

Illus. by D. Bircham



This appendix contains material including prestige classes, unique items, monster entries, and player handouts relevant to the adventure. As Dungeon Master, you are encouraged to make prestige classes available to your players when their characters meet the prerequisites.

Prestige Classes

The following two prestige classes are available to the PCs through their potential association with two NPCs in the adventure.

DEMONWRECKER

“Mercy? It’s a waste of time. Demons don’t understand the concept.”

—LeShawn Sonj, a demonwrecker

Spellcasters specializing in demon eradication can gain great fame and prestige—if they survive long enough. Although demons are highly resistant to spells, a demonwrecker’s magic is more effective at penetrating their defenses than magic from other sources. While the elite divine spellcasters known as demonwreckers specialize in fighting demonic

opponents, they are almost as effective as their nonspecialized counterparts at combating foes of all types.

BECOMING A DEMONWRECKER

The demonwrecker prestige class appeals to experienced divine spellcasters of all sorts. A demonwrecker might be a cleric, a paladin, or even a favored soul. It’s easy for most divine spellcasters to qualify for the prestige class, but its narrowly focused abilities hold the greatest appeal for planar travelers dedicated to fighting demons or other chaotic or evil outsiders.

CLASS FEATURES

You gain a suite of abilities that greatly enhances your ability to fight demons. The primary benefits of this prestige class are the ability to overcome spell resistance and the ability to bypass various kinds of damage reduction.

All the following are class features of the demonwrecker prestige class.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a demonwrecker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

ENTRY REQUIREMENTS

Skill: Knowledge (the planes) 5 ranks.

Feat: Spell Penetration.

Spellcasting: Able to cast 3rd-level divine spells.

Special: Candidate must have fought against a demon.

TABLE A-1: THE DEMONWRECKER HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Breach spell resistance, demonwreck weapon of good	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Demonwreck weapon of cold iron	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	Demonwreck spell damage	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+4	Demonwreck weapon aura	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	Perfect breach	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Sense Motive, Spellcraft.

Breach Spell Resistance (Ex): You gain a bonus equal to your demonwrecker level on caster level checks made to overcome the spell resistance of either chaotic or evil outsiders. This benefit is in addition to the increased caster level you gain from the class. For example, the bonus on the check to overcome spell resistance for a 6th-level cleric /4th-level demonwrecker casting *searing light* at a balor would be +14 (+10 for caster level and +4 for demonwrecker levels).

Demonwreck Weapon of Good (Su): Any weapon you wield is treated as good-aligned for the purpose of overcoming the damage reduction of chaotic evil outsiders. This ability also applies to any natural attacks you have.

Demonwreck Weapon of Cold Iron (Su): Beginning at 2nd level, any weapon you wield is treated as a cold iron weapon for the purpose of overcoming the damage reduction of chaotic evil outsiders. This ability also applies to any natural attacks you have.

Demonwreck Spell Damage (Su): When you attain 3rd level, all your spells that deal damage of specific types are imbued with power against demons. Half the damage from such a spell is the type it would normally deal, but the other half is untyped and therefore not subject to reduction or negation by resistance or immunity to a given damage type. For example, a cleric 6/demonwrecker 4 with the fire domain who casts *burning hands* at a balor would deal 5d4 points of damage, half of which is fire and half of which is untyped. Alternatively, he could cast a *flame strike* that would normally deal 10d6 points of damage, half fire and half holy. With this ability, the spell would deal one-half untyped damage, one-quarter fire damage, and one-quarter holy damage.

Demonwreck Weapon Aura (Su): When you attain 4th level, all weapons wielded by allies within 30 feet of you are treated as good-aligned and cold iron for the purpose of overcoming the damage reduction of chaotic evil outsiders. This ability also applies to any natural attacks you have.

Perfect Breach (Ex): At 5th level, you automatically overcome a chaotic evil outsider's spell resistance.

PLAYING A DEMONWRECKER

Ever since you first became aware of the horrors that the denizens of the Abyss could inflict on good creatures, you dedicated yourself to fighting demonkind. Your heartfelt desire to protect innocent beings from the depredations of these vicious creatures led you to focus on finding ways to defeat them, and you have become amazingly proficient at doing so.

Though demonwreckers have no formal organization, you do feel a strong sense of kinship with anyone else who has heeded the same calling. Your motivations and philosophies might differ sharply from those of your fellow demonwreckers in other regards, but all of you are firmly linked by your hatred of demons. One of the strangest and most thrilling bardic tales known tells of three diverse demonwreckers—a cleric of Pelor, a devil, and an archon—who banded together temporarily for a foray into the Abyss.

Combat

In most battles, your tactics remain as they were before you took on the mantle of demonwrecker. When you encounter a demon or other chaotic evil outsider, however, you readily move to the forefront of the combat to cast your devastating spells and attack with your demonwreck weapon. If you have the demonwreck weapon aura, you try to stay close enough to the demon to give your allies the benefit of that ability.

Advancement

You chose to follow the path of the demonwrecker because you felt a strong calling to do so. Maybe a vivid event, such as a personal encounter with a spawn of the Abyss, sparked a desire in you to eradicate demonkind. Or perhaps you have witnessed the destructive power of demons firsthand in a climactic battle. Or maybe your membership in a militant church has convinced you that the hordes of the Abyss pose a significant threat to all that is good. Whatever the reasons for your calling, you eagerly take up arms against demons wherever you find them.

As you attain higher levels in this prestige class, you begin to specialize more and more in demon-killing. Though you are efficient at combating many types of evil and chaotic foes, you take particular delight in bringing your abilities to bear against demonkind.

Your demonwrecker training consists of a short, focused course of study. You might wish to take Spell Focus or any of the metamagic feats to optimize your spellcasting effectiveness, since magic is one of your best weapons against the Abyssal hordes. You should also begin planning which other prestige classes you might want to pursue after you complete this one and accumulating the prerequisites for those. Good options include the hierophant, the loremaster, the church inquisitor, and the sacred exorcist (*Complete Divine* 56).

Resources

You can count on assistance from any good-intentioned organization or good-aligned church if you request it. Assistance can also come from unexpected quarters on occasion. Because you focus so strongly on your chosen foe, you display an unusual degree of tolerance toward nondemons of all kinds—even evil beings. Thus, a wide variety of creatures might seek out your help in vanquishing demons. For example, members of a dwarf community might come to you for help upon discovering that one of their newly dug mine tunnels has breached a long-sealed cavern containing a connection to the Abyss. Alternatively, devils might seek you out in hopes of gaining an edge in the Blood War.

DEMONWRECKERS IN THE WORLD

“It was a horrible experience! As if being kidnapped weren’t bad enough, I awoke to find myself chained up as a sacrifice to some demon lord! The smell of brimstone filled the air while the cultists chanted, and grotesque creature began to form inside their summoning circle. Then I saw LeShawn. After directing her allies to deal with the cultists, she strode into the room and, with a mighty shout, cast a spell at the demon. Even as scared as I was, the surprised look on the demon’s face made me laugh.”

—Lord Wooster, nobleman

The interference of demons in mortal affairs is a common element of many campaigns. Wherever demons wreak destruction, heroes arise to oppose them. Thus, if you use demons in your campaign, the presence of a prestige class dedicated to destroying them makes perfect sense.

Organization

Demonwreckers have no formal organization of their own. In general, they either act independently or belong to a broader organization that has discovered a need for a demon-destroying specialist.

NPC Reactions

The general populace knows at least enough about demons to fear them, and most civilized societies consider these creatures the epitome of evil and destruction. Thus, anyone who actively opposes demonkind is apt to be welcomed with open arms. In particular, demonwreckers are viewed as self-sacrificing heroes who stand up for those unable to defend themselves against the forces of the Abyss. Most non-evil NPCs therefore have a friendly or helpful attitude toward demonwreckers.

DEMONWRECKER LORE

Characters who have ranks in Knowledge (the planes) can research demonwreckers to learn more about them. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Some divine spellcasters who specialize in fighting demons call themselves demonwreckers.

DC 15: Demonwreckers lack an organization of their own, but they are welcomed by all organizations that support the idea of a demon hunter.

DC 20: The demonwrecker gains abilities that overcome demons’ damage reduction and spell resistance.

Any characters who publicly mention planning a trip to the Abyss or make any inquiries about how best to fight demons draw the attention of any demonwrecker in the area, who loses no time in making contact with them.

DEMONWRECKERS IN THE GAME

The PCs might encounter a demonwrecker while traveling the planes, or in an area of the Material Plane where the mortal cohorts of demons are working to advance their foul agendas. Alternatively, a PC who makes inquiries at good churches or seeks out a planar sage could easily learn about the class, its requirements, and its benefits.

This class is particularly appealing to players who prefer to build their characters around a single focus. Clerics, favored souls (*Complete Divine* 6), and paladins who are dedicated to fighting extraplanar chaos and evil are good candidates, but

TABLE A–2: THE DEMONWRECKER ARCANE HIT DIE: D6

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Breach spell resistance, spell smite 1/day	+1 level of existing arcane spellcasting class
2nd	+0	+0	+0	+3	Spell smite 2/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Demonwreck spell damage	+1 level of existing arcane spellcasting class
4th	+1	+1	+1	+4	Spell smite 3/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Perfect breach	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Sense Motive, Spellcraft.

so are higher-level rangers—particularly if they already have chaotic evil outsiders as favored enemies.

Adaptation

The demonwrecker prestige class can easily be adapted for arcane spellcasters. All the prerequisites remain the same, except that the candidate must be able to cast 3rd-level arcane spells rather than divine spells. The class features for this version of the prestige class are as given on Table A–2: The Demonwrecker Arcane. The base attack bonus and Hit Die have been reduced to balance the power of the role, and the weapon properties, which are not especially attractive to the typical melee-eschewing arcane caster, have been replaced by more appropriate alternatives.

Class Features: The demonwrecker arcane gains the same class features as the demonwrecker, except as noted in Table A–2.

Spell Smite (Su): You gain the ability to smite evil once per day with any arcane spell that requires an attack roll and deals damage. When you use this ability, you gain a bonus equal to your primary spellcasting ability modifier (Intelligence for wizards, or Charisma for sorcerers or bards) on your attack rolls and damage rolls.

A single spell can never gain this extra damage more than once per casting. For instance, a *scorching ray* spell with multiple rays gains the extra damage on only one ray, even if multiple rays are directed at the same target. If this ability is used with a spell that deals damage for more than 1 round, the extra damage is dealt in each round.

Other Adaptations: This prestige class can also be adapted easily (in either its arcane or its divine manifestation) to target devils instead of demons. To create a devilwrecker, simply replace chaotic with lawful and cold iron with silver wherever those terms appear in the description.

Sample Encounter

In *Expedition to the Demonweb Pits*, LeShawn Sonj, a demonwrecker residing in Sigil, seeks out the PCs if they have made any inquiries about demons or the techniques required to fight them, or if they have told any tales about fighting chaotic or evil outsiders. If the PCs publicly mention planning a trip to the Abyss, LeShawn appears within a day.

EL 7: Use this encounter to introduce the PCs to LeShawn Sonj, a potential ally in their quest. The encounter should occur someplace other than the Styx Oarsman. For example, LeShawn might be waiting for the PCs when they visit a sage or a shop they frequent in Sigil. Read or paraphrase the following when the PCs encounter LeShawn.

A serious-looking human woman dressed in full plate armor approaches. Emblazoned on the front of her shield is the symbol of Fharlanghn. The woman has a morningstar at her belt and a crossbow slung across her back. "So, what are your feelings toward demons?" she says conversationally.

Like many demonwreckers, LeShawn is quiet and serious in demeanor and direct with her questions. She has heard rumors about the PCs opposing demons, and if she can verify that these tales are true, she offers to help.

LeShawn encourages any divine caster in the party to follow the path of the demonwrecker and gain levels in the prestige class. She would make a good cohort for a higher-level character with the Leadership feat. If the party is short on members, she is willing to adventure with the PCs as long as their missions involve hunting demons. She requires no share of treasure from encounters with demons; she clearly just wants to focus on killing them.

In an encounter against mixed foes, LeShawn focuses first and foremost on attacking demons. She uses her spells while the enemies are at range and lets them come to her rather than moving slowly toward them in her plate armor. Once the enemy is in melee range, she switches to her morningstar.

LESHAWN SONJ

CR 7

hp 49 (7 HD)

Female human cleric 5/demonwrecker 2

LN Medium humanoid

Init +1; **Senses** Listen +3, Spot +3

Languages Common

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

Fort +6, **Ref** +2, **Will** +10

Speed 20 ft. (4 squares) in full plate; base speed 30 ft.

Melee mwk cold iron morningstar +8 (1d8+1)

Ranged cold iron light crossbow +6 (1d8/19–20)

Base Atk +5; **Grp** +6

Atk Options aligned strike (good)

Special Actions freedom of movement 1/day, reroll d20 1/day, turn undead 2/day (+1, 2d6+4, 5th)

Cleric Spells Prepared (CL 7th; 1d20+11 to overcome SR, 1d20+13 to overcome SR of chaotic or evil outsiders):

4th—*dimension door*D, *divine power*

3rd—*fly*^P, *invisibility purge*, *magic circle against chaos*, *searing light* (+6 ranged touch)

2nd—*aid*^P, *augury*, *bear's endurance*, *bull's strength*, *sound burst* (DC 15)

1st—*bane* (DC 14), *bless*, *divine favor*, *longstrider*D, *protection from evil*, *shield of faith*

0—*create water*, *detect magic* (2), *light*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Fharlanghn. Domains: Luck, Travel.

Abilities Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 8

SQ breach spell resistance, demonwreck weapon of cold iron, demonwreck weapon of good

Feats Greater Spell Penetration, Skill Focus (Knowledge [the planes]), Spell Penetration, Weapon Focus (morningstar)

Skills Concentration +12, Knowledge (religion) +10, Knowledge (the planes) +13, Listen +3, Spot +3, Survival +3 (+5 on other planes)

Possessions +1 full plate, +1 heavy steel shield, masterwork morningstar, light crossbow with 20 bolts

Aligned Strike LeShawn Sonj's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Hook "The only good demon is a dead demon. I specialize in getting them that way."

JAUNTER

“Where can you find me? That’s a tough question. I spend my time traveling, but always end up back in Sigil. As they say, all doors lead to Sigil.”

—Gryfalcon, a jaunter

The planes offer incredible opportunities for travel and excitement, but few have the skill and expertise to take advantage of them. The jaunter, however, is a consummate expert on travel who specializes in getting exactly where he wants to go—whether it’s across the multiverse or just across the battlefield.

BECOMING A JAUNTER

The jaunter prestige class appeals to characters who do not focus on spellcasting, yet covet the spellcaster’s versatility in modes of travel. Scouts, rangers, and rogues are most attracted to this prestige class, but sometimes a fighter or marshal finds the jaunter’s movement powers alluring. Spellcasters rarely choose this path because it requires sacrificing their spellcasting progress.

ENTRY REQUIREMENTS

Skill: Knowledge (the planes) 4 ranks.

Feats: Dodge, Mobility, Spring Attack.

Special: Candidate must have visited two or more planes other than his home plane.

CLASS FEATURES

You gain a suite of abilities designed to facilitate travel both on and off the battlefield. All the following are class features of the jaunter prestige class.

Travel Power (Sp): You have the innate ability to relocate creatures—yourself, your allies, and eventually even your enemies. You can use your travel power a number of times per day equal to your jaunter level plus your Dexterity bonus (if any). As long as you have at least one daily use of your travel power remaining, you also gain a +1 bonus to your Armor Class.

Your travel powers are *benign transposition*, *baleful transposition*, *teleport*, and *plane shift*. Each of these abilities is described in a separate entry below. In addition, once you gain the travel power at 1st level, you can use scrolls and spell completion items that duplicate any of these powers.

Benign Transposition (Sp): You can spend one daily use of your travel power (see below) to cause two willing

target creatures of up to Large size (yourself and another, or two others) to swap positions instantly. Both subjects must be within 100 feet of your position. Objects carried by the target creatures (up to their maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Baleful Transposition (Sp): Beginning at 2nd level, you can spend one daily use of your travel power to cause two target creatures of up to Large size (yourself and another, or two others) to swap positions instantly. A solid object (such as the ground, a bridge, or a rope) must connect the target creatures, and both must be within 100 feet of your position. Objects carried by the target creatures (up to their maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity. An unwilling target is entitled to a Will save (DC 10 + your jaunter level + your Int modifier) to negate this effect.

Fast Movement (Ex): When you reach 2nd level, your land speed increases by 10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor and are not carrying a heavy load.

Dimension Door (Sp): At 3rd level and higher, you can use *dimension door* as the spell to move up to 30 feet per day per jaunter level you possess. You need not move the entire distance at once; you can move in increments of 10 feet any number of times until the total distance has been traversed.

Teleport (Sp): Beginning at 3rd level, you can spend two daily uses of your travel power to use *teleport* as the spell.

Freedom of Movement (Su): When you attain 4th level, for 2 rounds per day per jaunter level you possess, you can act normally regardless of magical effects that impede movement, as if you were affected by a *freedom of movement* spell. This duration need not be consecutive; you can activate and end the effect as a swift action any number of times per day until the duration is used up.

Plane Shift (Sp): At 4th level, you can spend two daily uses of your travel power to use *plane shift* as the spell.

PLAYING A JAUNTER

You have always had incredible mobility and a knack for being just where you want to be. Since embarking on the path of the jaunter, you have also gained the ability to put your allies in the right places at the right times. Because you

TABLE A–3: THE JAUNTER HIT DIE: D8

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	<i>Travel power, benign transposition</i>
2nd	+1	+1	+3	+1	<i>Baleful transposition, fast movement</i>
3rd	+2	+1	+3	+1	<i>Dimension door, teleport</i>
4th	+3	+1	+4	+1	<i>Freedom of movement, plane shift</i>

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Escape Artist, Hide, Knowledge (the planes), Listen, Move Silently, Speak Language, Spot, Survival, Swim, Tumble.

play a vital role in ensuring that your party has a positional advantage, you have become more confident and assertive than ever. You delight in your abilities and rarely hesitate to show them off to good advantage.

As a member of the Wayfarers Union, you undertake missions that involve extensive travel. You frequently travel with adventurers, and sometimes with exploratory parties sent out to assess wilderness areas for possible expansion. Your work with this organization ensures that you meet many new friends and have the opportunity to support a variety of fighting styles.

While most jaunters do become members of the Wayfarers Union, some choose instead to simply adventure, freelance for a variety of guilds or group, or commit to another type of organization.

Combat

Your battlefield control abilities and travel power make you an invaluable ally in every battle and a vital part of any long-term campaign. Your personal mobility and speed can bring you into the fray early—usually before anyone else in your group. Once you're toe to toe with the monster, you can use your *benign transposition* ability to move a heavily armored fighter in to take your place. During the fight, it's your job to position the rest of your group to best advantage. With your *benign transposition* ability, you can move wounded party members out of harm's way by switching them with healthier allies, move rogues into flanking positions, and bring clerics to wounded party members.

When your party needs to make a long journey, you can take the drudgery out of travel by using *teleport* or *plane shift*, thereby taking the responsibility for those spells off the shoulders of your party's arcane and divine casters.

Advancement

Even before you became a jaunter, you already displayed a talent for moving about the battlefield by virtue of your Spring Attack feat and its prerequisites. In addition, you picked up a great deal of information about other planes—both academically (by virtue of your dedication to knowledge), and firsthand (by visiting some of them).

Your fascination with movement led you to develop the superb powers of travel and positional manipulation that you have now. You gain the most benefit from your talents by adventuring because each encounter brims with possibilities to use your new abilities.

After gaining all the abilities you can as a jaunter, you might want to consider going back to the class you were pursuing before you decided to focus on travel. Alternatively, the path of the shadowdancer, which offers the ability to flit in and out of the Plane of Shadow, might appeal to you. Or, if you have spellcasting abilities, you might want to become a wayfarer guide (*Complete Arcane* 65), since your teleport travel power meets the *teleport* spellcasting prerequisite.



Illus. by E. Desobamps

Resources

The Wayfarers Union has offices in the major cities of any realm where arcane spellcasters are common. The offices tend to be small, and each typically offers the services of only one or two spellcasters for *teleport*.

Until you have gained the ability to teleport, the Union offers great encouragement, but little in the way of physical resources. At best, it offers a conference room that you can use to meet with clients and plan strategy. More commonly, the office simply serves as a place where you can leave and retrieve messages.

The Union does offer information, however, and its members can guide you to clean, safe inns, honest mages for magic item identification, and reputable merchants.

JAUNTERS IN THE WORLD

"In the blink of an eye, Gryfalcon had crossed the huge cavern to close with the boneclaw. I knew it would take me time to reach the creature even if I moved at my top speed, so I signaled Gryfalcon for aid. With one gesture, he brought me to the beast, placing me under its long, reaching claws. It took only a couple of blows from my axe to finish it, and it hit the floor long before I could have made it into battle on my own."

—Tordek, dwarf fighter

Because they can facilitate getting from place to place, jaunters are handy for campaigns that involve a lot of PC travel. In *Expedition to the Demonweb Pits*, the PCs have access to many methods of reaching their destination, including the doors in Sigil and other gates that allow travel through the planes. However, once the novelty of this structured planar travel begins to pall, the PCs should have a way to move about with greater independence. In particular, should an encounter start to go awry, they can benefit greatly from the ability to make a quick departure and return.

In more general campaign use, the presence of a jaunter gives the PCs lots of great travel options. You can create fantastic adventures throughout the multiverse and know that the characters have a reliable way to get to and from the various adventure sites.

Organization

Jaunters quickly gain fame for their abilities. The Wayfarers Union (*Complete Arcane* 184) is quick to recruit characters who gain sufficient skill to teleport and eager to train others who show aptitude for rapid movement. The organization's leaders offer potential jaunters training and at least limited resources, in the hope that such characters choose to develop their natural talents and use them for the benefit of the union.

Though the Wayfarers Union is not specifically devoted to jaunters, almost all jaunters belong to it. Since jaunters love to travel, they rarely gather in significant numbers, but they seek each other out at Wayfarers Union facilities and adventurers guilds of various kinds. Gregarious by nature, jaunters readily trade tales of their travels, news of the planes, and speculations about the nature of the multiverse and their roles in it.

Different jaunters interpret the four levels of the prestige class in different ways. Some assert that the abilities gained at the various levels are based on the four winds, in the sense that they enable travel in all directions. Others feel that the levels reflect the four planes that touch people's everyday lives: the Material Plane, the Plane of Shadow, the Ethereal Plane, and the Astral Plane. No jaunter has ever seemed inclined toward the formal study or in-depth divinations required to provide a definitive answer to such questions, but the discussion of them provides amusement for these experts on planar travel.

Those few jaunters who do not choose to join the Wayfarers Union easily find employ with any of a wide variety of groups eager for their talents. Military units value jaunters' scouting and courier abilities. The humans won the Battle of White Dragon Pass against an invading orc army because a jaunter was able to reconnoiter the approaching army and summon reinforcements for the defenders.

Criminal guilds solicit jaunters for their ability to get into and out of almost any location. El Gato, a legendary master cat burglar, is thought by many to be a jaunter. The thief is renowned for breaking into allegedly impenetrable vaults, stealing only a single item from each, and leaving a small, crystal cat as a calling card. El Gato's identity and methods remain a mystery.

NPC Reactions

Jaunters are few in number but widely known by reputation. In battle, they can make the seemingly impossible look easy, and their incredible powers have inspired many a bard's tale. Most people have heard of jaunters but never met one. The most common reaction upon making the acquaintance of a jaunter is respect and a request for a demonstration of his power. Thus, most NPCs have a friendly or helpful attitude toward members of this prestige class.

JAUNTER LORE

Characters who have ranks in Knowledge (arcana) or Knowledge (the planes) can research jaunters to learn more about them. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Jaunters are affiliated with the Wayfarers Union, which specializes in teleportation.

DC 15: Jaunters can swap the positions of friends or foes on the battlefield.

DC 20: Jaunters can transpose creatures, teleport, or travel the planes. They can also move faster than most and flit freely about the battlefield using *dimension door*.

DC 30: A jaunter named Gryfalcon regularly stays at the Styx Oarsman in Sigil. Currently, he works for the Wayfarers Union and helps recruit new members for that organization.

Jaunters can be found in areas of high interplanar traffic, such as Sigil. In this adventure, the PCs can easily find Gryfalcon at the Styx Oarsman. He happily tells any prospective jaunter the requirements for the prestige class and enumerates the benefits. Gryfalcon is enthusiastic about his abilities and feels there's nothing finer than seeing the beauties of the Multiverse first hand.

JAUNTERS IN THE GAME

Jaunters play an important role in just about any campaign world—they provide quick and easy transportation for their parties. But a jaunter is much more than a simple taxi service. He also has conjuration (teleportation) abilities that make him fun to play at the encounter-level.

Adaptation

With a bit of work, this prestige class could be adapted to appeal to spellcasters. Use the standard Base Attack Bonus for the spellcaster in question (that is, average for clerics or poor for wizards). This version of the prestige class should have one good save (either Reflex or Will), and the others should be poor.

The prestige class can grant a full spellcasting progression if you simply remove the travel power ability (and all its subordinate powers) and add the spells on the following table to the jaunter's spell list. The class should, however, also retain the fast movement, *dimension door*, and freedom of movement abilities.

Jaunter Level	Spell Level	Spell	Source
1st	1st	<i>benign transposition</i>	SC 27
2nd	2nd	<i>baleful transposition</i>	SC 23
3rd	4th	<i>dimension door</i>	PH 221
3rd	4th	<i>freedom of movement</i>	PH 233
4th	5th	<i>teleport</i>	PH 292
4th	6th	<i>plane shift</i>	PH 262

SAMPLE JAUNTER ENCOUNTER

This encounter is designed to introduce the PCs to Gryfalcon, a potential ally and a jaunter. It should take place after the party has been to the Styx Oarsman at least once or twice.

Read or paraphrase the following when the PCs are sitting at the Styx Oarsman.

One of the regular patrons enters, looking somewhat the worse for wear. Despite his bruises, he is a pleasant-looking fellow wearing a mithral shirt and equipped with a longbow and greatsword. Grinning a greeting to those present, he heads straight for the bar.

Gryfalcon has just returned from taking a client referred to him by the Wayfarers Union to the Infernal Battlefield of Acheron. As soon as they arrived, one of the plane's small cubes nearly collided with Gryfalcon's client, but the jaunter acted quickly and swapped places with his client so that he could take the brunt of the blow himself. If asked, he happily regales the party with this anecdote from his latest adventure.

Gryfalcon begins the encounter with an attitude of indifferent. He is tired from his misadventure, thirsty, and wounded (30 points below his full normal hit point total). However, if the PCs offer to buy him a drink or cast a healing spell on him, his attitude improves to friendly. Buying him a drink and healing at least 20 points of his damage improves his attitude to helpful, even without a Diplomacy check.

Gryfalcon's presence in this adventure offers several possibilities. He's the optimal way to introduce the jaunter prestige class, and the PCs can hire him if they need additional allies or transportation. Gryfalcon is willing to join the group for an equal share of the treasure and first pick of any teleportation items. Alternatively, he makes a fine cohort for an experienced character with the Leadership feat. He is willing to go nearly anywhere, although he hates the Demonweb because his teleportation abilities don't work there.

Once the characters have met Gryfalcon, they might make contingency plans to contact him with a *sending* or similar communication magic and have him deliver equipment or be available to fetch them if they run into trouble on their mission.

GRYFALCON

CR 9

hp 30 (9 HD; full normal hp 60)

Male human ranger 3/fighter 2/jaunter 4
NG Medium humanoid

Init +4; **Senses** Listen +10, Spot +10

Languages Common

AC 21, touch 15, flat-footed 17; Dodge, Mobility (+4 Dex, +6 armor, +1 travel power)

Fort +9, **Ref** +11, **Will** +2

Speed 40 ft. (8 squares); Spring Attack

Melee mwk greatsword +11/+6 (2d6+3/19–20)

Ranged +1 *composite longbow* +12/+12/+7 (1d8+3/×3) with Rapid Shot or

Ranged +1 *composite longbow* +14/+9 (1d8+3/×3)

Base Atk +8; **Grp** +10

Atk Options Point Blank Shot, Precise Shot; favored enemy evil outsiders +2

Special Actions *dimension door* 120 ft., freedom of movement 8 rounds, travel power 8/day (*baleful transposition*, *benign transposition*, *plane shift*, *teleport*)

Combat Gear *potion of cure moderate wounds*, 2 *potions of cure light wounds*

Abilities Str 14, Dex 18, Con 14, Int 8, Wis 10, Cha 12

SA favored enemy evil outsiders +2

SQ wild empathy +4 (+0 magical beasts)

Feats Dodge^B, Endurance^B, Mobility, Point Blank Shot, Precise Shot, Rapid Shot^B, Spring Attack, Track^B, Weapon Focus (longbow)^B

Skills Concentration +14, Knowledge (geography) +3, Knowledge (the planes) +3, Listen +10, Move Silently +8, Spot +10, Survival +6, Swim +4

Possessions combat gear plus +2 *mithral shirt*, masterwork greatsword, +1 *composite longbow* (+2 Str bonus) with 20 masterwork arrows, 5 masterwork cold iron arrows, 5 masterwork silvered arrows, and 5 masterwork adamantine arrows, *gloves of Dexterity* +2, 5 gp

Hook "Nothin' finer than travel. The farther, the better."

Gryfalcon adventures with a client or a group, regarding it as his first priority to effectively move that client or those individuals to safety or combat, as appropriate. For his own combat technique, he prefers to find a perch within one or two range increments of his bow. His *dimension door* ability enables him to pick his spot. He's clever about choosing locations that are difficult for his foes to access (such as high up or across difficult terrain) yet afford him a good view of the battlefield. From there, he peppers his enemies with arrows. If he must resort to melee combat, he takes advantage of his speed and his Spring Attack feat.

As a traveling companion, he's easygoing and pleasant to be around. He's friendly and relaxed, able to take care of himself, and willing to lend a hand with chores such as setting up camp or taking watch. He treats everyone fairly and expects to be treated fairly in return.

Totemic Demonslayer

HIT DIE: D10

Level	BAB	Fort	Ref	Will	Special	- Spells per Day -			
		Save	Save	Save		1 st	2 nd	3 rd	4 th
1 st	+1	+1	+1	+0	Favored enemy +2, totem tattoo (lesser)	0	-	-	-
2 nd	+2	+1	+1	+0	Detect demons	1	-	-	-
3 rd	+3	+2	+2	+1	Totem tattoo (lesser)	1	0	-	-
4 th	+4	+2	+2	+1	Summon spell dampening 1/day	1	1	-	-
5 th	+5	+3	+3	+1	Favored enemy +4, totem tattoo (lesser)	1	1	0	-
6 th	+6	+3	+3	+2	Resist treachery +2	1	1	1	-
7 th	+7	+4	+4	+2	Totem tattoo (greater), summon spell dampening 2/day	2	1	1	0
8 th	+8	+4	+4	+2	Detect demons (augmented), resist treachery +4	2	1	1	1
9 th	+9	+5	+5	+3	Favored enemy +6, totem tattoo (greater)	2	2	1	1
10 th	+10	+5	+5	+3	Resist treachery (immune), totem tattoo (greater)	2	2	2	1

Class Skills (6 + Int modifier per level): Acrobatics, Climb, Craft, Handle Animal, Knowledge (geography), Knowledge (nature), Knowledge (the planes), Perception, Survival, Spellcraft, Stealth, Swim.

Entry Requirements:

Alignment: Any nonevil.

Base Attack Bonus: +4.

Special: The recipient must undergo a ritual conducted by an Olman holy man and the Church of the Whirlingfury. Alternatively, a senior Totemic Demonslayer (of at least 5th level) may conduct the ritual.

Class Features:

Totemic demonslayers are extremely versatile, having a great variety of options as they advance in level within the class. As they increase in power, they tailor their abilities to best suit their favored tactics in dealing with the unnatural menaces that threaten their island home.

Favored Enemy (Ex): At 1st level, a totemic demonslayer gains the favored enemy (evil outsider) ability. He gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against such creatures.

At 5th and 9th level, this bonus increases by an additional +2.

Totem Tattoo (Su): At 1st level, a totemic demonslayer gains his first lesser totem tattoo. He gains another one upon reaching 3rd and 5th level. Additionally, at 7th, 9th and 10th level, greater totem tattoos are gained. Available totem tattoos are described below.

Spells: A totemic demonslayer has the ability to cast a small number of divine spells. To cast a spell, he must have a Wisdom score of at least 10 + the spell's level. Bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the demonslayers Wisdom modifier. He has access to any spell on the list and prepares them as a cleric does.

1st Level: *bless water, bless weapon, delay poison, detect evil, faerie fire, magic fang, magic weapon, obscuring mist, pass without trace, protection from evil, remove fear, resistance, speak with animals, summon nature's ally I.*

2nd Level: *align weapon, barkskin, bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, glitterdust, owl's wisdom, resist energy, silence, speak with plants, summon nature's ally II, zone of truth.*

3rd Level: *darkvision, daylight, dispel magic, greater magic fang, greater magic weapon, haste,*

heroism, magic circle against evil, protection from energy, quench, remove blindness/deafness, remove curse, summon nature's ally III, tree shape.

4th Level: *animal growth, break enchantment, commune with nature, dimensional anchor, dismissal, dispel evil, freedom of movement, neutralize poison, shout, spell immunity, summon nature's ally IV, tree stride.*

Detect Demons (Sp): At 2nd level, a totemic demonslayer can detect outsiders with the evil subtype within 60 feet at will as the spell *detect evil*. This ability does not, however, detect outsiders that are ethereal, have mind shielding, or who are present only in the body of someone or something that is possessed by a demon.

At 8th level, this ability is honed to perfection, and also works in the cases stated above. Additionally, the demonslayer can detect creatures under the control of evil outsiders through charm or dominate effects.

Summon Spell Dampening (Su): Once per day, as a swift action, a totemic demonslayer can create a dampening field in a 60-foot-radius. Conjunction (summoning) and conjuration (calling) spells and spell-like abilities cast by evil outsiders automatically fail. This effect lasts for 10 rounds. Creatures summoned outside the field can enter it normally. Also creatures called before the field was in place are unaffected. At 7th level, a totemic demonslayer can use this ability one additional time per day.

Resist Treachery (Su): At 6th level, the totemic demonslayer gains a +2 bonus on saving throws against enchantment spells or effects. At 8th level, this bonus increases to +4. At 10th level, the demonslayer becomes immune to such effects altogether.

Totem Tattoos:

Totemic demonslayer gain their special abilities against their otherworldly foes through belief in the power of their ancestor spirits as represented by the creatures native to their lands. These powers can only be gained through the activation of totem tattoos that the totemic demonslayer acquires through advancement in this class. He can never have more tattoos than allowed by his level. Once a tattoo has been selected by a totemic demonslayer, that choice can never be changes nor the tattoo erased, since it represents the character's acceptance of that ancestral spirit into his soul. If a tattoo is cut or burned off, or if the limb bearing it is lost, the tattoo reappears at some other location on the body within a few days. In either case, the

demonslayer never loses the use of the tattoo's powers.

Activating a totem tattoo is a swift action that does not provoke attacks of opportunity. Each tattoo can only be used once per day, although the same tattoo may be taken multiple times as levels increase, allowing for additional uses of an ability per day. Totem tattoo effects are supernatural and can be dispelled (caster level equal to the demonslayers level).

When a totem tattoo is activated, a DC 15 Perception check notices a faint aura resembling the shape of the totem animal surrounding the totemic demonslayer for 1 round. The animal shape can be clearly seen by anyone using *see invisibility*.

Lesser Totem Tattoos:

Allosaurus: The character gains the Improved Grab ability, enabling him to start a grapple attempt without provoking an attack of opportunity if he hits with a natural attack. If successful, he can rake as a secondary attack dealing 1d8 + Str modifier damage. This ability lasts for 3 rounds.

Ape: After hitting the same opponent twice in the same round with melee attacks, he can rend automatically, dealing an extra 2d6 + twice the Str modifier of damage. The demonslayer can activate this ability after having made two successful melee attacks. It lasts for 3 rounds.

Baboon: Upon activation, the bearer gains a climb speed of 30 feet, a +8 racial bonus on Climb checks and can take 10 on Climb checks even if rushed or threatened. This effect lasts for 10 rounds.

Badger: The bearer of this tattoo can enter a rage identical to that of a 1st-level barbarian, While in rage, he gains a +4 bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. This ability last for a number of rounds equal to 4 + Con modifier.

Boar: This tattoo grants the ferocity of a boar. It allows the bearer to continue fighting even while disabled or dying. Once activated, this ability last for 10 rounds.

Crocodile: The bearer of this tattoo gains the crocodile's ability to hold his breath. He can hold his breath for a number of rounds equal to 4 times his Con score before he risks drowning. This ability lasts for 1 hour once activated.

Deinonychus: The bearer of this tattoo gains the ability to make a pounce attack as a deinonychus can. When activated, he can make a full attack when charging a foe. If he also activated an allosaurus tattoo, he gains those rake attacks as well while using the pounce attack. This tattoo last for 3 rounds once it is activated.

Dimetredon: The bearer of this tattoo can activate it to gain the dimetredon's ability to move with sudden speed. He increases his land speed by 50 feet for 1 round, during which he gains a +2 dodge bonus to AC.

Sea Turtle: Upon activation, the bearer's skin hardens like the shell of a sea turtle, granting damage reduction 2/- for 5 rounds.

Snake: The bearer of this tattoo can activate it to gain both the improved grab ability and a constrict attack. He can attempt to start a grapple without provoking an attack of opportunity if hits with a natural attack, and if the grapple is successful, he can use his arms and legs to constrict his opponent for 1d8 + twice the Str modifier of damage. This ability lasts for 3 rounds.

Greater Totem Tattoos:

Anklyosaurus: The bearer of this tattoo can harden his skin, giving him damage reduction 4/- for 5 rounds.

Giant Wasp: By activating this tattoo, the bearer coats all of his piercing and slashing weapons with a poison affecting only evil creatures, but penetrating the poison immunity of evil outsiders. Injury, DC 10 + the

demonlayer level + Con modifier. Dex 1d8/Dex 1d8. This coating lasts for 3 rounds or until the weapon successfully strikes an opponent.

Phanaton: The bearer of this tattoo can activate it to gain the ability to glide for 10 minutes. This negates falling damage and allows him 20 feet of forward travel for every 5 feet of descent (average maneuverability). He can't glide with medium or heavy load. This tattoo can be activated as an immediate action.

Rakasta: The bearer of this tattoo temporarily emulates the "iron war claws" used by the catfolk. This tattoo makes any natural weapons of the bearer function as if they were composed of cold iron. This effect lasts for 5 rounds when activated.

Triceratops: This tattoo gives its bearer the powerful charge attack. When activated as part of a charge, the bearer deals an extra 4d6 + 4x Str modified points of damage with the first attack that hits during the charge.

Tyrannosaurus: When the bearer activates this tattoo, he gains a powerful bite attack at his normal attack bonus as if using a secondary weapon (i.e. at a -5 penalty when he doesn't have the multiattack feat) that deals 3d6 + 3x Str modifier of damage. This effect lasts for 3 rounds.

Whirlwind: Once activated, this tattoo allows its bearer to fly with a speed of 60 and perfect maneuverability. In addition, any critical threat against an evil outsider is automatically confirmed. This effect lasts for 1 minute once activated.