



Demonic Heroes

BY
DAVID JARVIS

ADDITIONAL GATIE DESIGN BY
MARK GEDAK, CHARLES RICE

COVER ART
JEREMY SITIITIONS, CHARLES RICE



INTERIOR ART
JOHN LÖNGENBAUGH
BRADLY K. MCDEVITT
JASON WALTON



LAYOUT
DAVID JARVIS

EDITING
CHARLES RICE, PAUL KING

STATBLOCKS BY
PAUL KING

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OUR NAME IS LEGION



Demons.

No beings are more foul or offensive to righteousness than these fallen angels, these fiendish minions of evil. Throughout history there have been numerous documents published on the subject of demons ranging from documented accounts of demonic possession to allegorical tales, the most notable of which are Goethe's Faust and Dante's Inferno. These myriad resources detail the nature of demons and devils, list infernal rankings and present sigils purported to be directly linked to individual demons. In addition, there exists an array of rituals explaining how to summon these nefarious beings.

When these bits of information are pieced together an entire shadow society begins to take shape, complete with a complex hierarchy of infernal generals, lords, dukes and countless minions, all of them equally hideous and powerful in their own right. These beings dwell in the nether-regions beyond the material world in mournful hellish dimensions. It is said that demons may only enter the mortal world at the behest of a powerful magus, yet there are those who say the damned walk among us, their true natures veiled in a mask of humanity. What purpose they might have can only be guessed at, though it seems fair enough to presume their intentions are less than benevolent.

These infernal beings might be vagrants, drifting among the detritus of humanity to prey on those unfortunate souls who have fallen by the wayside on their journey through life. They may be construction workers, waitresses, actors, computer programmers,

musicians, bodyguards, dishwashers, lawyers or even politicians. In short, demons might be anyone, even heroes.

DEMONIC HEROES

Indeed, during the history of the world, there have been whisperings of demons who have mated with mortals, producing offspring that carried the traits of both human and demon.

These individuals are more commonly known as daemons; half human, half demon. In ancient times these creatures might have been killed at birth, but we live in a more civilized society where man-made laws and religious morality prevent such behavior. A good mother would never kill her newborn babe, no matter what its parentage might be. This of course, assumes the mother even knew the truth of the father's origins (or the father knew the mother's origins, whichever the case may be). Also, the demonic nature of a mortal isn't always readily apparent, especially in an infant.

It might be years until anyone ever suspects that something isn't quite right about the child, that it possesses certain qualities, certain behaviors that separate it from other children. Again, murdering the child is simply not an option. Not in a civilized society. And, there is always denial of the truth to blind the parent's eyes to the reality of what little Jimmy is; a demon. But does that make him evil?

Not necessarily...

In life, nothing is ever so black and white as people would have you believe.

Jimmy may very well grow up to be a fine, upstanding citizen, but he will always have to deal with the urges of his demonic heritage. Aside from the obvious physical drawbacks, having demonic ancestry carries with it a primal desire to commit acts which others deem sinful. Also, there exist factions dedicated



to ridding the world of demonic influence, often competing with infernal-aligned factions who attempt to exert their influence upon the character and involve him in their myriad schemes.

THE CALLING

The moment when your character realizes the truth of her origins is a profound moment usually marked by some type of physical or mental trauma, known as the calling by other daemons. The calling might coincide with some other equally profound or traumatic event, such as the onset of puberty, physical violence, marriage, a car accident, or graduation from high school. Whatever the occasion, the calling should be marked by something deeply significant to the character.

This first manifestation of demonic power can come swiftly in response to a great need or emotionally charged situation such as public embarrassment or even an argument with a loved one. The character might suddenly learn of her demonic heritage from her parent(s) or be the target of a ritual designed to trigger the calling within her being.

Alternately, the calling might happen over the course of days or even weeks, being a slow but sure process of self-discovery. During this period, the character is challenged on many levels, both physically and emotionally. Her personal and professional life is often in an uproar as she struggles to adapt to the changes in her mind and body as well as deal with the other stresses in her life. Whatever the case, the calling is a trial by fire all characters must go through (and in some cases, survive).

Note Game masters and players alike are encouraged to role-play the calling as a prelude to taking the hero class. There is no system for the calling. The calling is purely a story element to aid players in the development of their character.

DEMONBLOOD HERO (NEW BASE CLASS)

GAME RULE INFORMATION

Demonblood heroes have the following game statistics. The Demonblooded hero is a restricted basic class. It can only be taken with the GM's permission and only if you are 1st level, you can only multiclass with the Demonblood hero class if you take a level in this class at 1st level as it approximates both a class and a racial background. This basic class is also only open to humans. Upon reaching 2nd level a Demonblood hero could multiclass into any other class for which they met the prerequisites.

Note If the game master allows, this Basic class can be taken by Tieflings or Half-fiends.

ABILITY

Charisma and Intelligence are both abilities associated with this class. Like the Caeder and ladies from whom the demonblood hero can trace their lineage, demonblood heroes have a natural force of will that draws others to them.

HIT DICE

Demonblood heroes gain 1d8 hit points per level. The character's Constitution modifier applies. A 1st level demonblood hero receives hit points equal to 8 + his Constitution modifier.

TABLE 1-1: THE DEMONBLOOD HERO

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Alternate Form	+1	+1
2nd	+1	+2	+2	+0	Bonus Feat	+2	+1
3rd	+2	+2	+2	+1	Talent	+2	+1
4th	+3	+2	+2	+1	Bonus Feat	+3	+2
5th	+3	+3	+3	+1	Talent	+3	+2
6th	+4	+3	+3	+2	Bonus Feat	+3	+2
7th	+5	+4	+4	+2	Talent	+4	+3
8th	+6/+1	+4	+4	+2	Bonus Feat	+4	+3
9th	+6/+1	+4	+4	+3	Talent	+4	+3
10th	+7/+2	+5	+5	+3	Bonus Feat	+5	+4

ACTION POINTS

Demonblood heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

CLASS SKILLS

The Demonblood hero's class skills, and key ability for each skill, are as follows (see the system reference document for skill descriptions).

Bluff (Cha), Diplomacy (Cha), Drive (Dex), Hide (Dex), Intimidate (Cha), Knowledge (theology and philosophy) (Int), Listen (Wis), Profession (Wis), Speak Language, Spot (Wis).

Upon creation of a 1st level Demonblood hero, the character must choose a demonic bloodline. Once chosen, the character's bloodline can never be changed. The demonic bloodlines are all keyed to one of the seven deadly sins and offer a level of character customization such as an additional four skills keyed to that line.

Envy: Investigate (Int), Knowledge (current events, pop culture) (Int), Perform (Cha) (choose one)

Guttony: Craft (visual art) (Int), Gamble (Wis), Knowledge (art, behavioural sciences) (Int),

Greed: Disguise (Cha), Knowledge (business, civics) (Int), Sleight of Hand (Dex)

Lust: Craft (pharmaceutical) (Int), Escape Artist

(Dex), Gather Information (Cha), Sense Motive (Wis)

Pride: Knowledge (arcane lore, history) (Int), Research (Int), Search (Int)

Sloth: Craft (electronic) (Int), Knowledge (physical sciences) (Int), Repair (Int), Survival (Wis)

Wrath: Climb (Str), Jump (Str), Swim (Swim), Tumble (Dex)

Also, the starting occupation you select can provide you with additional class skills to choose from.

Skill Points at 1st Level: (4 + Int modifier) x4. Since Demonblood heroes are not fully human, they do not get the human bonus skill point.

Skill Points at Each Additional Level: 4 + Int modifier.

STARTING FEATS

Demonblood heroes are not quite human and as such begin the game with only 1 feat at 1st level. They gain the Demonic Heritage initial feat as a bonus feat.

CLASS FEATURES

All of the following are class features of the Demonblood hero.

TALENTS

At 3rd, 5th, 7th, and 9th level the Demonblood hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long the hero qualifies, you can select freely from the Demon Body and Hellfire Talent Trees, as well as your selected Bloodline talent tree. No talent tree can be selected more than once unless expressly indicated.

Beginning Talents: A 1st level Demonblood hero always possesses the Alternate Form talent of the Demon Body Tree.

DEMON BODY TALENT TREE

A demonblood hero is able to grow into a body more fitting his demonic heritage as he ages and grows in life experiences. Each of the talents in this tree help

shape the body of the demonblood hero into a more demonic form.

Alternate Form: The public face that a demonblood hero wears is not a true reflection of the corruption within. The demonblood hero has two forms, that of a normal human and that of his demonic heritage.

Upon taking this talent the demonblood hero can, as a full round action, shift between human and demonic form. Some of the talents in the Demon Body tree and Bloodline trees can only be used in demonic form.

The demonblood hero gains a +2 bonus on Intimidate skill checks but a -2 penalty on Disguise skill checks while in this fiendish form.

Bite: The demonblood hero can make a bite attack (1d6) while in demonic form.

Prerequisites: Alternate Form

Claws: The demonblood hero can make claw attacks (1d4) as a full attack action while in demonic form. This ability also grants the demonblood hero a +4 racial bonus on Climb skill checks.

Prerequisites: Alternate Form

Demon Skin: The demonblood hero gains a +1 natural armor bonus as his hide becomes tougher by his unnatural heritage. This talent may be multiple times.

Prerequisites: Alternate Form

Resistance I: The demonblood hero gains +4 to saving throws vs. poison.

Prerequisites: Alternate Form

Resistance II: The demonblood hero gains +4 to saving throws vs. disease.

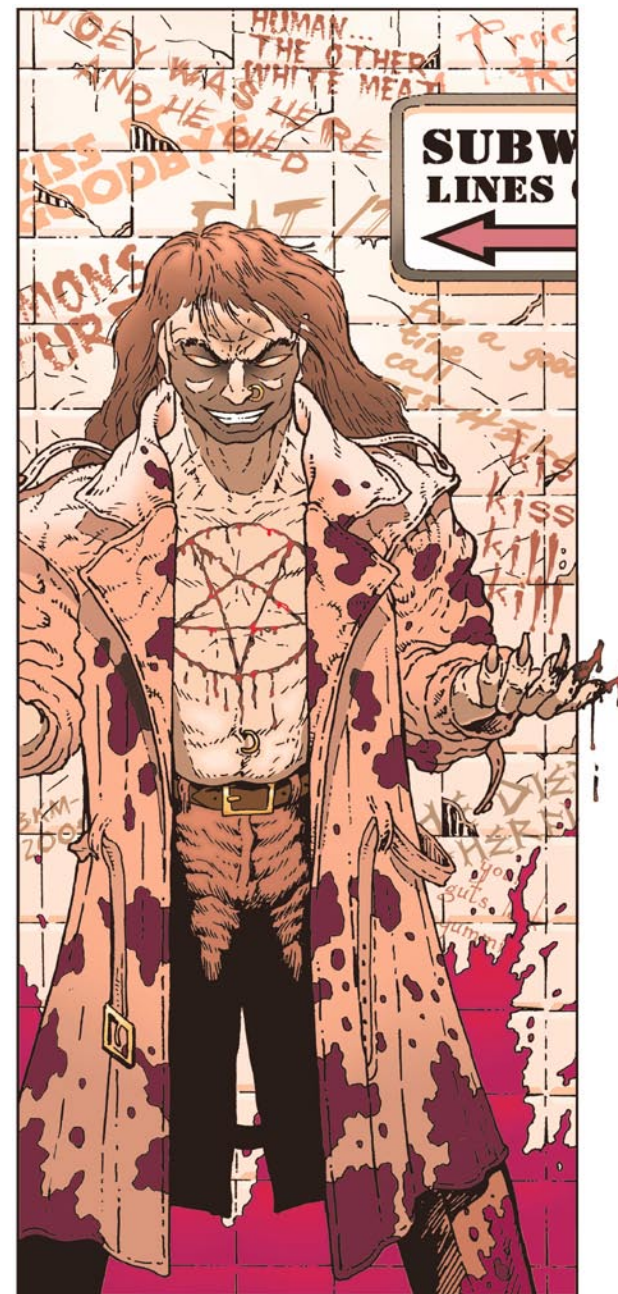
Prerequisites: Alternate Form

Improved Claws: The Demonblood hero's claw attacks inflict 1d6 damage while in demonic form.

Prerequisites: Alternate Form, Claws

Water Breathing: The demonblood hero can breathe underwater as well as on land with a complex gill/lung system.

Prerequisites: Alternate Form, Bloodline (Envy) (any talent)



HELLFIRE TALENT TREE

Many demonblood hold as much fear in their ability to summon hellfire as they do the lineage which allows them to do so. There are those few who embrace this powerful gift of heritage, and in doing so they are able to achieve startling results.

Hell's Grasp: Any mortal struck by this demonblood hero's hellfire has a 10% chance that they will suffer a brief but lasting glimpse of the true horrors of Hell. The target thinks he has been thrust into the mouth of hell for a brief instant before being tossed back to Earth, which leaves them nearly catatonic and shaken for one round.

Those who have been afflicted by the mental illusions created by this talent must make a Will save (DC 10 + demonblood hero's level + demonblood hero's Wis modifier) or become cowering falling into a near comatose state where they are unable to do much more tremble. (This effect is temporary, the victim receives another Will save with the same DC every minute to recover.)

Some characters repent when they see the damnation that awaits them at the end of an evil life. If the target of this ability has an allegiance to a Dark Power, Avarice, Gluttony, Jealousy, Laziness, Lust, Pride and/or Wrath and fails his Will save against this ability, he may immediately choose to change these allegiances or renounce them. The game master chooses whether NPCs change their ways. If this ability is used on a player, he makes the choice for himself.

Hell's Breath: This ability allows the demonblood hero to breathe hellfire on a target within 5 feet as a touch attack. If this attack hits the target suffers 1-4 points of damage plus half the character's demonblood level. This attack has a 20% chance to offer the target a glimpse of hell, as described under the Hell's Grasp ability.

Prerequisite: Hell's Grasp

Hell's Fire: This ability allows the demonblood hero to shoot a jet of flame out to a range of 30 feet as a touch attack. If this attack hits the target suffers 1-6 points of damage plus half the character's demonblood level. This attack has a 50% chance to offer the target a glimpse of hell, as described under the Hell's Grasp ability.

Prerequisite: Hell's Grasp, Hell's Breath

BLOODLINE (ENVY) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the bloodline of envy can trace their heritage back to the Caeder, Sekashemael. Heroes of the envy bloodline secretly resent the achievement of others and seek to undermine and weaken their chances of success.

Aura of Sabotage: Select one of the skills listed below. The demonblood hero gets to add a penalty equal to his demonblood hero level when anyone tries to use that skill within 10 ft. of the demonblood hero. You may select this talent multiple times, each time selecting another skill that is sabotaged when you are around.

Craft (any) (Wis), Diplomacy (Cha), Investigate (Int), Knowledge (current events, pop culture) (Int), Perform (Cha), Profession (Wis)

Jinx: The demonblood hero can spend an action point as a free action to negatively affect a single d20 roll made by an opponent within 30 ft. The person affected suffers a one-time -5 circumstance penalty to his next attack or save roll. The demonblood hero chooses which roll is affected.

Prerequisite: Aura of Sabotage

Instill Envy: The demonblood hero gains the ability to Instill Envy at a range of 50 feet, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisite: Jinx

False Aid: The demonblood hero is skilled at hiding his true intentions, especially when pretending to help others. The hero may work with another character as

if he is going to aid another but instead of gaining a +2 circumstance bonus the other character actually suffers a -2 circumstance penalty.

Instead of rolling a normal DC 10 skill check the Demonblood Hero makes a Bluff check opposed by the target's Sense Motive check. If the target's Sense Motive check exceeds the Demonblood Hero's Bluff check, the target is aware of the deception and does not suffer the penalty.

Improved False Aid: The circumstance penalty imposed for false aid now rises to -4.

Prerequisite: False Aid.

Sekashemael Adaptation I: In your demonic form you have webbed feet and hands. This imposes a -2 penalty to ranged combat with firearms. You may always take 10 on swim checks and gain a +4 racial bonus to all those checks.

Prerequisites: Alternate Form, Water Breathing

Sekashemael Adaptation II: In you demonic form you have a tail that can be used to make a single attack. This attack deals 1d8 + 1 ½ times your strength bonus on a successful hit.

Prerequisites: Alternate Form, Sekashemael Adaptation I, Water Breathing

BLOODLINE (GLUTTONY) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the bloodline of gluttony can trace their heritage back to the Caeder, Metekepael. Heroes of the gluttony bloodline seek to further their progenitor's influence in the world by nurturing humanity's cravings for food. Over-eaters, exceptionally obese people and those who develop other eating disorders have fallen under the influence of this Caeder.

Hunger Pains I: By spending a full-round action the character can induce painfully strong hunger pains in his target. The target gets a fortitude save (DC 10 + the demonblood hero level + Con modifier). Failure indicates the victim suffers a -2 to attack rolls for

1d4 rounds. Movement is reduced by half. Creatures immune to pain are also immune to this effect.

Hunger Pains II: The penalty on a failed save increases to -3. Characters may not take a full move action.

Prerequisites: Hunger Pains I

On a Binge I: The demonblood hero may spend one action point to overwhelm his victim with an overwhelming urge to eat or drink. This ability has a range of 50 feet. The target must make a Will Save (DC 10 + the demonblood hero level + Cha modifier) or become driven by a desire to consume all nearby foodstuffs or fluids. The affected character will be consumed by this urge for 1d8 rounds. If no food or drink can be found, the character will go elsewhere. If in a public place such as a restaurant the character will attempt to eat and drink everything in sight.

On a Binge II: The character can Instill Gluttony in his target, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisites: On a Binge I

Nauseating Pestilence: By spending a full action, the Demonblood Hero can induce nausea in his victim. Victims must make a Fort save (DC 10 + the demonblood level + Con modifier) or become *nauseated* for 1d4 rounds. This power requires line of sight and has a range of 25' +5' per 2 Demonblood Hero levels. Creatures immune to poison are also immune to this effect.

Metekapael Adaptation I: In your demonic form you begin to manifest the physical aspects of the demon lord, becoming bloated and obese. Your size increases by 1 foot and weight increases by 50 lbs. You gain a +4 bonus to intimidate checks.

Prerequisite: On a Binge I

Metekapael Adaptation II: In your demonic form you gain access to the Crush special attack, as described in the *Blood and Relics* core rules in the *Bloat Fiend* description.

Prerequisites: On a Binge I, Metekapael Adaptation I

Metekapael Adaptation III: In your demonic form you gain access to the Ingestion special ability, as described in the *Blood and Relics* core rules in the *Bloat Fiend* description.

Prerequisites: On a Binge I, Metekapael Adaptation I, Metekapael Adaptation II

BLOODLINE (GREED) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the greed blood line can trace their heritage back to Yanuot, the infernal lord of greed. Demonblood heroes who follow this path seek to increase Yanuot's influence in the mortal world by playing upon the greedy nature of humanity.

All that Glitters: The demonblood hero gains the ability of the same name, as described in the Blood and Relics core rules in the *Pennypincher Fiend* description.

Prerequisite: Dreams of Avarice I, Dreams of Avarice II

Root of All Evil: The demonblood hero gains the ability of the same name, as described in the *Blood and Relics* core rules in the *Pennypincher Fiend* description.

Prerequisite: Dreams of Avarice I, Dreams of Avarice II

Instill Greed: The character can Instill Greed in his target to a range of 50 feet, as described in the *Blood and Relics* chapter on *Spiritual Afflictions*.

Prerequisite: Dreams of Avarice I, Dreams of Avarice II

Kleptomaniac: The Demonblood hero adds his Demonblood Hero level to all sleight of hand checks to steal or conceal items.

Dreams of Avarice I: The Demonblood hero adds ½ his Demonblood Hero level to all wealth checks.

Dreams of Avarice II: The Demonblood hero now adds his total Demonblood Hero level to all wealth checks.

Prerequisites: Dreams of Avarice I

BLOODLINE (LUST) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the lust bloodline can trace their heritage back to Bekashaa, the infernal lord of lust. Demonblood heroes who follow this path seek to glorify Bekashaa by indulging in hedonistic activities.

They indulge in drugs, alcohol and all manner of sexual activities. Many demonblood heroes form sexual cults or work in the porn industry in some fashion so that they might further the goals of their infernal lord.

Hyper-Pheromone Secretion: The demonblood hero gains a bonus equal to ½ his demonblood level on the following skill checks: Bluff, Diplomacy, & Gather Information. This bonus only applies to situations where individuals could possibly become attracted to the Hero, if there is no chance of that or the target has no olfactory organs (or is not vulnerable to effects based on smell) then this ability has no effect.

Jealous Rage I: Jealousy is a related emotion to lust, a perversion of love and desire into obsession and control. Characters with demonblood of lust fiends have an innate ability to manipulate these darker desires for their own purposes. This ability may be used on one gender (chosen when this ability is selected) and only works on members of that gender whose attitude toward the demonblood hero is Helpful (see the Diplomacy skill for more information).

On a Diplomacy check (DC 20), the character can convince his target that an enemy, who must either be within line of sight or personally known to the target, is a threat to the demonblood hero. Depending on their relationship, the demonblood hero either stirs feelings of jealousy or maternal/paternal protectiveness in the target.

The target of this ability will attack the person chosen by the demonblood hero as soon as possible, gaining a +1 morale bonus to attack and melee

damage rolls. This ability lasts for 10 rounds plus a number of rounds equal to the character's demonblood level. This ability may be selected twice. Each time it applies to a different gender.

Prerequisite: Hyper-Pheromone Secretion

Jealous Rage II: This ability functions as Jealous Rage I except the morale bonus of the victim is increased to +2.

Prerequisite: Hyper-Pheromone Secretion, Jealous Rage I

Touch of Ecstasy I: By spending a full-round action (or 1 full minute focusing on the character, whichever is relevant) the Demonblood hero can cause her victim to become shaken for 1d4 rounds. She makes a touch attack against her target. A successful strike requires the victim to make a Fort save (DC= 10+ Demonblood hero level + Cha).

Touch of Ecstasy II: The duration of this talent increases to 1d6 rounds and can be done as an attack action.

Prerequisites: Touch of Ecstasy I

Instill Lust: The character can Instill Lust in his target to a range of 50 feet, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisite: Touch of Ecstasy I, Touch of Ecstasy II

BLOODLINE (PRIDE) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the pride bloodline can trace their heritage back to Ashaitaren, the infernal lord of pride. Demonblood heroes who follow this path seek to glorify Ashaitaren by achieving success in all endeavors. The best of these characters are extremely motivated, often becoming politicians or lawyers. At the other end of the spectrum, deviant demonblood heroes who have the pride bloodline tend to be racists, having some affiliation with extremist and right-wing religious groups.

Aura of Confidence I: The demon blood hero gains a bonus to all diplomacy checks equal to his demonblood level.

Aura of Confidence II: The demonblood hero now adds his total character level to diplomacy checks.

Prerequisites: Aura of Confidence I

Undermine: The demonblood hero has the ability to offer suggestions to other that rattle the confidence of their target. The demonblood hero may make a "corrective" statement as a reaction to a character attempting a skill check, they must make a Will save DC (10 + demonblood level + Cha modifier) or suffer a -4 penalty on that skill check and be unable to attempt that action again for 10 minutes.

Cut to the Chase: The demonblood hero is adept at making snap decisions. He gains an insight bonus equal to his reputation bonus on initiative checks.

Instill Vanity: The character can Instill Vanity in his target to a range of 50 feet, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisite: Aura of Confidence I, Aura of Confidence II

BLOODLINE (SLOTH) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the sloth bloodline can trace their heritage back to Kebenuon, the infernal lady of sloth. Demonblood heroes who follow this path seek to glorify Kebenuon by lulling people into a rut of apathy and indolence. They tend to be unethical psychologists who encourage their clients' non-productive behavior or con-artists who suck the energy from their victims, along with all their cash.

Indecisive I: The mere presence of a demonblood hero can cause others to second guess their decisions at critical moments, resulting in a failure to act as quickly as other people.

Every non-friendly person in a 15 ft radius suffers

a penalty to initiative equal to ½ the character's demonblood level. If at any time they move more than 15 ft. away, their initiative returns to normal. This is a constant emanation that cannot be resisted or suppressed.

Indecisive II: The range of this talent increases by 5 feet. This talent can be taken multiple times. Each time the range increases by another 5 feet.

Prerequisites: Indecisive I

No Ambition: The demonblood hero's slothful nature has a negative effect on the ambition of others. Once per day, the demonblood hero can select one target within 30 ft. who may not spend action points during the encounter or use any ability requiring concentration. The target may make a Will save (DC 10 + demonblood hero + Cha modifier) to resist this affect.

Psychic Vampire: By focusing on the victim for one round and spending an action point, the Demonblood hero can cause the victim to lose her next action. This talent affects anyone within 30 ft. The target gets a Will save (DC 10 + Demonblood level + Cha modifier). Failure indicates the victim loses her next action.

Instill Malaise: The character can Instill Malaise in his target to a range of 50 feet, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisite: Indecisive I, Indecisive II

BLOODLINE (HATE) TALENT TREE

Every demonblood hero can trace his family tree back to a union with a Caeder. Those heroes with the hate bloodline can trace their heritage back to Dekemet, the unholy lord of hate. Demonblood heroes who follow this path seek to glorify Dekemet by spreading violence and mayhem wherever they go. Not simply criminals however, many professional athletes such as boxers, wrestlers, hockey and football players are secretly adherents of the path of hate. The classic cultist, terrorists and serial killers are also

examples of followers of Dekemet.

Rage: A demonblood hero can fly into a rage a certain number of times per day. In a rage, a demonblood hero temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Defense.

The increase in Constitution increases the demonblood heroes hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal (These extra hit points are not lost first the way temporary hit points are.).

While raging, a demonblood hero cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate FX items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

He can use any feat he has except Combat Expertise and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

A demonblood hero may prematurely end his rage. At the end of the rage, the demonblood hero loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. This talent can be taken more than once. Each time it is taken, the character gains another use of the rage ability.

Incite Rage: The demonblood hero can incite rage in allies or others. By spending a rage use and making a touch attack against the target, the normal rage ability of the demonblood hero is instead experienced by the target. Unwilling targets get receive a Will save (DC 10 + demonblood level + Cha modifier) to resist the effect, that use of the demonblood hero's rage talent is still wasted however.

Prerequisites: Rage

Intimidating Presence I: The mere presence of a demonblood hero intimidates people. The demonblood hero gains a racial bonus of +4 to intimidate checks.

Intimidating Presence II: This ability grants the demonblood hero the benefits of the Frightful Presence feat.

Prerequisite: Intimidating Presence I

Aura of Fear: The demonblood hero emanates an aura of fear. The demonblood hero's aura of fear extends in a 5ft radius around the demonblood hero. Opponents must make a Will (DC 10+ demonblood level + Cha modifier) to even attack. Failure indicates the demonblood hero's opponent is unable to attack for one round.

Prerequisite: Intimidating Presence I, Intimidating Presence II

Instill Hate: The character can Instill Hate in his target to a range of 50 feet, as described in the Blood and Relics chapter on Spiritual Afflictions.

Prerequisite: Intimidating Presence I, Intimidating Presence II

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Demonblood hero gains a bonus feat. This feat must be selected from the following list, and the Demonblood hero must meet any prerequisites.

Alertness, Antithesis, Archaic Weapon Proficiency, Combat Expertise, Combat Reflexes, Conviction (Avarice), Conviction (Dark Power), Conviction (Wrath), Dark Magnetism, Enemy, Faith's Protection, Frightful Presence, Henchmen, Ideologue, Information Network, Inspired Leadership, Investment, Iron Will, Low Profile, Pentagonagram, Profane Ritual and Trustworthy.

MULTICLASSING

Demonblood heroes are not quite human and as a result, demonblood heroes do not gain as many skill points as a human character of the same class.

Demonblood heroes gain 1 fewer skill points at each level (this already factored into the demonblood class.)

It is also assumed that demonblood heroes will always take their first character level in the demonblood class. If they do not it is possible that a games master will allow a character to enter this class at a later stage of development provided they take the Reclaim Demonic Heritage feat (see below).

NEW FEATS

EXPERT ADVICE

You are widely published, and widely known, in an activity or area of knowledge. Choose a single skill for this feat to affect; you may not choose Profession, Read/Write Language, or Speak Language.

Prerequisites: At least 1 rank in the skill selected.

Benefit: When making checks with the selected skill, you may use your Reputation bonus instead of the usual ability modifier.

Special: You can gain this feat multiple times. Each time you take it, you select a different skill.

GOOD IMPRESSION

You have the gift of gab that can convince people that you know what you're talking about (even when you don't). Before attempting a Bluff check, you may first use this feat to try to improve your chances of success.

Prerequisites: Charisma 13.

Benefit: Make a check against your Reputation, opposed by the appropriate Knowledge check. If the target does not have any ranks in the appropriate Knowledge skill, it is instead opposed by an Intelligence check.

If you are successful, you gain a +4 circumstance bonus on your Bluff check.

Special: If you are trying to bluff a group

of characters, the one with the highest skill or intelligence modifier rolls for the entire group.

RECLAIM! DEMONIC HERITAGE

Unlike other Demonblood heroes, you did not under go the Calling until later in life.

Prerequisites: Demonblood

Benefit: You are able to enter the demonblood hero class at a level above 1st. The shocking realization that you are something partially inhuman shakes your understanding of the world and what you know.

You permanently lose 1 feat (of your choice) and a number of skill points equal to your character level +3. Additionally, you now always gain 1 fewer skill points at each level.

Special: This feat may not be taken at first level, and may only be taken with Game Master consent.

STAGE PRESENCE

You shine when the spotlight is on you.

Prerequisites: Charisma 13.

Benefit: Pick one Perform skill—Perform (stand-up), for example. You may add your Reputation bonus whenever you make a check with that skill.

Special: You can take this feat multiple times. Each time it applies to a different category of the Perform skill.

NEW CAEDER

The fiendish caeder have ingrained themselves into all facets of society. Some move in the midst of the dregs of humanity while others rub elbows with superstars, politicians and owners of fortune 500 companies. But wherever they might be, their goals are always the same: Spread as much misery and corruption throughout the world as humanly possible.

The following caeder are provided for use in your Blood and relics campaign.

ASHAITAREN, THE LORD OF PRIDE (UNIQUE FIEND, CAEDER)

The archfiend Ashaitaren feeds on the corruption of mortals who are lost to their own self-importance. The rights and achievements of the individual are praised in our modern society while the needs of the society are ignored and dismissed. Though its was pride that cost Ashaitaren his position in the host, he now has millions of devotees world wide.

Alternate Form (Su): At will as a free action, Ashaitaren can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Telepathy (Su): Ashaitaren can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Ashaitaren has Darkvision to a range of 120 feet.

Blinding Beauty (Su): Three times per day, Ashaitaren can literally blind anyone within 50 ft. with his sheer beauty. This ability requires a Will save to resist (DC 17). Targets that fail their saving throw are permanently blinded.

Shield of Vanity (Ex): Ashaitaren gains a bonus on all saving throws equal to his Charisma modifier

Instill Vanity (Su): Ashaitaren can instill vanity in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 17)

Damage Reduction 10/+2(Ex): This damage reduction does not

protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.



Hellfire Immunity (Su): Ashaitaren is immune to the effects of hellfire, including damage.

Immunities (Ex): Ashaitaren is immune to fire and slashing damage.

Resistances (Ex): Ashaitaren has cold and electricity resistance 20.

Ashaitaren, The Lord of Pride: CR 8; Huge Outsider; HD 8d8 plus 32; HP 71; Mas 18; Init -1 (-1 Dex); Spd 50 ft, fly 50 ft (clumsy); Defense 20, touch 7, flat-footed 20 (+13 natural, -2 size, -1 Dex); BAB +8; Grap +21; Atk +13 melee (2d6+7, slam) or +5 ranged (by weapon); FS 15 ft by 15 ft; Reach 10 ft; SQ alternate form, blinding beauty, cold resistance 20, darkvision 120', DR 10/+2, electricity resistance 20, fire immunity, hellfire immunity, instill vanity, shield of vanity, slashing immunity, telepathy; AL Pride; SV Fort +10, Ref +5, Will +8; AP 4; Rep 0; Str 24, Dex 8, Con 18, Int 14, Wis 14, Cha 16

Skills: Bluff +14, Concentration +13, Diplomacy +14, Gather Information +14, Intimidate +14, Knowledge (Arcane Lore) +13, Knowledge (Theology and Philosophy) +13, Read/Write (Abyssal, Akkadian, Ancient Greek, Ancient Hebrew, Latin, 6 modern languages), Sense Motive +13, Speak (Abyssal, Akkadian, Ancient Greek, Ancient Hebrew, Latin, 6 modern languages)

Feats: Archaic Weapons Proficiency, Blood Altar, Bloodletting, Night Afflictions, Profane Ritual

YANUOT, THE LORD OF GREED (UNIQUE FIEND, CAEDER)

The archfiend Yanuot feeds on the corruption of mortals who hunger for wealth and power. As the gap between rich and poor grows ever wider, Yanuot grows ever more powerful. In this age of nearly limitless corporate expansion and official policies that favor greed and dehumanization, Yanuot's power is at an all-time high.

Alternate Form (Su): At will as a free action,

Yanuot can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Telepathy (Su): Yanuot can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Yanuot has Darkvision to a range of 120 feet.

Instill Greed (Su): Yanuot may instill greed in a target to a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 17).

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

All that Glitters (Ex): Yanuot can make things appear much more valuable than they truly are. On a successful Bluff skill check (DC 15), Yanuot may increase the perceived value of an item by +1. For each five points by which the skill check exceeds the DC, the perceived value is increased by an additional +1. This perceived value is in fact illusory and will fade in one hour.

Root of All Evil (Ex): Yanuot is a master at using greed against his targets. By exploiting the promise of wealth and its own power to instill greed, Yanuot may make a wealth check (d20 + Wealth bonus) and add half the result (round down) as a bonus to any Bluff, Diplomacy, or Gather Information skill check. Yanuot's Wealth bonus is +30.

Hellfire Immunity (Su): Yanuot is immune to the effects of hellfire, including damage.

Immunities (Ex): Yanuot is immune to fire and poison.

Resistances (Ex): Yanuot has cold resistance 20 and electricity resistance 20.

Yanuot, The Lord of Greed: CR 8; Huge Outsider; HD 8d8 plus 40; HP 79; Mas 20; Init +0; Spd 50 ft, fly 50 ft (clumsy); Defense 21, touch 8, flat-footed 21 (+13 natural, -2 size); BAB +8; Grap +22; Atk +14 melee (2d6+8, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ all that glitters, alternate form, cold resistance 20, darkvision, DR 10/+2, electricity resistance 20, fire immunity, hellfire immunity, instill greed, poison immunity, root of all evil, telepathy; AL Greed; SV Fort +11, Ref +6, Will +5; AP 4; Rep 0; Str 26, Dex 10, Con 20, Int 14, Wis 8, Cha 16

Skills: Bluff +14, Diplomacy +14, Gamble +10, Forgery +13, Gather Information +14, Intimidate +14, Knowledge (Arcane Lore) +13, Profession +10, Sense Motive +10, Sleight of Hand +11

Feats: Archaic Weapons Proficiency, Conviction (Avarice), Windfall x3

BEKASHAA, THE LORD OF LUST (UNIQUE FIEND, CAEDER)

The archfiend Bekashaa feeds on the corruption of mortals who hunger for personal sensual gratification. As the world becomes more hedonistic and self-gratifying, Bekashaa grows ever more powerful.

In this age, the moral depravity of the 'me' generation has created an atmosphere in which the personal pleasure of the individual is embraced over traditional values of community and decency. Bekashaa's lustful temptations have become both normal and acceptable, and so she flourishes in the modern world.

Alternate Form (Su): At will as a free action, Bekashaa can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Telepathy (Su): Bekashaa can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Bekashaa has Darkvision to a range of 120 feet.

Instill Lust (Su): Bekashaa may instill lust in a target to a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 17).

Charm Person (Su): Bekashaa may use charm person as a supernatural ability three times per day. The Will save DC to resist this ability is 17.

Soul Kiss (Su): If Bekashaa can embrace and kiss his target (requiring a successful grapple check) he drains 1d6 points of Constitution from his target. Bekashaa is healed by two hit points for each point of Constitution drained. This attack is very pleasurable to its victim, and will not wake a sleeping target. A charmed target will willingly submit to the Bekashaa's Soul Kiss.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Immunities (Ex): Bekashaa is immune to disease and poison.

Resistances (Ex): Bekashaa has fire resistance 20 and cold resistance 20.

Bekashaa, The Lord of Lust: CR 8; Huge Outsider; HD 8d8 plus 40; HP 79; Mas 20; Init +0; Spd 50 ft, fly 50 ft (clumsy); Defense 21, touch 8, flat-footed 21 (+13 natural, -2 size); BAB +8; Grap +21; Atk +13 melee (2d8+7, slam) or +6 ranged (by weapon); Full Atk; FS 15 ft by 15 ft; Reach 10 ft; SQ alternate form, charm person, cold resistance 20, darkvision, disease immunity, DR 10/+2, fire resistance 20, instill lust, poison immunity, soul kiss, telepathy; AL Lust; SV Fort +11, Ref +6, Will +6; AP 4; Rep 0; Str 29, Dex 10, Con 20, Int 8, Wis 10, Cha 17

Skills: Bluff +14, Diplomacy +16, Gather Information +16, Knowledge (Arcane Lore) +10, Knowledge (Behavioral Sciences) +10, Knowledge

(History) +10 Read/Write Language (Abyssal, any 5 modern languages), Speak Language (Abyssal, any 6 modern languages)

Feats: Archaic Weapon Proficiency, Brainwashing, Profane Ritual, Psychotherapy, Trustworthy

SEKASHETIAEL, THE LADY OF ENVY (UNIQUE FIEND, CAEDER)

The archfiend Sekashemael feeds on the corruption of mortals who resent the achievement of others and desire to possess the fruits of their labors. Current estimates indicate that the average American is bombarded with 853 commercials a day, inspiring all to covet. News media fills the airwaves, television and internet with fluff pieces on the cult of celebrity. Sekashemael is well fed in our age of consumption.

Alternate Form (Su): At will as a free action, Sekashemael can assume the form of a human female or revert to her normal form. She can retain either form indefinitely.

Amphibious (Ex): Sekashemael can breathe air or when underwater with no difficulty.

Telepathy (Su): Sekashemael can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Sekashemael has Darkvision to a range of 120 feet.

Instill Envy (Su): Sekashemael can instill envy in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 13).

Poison (Ex): On a successful bite attack, Sekashemael delivers a paralytic poison to its victim. This poison has a Fortitude save DC of 25, initial damage of 1-6 points of Dexterity and secondary damage of 1-6 points of Strength.

Immunities (Ex): Sekashemael is immune to cold and radiation.

Naturalist (City): When Sekashemael is in or near a major city, she gains a +2 competence bonus on all checks involving the following skills: Climb, Craft

(structural), Hide, Move Silently, Navigate, Search, Survival.

Resistances (Ex): Sekashemael has acid resistance 15 and electricity resistance 25.

Sound Bites: Sekashemael has become so accustomed to making speeches and speaking extemporaneously that she always seems to know exactly the right thing to say to get a desired reaction from her audience. Any time she is attempting a Bluff, Diplomacy, or Intimidate check, Sekashemael can attempt a check against her own Reputation (DC 25) to push the right emotional buttons in his listeners. If this check succeeds, she gains a +4 insight bonus on the Bluff, Diplomacy, or Intimidate check if he is addressing a group of 15 or fewer people. The bonus is +2 if the group is larger.

Swallow Whole (Ex): If Sekashemael successfully grapples a creature smaller than itself, she can attempt to swallow the creature. If she succeeds at a second grapple check, the grappled opponent is swallowed whole. Swallowed creatures take 1d8+10 bludgeoning from constriction and 18 points of acid damage a round. The swallowed creature can attack Sekashemael from the inside with natural weapons, Small, Tiny, or Diminutive weapons against a Defense of 18. Sekashemael can swallow two Large, four Medium or eight Small creatures at a time.

Winning Smile (Su): Sekashemael developed such a force of personal magnetism that she can convince a single target to regard her as a trusted friend. (If the target is currently being threatened or attacked by the Sekashemael or her minions, this ability doesn't work.) The target makes a Will saving throw to avoid being persuaded by the Sekashemael's words and actions. The save DC is 24. This ability doesn't enable Sekashemael to control the target, but the target perceives the Sekashemael's words and actions in the most favorable way.

Sekashemael can try to give the target orders, but she must win an opposed Charisma check to convince

the target to perform any actions he or she wouldn't normally undertake. The target never obeys suicidal or obviously harmful orders, and any act by Sekashemael or her minions that threatens the target breaks the mood and clears the target's head. Otherwise, the target remains won over for 4 minutes. After the duration expires, the GM determines the reaction and attitude of the target based on what the character compelled the target to do

Sekashemael, The Lady of Envy: CR 8;

Large Outsider; HD 8d8 plus 32; HP 71; Mas 18; Init +5 (+1 Dex, +4 Improved Initiative); Spd 50 ft, fly 50 ft (good); Defense 22, touch 9, flat-footed 22 (+13 natural, -1 size); BAB +8; Grap +18; Atk +14 melee (2d6+7 plus poison, bite); FS 10 ft by 10 ft; Reach 5 ft; SQ acid resistance 15, alternate form, amphibious, cold immunity, darkvision, electricity resistance 25, instill envy, naturalist (city), poison, radiation immunity, sound bites, swallow whole, telepathy, winning smile; AL Envy; SV Fort +10, Ref +7, Will +6; AP 4; Rep 0; Str 25, Dex 13, Con 18, Int 14, Wis 10, Cha 8

Skills: Disable Device +13, Disguise +10, Escape Artist +12, Hide +10, Intimidate +10, Knowledge (Arcane Lore) +13, Knowledge (History) +13, Move Silently +14, Read/Write Language (Abyssal, Akkadian,

Ancient Greek, Ancient Hebrew, Aramaic, Latin, 6 modern languages), Sleight of Hand +12, Speak Language (Abyssal, Akkadian, Ancient Greek, Ancient Hebrew, Aramaic, Latin, 6 modern languages)

Feats: Archaic Weapons Proficiency, Improved Initiative, Stealthy

METEKEPAEL, THE LORD OF GLUTTONY (UNIQUE FIEND, CAEDER)

The archfiend Metekepael feeds on the corruption of mortals who are wasteful or overindulgent. In this age of self gratification, Metekepael reigns supreme. He moves within many elite circles, bringing all forms of addictive goodies to the most beautiful people in the world, watching as they quickly succumb to the call to push beyond any recreational use of drugs and alcohol, until the drive to feed their needs becomes an entire lifestyle of its own.

Alternate Form (Su):

At will as a free action, Metekepael can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Telepathy (Su): Metekepael can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Metekepael has Darkvision to a range of 120 feet.

Immune to Cold (Ex):

Metekepael is immune to cold damage of all kinds. The thick blubbery hide possessed by this creature allows him to endure cold attacks or

arctic environments in complete comfort.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a Holy Site (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Instill Gluttony (Su): Metekepael can instill gluttony in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 13).

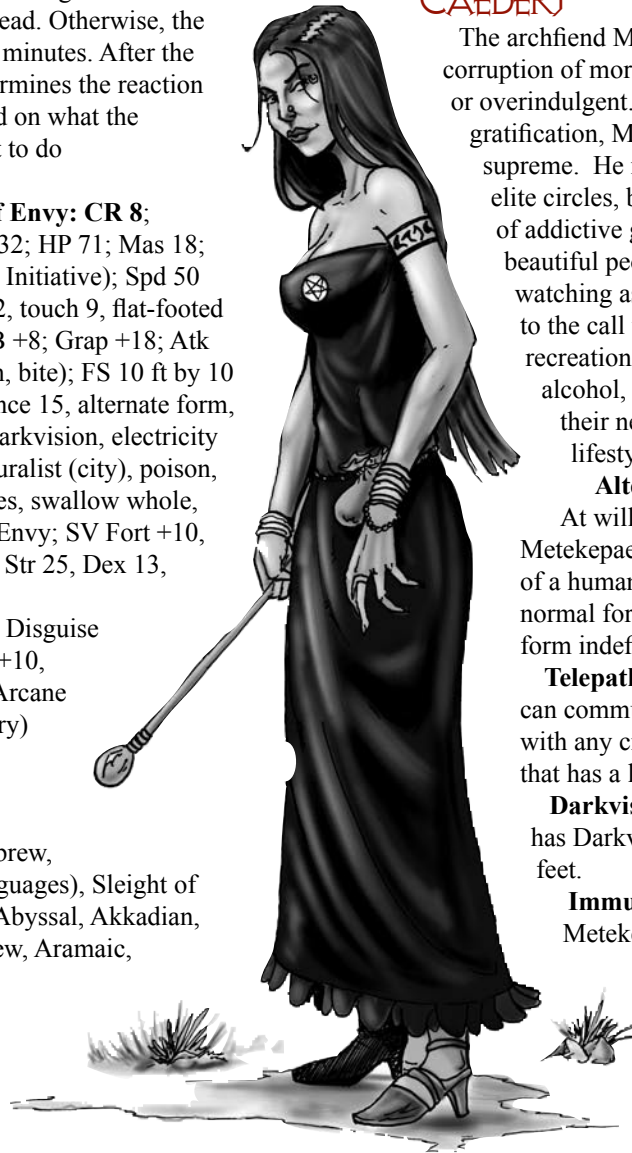
Crush (Ex): Metekepael is skilled at crushing his opponents, suffocating them in folds of disgusting, blubbery flesh. In addition to the normal damage this attack can inflict at the hands of a normal bloat fiend, Metekepael is covered in spikes and quills as well. He may make grapple attacks without provoking attacks of opportunity, inflicting 3d8 on a successful grapple.

If Metekepael succeeds in maintaining a grapple beyond one round, the grappled creature suffers suffocation in addition to the grapple damage (see the rules on strangulation for more information).

Ingestion (Ex): Metekepael has the disgusting ability to eat anything, and not only derive nourishment from it, but actually heal damage in doing so. Consuming an inanimate object restores HP to Metekepael equal to three times the hardness of the object, up to Metekepael's maximum HP. Ingestion is a full round action, but provokes no attacks of opportunity.

Resistances (Ex): Metekepael has acid resistance 20.

Metekepael, The Lord of Gluttony: CR 8; Huge Outsider; HD 8d8 plus 48; HP 87; Mas 22; Init -3; Spd 30 ft, burrow 10 ft; Defense 23, touch 5, flat-footed 23 (+18 natural, -2 size, -3 Dex); BAB+8; Grap +25; Atk +17 melee (3d6+11, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ acid resistance 20, alternate form, cold immunity, darkvision, DR 10/+2, ingestion,



instill gluttony, telepathy; AL Gluttony; SV Fort +12, Ref +3, Will +5; AP 4; Rep 0; Str 32, Dex 4, Con 22, Int 10, Wis 8, Cha 8

Skills: Bluff +10, Intimidate +10, Knowledge (Arcane Lore) +11, Knowledge (History) +11, Knowledge (Streetwise) +11, Knowledge (Theology and Philosophy) +11, Listen +10, Spot +10

Feats: Archaic Weapons Proficiency, Black Mass, Enemy (Higher Power), Perdition's Prayer, Profane Ritual

DEKEMET, THE LORD OF WRATH (UNIQUE FIEND, CAEDER)

The archfiend Dekemet feeds on the corruption of mortals who have succumbed to the powerful urges of anger and hate. Humanity has never needed a reason to hate; it simply needed a focus for its hatred. Race, religion, age, social status, gender and sexual orientation have all been targeted groups used by Dekemet as an "other" to fuel the hatred of the masses. Often this hysteria against the other leads to prejudice, violence and war.

Alternate Form (Su): At will as a free action, Dekemet can assume the form of a human male or revert to his normal form. He can retain either form indefinitely.

Immunities (Ex): Dekemet is immune to flanking, critical hits, fire and death effects.

Resistances (Ex): Dekemet has cold resistance 20 and fire resistance 20.

Telepathy (Su): Dekemet can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Dekemet has Darkvision to a range of 120 feet.

Alter Self (Su): Dekemet can assume any humanoid shape at will, and can maintain each form indefinitely.

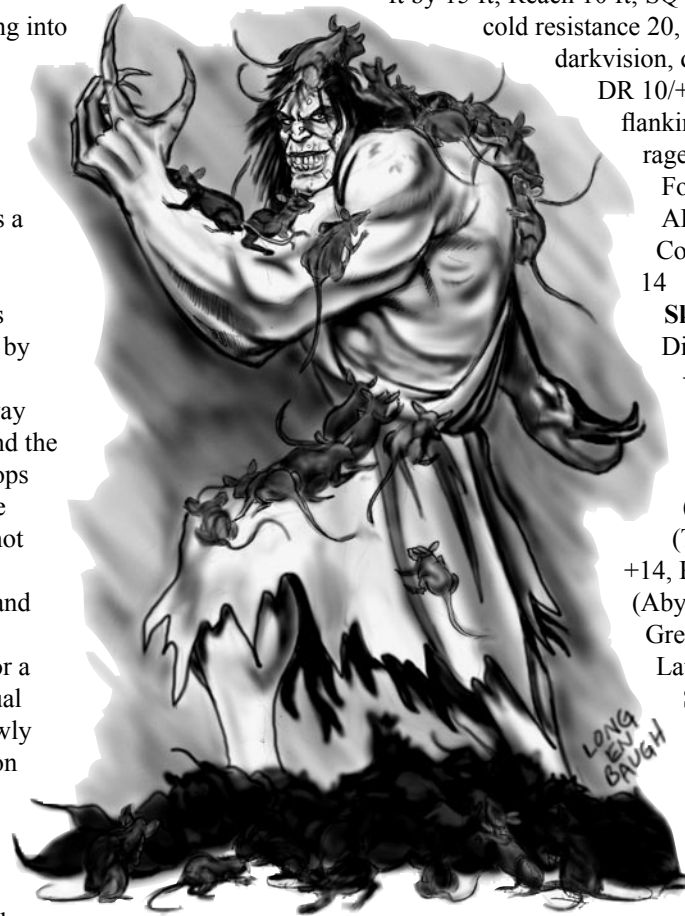
Instill Hatred (Su): The hatemonger can instill hate in a target at a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 14).

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Rage (Ex): By flying into a fit of rage, Dekemet temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases Dekemet's hit points by 2 points per level, but these hit points go away when the rage ends and the Constitution score drops back to normal. While raging, Dekemet cannot use skills or abilities that require patience and concentration.

A fit of rage lasts for a number of rounds equal to 3 + Dekemet's (newly improved) Constitution modifier. Dekemet may prematurely end the rage voluntarily and is not fatigued at the end of the rage. Dekemet can only fly into a rage once per encounter, but may do so at will. Entering a rage takes no time itself, but Dekemet can only do so during his action.



Dekemet, The Lord of Wrath: CR 8; Huge Outsider; HD 8d8 plus 32; HP 71; Mas 18; Init -2 (-2 Dex); Spd 50 ft, fly 50 ft (good); Defense 19, touch 6, flat-footed 19 (+13 natural, -2 size, -2 Dex); BAB +8; Grap +25; Atk +17 melee (2d6+11, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ alter self, alternate form, cold resistance 20, critical hits immunity, darkvision, death effects immunity, DR 10/+2, fire resistance 20, flanking immunity, instill hatred, rage, telepathy; AL Wrath; SV Fort +10, Ref +4, Will +6; AP 4; Rep 0; Str 32, Dex 6, Con 18, Int 16, Wis 10, Cha 14

Skills: Bluff +13, Diplomacy +13, Forgery +14, Gather Information +13, Intimidate +13, Knowledge (Arcane Lore) +14, Knowledge (History) +14, Knowledge (Theology and Philosophy) +14, Read/Write Language (Abyssal, Akkadian, Ancient Greek, Ancient Hebrew, Latin, 7 modern languages), Sense Motive +11, Speak Language (Abyssal, Akkadian, Ancient Greek, Ancient Hebrew, Latin, 7 modern languages)

Feats: Archaic Weapons Proficiency, Conviction (Wrathful), Enemy (Higher Power), Jealous Rage, Profane Ritual

Dekemet, The Lord of Wrath (raging): CR 8; Huge Outsider; HD 8d8 plus 48; HP 87; Mas 22; Init -2 (-2 Dex); Spd 50 ft, fly 50 ft (good); Defense 17, touch 4, flat-footed 17 (+13 natural, -2 size, -2 Dex, -2 rage); BAB +8; Grap +27; Atk +19 melee (2d6+13, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ alter self, alternate form, cold resistance 20, critical hits immunity, darkvision, death effects immunity, DR 10/+2, fire resistance 20, flanking immunity, instill hatred, rage, telepathy; AL Wrath; SV Fort +12, Ref +4, Will +8; AP 4; Rep 0; Str 36, Dex 6, Con 22, Int 16, Wis 10, Cha 14

KEBENUON, THE LADY OF SLOTH (UNIQUE FIEND, CAEDER)

The archfiend Kebenuon feeds on the corruption of mortals who waste the gifts and skills they were given. Kebenuon has been known to habit the cold filthy back streets of nearly every city on Earth, feeding from the apathy and despair she finds amidst the homeless and downtrodden.

Although rarely showing her true nature to any mortal, many denizens of the streets have felt her presence, some having even seen her preying upon societies cast-offs, gaining first-hand experience of the effect her presence has had upon them. She is the queen of apathy in a new world overflowing with tides of lost and forsaken souls.

Alternate Form (Su): At will as a free action, Kebenuon can assume the form of a human female or revert to her normal form. She can retain either form indefinitely.

Telepathy (Su): Kebenuon can communicate telepathically with any creature within 100 feet that has a language.

Darkvision (Ex): Kebenuon has Darkvision to a range of 120 feet.

Damage Reduction 10/+2 (Ex): This damage reduction does not protect against any weapon Consecrated by a Believer of 8th level or higher or

against holy water drawn from a site of power (such as the fountains of Glastonbury) or created by a Believer of 8th level or higher.

Damage Reduction 10 vs. bludgeoning weapons (Ex): Kebenuon ignores the first 10 damage of any bludgeoning attack.

Instill Sloth (Su): Kebenuon may instill malaise in a target to a range of 50 feet as an attack action. This effect is negated by a successful Will save (DC 12).

Slow (Su): Three times per day, Kebenuon can slow up to 8 targets at a range of 45 feet. This effect is negated by a successful Will save (DC 12).

Immunities (Ex): Kebenuon is immune to cold and bludgeoning damage.

Poison (Ex): Kebenuon's tail carries a powerful sedative poison that knocks a victim out for 1d4 hours if they fail a Fortitude save against DC 23. There are no secondary effects to this poison.

Quick Trick (Ex): As a denier, Kebenuon is able to use the Smart Hero's Trick talent as a move action and add her level of denier to the smart hero to determine the save. As her present level of development the Reflex saving throw DC is 32.

Resistances (Ex): Kebenuon has electricity resistance 20 and fire resistance 20. Due to feat selection Kebenuon also has sonic/concussive resistance 9.

Kebenuon, The Lady of Sloth: CR 8; Huge Outsider; HD 10d8 plus 60; HP 108; Mas 25; Init -4 (-4 Dex); Spd 10 ft; Defense 24, touch 4, flat-footed 24 (+20 natural, -2 size, -4 Dex); BAB +8; Grap +28; Atk +20 melee (3d8+14, slam); FS 15 ft by 15 ft; Reach 10 ft; SQ alternate form, bludgeoning immunity, cold immunity, concussive resistance 9, darkvision, DR 10/+2, DR 10/bludgeoning, electricity resistance 20, fire resistance 20, instill sloth, poison, quick trick, slow, telepathy, sonic resistance 9; AL Sloth; SV Fort +14, Ref +4, Will +5; AP 5; Rep 0; Str 38, Dex 2, Con 22, Int 6, Wis 8, Cha 6

Skills: Bluff +9, Intimidate +9, Knowledge (Arcane Lore) +9, Knowledge (Theology and Philosophy) +9, Listen +10, Sense Motive +10, Spot +10

Feats: Archaic Weapons Proficiency, Enemy (Higher Power), Great Fortitude, Improved Damage Threshold, Lighting Reflexes, Profane Ritual

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