

DEMON'S EX

You hunted demons. Then you fell in love with one.

When you battled the earth shook; when you took them to your bed the earth shivered. What beauty! What glory! Of course it ended badly. Such romances always do. They forced your hand. Did you destroy them?

Your lover is gone. They left you a parting gift: a baby, in your belly.



- You are pregnant -- though not affected in typical ways. You may be of any gender.
- You are a warrior. Your HD IS D10. You gain d10 + constitution per level. Your proficiency bonus is +2; every four levels this increases by +1. Your saves are **STRENGTH** and **CONSTITUTION**.
- Your lovemaking was vigorous. +2 **STRENGTH** or +2 **dexterity**.
- You are more careful with your company, now. +1 **WISDOM**.
- You are always hungry. You must eat enough for threepersons every day, else begin to starve.
- Your baby fears discovery. You have no scent. You have advantage in hiding against priests and holy persons.

- You are skilled in **acrobatics** and **athletics**. You are also skilled in two of the following fields: **religion**, **history**, **survival**, or **intimidation**. You have trappings relevant to the fields you are skilled in.
- You are skilled in all martial arts. You have d10 weapons and tools for their maintenance.
- You also have gear for life on the road.

You have lost all your demon-hunting arts, except:

- Hornet's Hive. Speak a magic word. All arrowheads you have touched explode, like bombs.
- Viper In Wait. Standing still, you take the guise of furnishings appropriate to where you are.
- Buffalo Horns. Once per day, your double punch has enough force to pierce a fortress wall.
- Cockerel's Head. Steady on your feet, you can never be knocked over, and you never slip.
- Seven Petals. Conceal seven weapons on your person, regardless of size or circumstance.
- Banyan's Shade. Once per day, you may move an ally's ills and injuries onto your own body.

Despite yourself, you still think of your ex-lover, their:

- Tusks -- girthy, sensually curved. You have an ivory charm that attracts boars. +2 to checks involving the capture and care of beasts. Nausea hits you at random.
- Low growl, soft as a dream. You have a scroll of love poems from a dead city. +2 to checks involving songs and extinct languages. Nightmares haunt you nightly.
- Scent like night-blooming flowers. You have a jasmine blossom that never wilts. +2 to checks involving floriculture and finding spirits. Your nose is always blocked.
- Bronze skin, hot as sun-heated metal. You have a bronze shield, still warm. +2 to checks involving armour and metallurgy. Your nipples hurt and leak thin milk.
- Genitals, studded with polyhedral jewels. You have a ruby that gently vibrates. +2 to checks involving carnal acts and inflicting pain. You keep needing to urinate.
- Golden fur, billowing without the breeze. Actually gold; you've kept a tuft. +2 to checks involving wind and flowing liquids. Your temper hangs on a hair trigger.

DEMON-HUNTING ARTS

Carrying a demon's get has been difficult; your body is changed, inside. The techniques you once knew now feel alien to you.

At 2nd level, practice with your new self pays off; your old masteries begin to return. Recover a demon-hunting art from the starting list, or roll to hone:



- 1 Pangolin's Back. +1 to AC.
- 2 Gang of Crows. Two additional attacks.
- 3 Strangling Fig. A creature you injure loses all their magic, one additional creature per day.
- 4 Cockatoo Chorus. You know spells and cast them as a Cleric equal to half your current level.
- 5 Mangrove Knee. Disappear and instantly reappear next to a foe, one additional time per day.
- 6 Faithful Hound. Speak a one-word command, all who hear it try to obey, one additional time per day.

When you next advance to an even level, you acquire another demon-hunting art in the same way.

DEMON FOETUS

At 3rd level, you are assailed by strange urges: to eat young women's hair; to fuck tigers; to spill royal blood. Is the child within you dreaming? You cope by:

- 1: Meditation, soothing fumes, acceptance. Your flesh transforms.
- 2: Suppression, purgative herbs, rejection. A demon spirit appears.

These methods are mutually exclusive.



TRANSFORMATION

The change in your body is outwardly manifest. Do you hide it? How? You now have:

- 1 An extra eye on your face. Made of solid iron, removable. In its presence casting spells is impossible; curse effects temporarily cease.
- 2 Quills on your head, in place of hair. Steel, d6 damage, a prick causes deafness. Launch these at a foe, one additional use per day.
- 3 A gold-gilt sexual organ, It writhes under clothing. It trickles curative nectar; heals a single creature's wounds, one extra dose per day.
- 4 A mystic diagram, in silver lines on your belly. Telepathically tattoo it onto a foe you can see, causing agony, one additional time per day.
- 5 Stretchy skin, malleable as fine metal mesh. Shape your features to mimic a person you have met previously. Lasts an extra hour per day.
- 6 An extra arm, from one of your shoulders. Brass, and as strong as your other limbs -- though your left- or right-handedness governs it, too.

When you next advance to an odd level, you develop another transformation. Maybe these are signs of strength, of

DEMON SPIRIT

A carbon-copy of your ex-lover, with their face and voice -- but this version remembers nothing. Except that it loves you.

The demon spirit's HD is d8. Its proficiency bonus is +2. Its saves are dexterity and intelligence. It has your abilities; it instinctively knows any demon-hunting arts you do. It fears disappointing you, though it may not be able to help itself. It is a true innocent -- at first.

When you next advance to an odd level, it learns:

1 That tears are weakness. +1 to HD.

2 Cruelty to little creatures. Its talons elongate, +d6 damage.

3 How to hide away. It may turn invisible. Lasts an extra hour per day.

4 The pleasure of company. It may clone itself. The clone lasts an extra hour per day.

5 The pleasure of arson. It may set a single object ablaze, one additional time per day.

6 Of demon-kind. Singing to heaven, it may call a meteor down onto a location it can see. One-time use.

If the demon spirit perishes, it reappears the night of the next new moon, unharmed but wiler. Are you repeating old patterns?



Any attempt to abort your demon baby does not succeed. Perhaps you do not want it to?

You never go into labour. Death is a demon's lifeblood; the child within you will be born only when your life ends by violence.

