



The following are new rules covering particularly evil topics—possession, sacrifice, curses, and so on. These rules may or may not be suitable for your campaign. Consider each carefully.

POSSESSION

Some fiends with at least 4 Hit Dice and a Charisma score of at least 13 have the spell-like ability to shuck their physical forms and take on an ethereal form that allows them to possess another creature or an object.

The creature's new form is ethereal and thus immune to even the most potent physical attacks and most magical attacks (except, for example, force attacks) by nonethereal creatures. When a fiend possesses a creature or object, even force effects no longer affect the fiend. Only spells such as *dismissal* can affect the possessing fiend when cast by nonethereal creatures. Any sort of attack, magical or otherwise, directed against the fiend affects the possessed creature or object, however.

While a fiend is in ethereal form, its corporeal body lies senseless, as if in a state of suspended animation. The body does not require food or air, but damage or exposure to an extreme environment will kill it. A fiend can roam ethereally as long as it wants, but an ethereal fiend dies if its body is destroyed, and it instantly returns to its body if *dispel magic* (or a similar effect) is successfully cast on the fiend's body.

The caster level for the fiend's possession ability is equal to the fiend's Hit Dice. Fiends with the possession ability generally have a Challenge Rating 2 higher than the standard fiends of their kind. For example, a succubus with the possession ability is CR 11.

Once a fiend is on the Ethereal Plane, it generally floats through the world insubstantially, seeking a target to possess. Making a possession attempt is a supernatural ability that a fiend can attempt at will as a standard action.

POSSESSED CREATURES

If a fiend wishes to possess a creature, the fiend's ethereal form must be adjacent to its desired target. A *protection from evil* spell (or similar effect) makes a creature immune to possession attempts. An unprotected target of a possession attempt must succeed at a Will saving throw (DC 10 + 1/2 fiend's HD + fiend's Cha bonus) to avoid possession. Evil targets of a possession attempt take a –2 circumstance penalty on this saving throw, and target of a possession attempt who is in the middle of committing an evil act takes a further –2 circumstance penalty.

Once a creature succeeds at a save against possession, that fiend cannot attempt to pos-

sess that creature again for 24 hours. On a failed save, the victim is possessed.

A fiend in possession of a body becomes a part of the victim, aware of what is going on around the creature that they possess. It can see and hear as well as the victim can. A possessing fiend can, at any time, speak mentally to the creature that it possesses in a language that the creature can understand, although if the victim isn't very intelligent, its understanding may be limited.

A creature possessed by a fiend doesn't always know that it is possessed. Further, a fiend can attempt to hide its presence within the possessed creature, allowing it to pass through a *magic circle against evil*, enter a *forbiddance*-warded church, and escape detection by *detect evil*. To do so, the fiend must make a special "mental" Hide check. This is a Hide check using the fiend's Intelligence modifier rather than its Dexterity modifier, but which otherwise uses the Hide skill. The Difficulty Class (DC) for the Hide check is $10 + \text{level of the spell} + \text{spellcaster's relevant ability modifier}$ (just like the saving throw for a spell). The fiend gains a +4 circumstance bonus on its Hide check if it is not currently controlling the victim. The fiend can also make this Hide check to prevent the possessed creature from taking damage from alignment-based spells such as *holy smite*. The DC for the Hide check is the same as the saving throw DC for the damaging spell. If the fiend's Hide check fails, the spell affects the possessed creature as if it had the same alignment as the fiend.

Possessing fiends have immediate access to all of their victim's current thoughts, as the *detect thoughts* spell, except that they automatically read surface thoughts. If desired, a possessing fiend can probe the possessed creature's memories as well, but the victim is allowed a Will save (DC $10 + 1/2 \text{ fiend's HD} + \text{fiend's Cha bonus}$). If the save is successful, the victim keeps the fiend out of his or her thoughts for 24 hours. Whether the save succeeds or fails, probing memories automatically reveals the fiend's presence to the victim.

Physical harm to the possessed creature does not harm the fiend. Killing the possessed victim only forces the fiend back onto the Ethereal Plane, from where it can attempt a new possession; the fiend is unharmed. Not even ethereal creatures can harm a possessing fiend.

A fiend possessing a creature can take one of four roles with respect to its victim: rider, ally, controller, or enemy. The fiend can choose only one role at a time. If a fiend is acting as a controller, it can't also grant its victim the bonuses it could if the fiend were an ally, for example.

Rider: Much of the time, a fiend that possesses a creature simply rides along with the victim, who is usually unaware of the fiend's presence. The fiend might combine riding with hiding to get into an area protected by *forbiddance* or slip past a *magic circle against evil* near a target that it could not otherwise approach. As a free action, the possessing fiend can become the ally or controller of the possessed creature. Both of these actions, however, make the fiend's presence known to the victim (although victims with low Intelligence scores may not understand what is happening to them).

Ally: If the possessed creature is aware of the possessing fiend and willing to be its host, the fiend can grant the possessed creature a +4 profane bonus to any single ability score. This bonus is generally granted at the conclusion of some bargaining between the fiend and the possessed creature. The fiend is in control of this bonus and can take it away as a free action if the possessed creature behaves contrary to the fiend's wishes. If the possessed creature doesn't do what the fiend wants, the fiend can go from ally to controller or from ally to enemy as a free action. Because the possessor and the possessed can communicate telepathically, they often form an agreement: The bonus is a reward for the possessed creature if it does as the fiend wishes.

Controller: In the most feared aspect of possession, a fiend can take a standard action to attempt direct control over the actions of the victim, who struggles to maintain control over his or her own body. The victim must succeed at a Will saving throw every round (DC $10 + 1/2 \text{ fiend's HD} + \text{fiend's Cha modifier} + 1$ for each previous failed save against control that day) to avoid losing control. If the victim's save succeeds, the victim has resisted the fiend, but the fiend can make another control attempt in the next round. Victims struggling against control are considered staggered and can take only partial actions.

If the possessed creature makes three consecutive successful saving throws, then the possessing fiend cannot make further attempts to control the victim that day. The success or failure of the victim's saving throws against control does not affect the overall possession, however, and the fiend is still possessing the creature.

If the possessed creature fails the Will save against control, the fiend has access to all of the creature's senses, abilities, skills, feats, and spell knowledge. The fiend now acts as though it is the creature in all respects, until control is lost or it relinquishes control. During this time, the possessed creature can still speak mentally to the fiend and is still privy to all sensory input—unless the possessor takes a standard action to block the possessed creature's access to the senses. If the fiend wishes, the victim blacks out while the fiend is in charge.

The fiend uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all of the creature's physical ability scores. Fiends of at least 9 HD and 15 Intelligence that maintain control of a victim for at least 10 rounds a day for seven consecutive days can also draw upon the possessed creature's spell-like abilities (at the same caster level as the possessed creature). The fiend assumes the victim's type and is affected by spells and effects as if it were the possessed creature. Thus, a cornugon-possessed wolf is subject to spells affecting animals, even though it is far more intelligent than a normal wolf.

The fiend automatically maintains control for a number of rounds equal to $1/2 \text{ the fiend's HD} + \text{the fiend's Charisma modifier} + 1$ for each time the fiend has controlled this specific victim. When the fiend's control lapses, it can attempt to reassert control if it chooses.

Fiends often choose weak-willed creatures to possess, such as golems and other constructs. The construct can

make a Will save just as any other creature can to avoid the possession, but it is likely that the possessing fiend can take and retain control, because most constructs have poor Will saves. A fiend possessing a construct can also aid it as described under the ally role, but it must relinquish direct control to do so, and the construct reverts to its prior programming.

Enemy: The opposite of an ally, this possessing fiend is a hindrance to a creature it possesses. A possessing fiend usually takes this tactic when it has failed to control its victim or when it is angry with a possessed creature that the fiend was acting as an ally toward. The possessing fiend can grant the victim a -4 profane penalty to any single ability score. The fiend is in control of this penalty and can take it away as a free action, sometimes by working out an agreement with the possessed creature after some telepathic negotiation.

POSSESSED OBJECTS

A fiend can possess an object of at least Tiny size and no larger than Huge. An item held, worn, or carried by a character (including magic items) uses its owner's saving throw to resist possession. Unattended magic items gain a saving throw as if a spell was being cast upon the item. In each case, the Will save DC is $10 + 1/2$ the fiend's HD + the fiend's Charisma modifier. A fiend with the possession ability automatically succeeds when attempting to possess an unattended, nonmagical item.

A fiend possessing an object becomes a part of the object. A possessing fiend can see and hear up to 60 feet away from the object, but it can't use darkvision or blindsight while possessing an object, even if it ordinarily has these abilities. The possessing fiend remains vulnerable to spells that affect outsiders, extraplanar creatures, or evil creatures (such as *holy word* and *holy smite*) and mind-affecting spells and effects. Physical attacks and most spells (such as *fireball*) don't affect the fiend, but they might affect the object. Harming the object does not harm the possessing fiend; if the object is destroyed, the fiend takes ethereal form and can choose a new host object (or creature).

A fiend can attempt to hide its presence within a possessed object, allowing it to pass through a *magic circle*, enter a *forbiddance*-warded church, and escape detection via spells such as *detect evil*. Use the same rules as when a fiend hides in a creature. If the spell ordinarily detects or targets only creatures, the fiend gains a $+8$ circumstance bonus on its Hide check because it is within an object. The fiend can also attempt this Hide check to avoid taking damage from alignment-based damaging spells, such as *holy smite*. If the fiend fails its Hide check, the possessed object takes damage as if it were the fiend.

A fiend can also possess a substance that has no fixed shape (such as a pool of water or a dust cloud) or is part of a larger object (such as a section of a wall). When it does so, a fiend cannot possess an area or a volume larger than 10 feet on a side.

Some fiends possess an item as a stepping stone for a possession attempt on a character. The possessing fiend gets a bonus on attempts to possess creatures that carry, hold, or

wear the item. For each day the possessed item was worn, held, or carried by the target prior to the possession attempt, the DC for the target's Will save increases by $+1$, up to a maximum of $+10$.

A fiend possessing an object can take any of the following roles. Changing roles is a standard action.

Watcher: The fiend possesses an object, usually something big and stationary. It can see and hear at twice its normal range (120 feet) as long as the object remains stationary.

Controller: If the possessed object has moving parts, such as a wagon, clock, or crossbow, a possessing fiend can control the movement. A wagon can be made to steer toward a pedestrian on a street or roll out of a stable with no horse pulling it. A clock can slow or run backward. A crossbow can cock and fire (but not aim or load itself). Possessed objects with wheels or legs cannot move faster than the fiend itself could move in its corporeal form.

More powerful fiends can exert greater control. A fiend with at least 10 HD and Charisma 17 can force an object to animate even if the object doesn't have any moving parts (such as a table or statue). The possessed object functions as an animated object (see the *Monster Manual*). However, no fiend can control an animated object with a higher Challenge Rating than the fiend's.

Corruptor: The possessed item radiates a cursed, befouling presence. Anyone touching the possessed object must succeed at a Will save (DC $10 + 1/2$ fiend's HD + fiend's Cha modifier) or fall under the effect of a *bestow curse* spell with a caster level equal to the fiend's Hit Dice. Unlike the *bestow curse* spell, the subject does not necessarily know that the curse is in effect or that it came from the item. Nothing about the object's appearance suggests that it is possessed (although there might be residual evil effects, as described in the Lingering Evil section below). The curse lasts until removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, even if the fiend vacates the possessed object.

A particularly crafty fiend might possess a small fountain as a corruptor, affecting anyone who touches or drinks the water. Similarly, a fiend could corrupt a patch of ground, affecting anyone who walks over it.

Enhancer: A fiend can possess a Tiny or larger weapon or armor and enhance it as if it were a magic item. The fiend can duplicate magic item powers worth up to 2,000 gp per Hit Die. For example, a hezrou (9 HD) that enhances a longsword could bestow up to 18,000 gp worth of powers on it. It could duplicate the effect of a $+3$ longsword, a $+1$ unholy longsword, or another combination. A fiend that possesses magic armor or a magic weapon can increase its power by the same amount. Table 8–3: Armors and Table 8–10: Weapons in the *DUNGEON MASTER'S Guide* give prices for various enhancements.

The fiend is in control of the powers it bestows upon the item. It can take them away as a free action at a moment's notice if the creature using the item does not act in a manner that the fiend wishes. If the fiend leaves the items, it loses all powers bestowed by the possession.

Despite the fiend's duplication of magic item abilities, a nonmagical possessed item doesn't become actually magical. *Detect magic* will not sense an aura; *detect evil* will, however. Smart characters might notice that the possessed item behaves strangely or has an unusual appearance (a magic weapon that isn't masterwork quality, for example, is a tipoff that something is awry). A character who succeeds at a Search check (DC 25) notes that there is "something strange" about the item.

