



Presents:

# Heroes of the Jade Oath Preview

# The Demon Hunter

Jade Mandarin (Design): Frank Carr

Demon Hunter (Editor): Bill Collins

Infernal Illuminator (Artist): Wayne Reynolds

Celestial Scribe (Layout): Hans Cummings

Lowly Cat Herdsman (Publisher): Steven D. Russell

*The publisher dedicates this preview to Frank Carr for  
entrusting me with his vision.*

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## DEMON HUNTER

*"Evil does not die with the flesh."*

– Kung Fu Tse

Undead, demons, devils, aberrations, foul spirits, practitioners of the darkest sorceries, and other evil creatures not native to this world imperil the people and the very land itself. The demon hunter strives to protect the land and its peoples by hunting these creatures down. She works to restore balance by returning these creatures to their proper place in the universe, either through banishment, destruction, or even redemption. The demon hunter brings a unique combination of magical training and combat prowess to bear against her sworn enemies.

This is an uncommon and tough trade, even in the Lands of the Jade Oath, which emphasizes capturing and restraining the evil left behind by the dramojh and their infernal allies. Demon hunting is about hunting and overcoming infernal creatures, not necessarily destroying them. Sometimes it is about restoring souls to their proper place in the Celestial Order. For some demon hunters, capturing or forcing an infernal creature to submit to her will, either by restraint or through humiliation, is



a better victory. Demon hunters who rehabilitate their foes often take guilty delight in shaming infernal creatures until they can appreciate the error of their ways. For demons, sentient undead, and other infernal creatures with an ego, it is a most infuriating experience. The ultimate victory for any demon hunter is to reform or rehabilitate an infernal creature, putting them back in their proper place within the Celestial Order.

There are many tales of demon hunters reforming an infernal creature and, over time, creating a sense of friendship in captured infernals.

### **What is an Infernal?**

*Infernals are creatures not native to this world or otherwise naturally tied to it and whose presence in this world is not sanctioned by the Celestial Bureaucracy. This includes creatures that are descended from other infernals, like bakemono, but have since become native to this world. Creatures considered to be infernals are:*

- ◆ All aberrations
- ◆ All undead
- ◆ Certain outsiders
- ◆ Certain fey with the evil subtype
- ◆ All goblinoids

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Eventually, the infernal creature may even become a force for good. In some tales, the infernals attain enlightenment and ascend to the heavens as an immortal spirit in the service of the Celestial Court.

**Adventurers:** All demon hunters seem born to the lifestyle; they are the very epitome of the definition of adventurer. They seek out that which is most dangerous to tame it and to make the world a better place. Demon hunters listen for tales of hauntings and of monsters terrorizing the countryside. The stories of the simple farmers and peasants of the land elevate the demon hunters to the proportion of legendary heroes. Even demon hunters who teach others are active hunters; there is no other way to teach their skills effectively. The only non-adventuring demon hunters are those who die or who retire because they are too old to keep up the hunt.

**Characteristics:** Demon hunters rely on many techniques, abilities, and tricks. The tradition determines what techniques and tricks she uses. No matter the tradition, all demon hunters learn methods to identify, track, imprison, and destroy the infernal creatures they hunt. They also develop techniques to resist the damage that infernal creatures inflict on them.

**Religion:** An important part of any demon hunter's life is her relation with her religion. Many common religions and philosophies count demon hunters amongst their followers. Most in the Lands of the Jade Oath are followers of either the Taoshidao, Kami-do, or Bodhi religious and philosophical sects. These ideologies believe in conquering infernal creatures to keep the innocent free of

evil, restore balance to the creature's own soul, and to ultimately restore or maintain the balance to the universe.

**Background:** Demon hunters can come from any background or origin. A great many receive their training at the hands of monks trained in the demon hunting arts. Often, a past injustice at the hands of infernal creatures motivates one to become a demon hunter. A rare few are charlatans with cheap charms, ineffective talismans to sell or even elaborate charades simulating an exorcism. Some are born to the profession, with a destiny already ordained. Most though, are part of an order or are born to a family who hunt infernal creatures.

A number of traditions teach different demon hunting techniques. These schools of thought advocate different methods of physical and/or magical training. Some are very ascetic and honorable, while others may be renowned for their degenerate and obnoxious behavior. Still others might be a combination of the two extremes or in between. All traditions have a strong sense of discipline and purpose when it comes to hunting infernal creatures. Some are organized into schools or monastic orders and others are a matter of a lone teacher and apprentice, or somewhere in between. Many traditions use techniques developed and inspired by the teachings of certain religions or philosophies. Most are descended from Taoshidaoist or Bodhi thought. Available demon hunting traditions are:

- ◆ *Celestial Retribution:* This demon hunting tradition is religious and dogmatic and believes that invoking the powers of the divine through written prayers is the best way to fight demons. They write prayers, or sutras, as runic kanji on strips

of paper and send them flying with magical energies toward their target.

- ◆ *Fiendish Guile*: Demon hunters trained in these methods believe that the best way to outfight a demon is to outthink it. They use treacherous cunning, tricks, and tactics to overcome their infernal foes. This tradition is the most adaptable as they are open-minded and willing to learn from other schools of thought. But they are also the most devious and underhanded of demon hunters.
- ◆ *Immaculate Exorcism*: Followers of this tradition believe that the worst of the infernals possess the living and rob them of their lives. They specialize in exorcising possessing entities, combating incorporeal infernals and placating the spirits of deceased ancestors.
- ◆ *Infernal Curses*: This controversial demon hunting tradition believes in using the enemy's weapons against them. They use their knowledge of demonic magic and curses against their foes. They bind infernals to them to learn from their enemy and perhaps even reform them.
- ◆ *Power of the Vanquished*: This tradition is definitely controversial. It inspires outright disgust by other demon hunters aware of its existence. These demon hunters take the Infernal Curses line of reasoning a step further. They steal the forms and abilities of the infernals they vanquish to use against their enemies.
- ◆ *Voice of Righteous Purity*: Members of this demon hunting tradition are a branch of warrior-monks dedicated to the eradication of infernals. They use their chants and mantras to purify their actions when fighting.

*The full description of demon hunter traditions and abilities appears in Heroes of the Jade Oath.*

**Races:** Bakemono are seldom members of this class, but they can make for surprisingly crafty demon hunters who mostly take to the Fiendish Guile, Infernal Curses, or Power of the Vanquished traditions. Dahren make for proficient demon hunters, typically following the traditions of Celestial Retribution and Voice of Righteous Purity. Garuda and goushen, with their natural toughness, make for excellent demon hunters who find themselves in any tradition. Faen and liang demon hunters are few, and those that exist are from the traditions of Celestial Retribution or Fiendish Guile.

The adaptable humans take well to any traditions, but are likely to learn the most adaptive path, the tradition of Fiendish Guile. Mandragoran, naga, and yueren are rarely demon hunters. Those naga who do take this class typically follow the Celestial Retribution or Infernal Curses traditions. Naga-born demon hunters are also rare, and follow the traditions that increase their physical power or take advantage of their natural craftiness, like Fiendish Guile or Power of the Vanquished. Sanesaram take well to the profession, and very fiercely defend against infernal depredations in the traditions of Celestial Retribution and Immaculate Exorcism. Ruishishen follow the path of demon hunting as well as any other race, preferring the traditions of Fiendish Guile and Voice of Righteous Purity.

The hushen are exceptional demon hunters whose origins revolve around the stories of the Celestial Emperor. He needed a race of demon hunters to protect the world from the infernal creatures unleashed by the

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dramojh. Verrick are not likely to be demon hunters, but those who are can usually be found as members of the Immaculate Exorcism or Infernal Curses traditions. Shenxue, no matter their ancestry, may have an advantage in perspective to being demon hunters that others may lack. They favor any tradition appropriate to their spirit ancestry.

**Other Classes:** Demon hunters relate to members of other classes according to how they fit in to the demon hunter's mission. Classes that get along best with the demon hunter add value to their hunt to defeat infernal creatures. These classes are usually, but not always, warrior and spellcasting classes that can aid in combat or in finding infernal creatures. Other classes that do not aid the hunt are a hindrance at best and an obstacle or enemy at worst.

**NPCs:** The ascetic, mystic warrior who fights against the recent infestation of undead with sutras is a demon hunter. The drunken, grizzled vagabond-warrior sleeping in the haunted graveyard might be a demon hunter. The cocky, loudmouthed, muscle-bound jerk with the small infernal companion by his side is a demon hunter. The greasy, monk-like fellow, newly arrived in town, selling talismans is either a demon hunter or a charlatan. The small, wise-cracking, bakemono who can assume various monstrous forms is likely a demon hunter.

**Hit Die:** d10

### **Skills**

The demon hunter's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Feng Shui (Wis), Intimidate (Cha), Jump (Str), Knowledge (Ceremony) (Int), Knowledge

(Cosmology) (Int), Knowledge (Dangerous Beasts) (Int), Knowledge (Magic) (Int), Knowledge (Religion) (Int), Spot (Wis), and Survival (Wis).

**Skill Points at 1st Level:** (2 + Int modifier) x4.

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

### **Class Features**

All of the following are class features of the demon hunter.

#### **Weapon and Armor Proficiency:**

Demon hunters are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), but not with shields. Demon hunters are trained to keep their hands free in order to use their special techniques and cast spells.

**Spells:** Demon hunters have access to simple spells. A demon hunter may choose to ready any simple spell, provided she can cast spells of that level. She readies spells ahead of time, any of which she can cast up to the maximum number of spell slots available to her for each given level. To ready or cast a spell, a demon hunter must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a demon hunter's spell is 10 + the spell's level + the demon hunter's Charisma modifier. Bonus spells for demon hunters rely on Charisma.

Demon hunters never gain access to spells of 5th level or above. A demon hunter's caster level is one-half her class level.

Demon hunters can cast their ofuda or sutra (spells) while wearing light armor without suffering the chance of spell failure. Their spells have material, verbal, and somatic components, but the motions they employ are simple enough

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spell Slots per Day				
						0	1	2	3	4
1st	+1	+2	+0	+0	Demon Hunting Technique	0	-	-	-	-
2nd	+2	+3	+0	+0	Know the Enemy, Sense the Infernal	0	-	-	-	-
3rd	+3	+3	+1	+1	Presence of Will	1	-	-	-	-
4th	+4	+4	+1	+1	Demon Hunting Technique	1	0	-	-	-
5th	+5	+4	+1	+1	Demon Skin, Recognize Infernal Handiwork	1	0	-	-	-
6th	+6/+1	+5	+2	+2	Horroric Resolve, Know the Enemy (2nd)	1	1	-	-	-
7th	+7/+2	+5	+2	+2	Hellish Endurance	1	1	0	-	-
8th	+8/+3	+6	+2	+2	Demon Hunting Technique	1	1	0	-	-
9th	+9/+4	+6	+3	+3	Light Regeneration	2	1	1	-	-
10th	+10/+5	+7	+3	+3	Improved Hellish Endurance, Know the Enemy (3rd)	2	1	1	0	-
11th	+11/+6/+1	+7	+3	+3	Efficient Spellcasting (Medium Armor)	2	1	1	0	-
12th	+12/+7/+2	+8	+4	+4	Demon Hunting Technique	2	2	1	1	-
13th	+13/+8/+3	+8	+4	+4		2	2	1	1	0
14th	+14/+9/+4	+9	+4	+4	Craft Infernal Bindings, Know the Enemy (4th)	3	2	1	1	0
15th	+15/+10/+5	+9	+5	+5		3	2	2	1	1
16th	+16/+11/+6/+1	+10	+5	+5	Demon Hunting Technique	3	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		3	3	2	1	1
18th	+18/+13/+8/+3	+11	+6	+6	Efficient Spellcasting (Heavy Armor), Know the Enemy (5th)	3	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		4	3	2	2	1
20th	+20/+15/+10/+5	+12	+6	+6	Demon Hunting Technique	4	3	3	2	1
21st	+21/+16/+11/+6/+1	+12	+7	+7	Bonus Feat	4	3	3	2	2
22nd	+22/+17/+12/+7/+2	+13	+7	+7	Know the Enemy (6th)	4	4	3	2	2
23rd	+23/+18/+13/+8/+3	+13	+7	+7	Bonus Feat	4	4	3	3	2
24th	+24/+19/+14/+9/+4	+14	+8	+8	Demon Hunting Technique	4	4	3	3	2
25th	+25/+20/+15/+10/+5	+14	+8	+8	Bonus Feat, Redeem the Enemy	5	4	4	3	2

that they can wear light armor without penalty. They suffer the normal spell failure chances for medium or heavy armor.

*Material Component:* A demon hunter must use strips of paper with her spells written on them as material components to focus the power of her magic. If the demon hunter has her ofuda or sutras with her, assume that she has the necessary material component when she needs it. If she does not have her ofuda, the demon

hunter can attempt to produce the spellcasting material component, assuming the necessary materials are available. To create an ofuda requires time to cast the spell and the materials to create it: typically paper, a brush or stylus, and ink or reasonable substitutes.

Casting spells without a prepared material component doubles the casting time for all of the demon hunter's spells. (So, spells with a casting time of one standard action would take a full round to cast.)

Demon Hunter Spells Readied at One Time					
Level	0	1	2	3	4
1st	0	-	-	-	-
2nd	0	-	-	-	-
3rd	1	-	-	-	-
4th	1	0	-	-	-
5th	2	0	-	-	-
6th	2	1	-	-	-
7th	2	1	0	-	-
8th	2	2	0	-	-
9th	3	2	1	-	-
10th	3	2	1	0	-
11th	3	2	2	0	-
12th	3	3	2	1	-
13th	4	3	2	1	0
14th	4	3	2	2	0
15th	4	3	3	2	1
16th	4	4	3	2	1
17th	5	4	3	2	2
18th	5	4	3	3	2
19th	5	4	4	3	2
20th	5	5	4	3	2
21st	6	5	4	3	3
22nd	6	5	4	5	3
23rd	6	5	5	5	3
24th	6	6	5	5	3
25th	6	6	5	5	4

**Demon Hunting Technique:** Demon hunters face their enemies with a wide variety of techniques. A given demon hunter's methodology largely depends upon her chosen religion or philosophy. One may employ brute force or combat finesse, another may use guile, stealth, and trickery to outmaneuver her quarry and another might employ celestially-inspired prayers or her knowledge of infernal curses to provide a similar outcome.

At 1st level, demon hunters gain a special ability and a skill based on the traditional training. The demon hunter may only ever have one tradition, though demon hunters of the Fiendish Guile tradition may be the exception that

proves the rule. The demon hunter gains an additional technique at 4th level, and at every four levels thereafter (8th, 12th, 16th, 20th, and 24th).

Bonus language options include Abyssal, Bakemono, and Infernal. These choices are in addition to the bonus languages available because of race.

**Know the Enemy (Ex):** A demon hunter dedicates her life to the defeat and destruction of infernal creatures. These are the enemies she both detests and grimly respects above all others, and learns everything she can about them in order to use that knowledge to her advantage. Upon first gaining this ability,

Demon Hunter Favored Enemies
Aberration
Fey
Humanoid (goblinoid)
Outsider
Incorporeal creature
Undead

a demon hunter may select a type of creature from among those given on the Demon Hunter Favored Enemies table. The character gains a +1 bonus for every two levels of demon hunter to Bluff, Gather Information, Listen, Sense Motive, Search, Spot, and Survival checks when using these skills against the favored enemy. Likewise, she gains the same bonus on weapon damage rolls.

At 2nd level and every four levels thereafter (6th, 10th, 14th, 18th, and 22nd levels), the demon hunter may select an additional favored enemy from the table.

A multiclassed demon hunter with the favored enemy class ability from a different class does not stack the bonuses; she uses whichever bonus is higher.

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**Sense the Infernal (Sp):** At 2nd level, the demon hunter can use creature *loresight* or *detect creature* (only against those creatures with the infernal subtype) at will, as per the spells, with a caster level equal to class level. She may only have one such ability active at any time. The demon hunter does not suffer any negative effects from sensing an overwhelming aura when using this ability.

**Presence of Will (Ex):** At 3rd level, the demon hunter gains a bonus equal to her Charisma bonus (if any) on Will saving throws. Furthermore, if she should ever gain the Ch'i Awakened feat, she can use her Charisma score in place of her Wisdom score to determine how many ch'i points she gains and how long she can maintain her ch'i focus. Her Charisma score determines the maximum number of ch'i points she can invest into a chakra as well as her ability to replenish ch'i. Likewise, her Charisma score, not Wisdom, determines if she meets any prerequisites for any ch'i or chakra feat. Wisdom still determines the duration of her ch'i focus.

**Demon Skin (Ex):** The demon hunter's training is tough and punishing, making her skin very durable. She treats any damage received from blunt weapons as subdual damage. The demon hunter still takes the full, normal damage from piercing attacks, slashing attacks, energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

**Recognize Infernal Handiwork (Ex):** At 5th level, a demon hunter recognizes their foes' handiwork, learning if an item or effect was crafted by an infernal. The demon hunter must make a successful Knowledge (Cosmology) check for the

works and constructs of outsiders, a successful Knowledge (Religion) check for the works and constructs of undead, or a successful Knowledge (Magic) check (all at DC 25) for the works and constructs of the other types of infernals. The demon hunter receives a bonus to this check equal to her class level.

**Horrific Resolve (Su):** Through a combination of incredible resolve and horrifying experiences, the demon hunter no longer fears any opponent. Beginning at 6th level, a demon hunter is immune to fear (magical or otherwise).

**Hellish Endurance (Su):** Infernals can inflict incredible damage upon the body of a demon hunter. The demon hunter learns through force of personality, willpower, and supreme confidence to delay and eventually deflect damaging attacks or other harmful effects by disbelieving in them or that they could ever possibly affect her. As a free action, after she takes damage the demon hunter delays the onset of damage from any other attacks or damaging effects.

She can use this ability a number of times per day equal to her Charisma bonus; once per week if she has no Charisma bonus. Instead of suffering from the damage from any attacks right away, the demon hunter suffers this damage 1 round later after this ability's duration expires. If the demon hunter should gain some sort of benefit or immunity that would either protect or lessen the effect from any of the damage, it has no effect on the delayed damage. When the demon hunter takes the damage a round later, she is affected as if she had just suffered from the blow.

Any healing effects benefiting the demon hunter are also delayed just as if it were a damaging effect. However, the effects of any healing are applied at

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the same time as any damage when it is applied later, occurring simultaneously.

At 10th level, this ability improves. The demon hunter completely and permanently deflects any and all damage from the first attack in any encounter that she uses this ability against. On subsequent rounds, Hellish Endurance may still be activated, though any other damage received for the remainder of this ability's duration is delayed as normal.

**Light Regeneration (Su):** Through the unconscious manipulation of her ch'i, the demon hunter quickly regenerates certain non-lethal wounds. Instead of healing subdual damage at a rate of 1 hit point per hour per character level, the demon hunter heals subdual damage at a rate of 1 hit point + her Constitution bonus per hour per character level.

**Efficient Spellcasting (Sp):** Beginning at 11th level, the demon hunter becomes more proficient at casting spells while wearing armor. She ignores spell failure chances while wearing medium armor. At 18th level, the demon hunter learns to cast spells in heavy armor without fear of spell failure.

**Craft Infernal Bindings (Ex):** At 14th level, the demon hunter gains the benefit of Craft Constant Item feat to create a device that serves as a prison. This device functions identically to an *iron flask*, except that it can only imprison infernals with the incorporeal or outsider types and subtypes. She must pay for the same materials used to create an *iron flask* (85,000 gp and 6800 xp). Samples of such devices are eight-sided mirrors with the eight trigrams of the I-Ching inscribed along the sides, bags made of demon skin, magic gourds, or large, unusually colored or decorated pearls.

**Bonus Feat (Ex):** At 21st, 23rd, and 25th levels, the demon hunter gains an additional general, ceremonial, ch'i, or chakra feat of her choosing. This is in addition to the feats characters normally get every third level. If the character selects from ceremonial feats, she need not go through the ceremony (or pay for it) to get a bonus ceremonial feat; even an Unbound character can acquire ceremonial bonus feats in this way. The character still must meet all prerequisites for a feat, including ability score and base attack bonus minimums (but not truenames).

**Redeem the Enemy (Ex):** The demon hunter can reform any infernal with a Challenge Rating of less than half the demon hunter's class level. By taking a full round action and uttering a profoundly important universal truth to a single infernal creature, such as the secret path to enlightenment or the secret to true contentment, the demon hunter brings the infernal creature to a heavenly state of consciousness. For a number of rounds equal to the demon hunter's Charisma bonus (minimum one round) the infernal gains the Celestial subtype. Its appearance becoming more beautiful and metallic in coloration. The infernal creature act immediately in accord with its new subtype and template.

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