## Devil [Racial, Monster Guide]

Tales from long before Hallow’s founding tell of a faithful alliance between celestials and devils, both of whom sought to preserve the multiverse from the forces of chaos. But where the celestials sought to preserve all creatures, the devils saw the seeds of destruction in even the slightest flaw. More willing to punish than to repair, the devils eventually agreed that no creature is innocent and that all must be ordered under the crushing weight of vengeance. Few tales survive of the end of the worlds, but what few devils reached Hallow built massive prison fortresses of coldest ice, where even the elements approach true order.

**Racial Traits**

Outsider type

+2 Intelligence

Bonus feats: Arcane Magister, The Earth Cracks, Words of Power

[Lesser resistance] to [Cold]

Darkvision

**Class Statistics and Track Features**

8 hit points per level

Good Reflex and Will saves

Good BAB

6 skills per level

KOM Int, KDM Strength

**1st Circle — Seek and DestroySU:** You gain a +3 bonus to Perception and can use Intelligence instead of Wisdom to calculate your bonuses to Awareness and Perception.

**2nd Circle — ParanoidEX:** Pick one of the following.

* A Man of WealthEX: Enemies attempting to use the Stealth skill within your [Close] range take [Cold] damage equal to your level + KOM.
* A Man of TasteSU: Enemies attempting to use the Bluff skill in combat within your [Melee] range take [Cold] damage equal to your level + KOM and must make a Reflex save (DC 10 + ½ your level + your KOM) or be [Entangled] for one [Round].

**3rd Circle — The One Brooding Warning:** Pick one of the following.

* As I March: Your movement speed increases by 10 ft and gains the [Teleport] descriptor.
* Tale of Revenge: You sense the flaws in your foes, intuiting how best to hasten their inevitable doom. Once per [Round], as a swift action, you can grant yourself a +3 bonus to either attack rolls or the DC of any spell, spell-like, or supernatural abilities you activate for one [Round].

**4th Circle — Am I Evil?:** Yes. Pick one of the following.

* Cold Hate, Warm BloodSU: When you hit an opponent, you inflict additional [Cold] damage equal to your level.
* Under the IceSLA: Once per [Encounter], as a standard action, you can encase a creature within [Medium] range in bonds of ice. The creature must make a Fortitude save (DC 10 + ½ your level + your KOM) or be [Paralyzed]. On a successful save, the extreme cold disrupts the creature’s system nonetheless, leaving it [Sickened] for two [Rounds].

**5th Circle — Iced Earth:** Pick one of the following.

* Circle of the TyrantsSU: Anyone within [Close] range who damages you takes [Cold] damage equal to your level and must make a Fortitude save (DC 10 + ½ your level + your KOM) or be [Slowed] for one [Round]. This ability only works once per [Round] per opponent.
* Where Cold Winds BlowSU: As part of a move action, you may lash an enemy within [Medium] range with icy chains. Your target takes twice your level + your KOM in [Cold] damage and its movement speed is halved for two [Rounds].

**6th Circle — Nature of My Game:** Pick one of the following.

* Where Death Seems to DwellSU:Once per [Round] per opponent, your attacks inflict [Battered] and [Dazed] on hit. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the daze.
* BlackenedSU: Opponents affected by any spell, spell-like, or supernatural ability you use must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Vulnerable] to all damage for 1 [Round].

**7th Circle — Keeper of the Seven KeysSU:** Once per [Encounter], as a standard action, you can condemn a creature within [Medium] range to the punishment it truly deserves. The creature immediately takes damage equal to three times your level and must make a Fortitude save (DC 10 + ½ your level + your KOM) or be [Petrified]. Every time the creature fails a Fortitude save against the [Petrified] condition, it takes damage equal to your level + KOM.