they have encountered whose needs are for justice and freedom from other oppressions.

The knights are organised into Holy Commanderies, usually associated with a major temple. Each commandery is headed by a Holy Knight Commander who is assisted by a Holy Knight Lieutenant and a Holy Knight Chaplain. Knights are only occasionally encountered outside of a commandery. Usually such an encounter will be with a patrol under a Knight Captain or a war column under a Knight Colonel.

The Sharur is the mace of Ninurta.

**Role:** Knights of the Sharur are demon hunters and can be counted upon to support those who run afoul of the Abyssal hordes.

While they have healing powers and can channel divine energy, they are first and foremost fighters. Usually well trained and disciplined in the arts of battle, they are only occasionally found on their own. When they join an adventuring party, they do so with the aim of fighting demons and their minions and may not be patient with those with other motivations and desires. They also usually do not see themselves as clerics.

Knight of the Sharur						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells
1	+1	+2	+0	+2	Channel positive energy, Diverse training	
2	+2	+3	+0	+3	Smite evil, 1/day	+1 level to divine spellcasting class
3	+3	+3	+1	+3	Demonbane	+1 level to divine spellcasting class
4	+4	+4	+1	+4	Aura of justice	+1 level to divine spellcasting class
5	+5	+4	+1	+4	Smite evil, 2/day	
6	+6	+5	+2	+5	Sharur mace	+1 level to divine spellcasting class
7	+7	+5	+2	+5	Aura of faith	+1 level to divine spellcasting class
8	+8	+6	+2	+6	Smite evil, 3/day	+1 level to divine spellcasting class
9	+9	+6	+3	+6	Shield of faith	
10	+10	+7	+3	+7	Aura of annihilation	+1 level to divine spellcasting class

However, they are deeply religious, always worshipping a good deity and they are often more flexible than the average paladin—as long as the party is pursuing demons and their minions.

**Alignment:** A knight of the Sharur is always of good alignment. If the knight's alignment changes from being good, she loses all of her special abilities. However, she may retain her enhanced spellcasting and her attacks and saves.

**Hit die:** d10

## Requirements

To qualify to become a knight of the Sharur, a character must fulfil all of the following criteria.

**Alignment:** any good

**Base Attack Bonus:** +8

**Skills:** Knowledge (planes) 4 ranks, Knowledge (religion) 4 ranks

**Feats:** Weapon Focus (mace)

**Special:** Must have evil outsiders as a favoured enemy.

## Class Skills

The knight of the Sharur's class skills are: Handle Animal (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Ride (Dex) and Sense Motive (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

## Class Features

The following are class features of the knight of the Sharur prestige class.

**Armour and Weapon Proficiency:**

Knights of the Sharur are proficient with all simple and martial weapons and with the favoured weapon of their deity, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Spells:** At the indicated levels, a knight gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige

class. She does not, however, gain other benefits a character of the class would have gained, except for additional spells per day, spells known (if she is a spontaneous caster), and an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a knight of the Sharur, she must decide to which class she adds the new levels for purposes of determining spells per day.

**Channel Positive Energy (Su):** The knight of the Sharur can channel divine energy as a good cleric. However, she may only target evil outsiders for damage and may not target evil outsiders for healing. The knight uses her knight's level as her effective cleric level when channelling positive energy. This is a Charisma-based ability and may be used a number of times per day equal to 3 + her Charisma modifier.

If the knight already has this ability from another class, the knight adds her class level to the effective cleric level from the other class(es). She may also continue to target for damage other creatures, but may never target evil outsiders for healing. She also gains an additional two uses of this ability per day.

**Diverse Training (Ex):** A 1<sup>st</sup> level Sharur knight adds her class level to any levels of fighter she might have for the purpose of meeting the prerequisites for feats. If she has no fighter levels, treat her knight of the Sharur levels as levels of fighter.

She also adds her Sharur knight levels to any levels in a divine spellcasting class for the purpose of meeting the prerequisites for feats. She adds her class levels to any levels of paladin she might have for the purposes of calculating the number of times per day she may Lay On Hands and the amount of healing/damage done with this ability. And she adds her class levels to any levels of a class or classes granting the Favoured Enemy ability for the purpose of determining the bonuses against evil

outsiders only. She cannot gain additional favoured enemies from this ability.

**Smite Evil (Su):** Once per day, a 2<sup>nd</sup> level knight can call out to Ninurta to aid her in her struggle against evil. As a swift action, the Sharur knight chooses one target within sight to smite. If this target is evil, the knight adds her Charisma bonus (if any) to her attack rolls and adds her knight of the Sharur level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, the bonus to damage increases to 2 points of damage per class level. Regardless of the target, smite evil attacks automatically bypass any damage reduction the creature might possess.

At 5<sup>th</sup> level, the knight gains an additional smite per day and at 8<sup>th</sup> level a third use of the ability per day.

If the knight of the Sharur already has the smite evil ability from another class, he adds her levels of knight to those of her other class for determining damage and may use the ability a number of times per day equal to the total gained from the classes.

*So, Karen, a 10<sup>th</sup> level paladin/5<sup>th</sup> level knight of the Sharur, can smite evil 6 times per day—4 times from the paladin levels and 2 from the Sharur knight levels. Against an evil outsider, she will do 30 additional points of damage. But against an evil dragon, Karen will only do an additional 25 points of damage—2 times her paladin level but only 1 times her Sharur knight level.*

In addition, while smite evil is in effect, the knight gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the knight targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the knight rests and regains her uses of this ability.

**Demonbane (Ex):** The 3<sup>rd</sup> level knight of the Sharur becomes an even more dangerous foe to demons, becoming known as a 'demonbane'. Along with the moniker, the knight's attacks against her favoured enemy, evil outsiders, become more dangerous. When using a mace, they gain a +2 to attacks and do an additional 2d6 points of damage.

**Aura of Justice (Sp):** At 4<sup>th</sup> level, a Sharur knight can expend one use of her smite evil ability to grant the ability to smite evil against evil outsiders only to all allies within 10 feet, using the knight's bonuses. Allies must target an opponent by the start of the knight's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures, even if allies of the knight, gain no benefit from this ability.

**Sharur Mace (Sp):** The mace of the 6<sup>th</sup> level knight of the Sharur is blessed with a spark of the divine during a suitable ritual involving other Sharur knights. During the ritual, the mace gains an additional +1 enhancement bonus, the *holy* property and intelligence with the purpose of defeating demons.

The alignment of the mace matches its wielder (must be good); its ability scores are 12 for Intelligence and Charisma, and 14 for Wisdom; it has the ability to speak; it senses out to 30 feet; it knows the languages common and Abyssal; it has the dedicated power of detecting demons within 60 feet; and it has one other power (roll randomly).

At 8<sup>th</sup> level, and again at 10<sup>th</sup> level, the divine spark in the mace increases in strength. Each time, it gains an additional +1 enhancement bonus, an additional +1 to each ability score, and an additional dedicated power (+2 luck bonus at 8<sup>th</sup> level and the *true resurrection* ability for the wielder at 10<sup>th</sup> level).

**Aura of Faith (Sp):** At 7<sup>th</sup> level, a knight's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Further, any attack

made against an enemy within 10 feet of the knight is treated as good-aligned for the purposes of overcoming damage reduction.

This ability functions only while the knight is conscious, not if she is unconscious or dead.

**Shield of Faith (Sp):** The 9<sup>th</sup> level knight of the Sharur has spent so much of her life in combat with demons and other evil outsiders that she has become somewhat immune to their spells and spell-like abilities. She gains spell resistance equal to 11 + her levels as a knight of the Sharur + her Wisdom modifier.

**Aura of Annihilation (Su):** Even coming close to a 10<sup>th</sup> level knight of the Sharur is dangerous for a demon. Any demon approaching within 10 feet of the knight must make a Will save with a DC equal to 10 + the knight's hit dice + her Charisma modifier. Failing the Will save immediately dismisses the demon to the Abyss. If the demon is already on the Abyss, it dies. On a successful save, the demon still suffers 10d10 points of damage.





# Maulkim

While many theologians argue the divine status of the demon lords, there are many amongst their followers who are convinced of their divinity. These worshippers rarely form churches in the same sense that most other faiths do, but they are not without their clerics.

Amongst these clerics are some who have totally dedicated themselves to a particular demon prince. These devotees of the darkest rites are called maulkim. They are also known as the Accursed, Doom Priests, and Red Priests.

**Role:** The maulkim are the senior priests of the demon lords. Each demon prince grants unique powers to their own maulkim.

**Alignment:** A maulkim is chaotic evil. If anything happens to change the maulkim's alignment, he loses all of his maulkim abilities except the change in his skin colour which remains forever.

**Hit die:** d8

## Requirements

To qualify to become a maulkim, a character must fulfil all of the following criteria.

**Alignment:** Chaotic evil

**Skills:** Knowledge (planes) 7 ranks

**Special:** Channel negative energy with an effective cleric level of 7 or more.

**Special:** Served as a priest of a demon lord for at least one year.

## Class Skills

The maulkim's class skills are Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int).

Each demon prince grants an additional class skill to their own maulkim. These are listed under the demonic corruption ability for each known demon lord.

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features

The following are class features of the maulkim prestige class.

Maulkim						
Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells/Feats
1	+0	+0	+0	+1	Demonic corruption	+1 level to divine spellcasting class
2	+1	+1	+1	+1	Abyssal boon	+1 level to divine spellcasting class
3	+2	+1	+1	+2	Demonic hand	
4	+3	+1	+1	+2		+1 level to divine spellcasting class
5	+3	+2	+2	+3	Abyssal boon	
6	+4	+2	+2	+3		+1 level to divine spellcasting class
7	+5	+2	+2	+4	Double hand	
8	+6	+3	+3	+4	Abyssal boon	+1 level to divine spellcasting class
9	+6	+3	+3	+5		
10	+7	+3	+3	+5	Hand of chaos	+1 level to divine spellcasting class

### **Armour and Weapon Proficiency:**

Maulkim are proficient with no additional weapons or armour.

**Spells per Day:** At the indicated levels, a maulkim gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits of that class other than spells per day, spells known, and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a maulkim, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Demonic Corruption (Ex):** The nature of the 1<sup>st</sup> level maulkim is so corrupt that even his cleric or antipaladin abilities are strangely boosted. A maulkim counts his maulkim levels as cleric levels when determining his effective cleric level for channelling negative energy and as antipaladin levels for the touch of corruption ability. However, if the maulkim does not already have the touch of corruption ability then he does not gain it with this ability. The maulkim also gains three bonus channel negative energy uses per day.

However, the corruption of the maulkim leaves them vulnerable to lawful weapons and spells. Each die of hit point damage from a lawful weapon or spell, including natural weapons and spell-like abilities, causes an additional +1 of bleed damage.

The corruption also affects the maulkim's appearance. His skin becomes reddish in colour, becoming more red with each new level of maulkim.

**Abyssal Boon:** Each of the demon lords grants a boon to their own maulkim at 2<sup>nd</sup> level. An additional boon is granted at 5<sup>th</sup> and then at 8<sup>th</sup> levels. If a maulkim changes his worship from one demon lord to another, he loses her current boons. He will gain the appropriate boons of his new demon lord when he next gains a level as a maulkim.

*Garshah, an half-orc antipaladin 10 maulkim of Flauros 6, has defected to the service of Shax. He loses both his boons from Flaurex immediately but loses no other abilities. When he gains the next level of maulkim, he gains both the 2<sup>nd</sup> level and the 5<sup>th</sup> level boons of Shax. A level later (8<sup>th</sup>), he will gain the third abyssal boon of Shax, assuming he is still serving Shax!*

Each boon consists of a spell-like ability or additional spells on the maulkim's spell list and an extraordinary or supernatural enhancement. The boons granted by currently known demon lords are:

**Abraxas**, Master of the Final Incantation  
Class skill: Use Magic Device

1<sup>st</sup> boon *magic missile* (3/day) and telepathy 100 ft.

2<sup>nd</sup> boon cast up to 4<sup>th</sup> level arcane evocation spells and resist electricity 10

3<sup>rd</sup> boon *greater teleport* (self plus 50 lbs of objects only) and Spell Resistance of character level plus 11

**Baphomet**, Lord of the Minotaurs

Class skill: Knowledge (Dungeoneering)

1<sup>st</sup> boon *rage* and +2 natural armour bonus to AC

2<sup>nd</sup> boon *greater magic weapon* (3/day) and +2 profane bonus to Fortitude saves

3<sup>rd</sup> boon *maze* and immunity to poison

**Dagon**, the Shadow in the Sea

Class skill: Swim

1<sup>st</sup> boon *water walk* and gains water breathing

2<sup>nd</sup> boon *water shield* and +1 bonus to caster level when casting spells or using spell-like abilities with the water sub-type

3<sup>rd</sup> boon *seamantle* and +4 deflection bonus to AC

**Demogorgon**, the Maws of Madness

Class skill: Perform

1<sup>st</sup> boon *hideous laughter* (3/day) and telepathy 100ft

2<sup>nd</sup> boon *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%) and +2 profane bonus to Will saves

3<sup>rd</sup> boon *blasphemy* and immunity to mind-affecting spells and abilities

**Flauros**, the Burning Maw

Class skill: Survival

1<sup>st</sup> boon *fireball* and resist fire 5

2<sup>nd</sup> boon *dragon's breath* (fire only) and resist electricity 10

3<sup>rd</sup> boon *fire storm* and immunity to fire

**Fraz Urb'luu**, the Prince of Deception

Class skill: Sleight of Hand

1<sup>st</sup> boon *alter self* (3/day) and his hands gain retractable claws granting him 2 natural claw attacks with 1d6 damage each

2<sup>nd</sup> boon *phantasmal killer* and +4 profane bonus to bluff, stealth and sleight of hand skill checks

3<sup>rd</sup> boon *demand* and +1 bonus to caster level when casting spells or using spell-like abilities with the illusion type

**Haagenti**, the Whispers Within

Class skill: Knowledge (Local)

1<sup>st</sup> boon *shatter* (3/day) and telepathy 100 ft

2<sup>nd</sup> boon *confusion* and +2 profane bonus to Will saves

3<sup>rd</sup> boon *insanity* and +1 bonus to caster level when casting spells or using spell-like abilities with the mind-affecting sub-type

**Jubilex**, the Faceless Lord

Class skill: Disguise

1<sup>st</sup> boon *acid arrow* (3/day) and resist acid 5

2<sup>nd</sup> boon *contagion* (3/day) and immunity to poison

3<sup>rd</sup> boon *summon VIII* (oozes only) and immunity to acid

**Kostchtchie**, the Deathless Frost

Class skill: Survival

1<sup>st</sup> boon *bear's endurance* (3/day) and resist cold 5

2<sup>nd</sup> boon *ice storm* and gains resiliency as the rogue talent with his effective cleric level substituting for rogue level

3<sup>rd</sup> boon *polar ray* and immunity to cold

**Lamashtu**, the Demon Queen

Class skill: Intimidate

1<sup>st</sup> boon *waters of Lamashtu* and telepathy 100 ft

2<sup>nd</sup> boon *summon* (level 4, 1 glabrezu 20% or 1d4 succubus 50%) and immunity to poison

3<sup>rd</sup> boon *limited wish* and +3 profane bonus to Will saves

**Nocticula**, Our Lady in Shadow

Class skill: Escape Artist

1<sup>st</sup> boon *blacklight* and darkvision 60 ft (if he already has darkvision, then his darkvision is extended an additional 60 ft up to a maximum of 120 ft)

2<sup>nd</sup> boon *shadow projection* and he can instantly counterspell any light spell as long as he has an available spell slot of the same level or higher as the light spell (he is considered to always have this counterspell action readied)

3<sup>rd</sup> boon *greater shadow evocation* and +8 profane bonus to perception, stealth, sleight of hand skill checks

**Orcus**, Prince of Undeath

Class skill: Use Magic Device

1<sup>st</sup> boon *bestow curse* and command undead as the feat

2<sup>nd</sup> boon *animate dead* (3/day) and gain an additional channel energy use per day and add 1 to the DC of saving throws made to resist the effects of his channel energy ability.

3<sup>rd</sup> boon *create greater undead* and +1 bonus to caster level when casting spells or using spell-like abilities with the necromancy type

**Pazuzu**, King of the Wind Demons

Class skill: Acrobatics

1<sup>st</sup> boon *whispering wind* (3/day) and large leather wings—granting him a fly speed equal to his ground speed with a manoeuvrability of good

2<sup>nd</sup> boon *suffocation* and +2 profane bonus to Reflex saves

3<sup>rd</sup> boon *mass fly* and +3 dodge bonus to AC

**Shax**, the Blood Marquis

Class skill: Heal

1<sup>st</sup> boon *blood rage* and his hands become claw-like giving him 2 natural claw attacks doing 1d6 damage each

2<sup>nd</sup> boon *bloody claws* and +1 profane bonus to Fortitude saves

3<sup>rd</sup> boon *simulacrum* and +4 profane bonus to melee attacks using slashing weapons

**Socothbenoth**, the Silken Sin

Class skill: Bluff

1<sup>st</sup> boon *suggestion* and +1 permanent profane bonus to Charisma

2<sup>nd</sup> boon *charm monster* (3/day) and +4 profane bonus to bluff, diplomacy and disguise skill checks

3<sup>rd</sup> boon *euphoric tranquillity* and animalistic magnetism as the Incubus demon special ability except that the maulkim may only use *suggestion* as part of the ability, even if he has *greater command* available as a spell or spell-like ability.

**Demonic Hand (Su):** The 3<sup>rd</sup> level maulkim gains the ability to grant any one weapon he uses a +1 magical bonus, cumulative with any magical bonuses already on the weapon, and the anarchic magical weapon ability. This ability can be used on any weapon, magical or non-magical, and for a number of rounds per day equal to 3 + twice his maulkim levels. He can activate this ability as a move action and deactivate it at will. The maulkim can also use it on different weapons during the course of a day but he must be holding and continue to hold the weapon when he uses the ability.

**Double Hand (Ex):** At 7<sup>th</sup> level, the maulkim gains the ability to take a second standard action in a round. He can use this ability a number of times per day equal to his Wis modifier. He cannot use this ability twice in the same round.

**Hand of Chaos (Sp):** The 10<sup>th</sup> level maulkim is so enmeshed into Abyssal life that a continuous aura of chaos now surrounds him. It is the equivalent of the *cloak of chaos* spell. The maulkim

can suppress and reactivate the aura as a free action.



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