

- Chapter Two -

The Power of Evil

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

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

- Special Abilities -

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

Air Ken (Ex)

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

Allure (Sp)

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

Aura of Antimagic (Su)

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

Aura of Despair (Su)

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

Aura of Fear (Sp)

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



Table 2-1: Domain Based Special Abilities

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

Burst of Confusion (Sp)

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

Burst of Desire (Ex)

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

Cloak of Envy (Su)

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

Cutpurse (Ex)

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

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

Damage Reduction (Su)

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

Dark Blessing (Ex)

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

Dark Host (Ex)

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

Death Touch (Sp)

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

Mammoth of Baal

Huge Magical Beast

Hit Dice: 11d10+55 (115 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

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

AC (Flat-Footed): 23

AC (vs. Touch Attacks): 9

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

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

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

Special Attacks: Smite Good, Trample 2d8+15

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

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

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

Skills: Listen +7, Spot +6

Feats: Power Attack, Cleave

Climate/Terrain: Any underground

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

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



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

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

Combat

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

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

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

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