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Book of Exalted Deeds™

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BOOK OF EXALTED DEEDS

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Inspired by the utter vileness of the *Book of Vile Darkness* designed by Monte Cook. "Light is meaningful only in relation to darkness, and truth presupposes error. It is these mingled opposites which people our life, which make it pungent, intoxicating. We only exist in terms of this conflict, in the zone where black and white clash."—Louis Aragon [1897-1982].

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Introduction

Welcome to the *Book of Exalted Deeds*.

There is an obvious parallel between this book and its predecessor, the *Book of Vile Darkness*. Both are named after minor artifacts detailed in the *Dungeon Master's Guide*, artifacts that define the sharp polarity between the most abhorrent pits of evil and the highest peaks of righteousness. While the *Book of Vile Darkness* concerns itself with all things evil, dealing with the most reprehensible subjects ever covered in the DUNGEONS & DRAGONS game, this book tackles the opposite subject. The two books share a similar outline, and there are several other parallels in content as well,

but their essential function is quite different. The *Book of Vile Darkness* gives Dungeon Masters the tools they need to bring the villains and monsters of their campaigns to new lows of depravity and evil.

Armed with the *Book of Exalted Deeds*, players can now bring their characters, the heroes of the campaign, to great new heights of valor and righteousness. In contrast to thoroughly vile villains, heroes are called upon to perform truly exalted deeds.

The *Book of Exalted Deeds* is for players who aren't satisfied by slapping a good alignment label on their character and then acting no different from the neutral characters in the party. This book is all about how to make a good alignment mean something, and how to live up to the ideals implied in that alignment.

This is not a book about what good characters can't do—it's not a list of ways to avoid being evil. Rather, it's about what they can do, the power that they gain as a direct result of adhering to a higher standard of righteousness than most of the world can hope to achieve. It's about being an agent of good, whether a character serves a good deity or simply adheres to more abstract ideas of goodness. It's about following a higher call than the lure of gold and experience points, wrestling with tougher choices than which monster to kill first or what magic item to buy with newfound loot, and doing the kinds of heroic deeds that make a difference in the game world.

Like the *Book of Vile Darkness*, the *Book of Exalted Deeds* is intended for mature players. That's not because it's filled with lurid depictions of depravity and torture. The material isn't meant to shock or offend (though some topics may). Rather, this book deals with tough questions of ethics and morality in a serious manner. It's intended to help players and Dungeon Masters wrestle with hard in-game issues: Is it okay to slaugh-

ter every drow I see and sell their goods on the open market? How do I wrest information from enemy prisoners without compromising my alignment? Is there any hope for the orc whelps in the stronghold, or should we slaughter them, too?

Many players would just as soon overlook these questions, believing they detract from the fun of the game. There's nothing wrong with that. For groups that want to address these issues, however, the *Book of Exalted Deeds* opens the way. At the same time, it presents a whole host of new opportunities for player characters of good alignment and righteous conviction: new feats, spells, prestige classes, magic and mundane items, and rules to help address the situations they face. These goodies aren't just for the cleric and paladin, either—characters who sometimes are the sole voices of morality in an adventuring party.

While paladins and good clerics will certainly find much of use, characters of all classes can benefit from the new material in the *Book of Exalted Deeds*—if they are willing and able to walk the straight and narrow path of the exalted.

There is one other reason this book is intended for mature audiences: it deals with certain aspects of real-world religion that might make some people uncomfortable.

In the *Book of Exalted Deeds*, you'll find archons with names drawn from Jewish, Christian, and Gnostic angelology, paladins with stigmata, and monks who have sworn not to touch dead flesh or drink alcohol. Among the holy relics discussed here are items of torture and execution that were used upon saints and still carry the touch of sanctified blood. To many people, these things are hardly in the same category as the appalling abominations found in the *Book of Vile Darkness*. To many of us with deeply held convictions about such matters, the subject is touchy at best. This book carries a warning because we're relying on you to deal with your

own reactions to this material in a mature manner: use what you like, adapt what doesn't fit, and simply ignore what you don't like. We've tried to present the material with sensitivity and appropriate gravity, and we trust you to use it in the same way.

Author's Note: I didn't expect this book to require a disclaimer like the one Monte put in front of the *Book of Vile Darkness*. I like to think I am a good person, and I strongly encourage others to be good people as well. Nevertheless, I feel the need to point out that this book attempts to define the morality of goodness in the context of the D&D® world, not the real world. While I've tried to explore some shades of gray in this book, the D&D universe is still much more black-and-white than the real world. I don't advocate anyone killing someone they think is evil, to give just one example.

—James Wyatt



An exalted arcanist and his celestial familiar


 Illus. by D. Kozak

What is good?

Many characters are happy to rattle off long lists of sins they haven't committed as evidence that they are good. The utter avoidance of evil, however, doesn't make a character good—solidly neutral, perhaps, but not good.

Being good requires a certain quality of temperament, the presence of virtues that spur a character, not just to avoid evil or its appearance, but to actively promote good. As expressed in the *Player's Handbook*, "Good implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others."

Good is not nice, polite, well mannered, prudish, self-righteous, or naïve, though good-aligned characters might be some of those things. Good is the awesome holy energy that radiates from the celestial planes and crushes evil. Good is selfless, just, hopeful, benevolent, and righteous.

EXALTED DEEDS

These acts of goodness are concrete, positive means by which the heroes of the world fight against the darkness of evil. They are the meat and drink of the exalted hero, and should serve as an inspiration for how to play a character of good alignment, suggesting not only common actions but also motivations and personality traits.

HELPING OTHERS

When a village elder comes to a good character and says, "Please help us, a dragon is threatening our village," the good character's response is not, "What can you pay?" Neutral characters might be that mercenary, and evil characters would certainly consider how to collect the most benefit from the situation. For a good character, however, helping others is a higher priority than personal gain.

A good character might ask a number of other questions before leaping up from her seat and charging to the village's aid: good characters aren't necessarily stupid. A good character can be cautious, determining how powerful the dragon is and whether additional reinforcements are required, but she should never say, "Sorry, I'm out of my league. Go find another hero." It's just good sense to learn as much as possible about a foe before plunging into battle. Even more, a good character need not be naïvely trusting. Some might go to great lengths to verify that the elder's story is true and not some villain's attempt to lure them into a trap.

All her caution or suspicion still doesn't undermine a good character's responsibility to offer help to those in need. Altruism is the first word in the *Player's Handbook's* definition of good, and helping

others without reward or even thanks is part of a good character's daily work.

So who are these "others" a good character is supposed to help? Again, the "good is not necessarily stupid" rule comes into play. Obviously, a good character is not required by her alignment to help evil characters or those who are working at cross-purposes to a good character's own goals. However, altruism often blends into mercy in situations where a villain asks for quarter and aid (see Mercy below). In any case, altruism is tempered by respect for life and concern for the dignity of sentient beings, and good characters balance their desire to help others with their desire to promote goodness and life.

CHARITY

One specific aspect of helping others is charity: providing material assistance to those in need, particularly those whose situation in life robs them of pride and respect. Offering food to the hungry, clothes to the naked, lodging to the homeless, care for orphans and widows, and hope to the hopeless are among the simplest and yet most profound of good deeds. Good characters offer this sort of assistance to needy people without regard for their moral character and with the utmost concern for their dignity.

The idea that creatures too weak to better themselves deserve their low position is a hallmark of evil dogma. Good characters reject this notion completely, recognizing that most poor and needy people are the victims of circumstance, not of their own weakness or failings.

HEALING

Healing wounds, removing disease, and neutralizing poison are a concrete embodiment of a good character's respect for life. These deeds are not inherently good, since they can be performed selfishly or in the interests of evil. Even so, healing magic involves positive energy, which is closely linked to holy power.

Many good characters devote their lives to healing as an expression of their morality. Pelor is a god of healing, and his clerics with the Healing domain make it their mission to share Pelor's beneficence with others through healing. Even paladins, whose mission is primarily to smite evildoers, have the innate ability to heal wounds and remove disease as a reflection of their pure goodness. A character devoted to healing views the power to heal as a gift of celestial powers and is generally careful never to use that gift in a way that would cheapen or taint it—by healing evil characters, for example. On the other hand, some view

healing as a means of grace, believing that every *cure light wounds* cast on a blackguard cannot help but lead the villain closer to repentance and redemption.

PERSONAL SACRIFICE

A good character doesn't just help others or fight evil when it's convenient for him to do so. Even the most generous altruism when it comes without sacrifice or even serves one's own self-interest, is neutral at best. A character committed to the cause of good champions that cause in any circumstance, often at great personal risk or cost.

Forfeiting any claim on a reward for one's deeds is a simple form of sacrifice touched upon in the previous section. Voluntarily donating money, goods, or even magic items to a temple, charitable institution (an orphanage or aid society), or other organization is another financial sacrifice often practiced by good characters. Exceptionally virtuous characters might swear sacred vows, forever sacrificing the enjoyment of some worldly pleasure—alcohol or stimulants, sex, or material possessions—or course of action, including violence. True heroes of righteousness, all too often, sacrifice their own lives to save the lives of others.

WORSHIPING GOOD DEITIES

The deities of good are the highest exemplars of the principles of virtue, righteousness, and purity. By offering them worship, sacrifice, and service, good characters cultivate their own personal virtue, assist the cause of good in concrete ways (supporting the charitable work of the church and strengthening the clerics and paladins who serve as the deity's agents), and extend the deity's reach in the world.

Not all good characters worship good deities. Some serve neutral deities like St. Cuthbert, Obad-Hai, or Olidammara, while others put the claims of good above the dogma of any deity. Nevertheless, virtually all good characters are willing to cooperate with the churches of good deities, recognizing them as allies with a common cause.

Unlike evil deities, good deities usually have temples and shrines in open, public places—often at or near the center of bustling cities. In fact, the worship of good deities is one of the forces that often helps to cement humanoid communities together, serving to unite the populace in a common activity and a common set of ideals. This is particularly common among nonhuman races of good alignment, including halflings,

EXALTED DEEDS AND VILE DARKNESS

Your gaming group will make the best use of this book if your DM, at least, also has a copy of the *Book of Vile Darkness*. Nothing in here requires you to have another book, but a party of exalted player characters shines brightest when pitted against truly vile villains. Some of the spells, feats, items, and other offerings in this book are specifically designed to counteract similar bits of vileness. The spell *ease pain* was written specifically with *angry ache* in mind, for example. However, they all have broad enough application that you can use them even without another book (since, in the case of *ease pain*, a number of other spells and effects create pain).

The *Book of Vile Darkness* includes an appendix concerning

evil player characters. If you are part of a campaign with evil player characters (PCs), then the function of this book might shift somewhat. In that case, the *Book of Exalted Deeds* becomes a source of opponents and enemies—good creatures to fight and good spells for those good nonplayer characters (NPCs) to cast against your characters. That's a perfectly fine use of this book.

On the other hand, if all the new tricks—spells, feats, prestige classes—in *Book of Vile Darkness* tempted you to explore evil characters, then have a look at the material in *Book of Exalted Deeds*. Maybe you'll be inspired to return to the side of good!

dwarves, and elves, where good alignment is the norm and a single deity often claims the allegiance of an entire community. However, it is common for even human cities to be drawn together in the worship of Pelor, who commands at least the respect of neutral citizens as well as good. Of course, in evil cultures, the worship of good deities can be both a crime and an act of rebellion.

CASTING GOOD SPELLS

Good spells alleviate suffering, inspire hope or joy, use the caster's energy or vitality to help or heal another, summon celestials, or channel holy power. Particularly in the last instance, good spells might be just as destructive—at least to evil creatures—as a fireball. Not all good spells involve only sweetness and light.

Good spells don't have any redemptive influence on those who cast them, for better or worse. An evil wizard who dabbles in a few good spells, most likely to help him achieve selfish ends, does not usually decide to abandon his evil ways because he's been purified by the touch of the holy. On the other hand, there are certain spells whose sanctified nature demands a concrete, physical sacrifice from the caster (see Sanctified Magic in Chapter 6). No character can draw upon such holy magic without being changed for the better as a result.

MERCY

For good characters who devote their lives to hunting and exterminating the forces of evil, evil's most seductive lure may be the abandonment of mercy. Mercy means giving quarter to enemies who surrender and treating criminals and prisoners with compassion and even kindness. It is, in effect, the good doctrine of respect for life taken to its logical extreme—respecting and honoring even the life of one's enemy. In a world full of enemies who show no respect for life whatsoever, it can be extremely tempting to treat foes as they have treated others, to exact revenge for slain comrades and innocents, to offer no quarter and become merciless.

A good character must not succumb to that trap. Good characters must offer mercy and accept surrender no matter how many times villains might betray that kindness or escape from captivity to continue their evil deeds. If a foe surrenders, a good character is bound to accept the surrender, bind the prisoner, and treat him as kindly as possible. (See Mercy, Prisoners, and Redemption in Chapter 2 for more about the proper treatment of prisoners.)

In general, it's a good idea for the DM to make sure that the players aren't punished unnecessarily for showing mercy to opponents. If every prisoner schemes to betray the party and later escapes from prison, the players quickly come to realize that showing mercy simply isn't worth it. It's fine for these frus-

A paladin must choose between destroying evil and honoring love.



trations to arise once in a while, but if they happen every time, the players will rightly give up in frustration.

FORGIVENESS

Closely tied to mercy, forgiveness is still a separate act. Mercy means respecting the life of an enemy, treating him like a being worthy of kindness. Forgiveness is an act of faith, a willingness to believe that even the vilest evildoer is capable of change. Good characters are not enjoined to "forgive and forget" every time someone harms them. At the simplest level, forgiveness means abdicating one's right to vengeance. On a deeper level, if an evil character makes an effort to repent, turn away from evil, and lead a better life, a good character is called upon to encourage the reformed villain, let the past be past, and not to hold the character's evil deeds against her.

Forgiveness is essential to redemption. If those she has harmed refuse to forgive her, a character seeking to turn away from evil faces nothing but hatred and resentment from those who should be her new allies. Isolated from both her former allies and her former enemies, she nurses resentment and quickly slides back into her evil ways. By extending forgiveness to those who ask it, good characters actively spread good, both by encouraging those who are trying to turn away from evil and by demonstrating to evildoers that the path of redemption is possible.

BRINGING HOPE

If the most soullessly evil villains relish spreading despair and devouring every last shred of hope, it naturally follows that the cause of good involves rekindling hope in the face of despair. This might be the most nebulous of all good deeds, hard to define or measure, but it also might be the heart and essence of good. All the other good deeds discussed in this section, in addition to their often concrete and physical benefits to people in need, have the additional intangible benefit of increasing hope. A man whose body is wasting away from disease actually has two illnesses: the physical disease that consumes his flesh and the despair that gnaws at his soul. Healing him not only heals his body, it also restores his lost hope. A woman who throws herself on a paladin's mercy and turns from her evil ways struggles along the difficult road to redemption. The paladin's mercy and forgiveness offer the most important assistance along that road: hope, a vision of the reward that lies ahead.

Hope in its truest form is more than just a vague wish for things to be better than they are; it is a taste of things as they might be. When an exalted bard comes to a city that groans under the oppressive rule of a pit fiend, he may inspire hope by singing tales of liberation or by demonstrating force of arms

against the pit fiend's diabolic minions. But the best hope available to the oppressed residents of the city is when the bard simply shows them kindness, thereby reminding them of what it was like to live under a more benign rule. He brings them together in community, whereas the devils have been turning them against each other, sowing distrust alongside despair. By experiencing a taste of kindness and freedom, however small, the citizens are inspired with hope. That hope empowers them to resist the devils, with or without the bard's force of arms.

REDEEMING EVIL

Perhaps the greatest act of good one could ever hope to accomplish is the redemption of an evil soul. Bringing an evil character to see the error of her ways not only stops her from preying on innocent victims, but helps her as well, winning her a place in the blessed afterlife of the Upper Planes instead of an eternity of torment and damnation in the Lower. While acts of charity and healing might help a person's body, redeeming an evil character helps her soul.

Holding a sword to a captured villain's throat and shouting, "Worship Heironeous or die!" is not a means of redemption. Sword-point conversion might be a useful political tool, but it is almost entirely without impact on the souls of the "converts." Worse, it stinks of evil, robbing the victim of the freedom to choose and echoing the use of torture to extract the desired behavior. True redemption is a much more difficult and involved process, but truly virtuous characters consider the reward worth the effort involved. The process of redemption is described in Chapter 2: Variant Rules.

Of course, good characters recognize that some creatures are utterly beyond redemption. Most creatures described in the *Monster Manual* as "always evil" are either completely irredeemable or so intimately tied to evil that they are almost entirely hopeless. Certainly demons and devils are best slain, or at least banished, and only a naïve fool would try to convert them. Evil dragons might not be entirely beyond salvation, but there is truly only the barest glimmer of hope.

On the other hand, a good character approaches every encounter with orcs, goblinoids, and even the thoroughly evil drow with heart and mind open to the possibility, however remote, that his opponents might some day be transformed into allies. Creatures that are "usually evil" can be redeemed. This is not to say that a good character's first thought in an ambush should be, "How can I redeem these poor orcs?" However, if the ambushing orcs end up surrendering, there is ample opportunity to seek their redemption.

EXALTED VERSUS EPIC

The words "epic" and "exalted" are similar in meaning as well as reminiscent of each other in sound. In the context of the D&D game, however, their meanings are completely unrelated to each other. Epic characters are those who have exceeded 20th level, entering territory beyond that explored in the *Player's Handbook*. Exalted characters are simply those, of any

level, who are devoted to the highest ideals of good (whether lawful, neutral, or chaotic in bent). Exalted characters may become epic, like any other character. Exalted deeds may often have an epic scope, without necessarily involving characters of epic level. The terms are distinct, and it's important to remember that the material in this book is applicable to characters of any level and their adventures.

THE STRAIGHT AND NARROW

The choice to follow the path of exalted deeds means picking one's way among complicated moral issues and painful dilemmas. It means questioning some of the common assumptions about what's acceptable in the context of a D&D adventure. While the previous section outlined positive actions good characters can (and should) perform to improve the world and better the lot of those in it, this section discusses some of the difficult choices and decisions that characters trying to live up to high ideals are likely to face when those ideals make contact with reality.

ENDS AND MEANS

When do good ends justify evil means to achieve them? Is it morally acceptable, for example, to torture an evil captive in order to extract vital information that can prevent the deaths of thousands of innocents? Any good character shudders at the thought of committing torture, but the goal of preventing thousands of deaths is undeniably a virtuous one, and a neutral character might easily consider the use of torture in such a circumstance. With evil acts on a smaller scale, even the most virtuous characters can find themselves tempted to agree that a very good end justifies a mildly evil means. Is it acceptable to tell a small lie in order to prevent a minor catastrophe? A large catastrophe? A world-shattering catastrophe?

In the D&D universe, the fundamental answer is no, an evil act is an evil act no matter what good result it may achieve. A paladin who knowingly commits an evil act in pursuit of any end no matter how good still jeopardizes her paladinhood. Any exalted character risks losing exalted feats or other benefits of celestial favor if he commits any act of evil for any reason. Whether or not good ends can justify evil means, they certainly cannot make evil means any less evil.

Some good characters might view a situation where an evil act is required to avert a catastrophic evil as a form of martyrdom: "I can save a thousand innocent lives by sacrificing my purity." For some, that is a sacrifice worth making, just as they would not hesitate to sacrifice their lives for the same cause. After all, it would simply be selfish to let innocents die so a character can hang on to her exalted feats.

Unfortunately, this view is ultimately misguided. This line of thinking treats the purity of the good character's soul as a commodity (like her exalted feats) that she can just give up or sacrifice like any other possession. In fact, when an otherwise good character decides to commit an evil act, the effects are larger than the individual character. What the character sees as a personal sacrifice is actually a shift in the universal balance of power between good and evil, in evil's favor. The consequences of that single evil act, no matter how small, extend far beyond the single act and involve a loss to more than just the character doing the deed. Thus, it is not a personal sacrifice, but a concession to evil, and thus unconscionable.



Good ends might sometimes demand evil means. The means remain evil, however, and so characters who are serious about their good alignment and exalted status cannot resort to them, no matter how great the need.

Sometimes a situation might demand that a good character cooperate with an evil one in order to accomplish a worthy and righteous goal. The evil character might not even be pursuing the same goal. For example, a brief civil war has put a new ruling house in power in a drow city, and the new rulers start actively raiding the surface world. A party of good adventurers travels into the depths of the earth to stop the drow raids. At the same time, a party of evil drow loyal to the deposed house seeks to overthrow the new rulers and restore their house to its position of power. The two groups have different but mutually compatible goals, and it is possible—within certain limits—for them to cooperate with each other. However, the good characters must not tolerate any evil acts committed by an evil ally during the time of their alliance, and can't simply turn a blind eye to such acts. They must ensure that helping the drow will put a stop to the surface raids, which might entail a level of trust the drow simply do not deserve. And of course they must not

turn on their erstwhile allies when victory is in sight, betraying the trust the drow placed in them. Such a situation is dangerous both physically and morally, but cooperating with evil creatures is not necessarily evil in itself.

VIOLENCE

Violence is a part of the D&D world, and not inherently evil in the context of that world. The deities of good equip their heroes not just to be meek and humble servants, but to be their fists and swords, their champions in a brutal war against the forces of evil. A paladin smiting a blackguard or a blue dragon is not committing an evil act:

the cause of good expects and often demands that violence be brought to bear against its enemies.

That said, there are certain limits upon the use of violence that good characters must observe. First, violence in the name of good must have just cause, which in the D&D world means primarily that it must be directed against evil. It is certainly possible for a good nation to declare war upon another good nation, but fighting in such a conflict is not a good act. In fact, even launching a war upon a nearby tribe of evil orcs is not necessarily good if the attack comes without provocation—the mere existence of evil orcs is not a just cause for war against them, if the orcs have been causing no harm. A full-scale war would provoke the orcs to evil deeds and bring unnecessary suffering to both sides of the conflict. Similarly, revenge is not an acceptable cause for violence, although violence is an appropriate means of stopping further acts of evil (as opposed to paying back evil already committed).

The second consideration is that violence should have good intentions. Launching an incursion into orc territory is not a good act if the primary motivation is profit, whether that means clearing the treasure out of the ruins the orcs inhabit or claim-

ing their land for its natural resources. Violence against evil is acceptable when it is directed at stopping or preventing evil acts from being done.

The third consideration is one of discrimination. Violence cannot be considered good when it is directed against noncombatants (including children and the females of at least some races and cultures). Placing a *fireball* so that its area includes orcs, women and children as well as warriors and barbarians is evil, since the noncombatant orcs are not a threat and are comparatively defenseless.

Finally, the means of violence must be as good as the intentions behind it. The use of evil spells, obviously, is not good even when the target is evil. Likewise, the use of torture or other practices that inflict undue suffering upon the victims goes beyond the pale of what can be considered good.

Within these limits, violence in the name of good is an acceptable practice in the D&D universe.

RELATIONSHIPS

Implicit in D&D's definition of good—altruism, respect for life, and making sacrifices for the sake of others—is a sense that good is about maintaining a certain quality of relationship with others. A good character's relationships with other characters should be built on a mutual respect for one another, whether that relationship involves the companionship of an adventuring party or the intimacy of a marriage.

There is nothing inherently evil about human (or humanoid) sexuality, and being a good character doesn't necessarily mean remaining a virgin. Certain religions and cultures in the D&D universe encourage or at least condone some people taking vows of chastity, but these are similar to vows of poverty or abstinence—rooted in the belief that giving up the enjoyment of a good and natural thing can have positive spiritual benefits, not derived from an attitude that sex is evil. However, a good character is bound to realize that sexuality is laden with traditions of exploitation and abuse, an area of interpersonal relationships where power dynamics are often manifested in unfortunate—really, evil—ways. A good character is not opposed to sex in principle, but will not condone exploitative or coercive relationships such as prostitution, the use of slaves for sex, or sexual contact with children or others without the power to enter freely and willingly into a relationship of mutual respect.

Also within the context of respectful relationships, good characters exercise caution in the use of compulsion magic to force others' behavior. Spells such as *dominate person*, *geas*, and *suggestion* allow a caster to control another person, robbing that person of free will. This may not be an inherently evil act, but it certainly carries a tremendous ethical responsibility. Forcing anyone to commit an evil act, of course, is evil. Furthermore, a creature under compulsion should be treated the same as a helpless prisoner, since that creature no longer poses a threat, at least for the duration of the spell. Once an enemy is dominated, for example, he should not be killed, but shown mercy and treated the same as a prisoner who had willingly surrendered. (The same holds true for charmed and compelled creatures.)

Perhaps the most important area of relationships for player characters involves a character's interactions with the other members of the party. A good character respects the other characters, treats them fairly, and values their lives as highly as

his own. That said, he is within his rights to expect the same treatment from them. Neutral characters are often joined to adventuring parties through bonds of friendship and loyalty to the other characters, and a good character respects those bonds and can trust a friend, even one who is not also good. Evil characters, however, typically join adventuring parties for purely selfish reasons. Paladins, of course, are prohibited from associating with evil characters, but other exalted PCs should also steer clear of evil companions, unless the evil character is attempting to reform herself and making progress toward neutrality at least.

Good characters in parties that also include neutral characters carry a weighty burden of responsibility. They should serve as examples of the good life, demonstrating the virtue and the rewards of following the righteous path. They must steer their neutral companions away from evil deeds, and ought to encourage them toward goodness, as gently or as bluntly as the individual case requires. Good characters can be guilty by association with neutral characters who commit evil deeds, and simply turning a blind eye to the questionable acts of their companions is not an acceptable option.

This important prohibition can cause a great deal of friction within an adventuring party. Some players build their characters on the idea of being roguish, unsavory, perhaps a little brutal. If the paladin in the party is constantly getting in the way of that character's approach to things, everyone's enjoyment of the game is at risk. Many of these problems can be eliminated at the outset by working to achieve a consensus among the players regarding what kind of game you are going to play. That doesn't mean that everyone needs to agree to play good characters and stick to the straight and narrow, but players who want to play neutral characters need to know up front what they're getting into, and the whole group needs to decide to what extent ethical debate is going to be a part of every game session. If everyone's happy with the paladin and the rogue constantly being at cross-purposes, and the group decides to make that a central part of the roleplaying experience, that's fine—as long as the players treat each other with respect and the characters don't split the party into two warring factions.

DIVIDED LOYALTIES

For better or for worse, a paladin is not just good: she is lawful good, sworn not just to uphold the principles of good but also bound by a code of conduct, and subject to local law as well. Many paladins are also members of a specific deity's church, a knightly order of some sort, or both. At the best of times, these various loyalties—her code of conduct, her church's laws, her order's demands, the laws of her nation, and the abstraction of her alignment—are all in harmony, and her path is clear before her. When circumstances are not so ideal, she finds herself torn between conflicting demands: her superior in her knightly order commands her to kill a brutal murderer who has escaped punishment in court on a legal technicality, for example. Her personal code requires that she punish those that harm innocents, and this killer certainly falls in that category. However, her personal code also instructs her to respect legitimate authority, which includes both her knightly superior and the local law that has let the killer go free. The demands of her good alignment suggest she should punish the wrongdoer, but the

demands of her lawful alignment insist that she obey the judgment of the court. It is entirely possible that either her superior or the magistrate in the case is corrupt or even possessed. Whom does she obey? How does she sort out the conflicting demands of her loyalties?

Paladins are by no means alone in this situation. Any character who tries consistently to do good eventually finds himself in a situation where different loyalties are in conflict. Chaotic good characters might care far less about a potentially corrupt or at least ineffectual court system, but they might have other personal standards or obligations that cause conflict in similar or different situations. In the end, however, many such conflicts boil down to a question of priorities, and for a character who aspires to exalted deeds, good is the highest priority. In the example above, the murderer must at least be captured, if not killed, before he can kill again. If she has reason to suspect corruption, either in the court or in her own order, the paladin must attempt to uncover it, though it might mean being cast out of her order, punished under local law, or both. Her paladinhood and her exalted status remain intact, since she acted in the cause of good even when that required questioning the legitimacy of authority. Magistrates or knightly superiors who serve the cause of evil while posing as agents of good are not legitimate authority, and the paladin is right for exposing their corruption.

What does a good character do when he is opposed by good? Two good nations might go to war, two good adventuring parties might be working toward opposite goals, or two good characters might become bitter enemies. As discussed under Violence, above, violence against good creatures is not good. When conflict arises, as it certainly will at times, good characters must use every diplomatic means available to avoid the outbreak of violence, whether between nations, smaller groups, or individuals. In the D&D universe, if one side's goals are actually evil, a relatively simple *commune* spell can make that abundantly clear. Diplomacy might not always work, but the outbreak of violence is not just a failure of diplomacy, it is a failure of good and a victory for evil.

CRIME AND PUNISHMENT

When dealing with evildoers who are citizens of the realm specifically, or members of the civilized humanoid races (dwarf, elf, gnome, half-elf, half-orc, halfling, human) in general, it is often preferable to bring evildoers to justice in the form of legitimate legal authority rather than meting out that justice oneself. When fighting through a dungeon, characters needn't switch to subdual tactics when they suddenly encounter evil dwarf minions. But if those minions surrender, it is best to take the prisoners back to town to stand trial for their crimes. When the adventure takes place in a city and the opponents are citizens of the city (rather than evil monsters from the sewers or deeper underground), subduing opponents and turning them over to the city watch is preferable to killing them and possibly being forced to stand trial for murder.

The principles of good make certain demands about how criminals are treated. The death penalty for serious crimes is commonly practiced and widely accepted and does not qualify as evil, even if many good characters, firm in their belief that redemption is always possible, would rather see even the vilest

criminals offered the opportunity to find their way to righteousness during their imprisonment. Torturing prisoners, either to extract information or simply as a means of punishment, is unequivocally evil, however.

This leads good characters (especially lawful good characters) into a dilemma: Is it wrong to turn a prisoner over to legitimate authorities knowing that the prisoner will be tortured and abused in captivity? Fortunately, the answer is straightforward, if sometimes difficult to implement. Yes, delivering a person over to be tortured, even if the person is thoroughly evil and the torturers are a legitimate authority, is evil. How to avoid being put in that position is a more difficult question, and one that depends greatly on the circumstances.

BEING AHEAD OF YOUR TIME

Heroic characters often end up at odds with their culture and society. The standards expected of good characters in D&D, especially those who lay claim to exalted status, bear much more similarity to modern sensibilities about justice, equality, and respect for life than to the actual medieval world that D&D is loosely based on, and that is quite intentional. It is certainly possible that your campaign world might be a more enlightened place than medieval Europe—a place where men and women are considered equal, slavery is not practiced in any form, torture and capital punishment are shunned, and the various human and humanoid races live together in harmony. In such a case, an exalted character can live in relative peace with her culture, and focus her attention on slaying evil creatures in ruins and dungeons or rival, evil nations.

On the other hand, your campaign world might more closely reflect the realities of life in Earth's Dark or Middle Ages. Perhaps women are not viewed as men's equals or even sentient beings in their own right, slavery is widespread, testimony from serfs is only acceptable if extracted through torture, and humans of a certain skin tone (let alone nonhumans) are viewed as demonic creatures. It is vitally important to remember one thing: these factors don't change anything else said in this chapter (or in the *Book of Vile Darkness*) about what constitutes a good or evil deed. Even if slavery, torture, or discrimination are condoned by society, they remain evil. That simply means that an exalted character has an even harder road to follow. Not only must she worry about external evils like conjured demons and rampaging orc hordes, she must also contend with the evil within her own society.

In all likelihood, most human (and halfling) societies fall somewhere between the two extremes described above. In game terms, humans tend to be neutral, neither good nor evil. Human societies might tolerate a variety of evil practices, even if some humans find them distasteful. In such a circumstance, an exalted character is still at odds with the norms of her society and may occasionally find herself in conflict with it, but she can devote her time and attention to dealing with evil acts, either inside or outside her society, rather than trying to reform an entire nation or culture.

In situations where a society's practices put good characters at odds with it, a good character's alignment is the strongest indicator of how she will deal with that conflict.

LAW, CHAOS, AND GOOD

Lawful good characters by no means have a monopoly on goodness. Though all paladins are lawful good, plenty of exalted characters of all character classes are chaotic good or neutral good, and they exemplify the ideals of good in the D&D universe no less than the paladin. There are differences between the goodness of a lawful good character and that of his chaotic good counterpart, just as there are marked differences between the archons and eladrins that embody those alignments in the celestial realms.

Lawful Good characters possess a sense of discipline, honor, and community that other good characters do not necessarily share. Lawful good characters are members of monastic or knightly orders, church hierarchies, or organizations devoted to righteous causes. They believe that morality can be legislated, and promote the establishment of just societies whose laws and customs inculcate good behavior in their citizens. Lawful good adventurers fight evil knowing that they have the support of legal systems behind them: they are bringing criminals to justice as well as opposing evil.

In an evil culture or one that tolerates evil, lawful good characters are in a difficult situation. On the one hand, they abhor evil and cannot stand to see it institutionalized. On the other hand, they believe in legitimate authority and will not overthrow a kingdom because of evil practices within it. Lawful good characters usually try to work to change flawed social structures from within, using whatever political power is available to them rather than toppling those structures by force.

Chaotic Good characters are strong-willed individualists who tolerate no oppression, even in the name of the common good. They usually work alone or in loose bands, rather than as part of some organization or hierarchy. They have no confidence in the ability of laws and social mores to train people in good behavior. Indeed, they have seen all too often how people hide behind rules and laws as an excuse for evil or at least irresponsible acts. While promoting a legal system that places few restrictions on individual freedom, chaotic good individuals look to other forces—religion, philosophy, or community, for example—to encourage good behavior and punish evil. Chaotic good adventurers fight evil because it's evil, not because it's illegal.

In societies where evil practices are tolerated, chaotic good characters are the most likely rebels, and they have few hesitations about overthrowing the existing order if it means eliminating those evils.

Neutral Good characters occupy an indistinct middle ground. They espouse the ideals of good and none other. As a rule, they don't care whether good is imposed through laws and customs or encouraged by temples and philosophers; they simply want goodness to flourish. Legislating morality sometimes works, and is good as far as it goes. When lawful good societies begin legislating every detail of their citizens' lives, however, passing laws on subjects that have no bearing on good and evil, the neutral good citizens become impatient. They support law when it promotes good, but not law for its own sake. Similarly, they like the idea of personal freedom, but they're not sure everyone should have it: too much freedom gives evildoers too much room to prosper. Like chaotic good adventurers, neutral good ones fight evil because it's evil, but it certainly doesn't hurt to have the backing of legal authority whenever possible.

Neutral good characters in societies that tolerate evil resist evil to the extent they can, without actively working to overthrow the government. They protest injustice, sometimes engaging in civil disobedience since unjust laws are useless and not binding in their view.

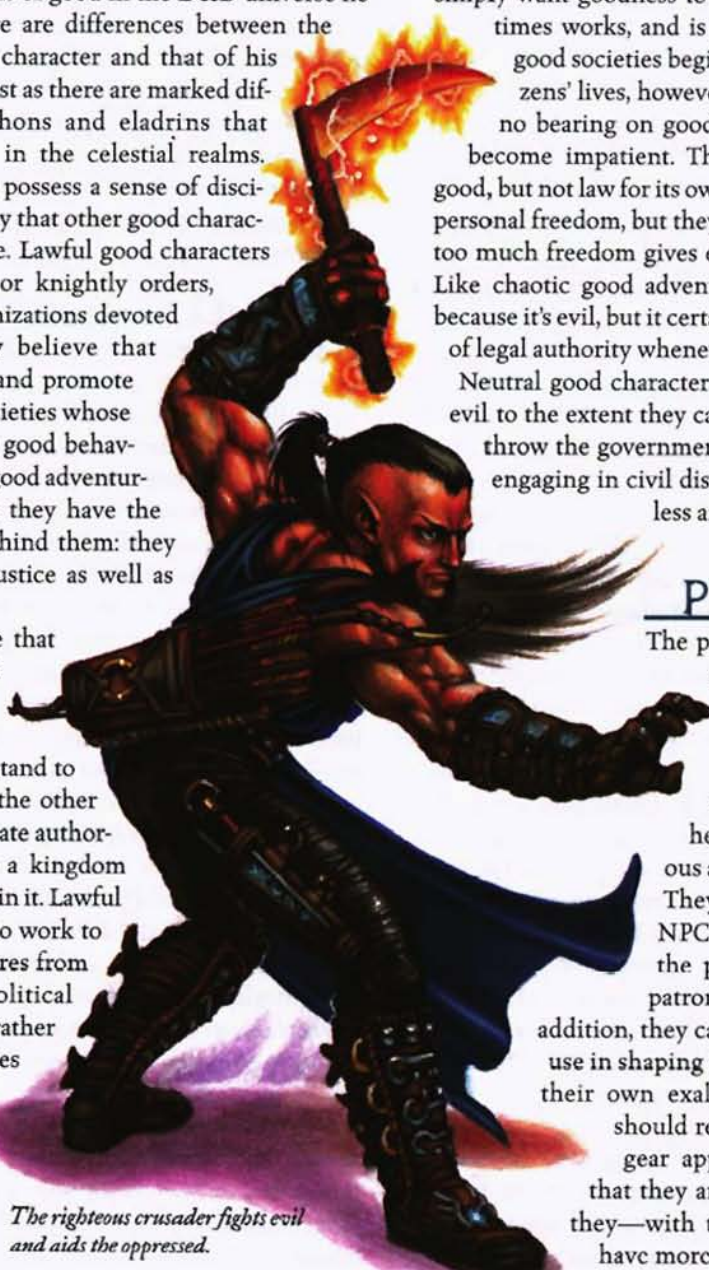
PLAYING A HERO

The preceding discussions of good deeds and careful balancing acts are most useful when put into context with the overall personality and career of a hero. The following examples detail an assortment of heroic archetypes that exemplify various aspects of virtue, morality, and good. They can be used to provide ideas for NPCs to serve as allies or companions of the player characters, as plot hooks or patrons, or as the focus of an adventure. In addition, they can serve as inspiration for players to use in shaping the background and personalities of their own exalted characters. (However, players should remember that these characters have gear appropriate for their level assuming that they are NPCs. Used as player characters, they—with the exception of Veshann—should have more gear.)

THE RIGHTEOUS CRUSADER

The righteous crusader is dedicated to fighting evil: slaying evil monsters, rooting out corrupt officials, or changing deplorable traditions and practices. He might be a paladin in plate armor leading the charge on the fields of war, or an aristocrat draped in finery speaking out against injustice in the halls of politics. In any case, he is proud, confident (often bordering on arrogant), forceful, and pure.

As an adventurer, the righteous crusader is a quixotic figure—a knight on a quest to rid the world of evil. He smites evil monsters, deposes evil tyrants, banishes evil demons, and hallows evil temples. He is a righter of wrongs, a champion of the downtrodden, and a heroic figure in every sense of the word.



The righteous crusader fights evil and aids the oppressed.

Sample Righteous Crusader

As a young man, Ulmo was caught picking the wrong pocket and imprisoned "until such time as he makes peace with the law." After a jailhouse conversion to the faith of Heironeous, he petitioned for release to take part in a crusade to reclaim a holy land from evil forces. A friendly paladin agreed to watch over Ulmo, instruct him in the faith, and keep him from straying too far, and together they joined a band of adventurers in the crusade. Ulmo followed his god's dictates but never felt the same deep calling of his comrades until, in a moment of desperation, he tried to mimic the righteousness of a cleric in order to cast *raise dead* from a scroll. As the holy power flowed from Heironeous through him to raise his friend, he felt his soul lifted up from its doubts and he immediately dedicated his life to following his god's will. Better suited to contemplation than preaching, he abandoned his leather armor for a monk's robe. He now spends his time meditating and striking down the enemies of Heironeous with precision, discipline, and certainty.

Ulmo Lightbringer: Male halfling rogue 10/monk 5; CR 15; Small humanoid; HD 10d6+10 plus 5d8+5; hp 72; Init +7; Spd 40 ft.; AC 24, touch 24, flat-footed 24; Base Atk +10; Grp +11; Atk +19 melee (1d4+1, small +1 *kama*) or +19 ranged (1d4+1/x3, small +1 *shortbow*); Full Atk +19/+14 melee (1d4+1, small +1 *kama*) or +18/+18/+13 melee (1d4+1, small +1 *kama*) or +19/+14 ranged (1d4+1/x3, small +1 *shortbow*); SA flurry of blows, *ki* strike (magic), sneak attack +5d6; SQ evasion, fast movement, halfling traits, improved uncanny dodge, opportunist, purity of body, slow fall 20 ft., still mind, trapfinding, trap sense +3, uncanny dodge; AL LG; SV Fort +11, Ref +21, Will +13; Str 10, Dex 24, Con 13, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +14, Bluff +7, Climb +10, Decipher Script +5, Disable Device +13, Escape Artist +17, Hide +11, Jump +12, Knowledge (religion) +2, Listen +18, Move Silently +12, Open Lock +12, Search +10, Sleight of Hand +13, Spot +16, Tumble +14, Use Magic Device +12; Blind-Fight, Combat Expertise, Deflect Arrows^B, Dodge, Improved Feint, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Finesse.

Flurry of Blows (Ex): Ulmo may use a full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack bonus, but this attack and each other attack made in that round take a -1 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity Ulmo might make before his next action. If armed with a *kama*, *nunchaku*, or *siangham*, Ulmo can make the extra attack either with that weapon or unarmed. If armed with two such weapons, he uses one for his regular attack(s) and the other for the extra attack. In any case, his damage bonus on the attack with his off hand is not reduced.

Ki Strike (Su): Ulmo's unarmed strike can deal damage to a creature with damage reduction as if the blow were made with a magic weapon.

Sneak Attack (Ex): If Ulmo can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 5d6 points of damage. For complete details on the sneak attack ability, see the description of the slayer of Domiel in Chapter 5: Prestige Classes.

Evasion (Ex): If Ulmo is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Halfling Traits (Ex): +2 morale bonus on saves against fear; +1 bonus on attack rolls with thrown weapons and slings.

Improved Uncanny Dodge (Ex): Ulmo cannot be flanked except by a rogue of at least 14th level.

Opportunist (Ex): Once per round, Ulmo can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as his attack of opportunity for that round.

Purity of Body (Ex): Ulmo has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): When within arm's reach of a wall, Ulmo can use it to slow his descent while falling. He takes damage as if the fall were 20 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saving throws against spells and effects from the enchantment school.

Trapfinding (Ex): Ulmo can use a Search check to locate a trap when the task has a DC higher than 20.

Trap Sense (Ex): Against attacks by traps, Ulmo gets a +3 bonus on Reflex saves and a +3 dodge bonus to Armor Class.

Uncanny Dodge (Ex): Ulmo can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: Small +1 *kama*, Small +1 *shortbow*, 50 masterwork arrows, *ring of protection* +2, *wand of greater invisibility* (24 charges), *wand of mage armor* (46 charges), *boots of striding and springing*, *cloak of resistance* +2, *gloves of dexterity* +4, *periapt of wisdom* +2.

THE FATED CHAMPION

Martyrdom is the inevitable doom of the fated champion. She knows that her passion for righteous deeds will lead to her death, and so all that she does is tinged with a melancholy fatalism. At times, she might speak glowingly about the great reward that certainly awaits her and her companions in the celestial realms, but at other times she focuses on the inevitability of her doom. Her heroism is undiminished by her certainty that it will cause her death, however, and she is capable of truly astonishing acts of valor performed with no regard for her own safety.

The fated champion takes on only the most dangerous quests. If a holy artifact or relic needs to be recovered from the prison plane of Carceri, the fated champion attempts it. If need be, she stays behind while her friends carry the relic through a *gate* leading home, making sure they are not followed before the *gate* closes even though it means she is trapped there forever.

Sample Fated Champion

The youngest child of a noble family, Regina was raised in a peaceful abbey dedicated to Pelor, but early in her life she demonstrated far more interest in the martial path. The gentle scholars of the abbey tried at first to restrain her violent tendencies, then sent her to live with an order of warriors devoted to Raziel. There she found her true calling as a soldier in a holy war against a demonic cult. While she derives great satisfaction from the good works she performs, she has lost too many allies and friends to believe that any other fate awaits her than death. Her ultimate goal is to die a good death—not gurgling on the

end of a demonic blade while her companions fall all around her, but heroically, righteously, honorably. If she is to die, and she knows she must, she wants her death to bring salvation to others.

Regina: Female human fighter 10/sword of righteousness* 3; CR 13; Medium humanoid; HD 10d10+20 plus 3d8+6; hp 99; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24; Base Atk +13; Grp +18; Atk +20 melee (1d10+8/17–20, +1 holy bastard sword) or +15 ranged (1d8+5, masterwork composite longbow [+5 Str bonus]); Full Atk +20/+15/+10 melee (1d10+8/17–20, +1 holy bastard sword) or +15/+10/+5 ranged (1d8+5, masterwork composite longbow [+5 Str bonus]); SA —; SQ —; AL LG; SV Fort +13, Ref +6, Will +7; Str 20, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

*New prestige class described in Chapter 5 of this book.

Skills and Feats: Climb +13, Intimidate +15, Jump +13, Sense Motive +6, Swim +5; Dodge, Exotic Weapon Proficiency (bastard sword), Holy Subdual*, Improved Critical (bastard sword), Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Sacred Vow*, Servant of the Heavens*, Subduing Strike*, Vow of Abstinence*, Vow of Purity*, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

*New feat described in Chapter 4 of this book.

Possessions: Belt of giant strength +2, +1 holy bastard sword, +2 full plate, +2 large heavy steel shield, masterwork composite longbow (+5 Str bonus), 50 normal arrows, 10 silvered arrows, 10 cold iron arrows, 10 adamantite arrows, cloak of resistance +1.

THE BENEVOLENT HEALER

The benevolent healer is a kindly soul devoted to helping others—often a healer in the literal sense, a cleric boasting a full complement of healing spells. Alternatively, she might be a bard who uses her music to inspire and uplift, a druid who tends the plants and animals in a peaceful grove, or an adventuring sorcerer who concentrates on protective spells to enhance her companions' abilities. She is generally not a front-line fighter, and often refuses to participate in combat at all, unless it is to heal wounded comrades so they can rejoin the fray. She has a humble attitude and a gentle demeanor.

The benevolent healer goes on adventures not to earn glory or amass treasure, though money has great power to help and heal. Rather, she is led to adventure out of her sense of concern for others—often her adventuring companions, who are the

primary recipients of her healing talents. She might also take up a quest to find a magical cure for a supernatural disease afflicting a town, help to hunt down a lycanthrope that has been terrorizing a village (seeking his cure, not his death), or join a quest to find a relic to revitalize a blighted land.

Sample Benevolent Healer

As a young girl, Tasthanian Silvershade lost her family—indeed, her whole village—to a band of marauding orcs. She was playing alone in the nearby woods when the orcs descended on the village and obliterated it. When she returned to the village, she

discovered a unicorn moving slowly among the smoldering ruins, looking for any survivors it might

be able to heal. The only survivor Tasthanian and the unicorn found, however, was a young orc warrior. Tasthanian wanted to kill him, but the unicorn stayed her hand and healed the orc's wounds. Tasthanian fumed while the orc fled. Years later, as Tasthanian reached adulthood and began her walk on the druid's path, she was ambushed in the woods by another orc band. The leader of that band, however, recognized her and called off the attack, for he was the same warrior that she and the unicorn had healed and freed. Sworn now to the

ways of peace, Tasthanian counts a number of orcs among her friends, and she views the redemption of orcs as her particular mission of healing in the world. She also continues to work side by side with the unicorn to heal the creatures that dwell in the wood.

Tasthanian Silvershade:

Female elf druid 7; CR 7; Medium humanoid; HD 7d8+7; hp 38; Init +2; Spd 30; AC 20, touch 14, flat-footed 18; Base Atk +5; Grp +4; Atk +4 melee touch (spell) or +6 ranged touch (spell); SA —; SQ animal companion, calming aura, elf traits, link with companion, nature sense, resist nature's lure, share spells, shatter weapons, trackless step, wild empathy, wild shape (Small or Medium animal 3/day), woodland stride; AL NG; SV Fort +7, Ref +5, Will +10; Str 8, Dex 14, Con 12, Int 10, Wis 18, Cha 13.

Skills and Feats: Concentration +11, Diplomacy +15, Heal +14, Knowledge (nature) +12, Listen +6, Search +2, Spot +6, Survival +6; Sacred Vow*, Vow of Nonviolence*, Vow of Peace*.

*New feat described in Chapter 4 of this book.

Calming Aura (Su): Tasthanian is constantly surrounded by a calming aura to a radius of 20 feet. Creatures within the aura



A benevolent healer need not be a cleric.

must make a DC 14 Will save or be affected as by the *calm emotions* spell. Creatures who leave the aura and reenter it make new saving throws. A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters.

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantments; entitled to a Search check when within 5 feet of a secret or concealed door.

Link with Companion (Ex): Tasthanian can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy and Handle Animal checks made while dealing with that animal.

Resist Nature's Lure (Ex): Tasthanian gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): Tasthanian may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Shatter Weapons (Su): If a creature strikes Tasthanian with a manufactured weapon, the weapon must immediately make a DC 14 Fortitude save or shatter against her skin, leaving her unharmed.

Trackless Step (Ex): Tasthanian leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Tasthanian can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+8, or 1d20+4 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Wild Shape (Su): Tasthanian can change into a Small or Medium animal and back again three times per day, as per the *polymorph* spell.

Woodland Stride (Ex): Tasthanian may move through natural undergrowth at normal speed and without taking damage or suffering any other impairment.

Druid Spells Prepared (6/5/4/3/2; save DC 14 + spell level or DC 18 + spell level for nondamaging spells): 0—*create water*, *cure minor wounds*, *detect poison*, *guidance*, *resistance*, *virtue*; 1st—*calm animals*, *cure light wounds*, *entangle*, *eyes of the avoral*^{*}, *obscuring mist*; 2nd—*charm person or animal*, *delay poison*, *lesser restoration*, *warp wood*; 3rd—*cure moderate wounds*, *neutralize poison*, *remove disease*; 4th—*blinding beauty*^{*}, *cure serious wounds*.

^{*}New spell described in Chapter 6 of this book.

Possessions: Cloak of resistance +1, +1 hide armor, *periapt of Wisdom* +2.

Thuk, Tasthanian's Animal Companion: Male boar; CR —; Medium animal; HD 5d8+18; hp 40; Init +0; Spd 40 ft.; AC 18, touch 10, flat-footed 18; Base Atk +2; Grp+5; Atk +5 melee (1d8+4, gore); Full Atk +5 melee (1d8+4, gore); SA ferocity; SQ evasion, scent; AL N; SV Fort +6, Ref +3, Will +2; Str 16, Dex 11, Con 17, Int 2, Wis 13, Cha 4.

Skills and Feats: Listen +7, Spot +5; Alertness, Toughness.

Ferocity (Ex): Thuk is such a tenacious combatant that it continues to fight without penalty, even while disabled or dying.

Evasion (Ex): If Thuk is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

THE HOLY TEACHER

The holy teacher is devoted to the practice of sharing his virtue with others. He might be a teacher in the traditional sense: a scholar who imparts factual knowledge to others, perhaps instructing them in the doctrines of a good religion or the precepts of a celestial order. Or he might be a cleric or other pious individual who teaches in a moral sense, exhorting others to follow the righteous path. Or perhaps he leads by example, the force of his personality drawing others along the path he himself walks.

The holy teacher is drawn to adventures that allow him the opportunity to teach—even if the only pupils are his own adventuring companions. He might be drawn along as a guide or advisor to a party on an important quest for the cause of good, particularly if that quest deals with ancient lore that falls within his specialty or involves dangerous moral temptation. He also often adventures in order to broaden his own knowledge.

Sample Holy Teacher

At the age of six, Veshann saw a trumpet archon, and the sight changed his life. He was so impressed with the celestial's righteous majesty, so taken with its unearthly beauty, and so drawn to the virtue it embodied that he became utterly fascinated with the Seven Heavens, seeking to learn all he could about the origins of this awesome creature. Now twenty-one, Veshann is no less obsessed with the Heavens, and he is well on his way to accessing the mysteries of the Illuminated Heaven, the highest reaches of Celestia. While progressing on his personal path toward enlightenment, however, he tries to live his life as a model for others to follow, particularly the rag tag lot of adventurers he travels with. Veshann is neither brilliantly intelligent nor deeply wise, but his personality makes him a natural exemplar and leader, and he shares his own experience of the life of virtue in lieu of passing on any real knowledge or insight. He is happy to leave theology to scholars and piety to priests, while guiding others toward righteousness and perfection by example.

Veshann: Male human sorcerer 9/celestial mystic^{*} 4; CR 13; Medium humanoid; HD 9d4+27 plus 4d4+12; hp 73; Init +0; Spd 30 ft.; AC 21, touch 12, flat-footed 21; Base Atk +6; Grp +7; Atk +9 melee (1d6+3, quarterstaff); Full Atk +9/+4 melee (1d6+3, quarterstaff); SA exalted strike +2; SQ blessing of the golden heaven, blessing of the silver heaven, damage reduction 5/magic, empathic link, endure elements, energy resistance 5, greater sustenance, lantern archon familiar, mind shielding, share spells, sustenance; AL LG; SV Fort +9, Ref +6, Will +13; Str 12, Dex 10, Con 16, Int 10, Wis 13, Cha 22.

^{*}New prestige class described in Chapter 5 of this book.

Skills and Feats: Concentration +10, Diplomacy +8, Knowledge (arcana) +6, Knowledge (the planes) +6, Knowledge (religion) +8, Listen +3, Spellcraft +13, Spot +3; Celestial Familiar^{AB}, Extend Spell, Heighten Spell, Holy Radiance^B, Nimbus of Light^B, Purify Spell, Sacred Vow^{*}, Servant of the Heavens^{AB}, Spell Penetration, Stigmata^{AB}, Vow of Abstinence^{AB}, Vow of Poverty^{*}.

^{*}New feat described in Chapter 4 of this book.

Blessing of the Silver Heaven (Su): Veshann has electricity resistance 10 and receives a +2 sacred bonus on saving throws against disease, poison, and petrification. In addition, a *magic circle against evil* effect (caster level 13th) always surrounds him.

Blessing of the Golden Heaven (Su): Veshann is immune to death spells and magical death effects.

Empathic Link (Su): Veshann can communicate telepathically with his familiar at a distance of up to 1 mile. He has the same connection to an item or a place that the familiar does.

Endure Elements (Ex): Veshann is immune to the effects of being in a hot or cold environment (conditions between -50 and 140 degrees Fahrenheit).

Exalted Strike (Su): Veshann receives a +2 enhancement bonus on all attack and damage rolls, and any weapon he wields is considered both magic and good for the purpose of overcoming damage reduction.

Greater Sustenance (Ex): Veshann doesn't need to breathe.

Mind Shielding (Ex): Veshann is immune to *detect thoughts*, *discern lies*, and any attempt to discern his alignment.

Share Spells (Ex): Veshann may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Sustenance (Ex): Veshann doesn't need to eat or drink.

Spells Known (6/8/8/7/7/6/4; save DC 16 + spell level): 0—arcane mark, *detect magic*, *disrupt undead*, *flare*, *light*, *message*, *ray of frost*, *read magic*, *resistance*; 1st—*detect evil*, *lantern light**, *mage armor*, *magic missile*, *shield*; 2nd—*bear's endurance*, *blur*, *scorching ray*, *see invisibility*, *yoke of mercy**; 3rd—*deep slumber*, *dispel magic*, *fly*, *lightning bolt*; 4th—*greater invisibility*, *Otiluke's resilient sphere*, *radiant shield**; 5th—*hold monster*, *summon monster V*; 6th—*wages of sin**. Caster level 12th.

*New spell described in Chapter 6 of this book.

Possessions: quarterstaff, simple robe.

Gleam, Veshann's Familiar: Lantern archon; CR —; Small outsider (extraplanar, good, lawful); HD 13; hp 36; Init +4; Spd fly 60 ft. (perfect); AC 20, touch 11, flat-footed 20; Base Atk +7; Grp +2; Atk +7 ranged touch (1d6, light ray); Full Atk +7 ranged touch (1d6, 2 light rays); SA spell-like abilities; SQ aura of menace, damage reduction 20/evil, deliver touch spells, immunity to electricity and petrification, teleport, tongues, improved evasion, grant Alertness; SV Fort +4, Ref +4, Will +8; Str 1, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

Aura of Menace (Su): Any hostile creature within a 20-foot radius of Gleam must succeed on a DC 18 Will save or take a -2 penalty on attacks, AC, and saves for one day or until that creature successfully hits Gleam. A creature that has resisted or broken the effect cannot be affected again by Gleam's aura for 24 hours.

Deliver Touch Spells (Su): Gleam can deliver touch spells for Veshann if the two are in contact when Veshann casts the touch spell.

Grant Alertness (Ex): While Gleam is within arm's reach, Veshann gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Gleam takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*. Caster level 3rd.

Teleport (Su): Gleam can use greater teleport at will, as the spell (caster level 14th), except that Gleam can transport only itself and up to 50 pounds of objects.

Tongues (Su): Gleam can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

THE PEASANT HERO

The peasant hero is a champion of the common folk who achieved great things as a result of his virtue. He might be a simple warrior or expert, he might start in an NPC class and later multiclass, or he might start off in an adventuring class, but in any event he never forgets his roots among the peasantry. He remains humble, but he is defiant of authority and refuses to be pushed around.

As an adventurer, the peasant hero protects the common people from marauding monsters, cruel tyrants, bullying nobles, and vicious brigands. He frees slaves and shelters escaped slaves. He is a protector, a champion, and a hero-idol to the people he serves.

Sample Peasant Hero

Solarian Goblinslayer is a tough, sometimes defensive urban hood who has seen too much of life's darker side. After spending his youth hanging around with violent gangs, he was jolted away from a life of crime by the murder of his mentor. When his street-gang friends were vanquished by a rival gang, Solarian fled the city, carrying an ugly scar on his neck and deep wounds in his heart. He has a strong sense of justice, honor, and goodness, and no tolerance for bullies. After a series of adventures in which he earned his "Goblinslayer" appellation, he discovered a new home and a new direction for his life in the temples of Pelor, and took up the life of a paladin. He is anything but a stereotypical paladin, preferring his old rapier and studded leather armor to the traditional plate armor and sword of the knightly warrior.

Solarian Goblinslayer: Male human rogue 3/paladin 1; CR 4; Medium humanoid; HD 3d6 plus 1d10; hp 24; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +5; Atk +7 melee (1d6+2, +1 rapier) or +7 ranged (1d6+1, composite short bow [+1 Str bonus]); Full Atk +7 melee (1d6+2, +1 rapier) or +7 ranged (1d6+1, composite short bow [+1 Str bonus]); SA sneak attack +2d6, smite evil 1/day; SQ aura of good, detect evil, evasion, trapfinding, trap sense +1; AL LG; SV Fort +3, Ref +6, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 13, Cha 16.

Skills and Feats: Climb +7, Diplomacy +7, Disable Device +5, Escape Artist +7, Gather Information +7, Hide +7, Jump +3, Knowledge (religion) +1, Listen +5, Move Silently +7, Open Lock +8, Sleight of Hand +4, Ride +6, Search +4, Spot +5, Tumble +8; Subduing Strike*, Toughness, Weapon Finesse.

*New feat described in Chapter 4 of this book.

Aura of Good (Ex): Solarian's aura of good (see the *detect good* spell) is equal to that of a 1st-level cleric.

Detect Evil (Sp): At will, as the spell of the same name.

Evasion (Ex): If Solarian is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Smite Evil (Su): Solarian may attempt to smite evil with one normal melee attack. He adds +3 to his attack roll and deals an extra 1 point of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Sneak Attack (Ex): If Solarian can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for an extra 2d6 points of damage. For complete details on the sneak attack ability, see the description of the slayer of Domiel in Chapter 5: Prestige Classes.

Trapfinding (Ex): Solarian can use a Search check to locate a trap when the task has a DC higher than 20.

Trap Sense (Ex): Against attacks by traps, Solarian gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Possessions: +1 studded leather, +1 rapier, 4 daggers, masterwork thieves' tools, composite short bow (+1 Str bonus), 20 normal arrows, masterwork buckler, 3 flasks of holy water, silver holy symbol.

THE REDEEMED VILLAIN

The redeemed villain, as the phrase suggests, was once evil or at least a self-interested neutral. Somehow—through the direct action of an exalted character working for her conversion, or as a result of circumstances and events—she turned from her old ways and adopted a good alignment. Perhaps she started off doing good deeds for selfish reasons. Even done for the wrong reasons, good deeds improve the person doing them, and eventually she began doing them for their own sake, finally becoming among the most virtuous of heroes. More than any other heroic type, the redeemed villain is sympathetic to those who still live in their evil ways, and willing to work toward their redemption as well as her own continuing improvement. She might still carry a load of guilt for her past misdeeds and actively seek forgiveness, or she might quickly grow angry with anyone who would dare hold her past against her. She is often more rough around the edges than characters who were good all their lives, but is no less dedicated to exalted deeds now.

On adventures, the redeemed villain shows the most interest in spreading the good news she has experienced, offering redemption to other villains but fighting fiercely when her attempts are met with violence. Some are much like righteous crusaders, smiting evil monsters wherever they are found, while others focus their attention primarily on humanoid vil-

lains, foiling their vile schemes and hoping to guide them to change their ways.

Sample Redeemed Villain

Thaqualm is an extraordinary redeemed villain: a mind flayer who has joined the cause of good. Living deep underground on the outskirts of a mind flayer city, Thaqualm was a victim of a small-scale slave rebellion: Her duergar thralls broke free of her mental control and forced her into three years of wretched servitude, her mental powers suppressed and her body at the verge of starvation. Finally, she was liberated—by an adventuring party from the surface who killed her duergar masters but spared the pathetic illithid, showing her kindness unlike anything she had ever experienced before. Eventually, she joined the adventurers and traveled with them for two years. She joined a monastic order, and has now retired to a life of contemplation. She has sworn a vow of nonviolence and works hard to redeem any evil humanoids she may encounter, hoping to set them on the same course that has proven so rewarding for her.

Thaqualm: Female mind flayer monk 8; CR 16; Medium aberration; HD 8d8+16 plus 8d8+16; hp 104; Init +9; Spd 50 ft.; AC 34, touch 25, flat-footed 29; Base Atk +12; Grp +15; Atk +17 melee (1d4+3, tentacle) or +15 melee (1d10+3, unarmed strike); Full Atk +17 melee (1d4+3, 4 tentacles) or +15/+10/+5 melee (1d10+3, unarmed strike) or +14/+14/+10/+5 melee (1d10+3, unarmed strike); SA extract, improved grab, ki strike (magic, lawful), mind blast, psionics; SQ darkvision 60 ft., evasion, fast movement, purity of body, slow fall (40 ft.), spell resistance 25, still mind, telepathy 100 ft., wholeness of body; AL LG; SV Fort +10, Ref +13, Will +17; Str 16, Dex 20, Con 14, Int 18, Wis 20, Cha 14. **Skills and Feats:** Balance +15, Bluff +7, Concentration +21, Diplomacy +4, Hide +10, Intimidate +9, Jump +13, Knowledge (arcana) +17, Knowledge (religion) +13, Listen +18, Move Silently +9, Spot +14, Tumble +15; Combat Casting, Combat Reflexes^B, Dodge, Improved Initiative, Improved Disarm^B, Sacred Vow^{*}, Sanctify Ki Strike^{*}, Stunning Fist^B, Vow of Nonviolence^{*}, Vow of Obedience^{*}, Weapon Finesse.

^{*}New feat described in Chapter 4 of this book.

Extract (Ex): If Thaqualm begins her turn with all four tentacles attached and wins a grapple check, she automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead.

Extraction is not instantly fatal to foes with multiple heads, such as ettins and hydras.

Improved Grab (Ex): To use this ability, Thaqualm must hit a Small, Medium, or Large creature with her tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and attaches the tentacle to the oppo-



More than anyone, a redeemed villain understands that no soul is beyond salvation.

ment's head. Thaqualm can grab a Huge or larger creature, but only if she can somehow reach the foe's head. If Thaqualm begins its turn with at least one tentacle attached, she can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but Thaqualm gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Ki Strike (Su): Thaqualm's unarmed strike can deal damage to a creature with damage reduction as if the blow were made with a magic and lawful weapon.

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this area must make a DC 16 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

Psionics (Sp): At will—charm monster (DC 16), detect thoughts (DC 14), levitate, plane shift, suggestion (DC 15). Caster level 8th. The save DCs are Charisma-based.

Evasion (Ex): If Thaqualm is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Purity of Body (Ex): Thaqualm has immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall (Ex): When within arm's reach of a wall, Thaqualm can use it to slow her descent while falling. She takes damage as if the fall were 40 feet shorter than it actually is.

Still Mind (Ex): +2 bonus on saving throws against spells and effects from the enchantment school.

Telepathy (Su): Thaqualm can communicate telepathically with any creature within 100 feet that has a language.

Wholeness of Body (Su): Thaqualm can cure up to 16 hp of her own wounds each day, and she can spread this healing out over several uses.

Possessions: Bracers of armor +6, monk's belt, ring of protection +4.

EXALTED CHARACTERS

A chaotic good barbarian swinging a holy greataxe is a very different character than a chaotic good sorcerer wielding holy arcane power. Members of different character classes follow the exalted path in different ways. The following section describes some of those ways, including exalted feat choices and prestige class options for characters of each basic class.

THE EXALTED BARBARIAN

Not at all the oxymoron some might think, an exalted barbarian is chaotic good by necessity. He stands opposed to the evil in decadent urban society, the tyranny of evil rulers, and the machinations of devils. An exalted barbarian's rage is an earthly manifestation of celestial wrath against the forces of evil. His greatest challenge is ensuring that, in the heat of his rage, he does not commit an evil action by mistake.

Exalted Feat Choices: Knight of Stars, Quell the Profane, Resounding Blow, Righteous Wrath, Sanctify Martial Strike.

Prestige Class Options: champion of Gwynharwyf, risen martyr, skylord, sword of righteousness.

THE EXALTED BARD

While many bards are roguish scoundrels, the exalted bard is an artiste who is attuned to the music of the heavens and the poetry of creation. Often closely aligned with the eladrins, exalted bards are perfectly suited to subduing opponents without killing them by using their powerful enchantments. They also command the power of human emotion, inspiring hope and courage in their allies. Exalted bards are perhaps the ultimate diplomats, combining skill and natural Charisma to avert conflict as often as not.

Exalted Feat Choices: Favored of the Companions or Knight of Stars, Holy Radiance, Nimbus of Light, Nymph's Kiss, Sanctify Martial Strike, Words of Creation.

Prestige Class Options: apostle of peace, exalted arcanist, risen martyr, stalker of Kharash, troubadour of stars, wonderworker.

THE EXALTED CLERIC

By necessity, an exalted cleric serves a good deity—Heironeous, Ehlonna, Pelor, Kord, Moradin, Yondalla, Garl Glittergold, Bahamut, or perhaps one of the deities described in this chapter. Though good-aligned clerics might worship the lawful neutral St. Cuthbert or the chaotic neutral Olidammara, good clerics of neutral deities are not wholly devoted to good and thus generally not permitted to gain exalted feats.

Exalted clerics are the perfect servants of good deities, living extensions of their deities' will. Their understanding of good is filtered through their deities' dogma and priorities: a cleric of Heironeous is primarily interested in fighting evil, while a cleric of Pelor spends much effort in helping and healing the common folk. Both are equally good, equally exalted, and they might even be of the same alignment, but their priorities differ. Their faith is the lens through which they view both the world and the demands of the exalted life.

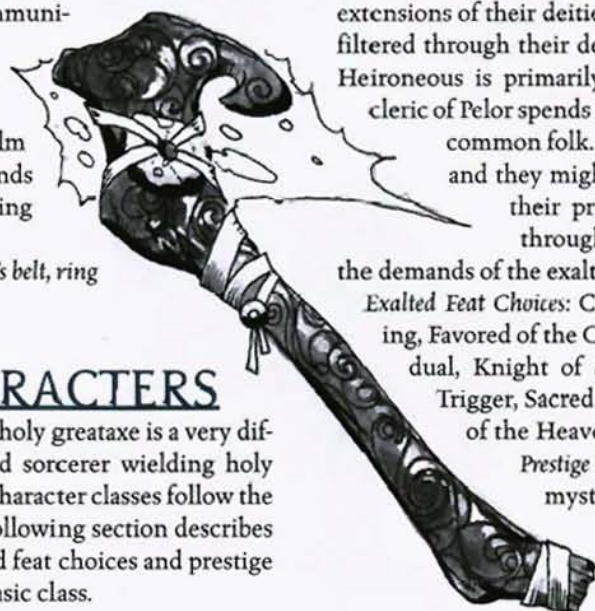
Exalted Feat Choices: Consecrate Spell Trigger, Exalted Turning, Favored of the Companions, Holy Radiance, Holy Subdual, Knight of Stars, Nimbus of Light, Purify Spell Trigger, Sacred Vow, Sanctify Martial Strike, Servant of the Heavens, Words of Creation.

Prestige Class Options: apostle of peace, celestial mystic, defender of Sealtiel, emissary of Barachiel, fist of Raziel, prophet of Erathaol, risen martyr, sentinel of Bharrai, wonderworker.

THE EXALTED DRUID

If exalted bards are closely associated with the eladrins, then exalted druids are linked to the bestial-seeming guardinal celestials. Like the guardinals, exalted druids are both devoted to good and intimately familiar with the natural world. They value close friendships—whether with adventuring allies, animal companions, or fey creatures—and particularly hate evil creatures that despoil nature.

Exalted Feat Choices: Animal Friend, Exalted Companion, Exalted Wild Shape, Favored of the Companions, Holy Radi-



ance, Nimbus of Light, Nymph's Kiss, Sanctify Martial Strike, Sanctify Natural Attack.

Prestige Class Options: apostle of peace, beloved of Valarian, lion of Talisid, risen martyr, sentinel of Bharrai, skylord, swanmay, wonderworker.

THE EXALTED FIGHTER

Not every soldier of righteousness is a paladin. Many fighters march into battle in good's name. Without the divine power of a paladin to support them, exalted fighters rely primarily on the martial prowess reflected in their extensive selection of combat feats, and only secondarily on any supernatural exalted feats they might acquire. Particularly to neutral good and chaotic good characters, the way of the fighter has distinct advantages over the paladin's difficult calling.

Exalted Feat Choices: Favored of the Companions, Fist of the Heavens, Holy Subdual, Knight of Stars, Quell the Profane, Resounding Blow, Sacred Vow, Sanctify Martial Strike, Servant of the Heavens.

Prestige Class Options: anointed knight, defender of Sealtiel, risen martyr, skylord, sword of righteousness, vassal of Bahamut.

THE EXALTED MONK

Disciplined ascetics who devote themselves to spiritual perfection, good monks are natural candidates for the extreme demands of the exalted path. It is a small step from a monk's unarmed and unarmored fighting style to a vow of poverty that rejects all accoutrements of battle. Likewise, many monks practice ascetic extremities that lead naturally into other lifelong sacred vows. Good monks stand easily beside paladins among the finest examples of exalted characters.

Exalted Feat Choices: Holy Ki Strike, Fist of the Heavens, Nimbus of Light, Resounding Blow, Sacred Vow, Sanctify Ki Strike, Sanctify Martial Strike, Servant of the Heavens, Touch of Golden Ice.

Prestige Class Options: celestial mystic, defender of Sealtiel, initiate of Pistis Sophia, risen martyr, sword of righteousness.

THE EXALTED PALADIN

If an exalted barbarian seems a bit like an oxymoron, then "exalted paladin" probably sounds redundant. All paladins, of

course, are called to be exemplars of the lawful good alignment, and to the extent that they succeed, they are among the finest examples of exalted player characters as well.

Exalted Feat Choices: Celestial Mount, Exalted Smite, Exalted Turning, Gift of Grace, Hands of a Healer, Holy Radiance, Nimbus of Light, Quell the Profane, Ranged Smite Evil, Resounding Blow, Sacred Vow, Sanctify Martial Strike, Servant of the Heavens.

Prestige Class Options: anointed knight, defender of Sealtiel, emissary of Barachiel, fist of Raziel, prophet of Erathaol, risen martyr, sword of righteousness, vassal of Bahamut.

THE EXALTED RANGER

Depending on their alignment, exalted rangers may end up similar in many ways to paladins, druids, or barbarians. Like druids, they are at home in the natural world (more so than in the lofty contemplation of the celestial planes), and are very down-to-earth in the figurative sense as well. For an exalted ranger, good is not an abstract cosmic principle, but very concretely manifested in how a person lives and treats others around him, whether sentient or not. Exalted rangers always choose favored enemies that are evil—they may have neutral opponents (such as lizardfolk), but cannot devote their extensive training to fighting opponents who are not actually evil.

Exalted Feat Choices: Animal Friend, Exalted Companion, Nemesis, Nimbus of Light, Quell the Profane, Resounding Blow, Sanctify Martial Strike.

Prestige Class Options: beloved of Valarian, defender of Sealtiel, lion of Talisid, prophet of Erathaol, risen martyr, skylord, stalker of Kharash, swanmay, sword of righteousness.

THE EXALTED ROGUE

Exalted rogues, while they share the same class skills and abilities as their nongood kin, are as a rule not roguish in the descriptive sense. A lawful good rogue is as dependable as a paladin, and a chaotic good rogue might sing with the eladrin Court of Stars. Even lawful good rogues are not bound to an abstract and impractical code of honor that would limit their use of sneak attacks beyond the general limitations on violence discussed earlier in this chapter. The use of sneak attacks is no more evil than the use of a bull rush or trampling maneuver: when engaged in a life-or-death struggle against the

CELESTIAL MONSTER CLASSES

The *Savage Species* sourcebook contains rules for treating monsters as character classes—an alternative system to the monster advancement system presented in the *Monster Manual*.

Unlike other classes, a monster class has a maximum number of levels equal to the creature's starting ECL. For example, a hound archon's starting ECL is 11, so the hound archon monster class has 11 levels. As a monster attains a new level in its class, it becomes gradually more powerful (just as a member of any other class does) until it attains the maximum level in its class and thereby gains all of the abilities of the creature described in the *Monster Manual*.

When using the rules in *Savage Species* to create a character

with one or more levels in a monster class, you can ignore level adjustment. This is replaced by your character's monster class level.

A monster character may not multiclass until it completes the full progression in its monster class. This rule keeps characters from gaining the benefits of a monster's type and then quickly switching to a standard class.

Appendix I in *Savage Species* includes various good-aligned monster classes such as centaurs, djinnis, and treants, as well as the following celestial monster classes:

- | | |
|--------------------|------------------|
| • Astral deva | • Hound archon |
| • Avoral guardinal | • Lillend |
| • Ghaele eladrin | • Trumpet archon |

forces of evil, use tactics that help ensure your victory. That said, a rogue's ability to deal sneak attack damage with a subdual weapon (a sap, or a normal weapon if the rogue has the Subduing Strike feat) makes her very well suited to capturing foes alive, showing the mercy that good demands.

Exalted Feat Choices: Favored of the Companions, Holy Subdual, Knights of Stars, Nymph's Kiss, Sacred Strike, Sanctify Martial Strike, Servant of the Heavens.

Prestige Class Options: emissary of Barachiel, risen martyr, slayer of Domiel, stalker of Kharash, sword of righteousness.

THE EXALTED SORCERER

Some exalted sorcerers proudly claim their descent from metallic dragons, while others suggest that their powers come more directly from the celestial realm. Like wizards, exalted sorcerers bring arcane might to the fight against evil, much like paladins wielding staves instead of swords. They generally eschew necromancy and avoid casting evil spells at all costs. Many exalted sorcerers learn to channel celestial energies with spells ranging from the 1st-level *lantern light* to the 9th-level *blinding glory* (described in Chapter 6: Magic), and some few (those who adopt the exalted arcanist prestige class) also learn to channel limited divine power as if they were clerics.

Exalted Feat Choices: Celestial Familiar, Favored of the Companions, Holy Radiance, Knight of Stars, Nimbus of Light, Stigmata, Nymph's Kiss, Sacred Vow, Servant of the Heavens, Words of Creation.

Prestige Class Options: celestial mystic, exalted arcanist, prophet of Erathaol, risen martyr, sentinel of Bharrai, troubadour of stars, wonderworker.

THE EXALTED WIZARD

An exalted wizard appears as a awe-inspiring figure swathed in white robes, glowing with celestial energy, and radiating righteous fury. Like sorcerers, many exalted wizards claim to have received their spells not from celestial ancestry, but from the libraries of the heavenly powers, so that they might use those spells in battle against evil. Their spell preferences echo those of exalted sorcerers.

Exalted Feat Choices: Celestial Familiar, Favored of the Companions, Holy Radiance, Knight of Stars, Nimbus of Light, Stigmata, Nymph's Kiss, Sacred Vow, Servant of the Heavens, Words of Creation.

Prestige Class Options: celestial mystic, prophet of Erathaol, risen martyr, sentinel of Bharrai, wonderworker.

SIN AND ATONEMENT

The higher one's standards, the easier it is to fall short of them. There are times in any campaign when players of good characters make bad choices or are forced into a choice between two evils and end up committing the lesser. The dangers are great: paladins and good clerics might lose class abilities or spell access, and other characters could lose access to exalted feats. Depending on the severity of the transgression, good characters might become neutral or even evil, either in one cataclysmic fall or over the course of a long downward spiral.

The powers of good would be hypocritical if they demanded that mortals offer forgiveness to one another while themselves

withholding it from mortals who displease them. Therein is the blessing and assurance that all good creatures can cling to: there is no sin so great that it cannot be forgiven. However, just as when player characters extend forgiveness to villains, forgiveness is predicated upon repentance. A character who has committed an evil act cannot simply obtain an *atonement* spell and carry on as if nothing had happened. She must first make amends for her actions, at least trying to repair any damage she caused and offering sincere apologies to those who might still hold resentment against her. She must demonstrate a willingness to try harder in the future to avoid such actions, a real commitment to avoiding evil at all costs. In many cases, she must also perform an act of penance: a good deed that most likely has nothing to do with reparations to those she injured, but simply demonstrates her renewed commitment to good.

With all these criteria met, the powers of good joyfully welcome straying sheep who return to the fold, and an *atonement* spell subsequently cast can have its full effect: restoring a paladin's class, restoring a cleric's or druid's spell powers, or restoring the benefits of exalted feats to any character.

EXALTED ADVENTURES

It is possible to take a party of exalted player characters and let them make their way through any D&D adventure. They are still D&D characters, even if their motivations might differ from those of many other characters and the abilities they bring to bear might be different as well. However, if an adventure doesn't speak to their motivations, they might take it in a completely different direction than the DM intended. Likewise, a campaign needs to address what matters to the characters, offer them opportunities to shine (in terms of both using the powers they have acquired and demonstrating their heroic righteousness), and provide them with truly evil opponents to face. This section, more than any other in this book, is designed with the Dungeon Master in mind. Nothing here need be off-limits to players' eyes, but DMs in particular will find specific advice about how to craft adventures and campaigns that feature exalted characters to best effect.

LET HEROES BE HEROES

There are two sides to this maxim. On the one hand, don't put player characters into situations where the only way to succeed is to be a scoundrel or a villain. On the other hand, let PCs do things that matter, that make a difference in the world and in the lives of its people.

It is okay to put a mature group of players into a situation where they face a difficult choice between the right thing to do (from a moral and ethical perspective) and the easy thing to do. It is also okay to let them suffer a little bit, in the short term, for making the right choice for righteousness over reward. Good people rarely have it easy in life, and exalted characters may actually find themselves persecuted, hated, and reviled. You can force them to suffer setbacks in order to remain on the straight and narrow path of righteousness, but as a general rule, don't force them to suffer devastating failure. This is a general rule, not a universal one: there may in fact be times when a glorious martyrdom for the entire party is an acceptable climax to an adventure or a campaign. If your play-



ers are ready to start a new group of PCs, younger heroes who will eventually rise to vanquish the evil that claimed the lives of the saints gone before, or if you envision a period of time where every PC becomes a risen martyr in order to bring the campaign to a close, then let the characters find themselves facing a choice between certain death and ultimate corruption. It is hard to imagine a more spectacular and riveting campaign event. If you are not planning such a dramatic turn, however, stick to the general rule: let their choices be difficult but not deadly.

Equally as important, let their choices and their actions matter. Don't send exalted characters on dungeon crawl after dungeon crawl with no higher purpose than garnering as much loot as possible, "the better to fight evil monsters with."

Good and evil battle to the death.

Their confrontation with the forces of evil should not be random or haphazard, and they shouldn't quest after holy relics just so they can use them to smite the monster behind the next door. Characters built around a mission to combat evil don't want to just combat it whenever they happen to break down a door and find an evil monster there. They want to foil nefarious plots, uncover diabolical cults, and slay not just evil monsters, but evil villains. They need to know that, when they purge a dungeon of every evil creature within, they have made a difference in the world. They have prevented future raids on the nearby village, stopped the cultists from calling their archdevil master to the world, or concretely tipped the cosmic balance in favor of good, at least for a time.

Along the same lines, appeal to the PCs' motivations—a fundamental rule of adventure design. Don't offer a sizable

financial reward to a group of PCs who have all sworn a vow of poverty. Better still, let a group of characters who might be strapped for cash show their true heroism by helping out when there's no hope of reward. (Later, surprise them with treasure that more than meets their financial needs. They shouldn't be good for the sake of the reward, but virtue can have rewards besides virtue itself.) Cast most adventures, if not every one, in terms of real conflict between good and evil, not just conflicts between people and monsters with lots of treasure involved.

EXALTED HEROES NEED VILE FOES

Much of the material in this book is designed specifically to address similar material in the *Book of Vile Darkness*. There are orders dedicated to the Celestial Paragons to combat the fiendish cults described there, beneficent spells designed to alleviate the effects of vile spells, and so on. You don't need the *Book of Vile Darkness* to make satisfying adventures for exalted PCs, but truly vile villains help to create a sense of contrast that makes players feel that much more heroic. Exalted characters shouldn't struggle to foil the plans of a vaguely sinister bureaucrat who plots to raise taxes in his province. Instead, they should fight the undead hordes of Ystan the Graylord while seeking to liberate the mentally enslaved soldiers that swell his army's ranks, or quest to destroy the demon-possessed blue dragon Enesstrere, who is gathering a demonic army to conquer all the tribes of the desert.

A thoroughly evil villain provides a dramatic foil for the characters, a yardstick against which they can measure their own virtue. The ideal villain, in fact, is one whose life is strangely parallel to one or more of the PCs: perhaps a character of similar birth and circumstances, who simply made wrong choices at key junctures in his life. If one of the PCs is a peasant hero who spent his youth mixed up with violent gangs but managed to rise above his origins and become a paladin, then an ideal villain would be one of his old buddies who has become a criminal overlord in the hero's home city. Allow the player to see how the choices spelled out in his character's background, as well as the choices he made while playing the character, have made him the hero he is today, while different choices might have led him to the other end of the sword of justice.

GET TO THE ROOTS

Exalted characters tend to look at the big picture, or at least they should be encouraged in that direction. If a tribe of once-peaceful lizardfolk has started conquering large stretches of human territory, exalted characters should wonder what caused the change in behavior, rather than just slaughtering hordes of neutral creatures. Perhaps a black dragon moved into their old territory, forcing them to relocate, and characters with enough patience and skill in Diplomacy can negotiate a peaceful settlement. On the other hand, perhaps a demonic cult has been

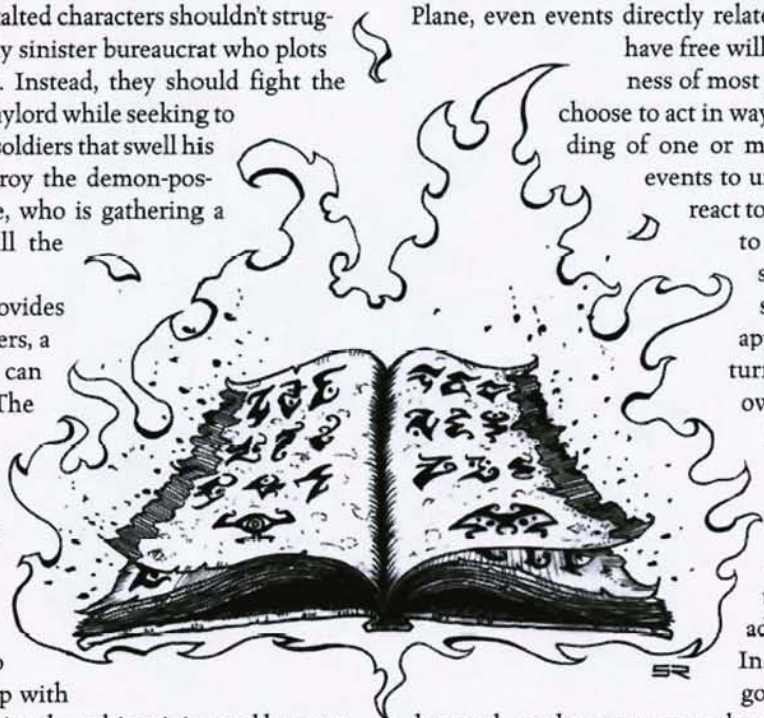
actively recruiting among the lizardfolk, has converted or killed their leader and seized control of the tribe. Even in this case, the cause of good is better served by going straight to the top and unseating the corrupted leader, rather than simply slaughtering all the lizardfolk the characters can find.

A campaign that features exalted characters should allow those characters ample opportunity to address the root causes of the problems they face, so that they can not only stop evil in its tracks, but also prevent it from ever regaining the same foothold. Rather than blindly striking wherever the many-headed hydra of evil should happen to rear its next ugly head, exalted characters should have a chance to root out its origin, even to strike at its heart, perhaps in a climactic, campaign-ending battle.

BRINGING GOOD OUT OF EVIL

Deities in the D&D universe are not omnipotent. They do not have control over everything that happens on the Material Plane, even events directly related to their portfolio. Mortals have free will—exemplified by the willfulness of most player characters—and often choose to act in ways that are contrary to the bidding of one or more deities. If a deity wants events to unfold a certain way, she must react to the actions of mortals and try to shape events and circumstances, through her mortal servants and through direct application of divine power, to turn those actions toward her own ends. A good Dungeon Master, rather than forcing his players along a certain course of actions and events, adapts the events of the adventure in response to their actions and brings the adventure back around to them. In the same way, the deities of good, unable to force mortals to be good, work to turn even the most evil actions mortals perform around to good ends.

As agents of good, many heroes find themselves in the situation of bringing good out of evil. This is grim work, and even the most exalted characters loathe the idea that all they can do is clean up the messes caused by evil. It is important work, however, for without it humans would quickly lose all faith in goodness. When designing adventures for exalted characters, it is not enough that, after finding a village burned to the ground and its inhabitants raised as zombies to serve the evil necromancer, the PCs wipe out the zombie army and slay the necromancer. There must also be some opportunity for them to bring good out of the horrible tragedy of the village. Perhaps the players can hold up the example of the village to quarreling neighbor nations, inspiring them to put aside their differences and cooperate to help the PCs defeat the zombie army and kill the necromancer. Afterward, the two nations might sign a lasting peace accord in the ruins of the village, then work together to rebuild it in memory of the dead.





Illus. by D. Kovacs

This chapter includes variant rules covering a variety of exalted topics, from channeling celestials to incorporating voluntary poverty and nonviolence into a game that often is all about killing monsters and taking their stuff. These rules may or may not be suitable for your campaign, and your DM should give final approval on whether you may use them.

CHANNELING

Certain fiends are known for their ability to seize control of a creature or object, a phenomenon known as possession. Respect for the life and dignity of sentient creatures bars good creatures from usurping control of another in this manner. However, some celestials are content to exercise their power through a mortal form if the mortal host invites them to do so. Similar in many ways to fiendish possession, celestial channeling is an important means by which the forces of good work in the world.

Celestial channeling works in a manner similar to the Possess Mortal divine salient ability that some deities have (as detailed in *Deities and Demigods*). In addition to deities, some celestials have the spell-like ability to invest mortals with their power in this fashion, and there are spells (*channel celestial* and *channel greater celestial*, both described in Chapter 6) that allow mortals to invite any celestial into their bodies in this way.

Unlike fiendish possession, channeling works only if the mortal is willing. The celestial does not assume an ethereal

form in preparation for possessing the mortal; it simply merges its own form with the mortal's as part of its spell-like ability. As with possession, spells such as *protection from good* block celestial channeling, even if the spell's target is willing to channel the celestial. Similarly, spells such as *dismissal* or *dispel good*, as well as special abilities that drive possessing spirits out of their victims, can work on the channeled celestial even if the mortal wants the celestial to remain.

A mortal channeling a celestial becomes a mortal manifestation of the celestial's power. The celestial can draw on all of the mortal's memories, and the celestial senses what the mortal senses. The mortal and the celestial can communicate telepathically, but neither has complete access to the current thoughts of the other. While channeling a celestial, the mortal's Intelligence, Wisdom, and Charisma scores become 5 points lower than the celestial's (or remain the same as the mortal's scores if they are higher). An increase in Wisdom affects the mortal's Will saves, and all three increases might affect bonus spells and saving throw DCs for spells and special abilities.

The mortal can use its own skills and the celestial's skills. If the mortal and the celestial have the same skill, use the skill of whichever has more ranks in the skill. Use the mortal's effective ability scores to determine skill modifiers.

The channeling mortal can use all of the celestial's supernatural and spell-like abilities, and can cast spells known to the celestial if his requisite ability scores are high enough.

The mortal remains in complete control of his own body while channeling the celestial, so celestials never allow non-good mortals to channel them. The mortal or the celestial can end the channeling at any time, as a free action. When this occurs, the celestial appears in an unoccupied space adjacent to the mortal.

EXALTED COHORTS

An exalted character with the Leadership feat may, at the DM's discretion, acquire a celestial, a metallic dragon, a good-aligned magical beast, or some other creature of good as a special cohort. As detailed in the *Dungeon Master's Guide*, use the monster's level adjust-

ment (when that is available) to determine its effective cohort level. For example, a player character with a leadership score of 8 can have a 5th-level cohort. A pixie has 1 Hit Die and a level adjustment of +4, meaning a pixie is effectively a 5th-level character.

Thus, a player character (PC) with a leadership score of 8 can have a pixie as a cohort, assuming that he is committed to the exalted path, that he is chaotic good (like the pixie), and that the DM agrees.

Table 2-1: Example Special Cohorts lists a number of good-aligned creatures that might be available as cohorts to exalted characters, with their alignment and their level equivalent (Hit Dice + level adjustment). See the *Dungeon Master's Guide* for more information.

EXALTED GODS

Next to Heironeous, Pelor, Ehlonna, and Kord, the deities presented here are relatively insignificant—demigods with limited portfolios and small followings. Nevertheless, they exemplify some of the finest aspects of the good alignment, from joy and pleasure to martyrdom and the fiery radiance that sears evil. While few people claim these deities as their sole patron, many offer occasional prayers or small sacrifices to them.

AYAILLA

The goddess of light, Ayaila is called the Bright Eagle or the Brilliant Mistress. She is the steward of celestial radiance, and she watches over the good creatures of the sky. She is depicted either as a phoenix bathed in brilliant light or as a beautiful red-skinned woman with large, feathered wings.

Ayaila claims many nonhumans among her worshipers including giant eagles, giant owls, pegasi, lammasus, cloud and storm giants, and good dragons. Surprisingly, she is also revered by some dwarves, including paladins, who quest to bring light into the darkness of the deep regions, both literally and metaphorically. Her symbol is a phoenix, and the domains she is associated with are Glory, Good, and Sun. She is neutral good and her favored weapon is the spear.

Clerics of Ayaila are bearers of her celestial light. Some take that mission literally, such as the dwarves mentioned above, or clerics who use celestial radiance to combat plagues of undead. Others interpret their mission more metaphorically, working to illuminate and educate people, teaching everything from basic literacy to abstract philosophy.

Ayaila's temples are most commonly found in the cloud-castles of good giants or in subterranean dwarven strongholds, where they are beacons of light in the darkness.

CHAAV

Olidammara is often known as the Laughing Rogue, but Chaav is the Smiling God, whose laughter comes from pure and simple delight in the world and its inhabitants.

The god of joy is normally pictured as a boy or very young man with a wide smile and easy manner. He is usually found in the company of his sister, Lastai.

Chaav teaches a dogma of enjoyment, pleasure, and delight. He cares little for elaborate humor or wordplay, and has no tolerance for those who laugh at others' expense. He is often revered by sprites, good satyrs, and other good fey that share his delight in simple pleasures. Chaav's symbol is a bunch of wildflowers, and his favored weapon is the quarterstaff. The domains he is associated with are Chaos, Good, Joy, and Trickery. He is chaotic good.

Chaav's clerics work with simple farmers and artisans, and only rarely join adventuring bands. They labor to bring joy to all people they encounter, not just the laughter from a funny joke, but the joy, peace, and contentment with life that a pure heart can bring. Chaav has some small shrines in small hamlets and villages, but they are modest affairs even by the standards of such small communities.



An exalted wizard and his loyal dragon cohort

TABLE 2-1: EXAMPLE SPECIAL COHORTS

Creature	Alignment	Level Equivalent
Aasimar ¹	Any good	2nd
Grig	Chaotic good	4th
Bariaur ⁶	Chaotic good	5th
Lantern archon	Lawful good	5th
Pixie ²	Chaotic good	5th
Blink dog	Lawful good	6th
Brass dragon (wyrmling) ⁴	Chaotic good	6th
Pegasus	Chaotic good	6th
Copper dragon (wyrmling) ⁴	Chaotic good	7th
Coure eladrin ⁶	Chaotic good	7th
Musteval guardinal ⁶	Neutral good	7th
Rhek ⁶	Lawful good	8th
Unicorn ³	Chaotic good	8th
Cervical guardinal ⁷	Neutral good	9th
Brass dragon (very young) ⁴	Chaotic good	10th
Bronze dragon (wyrmling) ⁴	Lawful good	10th
Werebear	Lawful good	10th
Bralani eladrin	Chaotic good	11th
Copper dragon (very young) ⁴	Chaotic good	11th
Hound archon	Lawful good	11th
Silver dragon (wyrmling) ⁴	Lawful good	11th
Gold dragon (wyrmling) ⁴	Lawful good	12th
Leskylor ⁶	Neutral good	12th
Treant	Neutral good	12th
Bronze dragon (very young) ⁴	Lawful good	13th
Djinni	Chaotic good	13th
Equinal guardinal ⁶	Neutral good	13th
Lillend	Chaotic good	13th
Asura ⁶	Chaotic good	14th
Brass dragon (young) ⁴	Chaotic good	14th
Silver dragon (very young) ⁴	Lawful good	14th
Avoral guardinal	Neutral good	15th
Copper dragon (young) ⁴	Chaotic good	15th
Hollyphant ⁶	Neutral good	15th

Creature	Alignment	Level Equivalent
Lupinal guardinal ⁷	Neutral good	15th
Warden archon ⁶	Lawful good	15th
Couatl	Lawful good	16th
Gold dragon (very young) ⁴	Lawful good	16th
Brass dragon (juvenile) ⁴	Chaotic good	17th
Moon dog ⁶	Neutral good	17th
Quesar ⁶	Neutral good	17th
Bronze dragon (young) ^{4,5}	Lawful good	18th
Copper dragon (juvenile) ^{4,5}	Chaotic good	18th
Firre eladrin ^{5,6}	Chaotic good	18th
Owl archon ^{5,6}	Lawful good	18th
Silver dragon (young) ^{4,5}	Lawful good	18th
Ursinal guardinal ^{5,6}	Neutral good	18th
Astral deva (angel) ⁵	Any good	20th
Ghaele eladrin ⁵	Chaotic good	20th
Gold dragon (young) ^{4,5}	Lawful good	20th
Leonal guardinal ⁵	Neutral good	20th
Sword archon ^{5,6}	Lawful good	20th
Trumpet archon ⁵	Lawful good	20th
Shiradi eladrin ^{5,6}	Chaotic good	24th

1 Upon taking a level in a class, an aasimar loses the base attack bonus, base save bonuses, and skill points it had as a monster and gains the base attack bonus, base save bonuses, and skill points of the class. The aasimar retains its racial bonuses to skills, darkvision, spell-like abilities, and energy resistances.

2 A pixie cohort cannot use *Otto's irresistible dance*.

3 Leader must be a human, elf, or half-elf female.

4 The dragon ages but does not gain XP.

5 This creature cohort is available only to epic-level characters and requires the Epic Leadership feat described in the *Epic Level Handbook*.

6 New creature described in Chapter 8 of this book.

7 From *Monster Manual II*.

ESTANNA

Goddess of hearth and home, Estanna is called the Hearthtender or the Virgin. She is depicted as a young woman dressed in commoner's garb, often cooking.

Estanna's faith teaches the simple virtues of home and family life. She is revered in many good households, honored at the lighting of the hearthfire even by people who are otherwise entirely devoted to a single deity or none at all. Her symbol is a hearth and her favored weapon is the dagger. The domains Estanna is associated with are Community, Good, and Protection. She is neutral good.

Estanna has very few clerics, and needs no more than that. People worship her without any need for intermediaries, and she has no overarching agenda that requires a large force of mortal agents doing her work on the Material Plane. A very few clerics serve her exclusively, ministering to commoners in their homes and offering services from curing to midwifery, rather than any actual priestly function. There are no temples devoted to Estanna, since she is properly worshiped only in the home.

LASTAI

The sister of Chaav, Lastai is the goddess of pleasure, love, and passion. She is powerfully sensual but neither seductive nor licentious. She is depicted as a beautiful, voluptuous woman.

Lastai teaches that sensual pleasures are meant to be enjoyed, and is not shy about teaching the proper way to enjoy them. As goddess of love as well as passion, she stresses the importance of equality in all kinds of relationships, from business dealings to sexual intimacy. She teaches the enjoyment of food without gluttony, the enjoyment of rest without sloth, the enjoyment of luxury without greed, and the enjoyment of sex without exploitation. Her symbol is a peach, and her favored weapon is the grasping pole (described in Chapter 3: Exalted Equipment). The domains Lastai is associated with are Chaos, Good, and Pleasure. She is chaotic good.

Lastai's clerics are often called upon to perform wedding ceremonies and counsel lovers. They seek out pleasure for themselves, but that pursuit is less important than helping others find pleasure and love in their own lives. Her faith is sometimes reviled by those who view it as prurient or immoral, but Lastai's clerics argue strongly that sexuality is a good gift meant to be properly enjoyed, not repressed. Lastai has a few small temples, mostly found in large cities, that constantly battle against their undeserved reputation as being nothing more than glorified brothels.

PHIERAN

Phieran, called the Tortured God, is a deity of suffering, endurance, and perseverance. He is usually depicted as a strong man whose body has been broken and twisted on the rack, leaving him with a limp and covered with scars.

Phieran gives strength in suffering, eases pain, and exalts martyrs. He is popular among the desperately poor, and he is often called upon by those who must endure torture as well as others in great pain (including women in childbirth). His symbol is a broken chain or a shattered rack. His favored weapon is an unarmed strike. The domains he is associated with are Endurance, Good, Law, and Protection. He is lawful good.

Clerics of Phieran are martyrs in the best possible sense: completely giving, willing to aid virtually anyone in any situation, and happy to take on another's burdens. They are often found ministering among the poor or in prisons. Phieran's temples are usually humble shrines found in the poor quarters of large cities.

VALARIAN

Called the Dusk Unicorn, Valarian is a god of the forests and its creatures, friendly to Ehlonna and Obad-Hai. His particular domain is good-aligned magical beasts: unicorns, blink dogs, and pegasi in particular. Some lammasus and androsphinxes revere him as well. He is always portrayed as a unicorn stallion with a silvery-gray coat that shimmers with moonlight.

Valarian teaches the protection of natural woodlands and proper respect and reverence for the good-aligned magical beasts that dwell in them. He is a fierce enemy of evil magical beasts such as manticores, worgs, and chimeras, and he particularly despises lamias. His symbol is the silhouette of a unicorn rampant in front of a full moon, and his favored weapon is a unicorn horn (crit × 2). The domains he is associated with are Animal, Fey, and Good. He is neutral good.

EXORCISM

When evil spirits and fiends use their powers to possess and corrupt mortals, the servants of good rely on exorcism to drive them out. The most basic methods of exorcism are spells such as *banishment*, *dismissal*, or *dispel evil* that can send a fiend back to the Lower Planes. Similarly, a cleric can attempt to turn a ghost or other undead creature that is possessing a living victim, causing the creature to abandon the body and flee in its ethereal form. Certain characters have the supernatural ability to force possessing spirits out of a body or to censure evil outsiders, which likewise causes them to abandon the body they are possessing.

Aside from spells and abilities to expel possessing creatures, certain other abilities and items can help exorcists perform their grim tasks. A possessing fiend can hide its presence from even magical detection by making a special Hide check (as described in the *Book of Vile Darkness*). The Spell Focus (Good) feat applies to spells such as *detect evil* when a character uses them to discern the presence of a possessing fiend. *Incense of consecration* is helpful when dealing with undead possessors, and a *thurible of consecration* amplifies its effect. The most useful aids, however, are items and substances that fiends find abhorrent, which make a *banishment* spell more likely to succeed.

Certain items, such as angel radiance, can also increase the saving throw DC and spell penetration ability of a lesser spell, such as *dismissal* or *dispel evil*. Items in this category are detailed in Chapter 3: Exalted Equipment.

HEROES OF THE HEAVENS

For some players, having a character who struggles to live up to the highest celestial ideals is not sufficient: what they really want is to play a celestial. This is not a task for inexperienced players, since even the weakest celestials are equivalent to characters of moderate to high level (11th and up). For mature and experienced players in a compatible party, however, playing a celestial can be an entertaining and rewarding experience.

There are four ways to make use of celestial player characters in a game. One way is to incorporate a celestial into a party of mortal characters of a level similar to the celestial's Effective Character Level. Integrating a celestial into an existing party of characters should happen in a dramatic manner. If the player's previous character died, the campaign could portray that death as a heroic sacrifice that made the celestial character's presence on the Material Plane possible, at least for a short time. If the player is new to the group, the celestial could be called through a *planar ally* or *gate* spell, and voluntarily decide to work with the party for a longer period of time than usual. In any event, the celestial character should always keep the mortal PCs focused on lofty goals and exalted quests, never devolving into a simple combat machine with some unusual powers.

A second option is for all the players to take on celestial characters. In most cases, their adventures should take place on other planes of existence than the Material Plane—the powers of the heavens generally rely on mortal agents to do their work on the Material Plane, not adventuring parties of archons or eladrins. If they do adventure on the Material Plane, it should be for an incredibly significant purpose, such as preventing an entire Material-Plane world from being sucked through a vortex into the Abyss. A world-threatening cause such as that might also draw celestials of different kinds together in a united purpose, since most of the time archons, guardinals, and eladrins keep to their own.

Third, it is possible to run a campaign where each player has one mortal character and one celestial character. The two characters are bonded in some way: perhaps the celestial is the mortal PC's "guardian angel." At any given time, a player runs only one of the two characters. Depending on the campaign, adventures may shift focus between the all-mortal party and the all-celestial party, or different adventures may require different characters in mixed groups. Ideally, the two groups of characters should be pursuing the same goals—some epic quest that requires action both on the Material Plane and on other planes as well. As the mortal heroes complete grand quests on the Material Plane, they make it possible for the celestial characters to achieve some of their goals on the Outer Planes as well, for example. It is possible to set up the campaign so that the mortal characters are unaware of the part they are playing in a grand celestial plan, while the players themselves have the satisfaction of knowing the importance of the work the mortal PCs are doing—because they get to play the celestials who benefit from it as well.

Whichever model your campaign uses, the game mechanics for playing a celestial character work exactly the same way. Each kind of celestial has a base Hit Dice and a level adjustment. A celestial character's Effective Character Level (ECL) is the sum of its base Hit Dice, its level adjustment, and its total character levels. For example, a hound archon has 6 HD and a level adjustment of +5. Before adding any character levels, a hound archon is equivalent to an 11th-level character. A hound archon 9th-level paladin adds her 9 character levels to her base Hit Dice and level adjustment to reach an ECL of 20. See Table 2-1: Example Special Cohorts above for the starting ECLs of celestial characters.

The fourth option for characters who want to play celestials without taking on a huge array of special abilities is to play a character with a standard race who has the half-celestial template applied. Such a character can make use of many of the options available to celestial characters without being so entirely different from more "normal" D&D characters. A half-celestial's level adjustment depends on the base creature's Hit Dice, with standard race characters simply using the base +2 level adjustment for the template. Thus, a half-celestial/half-elf who is a 1st-level paladin is a 3rd-level character.

Level adjustments for other creatures with the half-celestial template are shown on Table 2-2: Half-Celestial Level Adjustments.

TABLE 2-2: HALF-CELESTIAL LEVEL ADJUSTMENTS

Base Creature HD	Level Adj.
1-2	+2
3-4	+3
5-6	+4
7-8	+5
9-10	+6
11-12	+7

Celestials and half-celestials with an Effective Character Level above 20 are not presented here, since they are epic-level characters and beyond the scope of this book.

HEROIC SACRIFICE AND MARTYRDOM

The essence of heroism is expressed in situations where a character makes a heroic sacrifice, giving up his own life in order to save his companions. Gandalf fighting the balrog in Moria so his companions could escape in J.R.R. Tolkien's *The Fellowship of the Ring* is a classic and vivid example from fantasy literature. In addition to covering his friends' escape, a character might insert himself into an infernal machine that consumes his life force in order to open a portal the rest of the party needs to get through, throw himself into a negative energy vortex to prevent an apocalyptic machine from destroying the world, stay in a blazing inferno in order to close the portal through which devils are entering the world, or otherwise give his own life for the greater good. It is hard to reward a dead character (except in the Upper Planes where his soul goes to rest), but it is certainly possible to reward the player of such a character.

The phenomenon of martyrdom is similar to that kind of heroic sacrifice. In the strictest sense, a martyr is a person who chooses to be killed rather than renounce her religious beliefs. More generally, a martyr in the context of this book is a person who chooses death rather than renouncing her purity and her commitment to righteous deeds.

A character who dies in combat has not automatically made a heroic sacrifice, nor is she necessarily a martyr. Both sacrifice and martyrdom require a clear decision on the part of the character, a willing sacrifice in order to achieve a higher purpose.

The righteous value the lives of others over their own.



Of course, in the DUNGEONS & DRAGONS game, death is not always the ultimate sacrifice. Like Gandalf, characters who die heroically are quite capable of returning from death. If the character can be raised or resurrected—the body is recoverable or the other characters can cast *true resurrection*—then little reward is necessary. The DM might consider giving the character a special experience award that helps offset (but does not eliminate) the cost of the level loss for *raise dead* or *resurrection*. If the characters have no means of raising the character from the dead, the character might still return as a risen martyr (see the risen martyr prestige class in Chapter 5), remaining on the Material Plane in order to finish the quest he was on.

If there is no way for the dead character to return, the DM could reward the player by allowing him to make a new character at a higher level than she would normally allow. The *Dungeon Master's Guide* suggests that new characters replacing old characters should begin at least 1 level lower than the average party level or the lowest-level character in the party. This makes creating a new character generally a less attractive option than a *raise dead* spell, thus encouraging party continuity. However, to reward particularly dramatic heroism, the DM could allow the player to make a new character of the same level as the dead one.

MERCY, PRISONERS, AND REDEMPTION

When an evil enemy throws down his weapon and pleads for mercy, a good character faces a host of new issues, sometimes enough to make her wish the enemy had simply fought to the death. Justice demands mercy, so killing an enemy who surrenders is out of the question for a character pursuing the exalted path of good. Righteousness also encourages the virtue of prudence, and a prudent character certainly recognizes that an evil person requesting mercy is quite possibly hoping for an opportunity to kill her when her back is turned. How does a good character extract important information from a prisoner? Is there any hope of redeeming an evil enemy once he is captured? An exalted character wrestles with these and other difficult questions in such a situation.

Prisoners must be treated with a certain amount of respect. Torturing prisoners is out of the question, of course, and generally knocking prisoners unconscious again every time they wake up amounts to cruelty. That said, a certain measure of caution is reasonable. A regenerating devil who can *greater teleport* away with a moment's thought can be a very difficult prisoner to keep as long as it is conscious, unless the party has access to *dimensional shackles*. Such a prisoner is best kept so far into non-lethal damage that it takes a week to regenerate, at least until better means to restrain it can be found.

Similarly, enemy spellcasters can be a threat even when bound and gagged, and they must be treated with vigilance—not brutality. Items like *shackles of silence* (described in Chapter 6) are effective in preventing spellcasters from using verbal and somatic components, but the more powerful (and much more expensive) *antimagic shackles* are required to ensure the caster can't use even still, silent spells to escape or harm his captors.

Aside from the moral high ground, there is one good and important reason to take prisoners rather than kill every enemy:

live prisoners give better information than dead ones. (*Speak with dead* means that even dead men sometimes tell tales, but living creatures can give more extensive answers and the number of questions isn't limited.) While evil characters may readily resort to torture to extract information from prisoners, good characters simply can't, and even using the threat of torture ("Answer the question or I'll hand you over to Brak here who doesn't have the same qualms I do") is morally questionable. Fortunately for good characters, there are other ways of making prisoners talk. Charm and compulsion spells such as *suggestion* and *charm monster* can do the job admirably. An Intimidate check can also cow a prisoner into disclosing the desired information, even without the use of torture. (Torture simply provides a circumstance bonus on Intimidate checks.) This intimidation need not include threats of physical harm, since displays of holy power or strong moral exhortation can serve the same purpose. For that matter, a character with many ranks in Diplomacy can turn a hostile character friendly on a more lasting basis, extracting needed information in that manner. At the DM's discretion, good treatment of a prisoner can grant a circumstance bonus on this Diplomacy check ranging from +2 (for the minimum standards of treatment that a good character would expect) to +6 or higher (for truly exceptional treatment).

Getting information from a prisoner is a short-term solution that often proves useful. It is possible and ultimately desirable (even though rarely practicable) not only to make an evil prisoner friendly in his attitude, but actually to change his alignment, turn him away from evil, and redeem his soul so he can be set free to commit evil no more. As discussed in Chapter 1, sword-point conversion is useless and hardly exalted; the process of actually redeeming an evil creature is long and involved.

First, the captors must treat the prisoner with truly exceptional care and respect—far better than the prisoner knows he would treat the characters if the situation were reversed. Initially, an evil character might greet this treatment with scorn and look for opportunities to escape. When he finds the good characters gentle but firm, kind but smart in their defenses, he gains a new degree of respect for them, gleaming at least a glimmer of an idea that one needn't be cruel to be strong.

Second, the captors must display a willingness to forgive the evil that the prisoner has done. If their conversation is laced with talk of punishing their captive, or gleeful anticipation of the punishment he will receive when they turn him over to the authorities, he sees little purpose in even contemplating a change of heart, instead directing all his energies toward escaping the grim fate they have planned for him. As discussed in Chapter 1, the possibility of forgiveness is essential in demonstrating that redemption is possible.

Third, a good character must spend at least an hour every day with the prisoner, encouraging him to talk about the evil he has done, and in turn describing the benefits and rewards of the life of good. This task is best performed by a cleric who can speak with authority not only about mortal forgiveness, but also divine mercy. Often it is important for a villain to know that the deities of good will welcome him as a worshiper.

Each day this conversation takes place, even if it begins rather one-sided, the good character makes a Diplomacy check. The evil character then makes a special Will save, adding his level as a bonus on the saving throw, against a DC equal to the good

character's Diplomacy check result. The DM can give the same circumstance bonus on the Diplomacy check as for checks made to interrogate prisoners. Creatures whose alignments are listed as "always" a specific alignment, and characters who would lose class abilities if they changed alignment (including evil clerics and blackguards), gain a +4 bonus on their Will saves. Outsiders with the Evil subtype are immune to redemption in this manner. Neutral (neither good nor evil) characters take a -2 penalty on their Will saves. Creatures who have been enthralled by an emissary of Barachiel (see Chapter 5) or who have been subject to the *vision of heaven* spell (see Chapter 6) take penalties on their Will saves.

If an evil character fails seven saving throws in a row at any point during the process of redemption, the evil component of his alignment changes to neutral. If a neutral character (including a formerly evil character who has already failed seven saves) fails seven saving throws in a row, his alignment changes to good. The change is permanent.

Redeemed villains have no special link to the good characters who facilitated their redemption. They might choose to continue associating with the PCs, or they might strike out on their own, as the DM decides. However, they are always friendly to the characters, and feel that they owe a debt of gratitude to them, which the PCs can collect sooner or later.

SAINTHOOD

Even an epic-level character is probably a long way from becoming a deity, at least in most campaigns. However, there is a goal to which the purest and most devoutly good characters can aspire at almost any level: sainthood. No temple or religious organization needs to give its formal approval for a character to become a saint. Rather, sainthood is a gift bestowed by the deities of good and the mightiest celestials to those exalted heroes who deserve it.

In order to qualify for sainthood, a character must meet the following qualifications, as well as any additional requirements set by the DM:

- Must be of good alignment
- Must have at least three exalted feats
- Must never have lost the benefit of exalted feats or class abilities because of committing an evil act, even if the character properly atoned
- Must at all times behave in a way the DM considers to be exemplary of the exalted path described in this book
- Must be at least 6th level
- Must make an extraordinary sacrifice (not necessarily his or her life) for the good of another

A character who meets these criteria and achieves this pinnacle of sanctification can acquire the saint template, detailed in Chapter 8: Monsters, at the DM's discretion. Upon acquiring the template (usually shortly after making the great sacrifice that confirmed her exalted status), the character sacrifices her next two levels of advancement in order to "catch up" with the (artificially low) level adjustment of the template. For example, a 7th-level paladin who becomes a saint becomes the equivalent of a 9th-level character. She must accumulate a total of 45,000 XP to gain another level, becoming an 8th-level paladin and a 10th-level character.

A saint is still a far cry from godhood; she is more like an earthly celestial. However, saints have an advantage over ordinary mortals where the good deities are concerned: the deities always hear their prayers and pay attention. In game terms, this translates to a handful of minor spell-like abilities. In the game world, however, people tend to flock to saints in order to receive their blessings and bring their concerns to the ears of the deities. Saints often spend an hour in prayer every day, simply lifting up the names of those who have approached them for help and asked them to pray on the supplicants' behalf.

TITHES AND OFFERINGS

Good characters give money from the treasure they acquire to temples, orders, and charitable organizations. Some characters are required to do so (see Voluntary Poverty, below), while others just do it because it is the right thing to do. Characters should do so without any thought that it might be to their own profit. It benefits the people who are helped by that money, which usually includes the poor, sick, orphaned, and otherwise needy.

However, many organizations spout maxims intended to encourage giving by reminding potential donors that generosity often results in unexpected rewards, and there is truth in those maxims. Characters give without thought of reward, but reward often comes anyway.

The DM should track individual or party donations to temples and other organizations. Even ten percent of the treasure a typical PC acquires on a single adventure is a spectacular amount of money to a commoner or expert, and the DM should make sure that nonplayer characters (NPCs) who receive or otherwise benefit from the PCs' donations treat them accordingly. Whenever the characters come to the temple they give money to, needing a spell cast or some other form of assistance, the DM can compare the usual price of whatever the PCs need with the amount of money they have donated since their last such request. If they have donated more than the spell or service usually costs, the temple clergy should be more than happy to provide it at no charge, or at least at cost (for spells that have expensive components, for example). However, this generally works only if the characters are regular donors—past donations are great, but the assurance of future donations are what make temple budgets possible.

VOLUNTARY POVERTY

In many cultures and belief systems, the height of purity is embodied in an ascetic lifestyle that involves forswearing all material possessions. Such a life is hard for most D&D characters even to imagine, since their possessions—particularly their magic items—are such an important part of their capabilities. A character who swears a vow of poverty and takes the appropriate feats, Sacred Vow and Vow of Poverty, cannot own magic items, but he gains certain spiritual benefits that can help outweigh the lack of those items. These benefits depend on his character level. The level at which the character swears the vow (and takes the appropriate feats) is irrelevant; if he gives up his possessions at 10th level he gains all the benefits of a 10th-level ascetic character, with the exception of bonus exalted feats.

AC Bonus (Su): A 1st-level ascetic receives a +4 exalted bonus to his Armor Class. The bonus increases to +5 at 3rd level,

and thereafter increases by +1 for each 3 character levels. This bonus does not apply to touch attacks and does not hinder incorporeal touch attacks. Brilliant energy weapons, however, do not ignore this bonus. This does not stack with an armor bonus.

Bonus Exalted Feats: At 1st level, an ascetic gets a bonus exalted feat, and another bonus feat at 2nd level and every 2 levels thereafter. Unlike the other benefits of a vow of poverty, a character does not gain these bonus feats retroactively when he takes the Vow of Poverty feat; he only gains those bonus feats that apply for the levels he gains after swearing his vow. Thus, the bonus feat gained at 1st level is available only to humans who take both Sacred Vow and Vow of Poverty at 1st level.

Endure Elements (Ex): A 3rd-level ascetic is immune to the effects of being in a hot or cold environment. He can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves (as described in the *Dungeon Master's Guide*).

Exalted Strike (Su): At 4th level, an ascetic gains a +1 enhancement bonus on all his attack and damage rolls. In effect, any weapon the character wields becomes a +1 magic weapon, and can overcome the damage reduction of a creature as though it were a magic weapon. This enhancement bonus rises to +2 at 10th level, to +3 at 14th level, to +4 at 17th level, and to +5 at 20th level. At 10th level, any weapon damage the character deals is also considered to be good-aligned, so that it can bypass the damage reduction of some evil outsiders.

Sustenance (Ex): A 5th-level ascetic doesn't need to eat or drink.

Deflection (Su): A 6th-level ascetic receives a +1 deflection bonus to his Armor Class. This bonus increases to +2 at 12th level, and to +3 at 18th level.

Resistance (Ex): At 7th level, an ascetic gains a +1 resistance bonus on all saving throws. This bonus increases to +2 at 13th level, and to +3 at 17th level.

Ability Score Enhancement (Ex): At 7th level, an ascetic gains a +2 enhancement bonus to one ability score. At 11th level, he gains an extra +2 bonus to that score, and a +2 bonus to another ability score. At 15th level, he gains an extra +2 bonus to those two scores, and a +2 bonus to a third ability score. At 19th level, he gains an extra +2 bonus to those three scores, and a +2 bonus to a fourth ability score.

Natural Armor (Ex): At 8th level, an ascetic gains a +1 natural armor bonus, or his existing natural armor bonus increases by +1. It increases an extra +1 at 16th level.

Mind Shielding (Ex): Also at 8th level, an ascetic character becomes immune to *detect thoughts*, *discern lies*, and any attempt to discern his alignment.

Damage Reduction (Su): An ascetic gains damage reduction 5/magic at 10th level. At 15th level, this improves to 5/evil, and at 19th level to 10/evil.

Greater Sustenance (Ex): Once he attains 12th level, an ascetic character doesn't need to breathe.

Energy Resistance (Ex): At 13th level, an ascetic gains resistance 5 to acid, cold, electricity, fire, and sonic energy. At 20th level, this increases to resistance 15.

Freedom of Movement (Ex): At 14th level, an ascetic can act as if continually under the effect of a *freedom of movement* spell.

Regeneration (Ex): At 17th level, an ascetic heals 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes.

True Seeing (Su): At 18th level, an ascetic gains a continuous true seeing ability, as the spell.

OTHER RAMIFICATIONS OF POVERTY

A character who has forsaken material possessions may find himself at a marked disadvantage when it comes to certain necessary expenses, such as expensive material components. One option is for ascetic characters to beg components from other party members, who are probably gaining as much benefit from having the spell cast as the caster is. Alternatively, an ascetic spellcaster can sacrifice experience points in place of expensive components, with 1 XP equivalent to 5 gp value of components.

Having a character in the party who has taken a vow of poverty should not necessarily mean that the other party members get bigger shares of treasure! An ascetic character must be



Forsaking material possessions, the ascetic gains spiritual strength.

TABLE 2-3: VOLUNTARY POVERTY

Character Level	Benefit
1st	AC bonus +4
2nd	Bonus exalted feat
3rd	AC bonus +5, endure elements
4th	Exalted strike +1 (magic), bonus exalted feat
5th	Sustenance
6th	AC bonus +6, deflection +1, bonus exalted feat
7th	Resistance +1, ability score enhancement +2
8th	Natural armor +1, mind shielding, bonus exalted feat
9th	AC bonus +7
10th	Exalted strike +2 (good), damage reduction 5/magic, bonus exalted feat
11th	Ability score enhancement +4/+2
12th	AC bonus +8, deflection +2, greater sustenance, bonus exalted feat
13th	Resistance +2, energy resistance 5
14th	Exalted strike +3, freedom of movement, bonus exalted feat
15th	AC bonus +9, ability score enhancement +6/+4/+2, damage reduction 5/evil
16th	Natural armor +2, bonus exalted feat
17th	Exalted strike +4, resistance +3, regeneration
18th	AC bonus +10, deflection +3, true seeing, bonus exalted feat
19th	Ability score enhancement +8/+6/+4/+2, damage reduction 10/evil
20th	Exalted strike +5, energy resistance 15, bonus exalted feat

as extreme in works of charity as she is in self-denial. The majority of her share of party treasure (or the profits from the sale thereof) should be donated to the needy, either directly (equipping rescued captives with gear taken from their fallen captors) or indirectly (making a large donation to a temple noted for its work among the poor). While taking upon herself the burden of poverty voluntarily, an ascetic recognizes that many people do not have the freedom to choose poverty, but instead have it forced upon them, and seeks to better those unfortunates as much as possible.

WAGING PEACE

If the Vow of Poverty feat stretches the basic assumptions of the D&D game, the Vow of Nonviolence and Vow of Peace feats shatter them. Characters who don't kill? It is almost unheard of, and doesn't just cause problems with what happens to characters as they advance (as poverty does) but raises the question of how they advance at all. The experience system in D&D relies almost entirely on defeating monsters in combat. If characters don't enter combat, they normally don't gain XP. At least, that's the assumption in most D&D campaigns.

However, the experience system can stretch to accommodate even completely pacifist characters with the Vow of Peace feat. First, the XP system as presented in the *Dungeon Master's Guide* rewards characters not for killing monsters, but for overcoming challenges. Characters with the Vow of Peace feat have means at their disposal to overcome challenges without killing anything. Their calming aura can stop would-be attackers in their tracks, and nonlethal damage and charm and compulsion spells are excellent alternatives to damage-causing evocations.

Second, the *Dungeon Master's Guide* presents options for granting XP to characters who overcome challenges that have nothing to do with slaying monsters or deadly traps. If the DM is willing to construct encounters or entire adventures where a pacifist character's skills at negotiation and other means of dealing with serious noncombat situations are tested, she can award XP for noncombat encounters, as described in the *Dungeon Master's Guide*. A free-form XP system is another way to handle games that de-emphasize combat. Characters receive a number of XP per character level per encounter (75 XP per level works well), per game session (depending on the length of your sessions, 200–400 XP per level is a reasonable range), or per adventure (again depending on the length of the adventure, 500–1,000 XP per level, bearing in mind that 1,000 XP per level equates to gaining a level).

Even characters who have sworn a vow of peace can and should receive XP for combat encounters that involve the destruction of constructs and undead. These unliving creatures are not covered by a vow of peace, and destroying them can be an appropriate goal for the most exalted character. Likewise, the DM should give full normal XP for combat encounters where pacifist characters subdue or otherwise incapacitate opponents. Other types of encounters the DM might consider granting XP awards for include the following:

- Redeeming an evil character. This is worth an additional award (assuming an initial award for subduing the character) equal to the award for defeating the character in combat.
- Negotiating to avoid combat or avert a larger confrontation. This is worth an award at least equal to the award that would have been gained for plunging into combat and defeating the opponents.
- Destroying an irredeemably evil magic item or artifact. Use the caster level of the item (20th level for an artifact) as a CR for the "encounter" to determine XP.
- Sacrificing one's life to save others or suffering martyrdom. If the character returns from the dead, he should receive an XP award equal to at least 100 XP per character level, which might help counterbalance a lost level.

Using these guidelines as a starting point, the DM can construct adventures and encounters that allow all the characters in a party—pacifist or not—to shine and continue to advance levels.

The DM should never set out to punish a character for taking the Vow of Peace feat. For the DM to pronounce one session, "A gnat got through the strainer in your drinking water this morning, you swallowed it, and now you need an atonement," is simply capricious and unnecessarily antagonistic to the player. The DM and the players should all work together to ensure that a character with Vow of Peace contributes something to the game so that everyone can enjoy it more. It is okay to put a pacifist character in a situation where refusing to fight is a difficult (but still viable) option, but not to take away the choice entirely.

WORDS OF CREATION

The Words of Creation are fragments of a lost language thought to be the precursor of the Celestial tongue. Very few celestials remember some of these words, and even fewer mortals have access to one or two of them as well. So great is their power that no mortal mind can comprehend more than three or four words, and no evil tongue can speak them or bear their sound. A

character must take the Words of Creation feat to be able to use these words in any way.

It is possible, though difficult, to communicate entirely using the Words of Creation. It has no words for evil concepts such as misery, despair, hate, and betrayal, while the subtlety of its terminology for beauty, kindness, and mercy is astonishing. It has no written form, and if transliterated into writing it loses all power and meaning.

Besides communication, there are four essential ways to use the Words of Creation.

CELESTIAL CHOIR

The Words of Creation can be woven into song, forming music that surpasses any earthly melody and echoes the grandeur of the music of the heavens. A bard who has the Words of Creation feat can use these powerful words to enhance his bardic music ability as detailed below. When a bard uses the Words of Creation in this manner, it is extremely draining, and the bard takes 1d4 points of nonlethal damage for each rank in Perform required to produce the bardic music effect he is enhancing. For example, if Devis uses the Words of Creation to double an inspire courage effect (minimum 3 ranks in Perform), he takes 3d4 points of nonlethal damage. If he uses the words to enhance an inspire heroics effect (minimum 18 ranks in Perform), he takes 18d4 points of nonlethal damage.

The Words of Creation doubles the effect of several bardic music abilities:

- **Inspire Courage:** Double the morale bonus on saving throws against charm and fear and the morale bonus on attack and weapon damage rolls (+2 at 1st level, +4 at 8th level, +6 at 14th level, +8 at 20th level).
- **Inspire Competence:** +4 competence bonus on skill checks.
- **Inspire Greatness:** Gain 4 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier to these bonus Hit Dice), +4 competence bonus on attacks, and +2 competence bonus on Fortitude saves.
- **Inspire Heroics:** +8 morale bonus on saving throws, +8 dodge bonus to AC.

For bardic music abilities that require a Perform check (countersong, *fascinate*), the Words of Creation grant the bard a +4 sacred bonus on the check. The Words of Creation also increase the saving throw DC for the *suggestion* and *dominate* abilities by +2.

The Words of Creation increase the bard's effective caster level for the *song of freedom* by +2.

CREATION

In accordance with their original purpose, the Words of Creation can greatly enhance any process of creation. If they are spoken as part of the casting of a Conjuraction (Creation) spell, the duration of the spell is doubled (as if the Extend Spell feat had been applied to it, but without increasing the spell's level). Spells with an instantaneous duration are not affected. If they are spoken while using any Craft skill, they grant the crafter a +4 sacred bonus on the Craft check. These uses of the Words of Creation do not deal nonlethal damage to the speaker.

EXALTED POWER

The Words of Creation help energize good magic items and spells. If used in conjunction with a good spell that has a verbal component, the Words of Creation increase the spell's effective caster level by +1. If used when creating a good magic item, the Words of Creation increase the item's caster level by +1 without increasing the cost. Both caster level increases are considered sacred bonuses.

Using the Words of Creation to enhance a good spell deals 1d4 points of nonlethal damage to the caster per 2 spell levels (none for a 0- or 1st-level spell, up to 4d4 for a 9th-level spell). Using them to enhance a magic item deals no nonlethal damage, since their use is measured out over a long period of time.

TRUE NAME

Each creature has a unique true name among the Words of Creation. No mortal is familiar with the countless true names of every creature in the world, no matter how extensively she has studied the Words of Creation. Nevertheless, a character familiar with the Words of Creation can research a specific creature's true name if she has access to *legend lore* and either *contact other plane* or *commune*. Researching a true name is similar to researching a new spell. It requires one week per 2 HD of the creature and an expenditure of 1,000 gp per week. The character must cast (or have cast on her behalf) *legend lore* once each week, but the material component cost is included in the research cost. At the end of the research time, the character must cast *commune* or *contact other plane*, paying the XP cost for *commune* if applicable. Then she makes a Knowledge check, using the specialty appropriate to the target creature's type (arcana for a construct or dragon, religion for an undead, and so on). The DC for this check is 10 + the creature's Hit Dice. If the check succeeds, the character has discovered the creature's true name. If it fails, the character must go through the research process again if she wants to keep trying.

Once a character has discovered a creature's true name, she can exercise her power over that creature in a number of different ways.

- She can impose a -4 penalty on the creature's saving throws to resist a specific compulsion spell or effect.
- She can reduce the creature's spell resistance by 4 or reduce the amount of its damage reduction by 5. This reduction lasts for 1 minute.
- She can cast *teleport* or *greater teleport* on the creature without including herself as a target of the spell.
- She can gain a +6 bonus on her opposed Charisma check to compel service from the creature after she summons it with a *planar binding* spell.

Each of these actions requires a full-round action, which includes speaking the creature's true name and a binding incantation in the Words of Creation. Uttering the incantation deals 5d4 points of nonlethal damage to the speaker. The character and the creature do not have to be in the same area or even the same plane—it is possible, for example, to reduce a creature's spell resistance before using *planar binding* to summon it to the Material Plane. The one exception is the teleportation function, which requires the character to touch the creature after speaking its true name and the incantation.



Illustration by D. Kovacs

The equipment found in this chapter represents the tools of the exalted character. Some items—sanctified weapons and nonlethal weapons—are readily available to anyone who can pay the price. Others, such as relics and special ingredients, are much harder to come by, and in the case of those special ingredients that come from the bodies of good-aligned creatures, are often illegal to buy or sell. The DM must decide whether such items are ever available for sale in his campaign.

SANCTIFIED WEAPONS

Certain weapons, whether through association with a holy person or site or some other infusion of holy power, are considered sanctified. When a character with the Sanctified Weapon feat casts *align weapon*, the affected weapon is sanctified. A weapon wielded by a character with the Sanctified Martial Strike feat is also considered sanctified.

Sanctified weapons are not inherently magical, though they are inherently good and radiate a faint aura of good. A sanctified weapon deals 1 extra point of holy damage against evil creatures, or 1d4 points of damage against evil outsiders and evil undead. In addition, creatures with the corrupted template (described in the *Book of Vile Darkness*) cannot recover hit point damage dealt by a sanctified weapon by means of normal healing, including fast healing.

VARIANT RULE: BETTER SANCTIFIED WEAPONS

In a campaign devoted to combating the depraved depths of evil, it might be appropriate to increase the power of sanctified weapons. Several options for better sanctified weapons are presented below. Your Dungeon Master might choose one of these options to apply to all sanctified weapons or allow a character with the Sanctified Weapon feat to choose one extra "rider" effect for the blessing when casting *align weapon*.

- Certain creatures might have particular vulnerabilities to sanctified weapons. For example, lycanthropes (all of them or just certain varieties) might be as vulnerable to sanctified weapons as they are to silver weapons. A variety of plantlike fiend might be vulnerable to a sanctified sickle or scythe, so that any hit dealt by such a weapon is automatically a critical hit.
- A sanctified weapon might, through supernatural holy power, allow the wielder to score critical hits against undead creatures. The weapon's threat range and critical multiplier are unchanged, and (even if the weapon is the subject of a *bless weapon* spell) the wielder must still roll to confirm a threat. This variant rule does not allow a character to sneak attack an undead

creature or to score critical hits against other types of creatures that are normally immune to them.

NONLETHAL WEAPONS

Part of the ethos of good is respect for life, a respect that often leads good characters to avoid killing other characters, even monsters, that might instead be redeemed. Some cultures and races have developed weapons designed to deal nonlethal damage or simply immobilize an opponent. Such weapons include the bolas, net, sap, and tanglefoot bag described in the *Player's Handbook*, as well as more exotic weapons such as the grasping pole (also called the mancatcher or sasumata, and similar to the pincer staff of the kuo-toa) and the entangling pole (also called the sodegarami or sleeve tangler).

Entangling Pole: The entangling pole is a highly specialized weapon, used to catch and entangle an opponent without causing great harm. It is normally used to hook and catch the clothing of an opponent. When you use an entangling pole in this way, you make a grapple attack without provoking an attack of opportunity. You make a melee touch attack with the weapon to "grab" the target's clothing. This attack does not work against a character in heavy armor, or against most monsters that do not wear clothing (though it does work against a monster with shaggy fur). If the touch attack is successful, you make an opposed grapple check, using the size modifier for the entangling pole (+4 for a two-handed weapon) instead of your own size. If you win the opposed check, you have a hold on the target, but you do not deal any damage. If you lose, you fail to start the grapple.

To maintain the grapple, you do not need to move into your opponent's space. The entangling pole holds your opponent 10 feet away from you. While you maintain the grapple, you do not have the option to damage or pin your opponent. Your opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 standard action.

An entangling pole can also be used as a normal weapon, dealing the damage shown on Table 3-1 but not entangling the opponent.

An entangling pole has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Grasping Pole: The grasping pole is a pole arm designed to capture opponents with a minimum of harm. A wielder who hits a Small or Medium opponent with a grasping pole can

immediately initiate a grapple (as a free action) without provoking an attack of opportunity. (See Grapple in Chapter 8: Combat of the *Player's Handbook* for more information.) In addition to the normal options available to a grappler, the wielder of a grasping pole can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).

A grasping pole has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Lasso: A lasso is an entangling weapon that deals no damage, but it entangles only parts of an opponent's body. When you use a lasso to entangle your opponent's arms, you make a ranged touch attack against your target. A lasso's maximum range is 30 feet. If you hit, the target is partially entangled, taking a -2 on attack rolls and a -4 penalty on effective Dexterity. The creature's speed is not reduced, and it can still charge or run, but if you control the trailing rope by succeeding at an opposed Strength check while holding it, the lassoed creature can only move within the limits that the rope allows. If the lassoed creature attempts to cast a spell, it must succeed on a DC 15 Concentration check or be unable to cast the spell.

The lassoed creature can escape with a DC 20 Escape Artist check as a full-round action. The lasso has 2 hp and can be broken with a DC 23 Strength check—also a full-round action.

Alternatively, you can use a lasso to make trip attacks. If you are tripped during your own trip attempt, you can drop the lasso to avoid being tripped.

Truncheon: A truncheon is essentially a heavier version of the sap—a one-handed martial weapon that deals nonlethal damage. As with a sap, a rogue wielding a truncheon can deal extra nonlethal damage with a sneak attack, but only if she is proficient in its use.

RAVAGES AND AFFLICTIONS

Poison and disease are generally the tools of evil monsters and characters, implements of corruption and destruction. If snakes and vermin are associated with evil, as they are in many cultures, it is usually because of their venom that they are viewed in such a negative light despite their neutral alignment. Using poison that deals ability damage is an evil act because it causes undue suffering in the process of incapacitating or killing an opponent. Of the poisons described in the *Dungeon Master's Guide*, only one is acceptable for good characters to use: oil of taggit, which deals no damage but causes unconsciousness. Ironically, the poison favored by the evil drow, which causes

TABLE 3-1: NONLETHAL WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight ³	Type
One-Handed Melee Weapon								
Truncheon	2 gp	1d6 ²	1d8 ²	2d6 ²	×2	—	12 lb.	Bludgeoning
Exotic Weapons								
Two-Handed Melee Weapon								
Entangling Pole ¹	4 gp	1d3	1d4	1d6	×2	—	5 lb.	Piercing
Grasping Pole ¹	8 gp	1d3 ²	1d4 ²	1d6 ²	×2	—	8 lb.	Bludgeoning
Ranged Weapon								
Lasso	1 gp	—	—	—	—	10 ft.	3 lb.	—

¹ Reach weapon.

² The weapon deals nonlethal damage rather than lethal damage.

³ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

TABLE 3-2: RAVAGES

Ravage	Type	Initial Damage	Secondary Damage	Price
Golden ice	Contact DC 14	1d6 Dex	2d6 Dex	1,200 gp
Celestial lightsblood	Ingested DC 20	1d4 Dex	1d4 Con	2,500 gp
Jade water	Injury DC 14	1d4 Wis	1d4 Int, 1d4 Wis	350 gp
Purified couatl venom	Injury DC 16	2d4 Str	4d4 Str	3,000 gp
Unicorn blood	Injury DC 17	1d3 Str	1d4 Str	500 gp

TABLE 3-3: AFFLICTIONS

Affliction	Infection	DC	Incubation	Damage
Eternal torpor	Contact	14	1 day	1d6 Dex
Consuming passion	Contact	17	1d3 days	1d4 Int
Depraved decadence	Ingested	18	1d6 days	1d4 Str
Pride in vain	Ingested	20	1 day	1d6 Cha
Raging desire	Inhaled	15	1 day	1d3 Con
Haunting conscience	Inhaled	16	1d3 days	1d4 Wis

unconsciousness as its initial damage, is also not inherently evil to use.

Besides the curative abilities of clerics and paladins, the powers of good have their own answer to poison and disease: ravages and afflictions, magical traumas that turn the moral corruption of evil creatures into physical corruption that wracks their bodies. Ravages and afflictions affect only evil creatures, and are particularly debilitating to evil outsiders—despite the immunity to poison that is common among such creatures.

Ravages function in a manner similar to poisons, dealing ability damage or even ability drain when the target is exposed to them through inhalation, injury, or ingestion, and additional damage or other effects 1 minute after the initial exposure. Afflictions work more like diseases, dealing their ability damage after a certain incubation period and on an ongoing basis until the victim is cured.

In contrast to most diseases and poisons, all ravages and afflictions are supernatural.

Ravages can be crafted or purchased, just like poisons. Afflictions can be brought upon an evil creature through the use of the *affliction* spell (see Chapter 6: Magic), and particularly holy sites or relics might afflict evil creatures that enter or touch them. Spells that negate poison and disease function against ravages and afflictions, but they require the caster to make a caster level check against the save DC of the ravage or affliction in order to successfully negate it.

Ravages and afflictions deal damage only to evil creatures. Any evil creature takes damage equal to that listed on either

Table 3-2 or Table 3-3, plus its Charisma bonus. An evil elemental or evil undead takes an extra 1 point of damage, and an evil outsider or an evil cleric of an evil deity takes an extra 2 points of damage. If more than one kind of damage is listed, the creature's Charisma modifier and additional damage are added to each kind of damage.

RAVAGE AND AFFLICTION DESCRIPTIONS

Celestial Lightsblood: This rare substance is as ethereal as pure alcohol, though it is not intoxicating. A pure silvery color, it first slows and then sickens creatures it affects.

Consuming Passion: Consuming passion causes a creature to become covetous and paranoid as the affliction runs its course.

Depraved Decadence: This affliction causes ravenous hunger and causes the victim to grow progressively weaker from hunger.

Eternal Torpor: Creatures afflicted with eternal torpor are constantly drowsy and cannot charge or run.

Golden Ice: This crystalline substance is cold to the touch, though it doesn't melt except at infernally high temperatures. Evil creatures subjected to it feel its cold spreading throughout their bodies.

Haunting Conscience: This affliction causes a creature to dwell on its evil deeds, becoming guilt-wracked and violently angry.

Jade Water: Jade is a potent substance, noted for its effects on certain kinds of evil supernatural creatures. Jade water is simply holy water with a suspension of jade crystals that takes on unusual potency as a ravage.

Pride In Vain: Creatures afflicted with pride in vain obsess about their status and appearance, eventually withdrawing to the point of staring incessantly into a mirror.



Purified Couatl Venom: The venom of a couatl, when milked from the creature and purified, becomes a potent ravage that severely weakens the victim.

Raging Desire: This affliction causes insatiable sexual desire while preventing any possible fulfillment of that desire.

Unicorn Blood: Drawn from a willing living unicorn, unicorn blood retains its potency as a ravage only as long as the unicorn that donated the blood remains alive.

RELICS

Sometimes confused with magic items or even artifacts, relics are unique items that carry the indelible mark of good upon them. A relic might be a bone or bone fragment from a martyr or other holy person, or some object that touched a saint in a special way—her burial shroud, perhaps, or the instrument of her execution. Holy power like that of a saint, a martyr, or a celestial leaves a lingering aura of good that is not magic in the traditional sense, but nevertheless can have miraculous effects, usually curative in nature.

All relics radiate an aura of good. An evil outsider or undead creature that touches a relic is burned as if by holy water, taking 2d4 points of damage. Relics are always considered sanctified, so if they are used as weapons they deal 1 extra point of damage against evil creatures or 1d4 points of damage against evil outsiders and evil undead (see Sanctified Weapons, above).

Like artifacts, relics cannot be manufactured, bought, or sold. However, each relic has a market price equivalent, for the DM's use in assigning treasure only. These prices are calculated as though the relics were magic items. Likewise, relics have a caster

level equivalent for purposes of spell effects and determining the strength of its aura of good, but relics never radiate magic, cannot be identified with the *identify* or *analyze dweomer* spells, and cannot be suppressed or dispelled with *dispel magic* or *anti-magic field*.

Bleeding Statue: This life-sized statue depicts a saint and is located in a site where the saint lived for an extended period, performed an important deed, or died. On certain occasions (no more than once a month, often only once a year, on the anniversary of a special event), blood drips from the statue, emerging from locations that reflect wounds the saint suffered in life. A taste of the blood acts as a *greater restoration* spell, and the statue typically produces enough for 1d4+1 doses on each occasion. The statue constantly provides a *hallow* effect that encompasses the area where it is located, such as a temple and its grounds, with an attached *death ward* effect that protects all good creatures in the area.

Caster Level Equivalent: 13th; Market Price Equivalent: 55,000 gp.

Executioner's Axe: An instrument of execution used to end the earthly life of a holy person, an executioner's axe relic holds good and evil in tension within itself. The blade of this greataxe is stained red with the saint's blood. The axe acts as a *holy vorpal greataxe*, though it has no enhancement bonus. However, a good creature wielding the axe takes a -2 penalty on attacks and weapon damage rolls, while evil creatures take the normal penalty for wielding a holy weapon.

Caster Level Equivalent: 18th; Market Price Equivalent: 98,320 gp (equivalent).

Rack of the Tortured Saint: This torture device is long gone, but fragments of its wooden frame are in wide circulation



Saint's burial shroud



Executioner's
axe



Rack of the
tortured saint



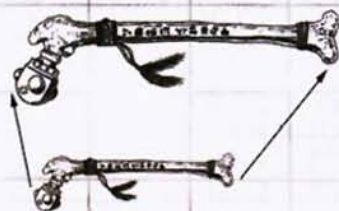
Sacred vessel



Saint's finger bone



Bleeding statue



Saint's thigh bone

as minor relics. Once per day, by clutching one of these relics and invoking the name of the tortured saint, a character gains the benefit of a guidance spell.

Caster Level Equivalent: 1st; Market Price Equivalent: 180 gp.

Sacred Vessel: This elaborate golden cup is consecrated for use in a temple of good. Water placed within it becomes holy water. If an evil creature drinks anything from the vessel, the creature must make a DC 18 Fortitude save or contract the depraved decadence affliction (see Ravages and Afflictions, above).

Caster Level Equivalent: 1st; Market Price Equivalent: 2,000 gp.

Saint's Burial Shroud: The shroud laid over a saint after his execution, this fine linen cloth still bears the image of his body faintly limned on its surface. A good character who touches the shroud is instantly healed of all diseases, while an evil creature that touches it must make a DC 14 Fortitude save or contract the eternal torpor affliction (see Ravages and Afflictions, above).

Caster Level Equivalent: 5th; Market Price Equivalent: 30,000 gp.

Saint's Fingerbone: This small charm grants the character carrying it a +1 resistance bonus on all saving throws.

Caster Level Equivalent: 5th; Market Price Equivalent: 2,000 gp.

Saint's Thighbone: The bone of a saint known for battling the undead, this powerful relic acts as a *holy disruption light mace*, though it has no enhancement bonus.

Caster Level Equivalent: 14th; Market Price Equivalent: 32,305 gp.

Weeping Image: This sacred icon depicts a saint and is located in a site where the saint lived for an extended period, performed an important deed, or died. On certain occasions (no more than once a month, often only once a year, on the anniversary of a special event), tears form in the eyes of the image, dripping slowly down the image and onto the floor below. The tears are holy water, and the image typically produces enough to fill a flask each time the tears manifest. While the image is weeping (over a period of perhaps 8 hours), any character who touches it receives the benefit of a *heal* spell.

Caster Level Equivalent: 11th; Market Price Equivalent: 65,000 gp.

OPTIONAL MATERIAL COMPONENTS

Some good spell components are optional (and not specified as a component in any spell description). These components sometimes increase the potency of a good spell, and the component is consumed whether it helps or not. You can use only one optional component in the casting of a good spell, so using two couatl feathers, or a couatl feather and a lammasu claw, won't improve your chances.

As with any spell component, you must be touching an optional good spell component and have it displayed prominently for it to function. These optional components can only be applied to spells with the good descriptor.

Spell components that are derived from the body of a good creature must generally be freely given, not taken from a dead creature. Killing a good creature in order to harvest its parts or organs is an evil act, and often inflicts a curse or affliction upon the perpetrator, at the DM's discretion. Though these items must be freely given, they can still be sold, and thus have

suggested market prices indicated. Most of the time, however, they are given as gifts and not sold.

TABLE 3-4: GOOD SPELL COMPONENTS

Component	Price
Ambrosia (distilled joy)	200 gp
Angel radiance	20 gp
Blink dog tooth	30 gp
Celestial blood	20 gp
Couatl feather	10 gp
Couatl scale	16 gp
Lammasu claw	30 gp
Lillend scale	15 gp
Pegasus feather	11 gp
Phoenix feather	40 gp
Unicorn blood	500 gp
Unicorn horn (sliver)	55 gp
Unicorn tail hair	25 gp

Ambrosia (Distilled Joy): A mysterious substance made from distilled joy, ambrosia is celestial food, the heavenly sustenance of Celestia. Created by means of the *distilled joy* spell, ambrosia can be used as a special spell component, in addition to the other uses mentioned in the spell description.

As an optional component, ambrosia automatically increases the effective caster level of a single good spell by +2. This increase doesn't stack with previous applications of distilled joy or any other bonuses to effective caster level.

Angel Radiance: Captured in glass by a special process known only to angels themselves, the radiance of an angel is a potent component. Used as a component for a *banishment* or *dismissal* spell, or a *dispel evil* spell used to drive a fiend back to its home plane, a phial of angel radiance increases the saving throw DC by +1. It also grants the caster a +1 bonus on her caster level check to overcome the target's spell resistance. Angel radiance sheds light as a torch.

Blink Dog Tooth: A spell to which this component is applied has a 50% chance to confer the ghost touch ability and negate miss chances due to *blur*, *displacement*, *entropy*, or phasing abilities.

Celestial Blood: If a spell to which this component is applied deals damage, there is a 30% chance that the spell deals an extra +2d6 points of damage to an evil target. The celestial who gave the blood must still be alive for this to function.

Couatl Feather: A spell to which this component is applied has a 35% chance to have its effective caster level increased by +2.

Couatl Scale: A spell to which this component is applied has a 30% chance to have its saving throw DC increased by +1.

Lammasu Claw: A spell to which this component is applied has a 25% chance to have any damage the spell deals increased by +10%.

Lillend Scale: If a spell to which this component is applied requires a Will save, there's a 40% chance that the saving throw DC is increased by +1. When the scale is used by a bard, the chance increases to 60%.

Pegasus Feather: If this component is used when casting *detect good* or *detect evil*, the caster learns the number of evil auras and the power of the most potent aura in the first round of concentration instead of the second, and the power and location of each aura in the second round instead of the third.

Phoenix Feather: A spell to which this component is applied has a 10% chance to remain prepared even after being cast. Casters who do not prepare spells gain no advantage from this component.

Unicorn Blood: The blood of a living unicorn is a powerful alchemical substance. It can be formed into a ravage (see Ravages and Afflictions, above) that saps the strength of evil creatures. Also, if a spell to which this component is applied requires a Fortitude save, there's a 40% chance that the saving throw DC is increased by +1. In either case, unicorn blood retains its potency only as long as the unicorn that gave it remains alive.

Unicorn Horn (Sliver): Removing a unicorn's entire horn kills it, but a unicorn may on rare occasions give a sliver of its horn to a favored ally. If a spell to which this component is applied requires a touch attack (melee or ranged), there's a 40% chance that the caster receives a +1 sacred bonus on the attack roll.

Unicorn Tail Hair: A spell to which this component is applied has a 20% chance to have its duration doubled.

SPECIAL MATERIALS

The following materials and substances are found on the Upper Planes and have proven useful in the eternal battle against the forces of evil.

Aurorum: This luminous steel gleams with varying hues of pink and indigo. An aurorum weapon, shield, or suit of armor that has been sundered can be reformed by bringing together its fragments (a full-round action). The broken pieces bond quickly and seamlessly, restoring the item to its previous state. The market price modifier for an aurorum weapon, shield, or suit of armor is +4,000 gp.



Aurorum has the same hit points per inch of thickness and hardness as regular steel.

Frystalline: This mineral grows in the icy mountain caves of Eronia, the second layer of the Blessed Fields of Elysium. Its resilient, pale-gold crystals contain divine energy that emanates from a god that sleeps beneath the mountains. Any weapon made of frystalline is treated as good-aligned for the purpose of overcoming damage reduction. The market price modifier for such a weapon is +2,000 gp.

Frystalline has 15 hp per inch of thickness and hardness 10.

Moonblood: Celestials use this silvery substance as warpaint, painting their faces and other exposed areas of their bodies with elaborately entwined holy runes before entering battle. Proper application of moonblood warpaint takes 1 hour and requires a DC 22 Craft (painting) check; a failed check means no benefits are gained and the moonblood is wasted.

When the moonblood runes are properly applied, the warpaint grants a +2 sacred bonus to Armor Class. The warpaint lasts for 1 day, then is absorbed harmlessly into the skin. An evil creature that touches moonblood takes 1d6 points of damage.

One application of moonblood costs 1,500 gp.

Serren: Serren trees grow on Arvandor, the uppermost of Arborea's three layers. The trees serve as vessels for nature spirits, and any branch that falls from a serren tree can be fashioned into a bow, arrow, or crossbow bolt imbued with a portion of the tree's spirit. Serren bows, arrows, and bolts have the ghost touch special quality, although this property is not magical. The market price modifier for a serren weapon (one bow or 50 arrows or bolts) is +4,000 gp.

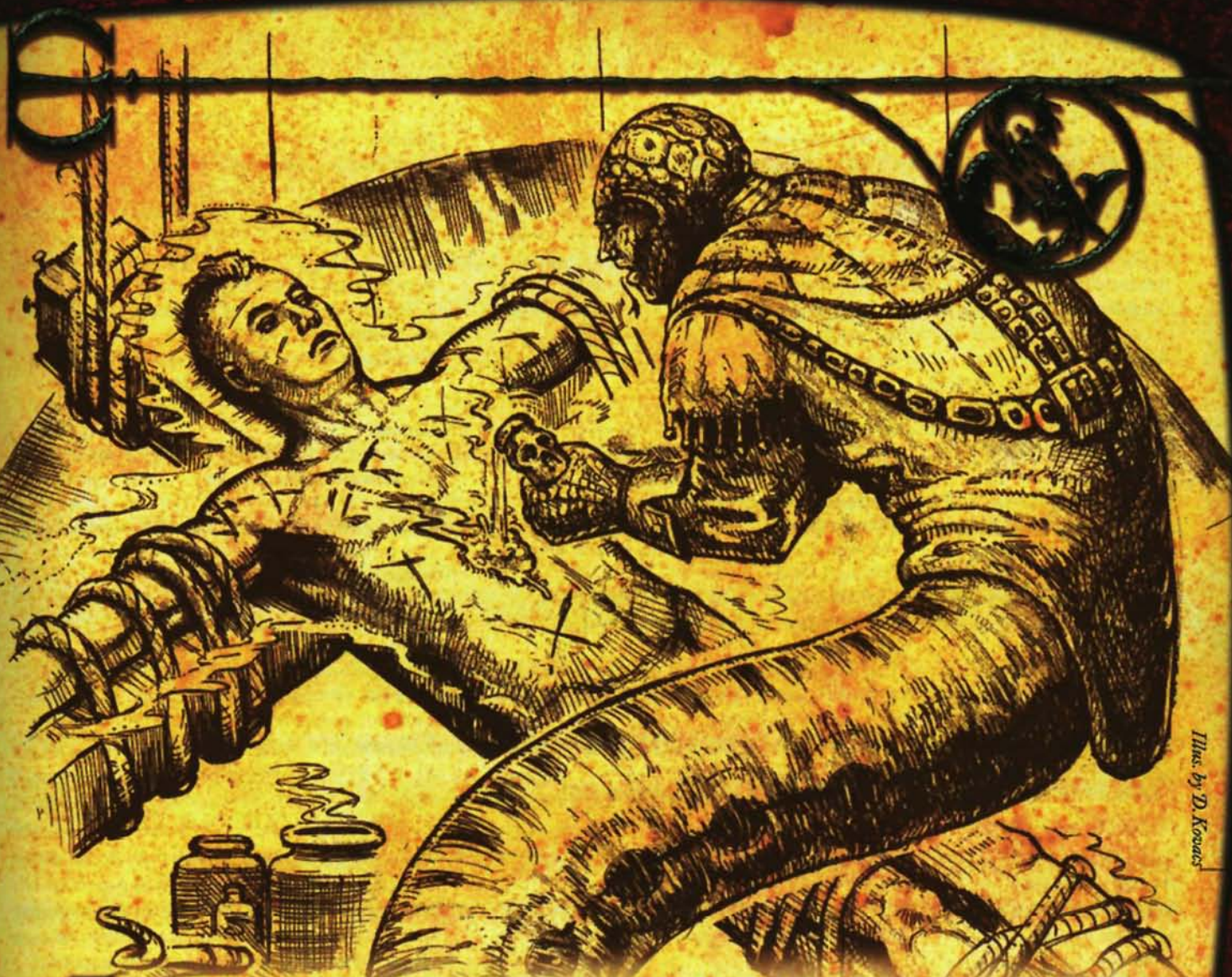
Serren has the same hit points per inch of thickness and hardness as regular wood.

Solarian Trueteel: Mined on the fourth layer of the Seven Mounting Heavens of Celestia, this fine iron needs no alloy and shines with a silvery gleam. When forged into a weapon, it gives the wielder a +1 bonus on the confirmation roll for a critical hit. The market price modifier for such a weapon is +1,000 gp.

Solarian trueteel has 25 hp per inch of thickness and hardness 11.

Storm Tears: This milky rain falls on the Upper Planes and usually heralds the death of a powerful champion of good or the birth of a stillborn child. These milky tears can be collected. A single vial of storm tears duplicates the effects of a *heart's ease* spell (see Chapter 6: Magic for details). Storm tears are non-magical in nature, and each vial has a market price of 750 gp.

Ysgardian Heartwire: This incredibly fine, flexible metal is found only in the deep mines of Nidavellir in the Heroic Domains of Ysgard. It is not suitable for making an entire suit of armor, but small sections of heartwire mail can be incorporated into chain shirts, chainmail, or heavy armor to reinforce vital areas. This reinforcement has the effect of increasing the wearer's AC by +2 solely for purposes of the roll to confirm a critical hit. The heartwire is so fine and light that it does not increase the armor's weight. The market price modifier for such a suit of armor is +1,500 gp.



Illus. by D. Kovacs

This chapter features new feats that enhance exalted characters or campaigns. They provide new capabilities and improve existing ones.

EXALTED FEATS

This book introduces a new type of feat: the exalted feat. Only intelligent characters of good alignment and the highest moral standards can acquire exalted feats, and only as a gift from powerful agents of good—deities, celestials, or similar creatures. These feats are thus supernatural in nature (rather than being extraordinary abilities, as most feats are).

A character must have the DM's permission to take an exalted feat. In many cases, a ritual must be performed; often this simply amounts to a character swearing a sacred vow, for example, in the presence of a celestial being. A character who willingly and willfully commits an evil act loses all benefits from all his exalted feats. She regains these benefits if she atones for her violations (see *Sin and Atonement* in Chapter 1).

Aura of Good: A character with at least one exalted feat radiates an aura of good with a power equal to her character level (see the *detect good* spell), as if she were a paladin or a cleric of a good deity.

Prerequisites: Any good alignment, character level 3rd.

Benefit: Choose an item you own. The item must be of masterwork quality, and it must be an item that once belonged to a member of your family. Alternatively, the item may have belonged to another person to whom you are somehow connected, such as another member of your religious order.

At any time, you may retreat to a consecrated or hallowed location and spend time in prayer in order to awaken the spirits in your ancestral relic. This requires a sacrifice of valuable items worth the difference between the market price of the magic item your relic will become and the market price of your current relic. This sacrifice does not have to be gold—you can sacrifice magic items or other goods worth the required amount, rather than selling your goods (at half value) to pay for the sacrifice. You must spend 1 day per 1,000 gp value you sacrifice. During this time, you must spend at least 8 hours each day in prayer or meditation, not stopping to eat or rest.

For example, a 4th-level paladin has a masterwork bastard sword she inherited from her grandfather. She makes sacrifices worth 2,000 gp and spends two days in prayer and fasting in the temple of Heironeous. When she emerges, her devotion has awakened the magic inherent in the blade, making it a +1 bastard sword. When she reaches

ANCESTRAL RELIC [GENERAL]

You own an ancestral heirloom and can invest it with increasing power.

TABLE 4-1: FEATS

General Feats		Prerequisite	Benefit
Ancestral Relic		Any good alignment, character level 3rd	Create personal magic item
Consecrate Spell-Like Ability		Any good alignment	Adds good descriptor to spell-like ability
Purify Spell-Like Ability		Any good alignment	Adds good descriptor to spell-like ability; neutral creatures take half damage, good creatures take no damage
Resounding Blow ¹		Str 13, Power Attack, Intimidate 7 ranks	Potential cowering effect on critical hit
Spell Focus (Good)		Any good alignment	+2 bonus to save DCs of spells with good descriptor
Subduing Strike ¹		—	No penalty when dealing nonlethal damage; rogue's sneak attack deals nonlethal damage
Exalted Feats		Prerequisite	Benefit
Animal Friend		Cha 15, wild empathy class feature	+4 exalted bonus on wild empathy checks
Celestial Familiar		Ability to acquire a new familiar, minimum level requirement (see text)	Additional familiar choices
Celestial Mount		Paladin level 4th	Mount gains celestial creature template
Consecrate Spell Trigger		Craft Wand or Craft Staff, ability to turn undead	Use turning ability to add good descriptor to triggered spell
Exalted Companion		Ability to acquire a new animal companion, minimum level requirement (see text)	Additional animal companion choices
Exalted Smite		Smite evil class ability	Weapon good-aligned when smiting evil
Exalted Spell Resistance		Cha 15, spell resistance	+4 to spell resistance against evil spells and spell-like abilities of evil outsiders
Exalted Turning		Ability to turn undead	Extra 3d6 points of damage when turning
Exalted Wild Shape		Wild shape class ability, wild shaping class level 8th	Additional wild shape options
Favored of the Companions		—	+1 luck bonus on any one roll or check
Fist of the Heavens ¹		Wis 15, Sanctify Ki Strike, Stunning Fist	+2 to Stunning Fist DC
Gift of Faith		Wis 13	+2 bonus on saving throws to resist fear and despair effects
Gift of Grace		Divine grace class ability	Share Cha saving throw bonus
Hands of a Healer		Cha 13, lay on hands class ability	+2 bonus to Cha for lay on hand ability
Holy Subdual ¹		Subduing Strike	Transform bonus and smite damage to nonlethal
Intuitive Attack ¹		Base attack bonus +1	Use Wis modifier instead of Str modifier on attack rolls with simple and natural weapons
Knight of Stars		—	+1 luck bonus on any one roll or check
Nemesis ²		Favored enemy class ability	Detect presence of favored enemies
Nimbus of Light		—	+2 bonus on Diplomacy and Sense Motive checks with good creatures
Holy Radiance		Cha 15, Nimbus of Light	Glow with light harmful to undead
Stigmata		Nimbus of Light	Heal others' wounds by taking Con damage
Nymph's Kiss		—	+2 bonus on Cha-related checks, +1 bonus on saving throws against spells, 1 extra skill point per level
Purify Spell Trigger		Craft Wand or Craft Staff, ability to turn undead	Use turning ability to add good descriptor to spell; neutral creatures take half damage, good creatures take no damage
Quell the Profane		Str 13, Power Attack, Resounding Blow, base attack bonus +8	Potential Str damage to evil creature on critical hit
Ranged Smite Evil		Smite evil class ability	Smite evil with ranged attack
Righteous Wrath		Rage class ability	Potential shaken effect against evil creatures
Sacred Strike		Sneak attack class ability	Sneak attacks deal d8s against evil creatures
Sacred Vow		—	+2 perfection bonus on Diplomacy checks
Vow of Abstinence		Sacred Vow	+4 perfection bonus on Fort saves against poisons and drugs
Vow of Chastity		Sacred Vow	+4 perfection bonus on Will saves against charms and phantasms
Vow of Nonviolence		Sacred Vow	+4 bonus on save DCs of nondamaging spells
Vow of Peace		Sacred Vow, Vow of Nonviolence	Calming aura; +6 varied bonus to AC
Vow of Obedience		Sacred Vow	+4 perfection bonus on Will saves against compulsions
Vow of Poverty		Sacred Vow	Bonuses to AC, ability scores, and saves; bonus feats (see page 29)
Vow of Purity		Sacred Vow	+4 perfection bonus on Fort saves against disease and death effects

TABLE 4-1: FEATS (CONT)

Exalted Feats	Prerequisite	Benefit
Sanctify Ki Strike	Cha 15, Improved Unarmed Strike, Ki strike (lawful)	+1 or +1d4 bonus on unarmed damage rolls against evil creatures
Holy Ki Strike	Cha 15, Improved Unarmed Strike, Ki strike (holy), Sanctify Ki Strike	+2d6 bonus on damage rolls against evil creatures
Sanctify Martial Strike	Cha 15, Weapon Focus with the specified weapon	+1 or +1d4 bonus on weapon damage rolls against evil creatures
Sanctify Natural Attack	One or more natural weapon attacks, base attack bonus +5	+1 or +1d4 bonus on natural attack damage rolls against evil creatures
Sanctify Weapon	Ability to cast <i>align weapon</i>	Aligned weapon becomes sanctified
Servant of the Heavens	—	+1 luck bonus on any one roll or check
Touch of Golden Ice	Con 13	Evil creatures touched ravaged by golden ice
Words of Creation	Int 15, Cha 15, base Will save bonus +5	Ability to use Words of Creation (see page 31)
Metamagic Feats	Prerequisite	
Consecrate Spell	Any good alignment	Adds good descriptor to spell
Nonlethal Substitution	Any other metamagic feat, Knowledge (arcana) 5 ranks	Transform spell's energy damage to nonlethal
Purify Spell	Any good alignment	Adds good descriptor to spell; neutral creatures take half damage, good creatures take no damage

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored enemy.

7th level, she once again retreats to the temple for 6 days, sacrificing items worth an additional 6,000 gp to make her weapon a +2 *bastard sword* (market price 8,000 gp). When she reaches 11th level, she can make it a +2 *holy bastard sword* by making sacrifices worth 24,000 gp (the difference between 32,000 and 8,000 gp) and spending 24 days in prayer.

A character's level dictates the maximum value of his or her ancestral relic, as shown in Table 4-2.

No character may have more than one ancestral relic.

TABLE 4-2: ANCESTRAL RELIC

Character Level	Maximum Relic Value	Character Level	Maximum Relic Value
3rd	1,350 gp	12th	44,000 gp
4th	2,700 gp	13th	55,000 gp
5th	4,500 gp	14th	75,000 gp
6th	6,500 gp	15th	100,000 gp
7th	9,500 gp	16th	130,000 gp
8th	13,500 gp	17th	170,000 gp
9th	18,000 gp	18th	220,000 gp
10th	24,500 gp	19th	290,000 gp
11th	33,000 gp	20th	380,000 gp

ANIMAL FRIEND [EXALTED]

Animals respond favorably to the aura of goodness that exudes from you.

Prerequisites: Cha 15, wild empathy class feature.

Benefit: You receive a +4 exalted bonus on wild empathy checks to sway the attitudes of animals and good-aligned magical beasts (including, but not limited to, blink dogs, unicorns, pegasi, and animals with the celestial template). In the case of good magical beasts, this bonus simply eliminates the penalty you normally take when trying to deal with magical beasts rather than animals.

CELESTIAL FAMILIAR [EXALTED]

As long as you are able to acquire a new familiar, you may receive a celestial as a familiar.

Prerequisites: Able to acquire a new familiar, minimum level requirement (see below).

Benefit: When choosing a familiar, the following creatures are also available to you. You must choose a familiar whose alignment is the same as yours.

Familiar	Alignment	Arcane Spellcaster Level
Celestial animal ¹	Any good	3rd
Coure eladrin	Chaotic good	7th
Lantern archon	Lawful good	7th
Musteval guardinal	Neutral good	7th

1 Apply the celestial template to any animal from the standard familiar list. Unlike other celestial familiars, a celestial animal grants its master the standard benefit for having an animal familiar of that type.

The celestial familiar is magically linked to its master like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or this volume, except as noted below.

Hit Dice: For effects related to Hit Dice, use the master's level or the familiar's normal total, whichever is higher.

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Saving Throws: Use the master's base save bonuses if they are better than the familiar's.

Familiar Special Abilities: Use the information in the Familiars sidebar on pages 52–53 of the *Player's Handbook* to determine additional abilities as you would for a normal familiar. With the exception of celestial animals, celestial familiars do not grant their masters any of the benefits that appear in that sidebar.

CELESTIAL MOUNT [EXALTED]

Your special mount is a true creature of the heavens.

Prerequisites: Paladin level 4th.

Benefit: Your special mount gains the celestial creature template. It gains the ability to smite evil once per day, darkvision out to 60 feet, resistances (acid, cold, and electricity) based on its total Hit Dice, and damage reduction and spell resistance that increase as its Hit Dice increase. See the celestial creature template in the *Monster Manual* for details.

CONSECRATE SPELL [METAMAGIC]

You can imbue your spells with the raw energy of good, by the grace of a celestial power.

Prerequisites: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half that damage (rounded down) results from divine power and can't be reduced by resistance or immunity to energy-based attacks. For example, if a consecrated lightning bolt cast by a 7th-level wizard deals 24 points of damage, 12 points of that is electricity damage and the other 12 points is not. Thus, a nongood creature immune to electricity still takes 12 points of damage if it fails its Reflex save.

A consecrated spell uses up a spell slot one level higher than the spell's actual level.

CONSECRATE SPELL-LIKE ABILITY [GENERAL]

You can channel holy power into your spell-like abilities.

Prerequisites: Any good alignment.

Benefit: This feat adds the good descriptor to a spell-like ability. Furthermore, if the ability deals damage, half that damage (rounded down) results from divine power and can't be reduced by resistance or immunity to energy-based attacks. For example, if a consecrated lightning bolt from an avoral deals 31 points of damage, 16 points of that is electricity damage and the other 15 points is not. Thus, a nongood creature immune to electricity still takes 15 points of damage if it fails its Reflex save.

Each of your spell-like abilities can be consecrated three times per day, though this feat does not allow you to exceed your normal usage limit for any ability. Thus, if a tulani eladrin chooses to consecrate its chain lightning ability, it can use a consecrated chain lightning up to three times that day. Thereafter, it could use its chain lightning ability again normally (since it can use chain lightning at will), or it could consecrate another of its spell-like abilities, such as meteor swarm.

CONSECRATE SPELL TRIGGER [EXALTED]

You can channel holy power through a spell trigger item, such as a wand or staff.

Prerequisites: Craft Wand or Craft Staff, ability to turn undead.

Benefit: When you use a spell trigger item, such as a wand or staff, you can use one of your turning attempts for the day to trigger the item. You still expend a charge from the wand or staff. The spell cast by the item is modified as though it had the Consecrate Spell feat applied to it.

EXALTED COMPANION [EXALTED]

Instead of an animal companion, you have a magical beast of good alignment.

Prerequisites: Able to acquire a new animal companion, minimum level requirement (see below).

Benefit: When choosing an animal companion, you may choose a magical beast as shown on the table below. You must choose a companion whose alignment is the same as yours, so only a ranger can have a blink dog, pegasus, or unicorn as a companion. Even though your companion is a magical beast, you can cast spells on it as though it were an animal. The exalted companion has all the normal abilities of a typical creature of its kind, as well as the characteristics of an animal companion determined by the druid or ranger's level.

Companion	Alignment	Druid Level ^{1,2}
Celestial animal ³	Any good	4
Blink dog	Lawful good	4th (-3)
Asperi ⁵	Neutral good	7th (-6)
Giant eagle	Neutral good	7th (-6)
Giant owl	Neutral good	7th (-6)
Pegasus	Chaotic good	7th (-6)
Unicorn	Chaotic good	7th (-6)

1 A ranger's effective druid level, for purposes of this feat, is half his ranger level.

2 Subtract the number in parentheses from the druid's level (or the ranger's effective druid level) for purposes of determining the companion's characteristics and special abilities as shown on page 36 of the *Player's Handbook*.

3 Apply the celestial creature template to a potential animal companion listed in the *Player's Handbook*.

4 Subtract an extra -1 from the druid's level (or the ranger's effective druid level) for purposes of determining the companion's characteristics and special abilities.

5 Monster detailed in the *Monster Manual II*.

EXALTED SMITE [EXALTED]

Your smite ability is empowered with holy energy.

Prerequisites: Smite evil class ability.

Benefit: When you use your smite evil ability, your weapon is considered good-aligned for purposes of bypassing damage reduction.

EXALTED SPELL RESISTANCE [EXALTED]

You are particularly resistant to evil spells.

Prerequisites: Cha 15, spell resistance.

Benefit: Against evil spells (spells with the evil designator) and spell-like abilities used by evil outsiders, your spell resistance increases by +4.

EXALTED TURNING [EXALTED]

You turn undead with such power that affected undead take damage.

Prerequisites: Ability to turn undead.

Benefit: Any undead creature that you turn takes 3d6 points of damage in addition to the normal turning effect.

EXALTED WILD SHAPE [EXALTED, WILD]

You can use your wild shape ability to take the form of a good-aligned magical beast.

Prerequisites: Wild shape class ability, wild shaping class level 8th.

Benefit: You can use your wild shape ability to turn yourself into a blink dog, giant eagle, giant owl, pegasus, or unicorn.

You can also turn into a celestial version of any animal you could normally transform into. (At the DM's discretion, other magical beast forms might be available to you. In general, only creatures of CR 3 or lower are possible.) You gain the extraordinary and supernatural abilities of the creature. This ability counts as a use of your wild shape ability and functions the same way.

FAVORED OF THE COMPANIONS [EXALTED]

You swear allegiance to Talisid or one of the Five Companions, the paragons of the guardinals, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your guardinal patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Servant of the Heavens feat or the Knight of Stars feat. Your allegiance is only yours to give once.

FIST OF THE HEAVENS [EXALTED]

Your stunning attack is empowered by celestial might.

Prerequisites: Wis 15, Sanctify Ki Strike, Stunning Fist.

Benefit: The saving throw DC of your Stunning Fist increases by 2 when you use it against an evil creature. If the stunning attack succeeds, the creature is staggered for 1 round following the round it is stunned.

Special: A fighter may select Fist of the Heavens as one of his fighter bonus feats.

GIFT OF FAITH [EXALTED]

You have an unusual capacity to trust in divine providence working all things for the good.

Prerequisites: Wis 13.

Benefit: You gain a +2 bonus on saving throws to resist any fear effect, despair effect (such as the *crushing despair* spell), or similar mind-affecting condition, but not charms or compulsions (such as the *charm person* and *dominate person* spells).

GIFT OF GRACE [EXALTED]

You can improve the saving throws of your allies by sharing some of your divine grace.

Prerequisites: Divine grace class ability.

Benefit: You can give up some of your saving throw bonus granted by divine grace and share it with one or more other characters. You can sacrifice any amount of your own divine grace, up to your full Charisma bonus. You can divide that bonus among allies that you touch, to a maximum of one ally per character level you possess. For example, if you are a 5th-level paladin with a +3 Charisma bonus, you can give three characters each a +1 bonus on their saving throws, one character a +3 bonus, two characters a +1 bonus (keeping a +1 bonus for yourself), or any similar division of your +3 bonus.

This shared divine grace lasts for one day or until you revoke it (as a free action).

HANDS OF A HEALER [EXALTED]

You can heal more damage than normal by laying on hands.



A cleric immolates vampires with Exalted Turning.

Prerequisites: Cha 13, lay on hands class ability.

Benefit: When determining how many hit points you can cure, treat your Charisma score as if it were 2 points higher. For example, a 7th-level paladin with a 16 Charisma could cure up to 28 points of damage per day with this feat.

HOLY KI STRIKE [EXALTED]

Your unarmed attacks deal extra damage to evil creatures.

Prerequisites: Cha 15, Improved Unarmed Strike, Ki strike (holy), Sanctify Ki Strike.

Benefit: Your unarmed strike deals 2d6 points of extra holy damage to evil creatures. In addition, it is considered holy, which means that it can bypass the damage reduction of some evil outsiders. This does not stack with the extra damage from the Sanctify Ki Strike feat.

HOLY RADIANCE [EXALTED]

You can increase the intensity of the light surrounding you to damage undead creatures.

Prerequisites: Cha 15, Nimbus of Light.

Benefit: At will, as a free action, you can empower the radiance surrounding you into a blazing glow that sheds bright light in a 10-foot radius (and shadowy illumination out to 20 feet). Undead within 10 feet of you take 1d4 points of damage per round they remain within your halo.

HOLY SUBDUAL [EXALTED]

You can turn bonus damage into nonlethal damage.

Prerequisites: Subduing Strike.

Benefit: When you use your weapon to deal nonlethal damage, you can also transform bonus damage from a holy weapon, your smite evil class ability, or your smite granted power into nonlethal damage.

Special: A fighter may select Holy Subdual as one of his fighter bonus feats.

INTUITIVE ATTACK [EXALTED]

You fight by faith more than brute strength.

Prerequisites: Base attack bonus +1.

Benefit: With a simple weapon of your size or a natural weapon, you may use your Wisdom modifier instead of your Strength modifier on attack rolls.

Special: A fighter may select Intuitive Attack as one of his fighter bonus feats.

KNIGHT OF STARS [EXALTED]

You swear allegiance to the Court of Stars, the paragons of the eladrin, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your eladrin patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Servant of the Heavens feat or the Favored of the Companions feat. Your allegiance is only yours to give once.

NEMESIS [EXALTED]

You are the holy bane of creatures of a particular type.

Prerequisites: Favored enemy class ability.

Benefit: Choose one of your favored enemies. You can sense the presence of creatures of this type within 60 feet, as well as pinpoint their exact location (distance and direction) relative to you. Normal barriers and obstructions do not block this supernatural ability, allowing you to sense the presence and location of creatures behind doors or walls, for example. This feat does not allow you to see an invisible or hidden creature (although you can still discern its location).

In addition to sensing the presence of your favored enemy, you deal +1d6 points of damage on weapon attack rolls made against evil representatives of the favored enemy creature type.

Special: You can choose this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a different favored enemy.

NIMBUS OF LIGHT [EXALTED]

You are cloaked in a radiant light that marks you as a servant of the purest ideals. All who look upon you know without a doubt that you are a champion of good and are favored by the powers of the Upper Planes. The nimbus may take the form of a cloud surrounding your entire body, or it may appear as beams of light around your head.

Benefit: Good creatures automatically recognize the radiance surrounding you as a sign of your purity and devotion to the powers of good. You gain a +2 circumstance bonus on all Diplomacy and Sense Motive checks made when interacting with good creatures.

Your radiance sheds light as a common lamp: bright light to a radius of 5 feet and shadowy illumination to 10 feet. You can extinguish this radiance at will and reactivate it again as a free action.

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify a spell that uses energy to deal damage to deal nonlethal damage instead.

Prerequisites: Any other metamagic feat, Knowledge (arcana) 5 ranks.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to deal nonlethal damage instead of energy damage. The altered spell works normally in all respects except the type of damage dealt. For example, a *nonlethal fireball* spell works in the usual way except it deals nonlethal damage instead of fire damage.

A nonlethal spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

NYMPH'S KISS [EXALTED]

By maintaining an intimate relationship with a good-aligned fey (such as a nymph or dryad), you gain some of the characteristics of fey.

Benefit: Fey creatures regard you as though you were fey. You gain a +2 circumstance bonus on all Charisma-related checks, and a +1 bonus on all saving throws against spells and spell-like abilities. Starting with the level when you take this feat, you gain 1 extra skill point per level.

PURIFY SPELL [METAMAGIC]

You can charge your damaging spells with celestial energy that leaves good creatures unharmed.

Prerequisites: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, neutral creatures take half damage, or one-quarter with a successful saving throw (if allowed), while good creatures take no damage at all. Evil outsiders affected by the spell take extra damage: The spell's damage is increased by one die type (each 1d6 becomes 1d8, each 1d8 becomes 2d6, and so on, using the same progression as weapons increasing in size). For example, a purified *lightning bolt* cast by a 7th-level wizard deals 7d6 points of electricity damage to evil creatures, half damage to neutral creatures, and no damage at all to good creatures caught in its path. Evil outsiders (except ones immune to electricity) take 7d8 points of damage.

A purified spell uses up a spell slot one level higher than the spell's actual level.

PURIFY SPELL-LIKE ABILITY [GENERAL]

You can charge your damaging spell-like abilities with celestial energy that leaves good creatures unharmed.

Prerequisites: Any good alignment.

Benefit: This feat adds the good descriptor to a spell-like ability. Furthermore, if the ability deals damage, neutral creatures take half damage, or one-quarter with a successful saving throw (if allowed), while good creatures take no damage at all. Evil outsiders affected by the ability take extra damage: The ability's damage is increased by one die type (each 1d6 becomes 1d8, each 1d8 becomes 2d6, and so on, using the same progression as weapons increasing in size). For example purified *lightning bolt* cast by an avoral deals 8d6 points of electricity damage to evil creatures, half damage to neutral creatures, and no damage at all to good creatures caught in its path. Evil outsiders (except ones immune to electricity) take 8d8 points of damage.

Each of your spell-like abilities can be purified three times per day, though this feat does not allow you to exceed your normal usage limit for any ability. Thus, if a tulani eladrin chooses to purify its *chain lightning* ability, it can use a purified *chain lightning* up to three times that day. Thereafter, it could use its *chain lightning* ability again normally (since it can use *chain lightning* at will), or it could purify another of its spell-like abilities, such as *meteor swarm*.

PURIFY SPELL TRIGGER [EXALTED]

You can channel holy power through a spell trigger item, such as a wand or staff.

Prerequisites: Craft Wand or Craft Staff, ability to turn undead.

Benefit: When you use a spell trigger item, such as a wand or staff, you can use one of your turning attempts for the day to trigger the item. You still expend a charge from the wand or staff. The spell cast by the item is modified as though it had the Purify Spell feat applied to it.

QUELL THE PROFANE [EXALTED]

Your mightiest attacks weaken evil foes.

Prerequisites: Str 13, Power Attack, Resounding Blow, base attack bonus +8.

Benefit: Whenever you deal a critical hit to an evil creature using a melee weapon with which you are proficient, your oppo-

nent must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) or take 1d4+1 points of temporary Strength damage. A monk's unarmed strike is considered a melee weapon for purposes of this feat.

RANGED SMITE EVIL [EXALTED]

Your smite ability can be channeled through your ranged weapon.

Prerequisites: Smite evil class ability.

Benefit: Your smite evil ability can be channeled through a missile that you fire. This counts as one use of your smite evil ability.

RESOUNDING BLOW [GENERAL]

Your mightiest attacks cause your foes to tremble before you.

Prerequisites: Str 13, Power Attack, Intimidate 7 ranks.

Benefit: Whenever you deal a critical hit using a melee weapon with which you are proficient, your opponent must succeed on a Will save (DC 10 + 1/2 your character level + your Cha modifier) or cower for 1 round. A monk's unarmed strike is considered a melee weapon for purposes of this feat.

Special: A fighter may select Resounding Blow as one of her fighter bonus feats.

RIGHTEOUS WRATH [EXALTED]

Your rage is empowered with divine fury.

Prerequisites: Rage class ability.

Benefit: When you first deal damage with a melee attack against an evil foe during your rage, that creature must make a successful Will saving throw (DC 10 + 1/2 your raging class level + your Cha modifier) or be shaken. If you fail to affect a creature the first time you hit it, you cannot affect it in that encounter. The shaken effect remains until you withdraw or are killed or incapacitated.

While raging, you maintain clarity of mind unusual among barbarians. You are perfectly able to deal nonlethal damage, stop your attacks to show mercy, and distinguish friend from foe even in the heat of your rage.

SACRED STRIKE [EXALTED]

Your sneak attack is enhanced by your unshakable faith in a good-aligned deity.

Prerequisites: Sneak attack class ability.

Benefit: When you use your sneak attack ability against an evil creature, roll d8s for your sneak attack dice (instead of d6s) and your sneak attack damage is considered good-aligned for purposes of overcoming damage reduction.

SACRED VOW [EXALTED]

You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.

Benefit: You gain a +2 perfection bonus on Diplomacy checks.

Special: This feat serves as the prerequisite for several other feats, including the Vow of Abstinence, Vow of Chastity, Vow of Nonviolence, Vow of Obedience, Vow of Peace, Vow of Poverty, and Vow of Purity.

SANCTIFY KI STRIKE [EXALTED]

Sacred power suffuses your unarmed strikes.

Prerequisites: Improved Unarmed Strike, Ki strike (lawful), Cha 15.

Benefit: Your unarmed strikes deal 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead. In addition, they are considered good-aligned for purposes of overcoming damage reduction.

SANCTIFY MARTIAL STRIKE [EXALTED]

Sacred power suffuses your attacks with a certain kind of weapon.

Prerequisites: Cha 15, Weapon Focus with the specified weapon.

Benefit: Whenever you wield a specific kind of weapon, it deals 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead. In addition, that weapon is considered good-aligned for purposes of overcoming damage reduction.

Special: You can take this feat more than once, selecting a different weapon each time.

SANCTIFY NATURAL ATTACK [EXALTED]

You can focus holy power into your natural attacks.

Prerequisites: One or more natural weapon attacks, base attack bonus +5.

Benefit: Each time you deal damage with a natural attack, you deal 1 extra point of damage to evil creatures, or 1d4 points to evil outsiders and evil undead. In addition, your natural attacks are considered good-aligned for purposes of overcoming damage reduction.

SANCTIFY WEAPON [EXALTED]

You can focus holy power into your weapon.

Prerequisites: Able to cast *align weapon*.

Benefit: When you cast *align weapon*, the affected weapon also becomes sanctified. A sanctified weapon deals 1 extra point of holy damage to evil creatures or 1d4 points of damage to evil outsiders and evil undead. In addition, creatures with the corrupted template (described in the *Book of Vile Darkness*) cannot recover hit point damage dealt by a sanctified weapon by means of normal healing, including fast healing.

SERVANT OF THE HEAVENS [EXALTED]

You swear allegiance to one of the Tome Archons who rule the Seven Heavens, and in exchange gain power to act on their behalf.

Benefit: Once per day, while performing an act of good, you may call upon your archon patron to gain a +1 luck bonus on any one roll or check.

Special: Once you take this feat, you may not take it again, nor can you take either the Knight of Stars feat or the Favored of the Companions feat. Your allegiance is only yours to give once.

SPELL FOCUS (GOOD) [GENERAL]

Your spells with the good descriptor are more potent than normal due to your relationship with the powers of good.

Prerequisites: Any good alignment.

Benefit: Add +2 to the Difficulty Class for all saving throws against your spells with the good descriptor.

Special: The +2 increase also applies to the Difficulty Class for a possessing fiend to Hide from your good spells such as *detect evil* or *magic circle against evil* (as detailed in the *Book of Vile Darkness*).

STIGMATA [EXALTED]

You bear the marks of wounds on your body, as sort of a living martyrdom.

Prerequisite: Nimbus of Light.

Benefit: You can heal the wounds and ailments of others using your own life energy. When you activate this ability, as a free action, you immediately take at least 2 points of temporary Constitution damage. You can take as many points of Constitution damage as you wish, as long as you remain alive and conscious.

Once you have activated your stigmata, you can touch your allies to heal them of 1 point of damage per level they possess for every 2 points of Constitution damage you take. In addition, any character you touch who is suffering from a disease can immediately make a new saving throw against that disease with a sacred bonus equal to the number of points of Constitution damage you took. If the character succeeds on that saving throw, she is freed from the disease.

You can use this touch on one ally per point of Constitution damage you take. As with delivering a touch spell, you can touch up to six allies as a full-round action. A single person can only benefit once from each activation of your stigmata, but each activation lasts for 1 hour.

For example, if you sacrifice 4 points of Constitution, you can grant four allies a number of hit points of healing equal to twice their level. Each ally who was suffering from a disease would make a new saving throw with a +4 sacred bonus. If only two of your allies were wounded at the time you activated the stigmata, you could "save" the other two uses for up to 1 hour, in case other characters become wounded within that time. Even if the characters you originally healed were injured again, however, they could not benefit from the same activation of your stigmata.

When you use this ability, the wounds on your body bleed in proportion to the Constitution damage you take. The bleeding persists for 1 hour, and the Constitution damage cannot be restored by any means until the bleeding has stopped. Once the bleeding has stopped, you can freely activate the stigmata again, whether or not you have recovered your lost Constitution, as long as you have enough Constitution left to use the ability and survive.

SUBDUING STRIKE [GENERAL]

You are adept at striking to deal nonlethal damage even with normal weapons.

Benefit: You can use any melee weapon to deal nonlethal damage with no penalty on your attack roll. If you are a rogue, you can deal nonlethal damage with your sneak attack even if you are using a normal melee weapon. This feat does not allow you to deal nonlethal damage with ranged weapons.

Normal: If you use a melee weapon designed to deal lethal damage to deal nonlethal damage instead, you take a -4 penalty on your attack roll. Rogues normally can only use saps or unarmed strikes to deal nonlethal damage with their sneak attacks.

Special: A fighter may select Subduing Strike as one of his fighter bonus feats.

TOUCH OF GOLDEN ICE [EXALTED]

Your touch is poisonous to evil creatures.

Prerequisites: Con 13.

Benefit: Any evil creature you touch with your bare hand, fist, or natural weapon is ravaged by golden ice (see Ravages and Afflictions in Chapter 3: Exalted Equipment for effects).

VOW OF ABSTINENCE [EXALTED]

You have taken a sacred vow to abstain from alcoholic beverages, drugs, stimulants such as caffeine, and intoxication.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Fortitude saving throws against poisons and drugs (as long as you are subjected to a drug unwillingly).

Special: To fulfill your vow, you must not consume intoxicating, stimulating, depressant, or hallucinogenic substances, including alcohol, caffeine, and other drugs. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, or otherwise unintentionally (a drug slipped into your drink, for example), you lose the benefit of this feat until you perform a suitable penance and receive an atonement spell.

VOW OF CHASTITY [EXALTED]

You have taken a sacred vow to refrain from marriage and sexual intercourse.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Will saving throws against charm and phantasm spells and effects.

Special: To fulfill your vow, you must abstain from any sexual contact with any other creature. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an atonement spell.

VOW OF NONVIOLENCE [EXALTED]

You have taken a sacred vow to avoid violence against humanoids.

Prerequisites: Sacred Vow.

Benefit: The saving throw DC for spells you cast or other special abilities you use against humanoid or monstrous humanoid targets is increased by +4 if the spell does not deal damage (including ability damage but not nonlethal damage), bestow negative levels, or cause death. Spells affected by this feat include most Abjuration, Enchantment, and Illusion spells (though not phantasmal killer, for example), those few Divination spells that

have targets and require saving throws (including *detect thoughts* and *discern lies*), and even Necromancy spells such as *waves of fatigue* and *ray of exhaustion*. It does not affect most Evocation, Conjunction, and Transmutation spells.

The bonus granted by this feat does not stack with the bonus granted by the Spell Focus feat. It affects only saving throw DCs, not caster level checks or other elements of a spell.

The benefit of this feat extends to special abilities other than spells that allow a saving throw, but only if the ability does not deal damage and is not dependent on dealing damage. For example, a character with the Stunning Fist feat can increase the saving throw DC to avoid being stunned by +4 if she deals nonlethal damage, rather than regular damage, with her stunning attack. A couatl's venom would not become more virulent because of this feat, however, because it deals ability damage and requires the couatl to deal hit point damage in order to deliver it.

Special: To fulfill your vow, you must not cause harm or suffering to humanoid or monstrous humanoid foes. You may not deal real damage or ability damage to such foes through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, pain effects, or other spells that have the immediate potential to cause death, suffering, or great harm.

Your purity is so great that any ally of yours who slays a helpless or defenseless foe within 120 feet of you feels great remorse. Your ally takes a -1 morale penalty on his attack rolls for 1 hour per your character level. For each helpless foe slain, the attack penalty increases by 1, to a maximum equal to your character level. The duration of the increased penalty starts from the latest slaying.

You may ask your allies to give you an oath that a helpless foe will not be slain. If the oath is sworn, an ally who later breaks the oath takes the penalty for doing so as if you were present. If you leave a helpless foe to be killed by your allies, you have broken your vow. You may ask a defeated creature to give you an oath of surrender or noninterference in exchange for its life. If the creature breaks this oath to you, you can allow your allies to deal with the creature as they see fit without breaking their oaths or your vow of nonviolence.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an atonement spell.



Stigmata

VOW OF OBEDIENCE [EXALTED]

You have taken a sacred vow to live according to the dictates of another, generally your superior in a religious order or similar organization.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Will saving throws against compulsion spells and effects.

Special: To fulfill your vow, you must unquestioningly obey your superior and live according to the rules of your organization. If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

VOW OF PEACE [EXALTED]

You have taken a sacred vow to abstain from harming any living creature.

Prerequisites: Sacred Vow, Vow of Nonviolence.

Benefit: This sacred vow grants significant supernatural benefits, but its cost is high.

First, you are constantly surrounded by a calming aura to a radius of 20 feet. Creatures within the aura must make a successful Will save (DC 10 + one-half your character level + your Cha modifier) or be affected as by the *calm emotions* spell. Creatures who leave the aura and reenter it receive new saving throws. A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters. The aura is a mind-affecting, supernatural compulsion.

Second, you gain a +2 natural armor bonus to your AC, a +2 deflection bonus to your AC, and a +2 exalted bonus to your AC. This exalted bonus does not apply to touch attacks and does not hinder incorporeal touch attacks. Brilliant energy weapons, however, do not ignore it. It does not stack with an armor bonus. If you also have the Vow of Poverty feat, the natural armor, deflection, and exalted Armor Class bonuses granted by that feat all increase by +2. If a creature strikes you with a manufactured weapon, the weapon must immediately make a successful Fortitude save (DC 10 + one-half your character level + your Con modifier) or shatter against your skin, leaving you unharmed.

Finally, you gain a +4 exalted bonus on all Diplomacy checks.

Special: To fulfill your vow, you must not cause harm to any living creature (constructs and undead are not included in this prohibition). You may not deal real damage or ability damage to such creatures through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, or other spells that have the immediate potential to cause death or great harm. You also may not use nondamaging spells to incapacitate or weaken living foes so that your allies can kill them—if you incapacitate a foe, you must take him prisoner.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion or otherwise unwittingly, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell. (Characters who have taken a Vow of Peace are known to drink water through a strainer in order to avoid accidentally swallowing, and thereby causing harm to, a small insect.)

VOW OF POVERTY [EXALTED]

You have taken a sacred vow to forswear material possessions.

Prerequisites: Sacred Vow.

Benefit: You gain bonuses to your Armor Class, ability scores, and saving throws, as well as bonus exalted feats, all depending on your character level. See Voluntary Poverty in Chapter 2 for details.

Special: To fulfill your vow, you must not own or use any material possessions, with the following exceptions: You may carry and use ordinary (neither magic nor masterwork) simple weapons, usually just a quarterstaff that serves as a walking stick. You may wear simple clothes (usually just a homespun robe, possibly also including a hat and sandals) with no magical properties. You may carry enough food to sustain you for one day in a simple (nonmagic) sack or bag. You may carry and use a spell component pouch. You may not use any magic item of any sort, though you can benefit from magic items used on your behalf—you can drink a *potion of cure serious wounds* a friend gives you, receive a spell cast from a wand, scroll, or staff, or ride on your companion's *ebony fly*. You may not, however, "borrow" a *cloak of resistance* or any other magic item from a companion for even a single round, nor may you yourself cast a spell from a scroll, wand, or staff.

If you break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it.

VOW OF PURITY [EXALTED]

You have taken a sacred vow to avoid contact with dead flesh.

Prerequisites: Sacred Vow.

Benefit: You gain a +4 perfection bonus on Fortitude saving throws to resist disease and death effects.

Special: To fulfill your vow, you must avoid all contact with dead creatures, including meat cooked for food. You may not touch fallen foes. You may fight undead foes, but must purify yourself as soon as possible afterward. You may touch dead characters in order to restore them to life (by way of a *raise dead* or similar spell that requires you to touch the corpse), but for no other purpose.

If you fight undead creatures or accidentally touch dead flesh, you must purify yourself in a special ritual that requires 1 hour and a flask of holy water.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

WORDS OF CREATION [EXALTED]

You have learned a few of the words that were spoken to create the world.

Prerequisites: Int 15, Cha 15, base Will save bonus +5.

Benefit: You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation (see Words of Creation in Chapter 2).

Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a *feeblemind* spell, while an evil character is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.



ANOINTED KNIGHT

The anointed knight is a holy soldier who has taken great pains to learn the intricacies of alchemy in order to become a more capable combatant. Armed with an ancestral weapon, she searches for obscure lore, consults with alchemists and sages, and communes with the powers of good. Her unquenchable thirst for knowledge is matched only by her extraordinary combat prowess.

An anointed knight crafts and draws power from magically created oils. By anointing herself with these oils, she unlocks new supernatural powers within her being. She also coats her ancestral weapon with special oils that bestow additional qualities upon the weapon.

Anointed knights are typically paladins or fighters with one or more wizard or cleric levels. Occasionally, an anointed knight emerges from the ranks of single-class wizards, sorcerers, clerics, or bards.

Regardless of their backgrounds, anointed knights often form bonds of friendship with knowledgeable arcane spellcasters who might benefit from their combat puissance. Anointed knights also ally themselves with angels, eladrins, and other forces of good. They believe in crusades against evil and enjoy taking the fight to evildoers.

There are prestige classes, and then there are prestige classes. Members of the prestige classes detailed in this chapter may well be among the most prestigious characters in any campaign world. Devotees of holy orders dedicated to and sponsored by the celestial paragons who rule the upper planes, they are heroes whose devotion to the cause of righteousness knows no bounds. They are exalted in every sense of the word: noble and virtuous, elevated and prestigious.

The prestige classes in this chapter have steep entrance requirements. Only characters of good alignment who have earned one or more exalted feats may gain entry. All of the prestige classes share the high moral standards of the paladin (though not all require characters to be lawful good—neutral good and chaotic good characters are no less virtuous), and characters risk losing access to their class abilities if they fall short of their high calling. The costs carry benefits, though. The stringent demands provide commensurately great rewards.

The following text applies to every prestige class in this chapter:

A character who ceases to be of good alignment or who willfully commits an evil act loses all special abilities and spells acquired in this prestige class, and may not gain new levels in that class. She may regain her abilities if she atones for her violations (see Sin and Atonement in Chapter 1).

TABLE 5-1: THE ANOINTED KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Anoint self
2nd	+2	+3	+0	+3	Anoint ancestral weapon
3rd	+3	+3	+1	+3	Bonus feat
4th	+4	+4	+1	+4	Anoint self
5th	+5	+4	+1	+4	Anoint ancestral weapon
6th	+6	+5	+2	+5	Bonus feat
7th	+7	+5	+2	+5	Anoint self
8th	+8	+6	+2	+6	Anoint ancestral weapon
9th	+9	+6	+3	+6	Bonus feat
10th	+10	+7	+3	+7	Anoint self

wherever they may reside. They oppose the warriors of darkness (as described in the *Book of Vile Darkness*), and the one trait they share with their evil counterparts is a lack of subtlety. An anointed knight would much rather go head-to-head with her enemies than work behind the scenes or try to organize any form of passive resistance.

Hit Die: d10.

REQUIREMENTS

To qualify to become an anointed knight, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack

Bonus: +5.

Skills: Craft (alchemy) 5 ranks, Knowledge (arcana) 3 ranks, Spellcraft 3 ranks.

Feats: Ancestral Relic.

CLASS SKILLS

The anointed knight's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (alchemy) (Int), Heal (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Ride (Dex), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the anointed knight prestige class.

Weapon and Armor Proficiency: An anointed knight is proficient with all simple and martial weapons, all types of armor, and shields.

Anoint Self (Su): An anointed knight concocts a magic oil with which to anoint herself, at a cost of 100 gp (for alchemical components). She can make only one dose of the oil each time this class feature is gained (at 1st, 4th, 7th, and 10th level). Creating the oil takes 1 hour.

Level + Cha Modifier	Ability/Effect
2 or lower	<i>Holy Sight:</i> The knight gains the Alertness feat.
3-4	<i>Celestial Strategy:</i> The knight gains the Combat Reflexes feat.
5-6	<i>Unbroken Flesh:</i> The knight gains damage reduction 3/-.
7-8	<i>Divine Clarity:</i> The knight's Intelligence, Wisdom, or Charisma score improves by 1.
9	<i>Call to Battle:</i> Three times per day, the knight gains an extra +3 bonus on her attack roll when charging.
10	<i>Deep Strike:</i> Three times per day, on a successful attack, the knight deals an extra 2d6 points of damage.
11+	<i>Inspired Strike:</i> Three times per day, the knight can take a single extra attack at her highest attack bonus as a free action.

Applying the oil is a ceremony that takes 8 hours. Once the oil is applied, the anointed knight permanently gains a new supernatural ability chosen from the accompanying list. Her level plus Charisma modifier determines the choices available to her (the highest-numbered choice possible, or any lower one). An anointed knight cannot choose an ability more than once, nor can she replace one ability with another once the choice is made.

Anoint Ancestral Weapon (Su): An anointed knight concocts a magic oil with which to coat her ancestral weapon, at a cost of 100 gp (for alchemical components). She can make only



An anointed knight

APOSTLE OF PEACE

In a world where conflict usually means violence, where good and evil meet regularly on the field of battle, where might too often makes right and power is measured in gold pieces, the apostle of peace is a lone voice crying in the wilderness, calling for a change of heart. Having completely forsworn violence in any form, the apostle of peace is an advocate for nonviolent resolution of conflict. He is a powerful font of divine magic, but his spells are all aimed toward healing, calming hostility, and aiding his allies.

Members of all classes can qualify to become apostles of peace, though barbarians, fighters, and rogues have difficulty meeting the skill prerequisites and are usually too oriented toward martial exploits to be interested. Clerics, bards, and druids often develop pacifistic philosophies and gravitate toward this class, but any character can experience a conversion of sorts and become an apostle of peace.

Apostles of peace are usually solitary wanderers or even hermits. Many nonplayer character (NPC) apostles are far removed from the violent struggles of the adventuring life, but may serve as resources of knowledge, spells, or spiritual guidance for adventuring PCs. Apostle of peace PCs are unusual but not impossible; see *Waging Peace* in Chapter 2 for advice about using such characters in the game.

Hit Die: d4.

REQUIREMENTS

To qualify to become an apostle of peace, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses: Will +5.

Skills: Concentration 10 ranks, Diplomacy 6 ranks.

Feats: Sacred Vow, Vow of Nonviolence, Vow of Peace, Vow of Poverty.

CLASS SKILLS

The apostle of peace's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Wis), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (none), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

one dose of the oil each time this class feature is gained (at 2nd, 5th, and 8th level). If the oil is applied to a weapon other than the anointed knight's ancestral weapon, nothing happens and the oil is wasted. Creating the oil takes 1 hour.

Applying the oil is a ceremony that takes 8 hours. Once the oil is applied, the ancestral weapon permanently gains a new supernatural ability chosen from the accompanying list. The knight's level plus Charisma modifier determines the choices available to her (the highest-numbered choice possible, or any lower one). An anointed knight cannot choose an ability more than once, nor can she replace one ability with another once the choice is made.

Level + Cha Modifier	Ability/Effect
3 or lower	Good Weapon: The ancestral weapon deals 1d6 points of damage per round to any evil creature that holds or wields it. The weapon also becomes a good-aligned weapon.
4-6	Sunder Resistance: The ancestral weapon gains 10 points of hardness.
7-8	Unicorn's Blood: Any evil creature wounded by the weapon must make a DC 17 Fortitude save or suffer the weakening effects of unicorn blood. ¹
9	Impervious: The ancestral weapon gains an extra 50 hp.
10+	Sentience: The ancestral weapon becomes an intelligent item, with the same alignment as the knight. ²

¹ See *Ravages and Afflictions* in Chapter 3: Exalted Equipment.

² The weapon gains the following mental ability scores (assigned as the knight sees fit): 14, 14, 10. The weapon also gains the power of speech, 120-ft. vision and hearing, and two lesser powers (rolled randomly). See *Intelligent Items* in the *Dungeon Master's Guide*.

Bonus Feat: At 3rd level, and again at 6th and 9th level, the anointed knight gains a bonus feat. This feat must be drawn from the following feats, and the knight must meet all the prerequisites for it: Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Exalted Smite*, Great Cleave, Holy Subdual*, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Overrun, Improved Sunder, Improved Trip, Mobility, Power Attack, Sanctify Martial Strike*, Sanctify Weapon*, Spring Attack, Subduing Strike*, Whirlwind Attack.

*New feat described in Chapter 4 of this book.

TABLE 5-2: THE APOSTLE OF PEACE

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack Bonus	Save	Save	Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+2	+2	Turn undead	4	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3	Pacifying touch	5	3	0	—	—	—	—	—	—	—
3rd	+1	+3	+3	+3	Censure fiends	5	3	1	0	—	—	—	—	—	—
4th	+2	+4	+4	+4		6	3	2	1	0	—	—	—	—	—
5th	+2	+4	+4	+4		6	3	3	2	1	0	—	—	—	—
6th	+3	+5	+5	+5		6	3	3	3	2	1	0	—	—	—
7th	+3	+5	+5	+5		6	4	3	3	3	2	1	0	—	—
8th	+4	+6	+6	+6		6	4	4	3	3	3	2	1	0	—
9th	+4	+6	+6	+6		6	5	4	4	4	4	3	2	1	0
10th	+5	+7	+7	+7		6	5	5	4	4	4	4	3	2	1

CLASS FEATURES

All of the following are class features of the apostle of peace prestige class.

Weapon and Armor Proficiency: Apostles of peace gain no proficiency with any weapon or armor.

As part of their sacred vows, apostles of peace forswear the use of armor, though they may wear magic items that protect them (such as a *ring of protection* or *bracers of armor*). An apostle of peace who wears any armor is unable to cast apostle of peace spells or use any of his supernatural class abilities while doing so and for 24 hours thereafter.

Spells: An apostle of peace has the ability to cast a number of divine spells. To cast an apostle of peace spell, the apostle must have a Wisdom score of at least 10 + the spell's level, so an apostle with a Wisdom of 10 or lower cannot cast these spells. Apostle of peace bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the apostle of peace's Wisdom modifier. When the apostle of peace gets 0 spells per day of a given spell level (for instance, 2nd-level spells for a 2nd-level apostle), he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The apostle of peace's spell list appears below. An apostle of peace prepares and casts spells just as a cleric does.

To determine the caster level of an apostle of peace, add the character's apostle levels to one-half of his caster levels in other spellcasting classes.

Spontaneous Casting: An apostle of peace can channel stored spell energy into healing spells that the apostle did not prepare ahead of time. An apostle can "lose" any prepared apostle spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

Turn Undead (Su): An apostle of peace can turn undead as a good cleric of his apostle of peace level would. If he is also a cleric (or paladin), he adds his apostle levels to his effective cleric levels to determine his turning capability.

Pacifying Touch (Su): At 2nd level, an apostle of peace gains the ability to pacify hostile or angry creatures by touch. The effect is similar to the *calm emotions* spell. The apostle can affect only a single target with each use of the ability, and must touch the target. A touched creature receives no saving throw and spell resistance does not apply. The pacifying touch does not suppress positive emotions, just anger, rage, and hostility. The apostle of peace can make a level check as if casting *dispel magic*,

using his character level as his caster level, to dispel certain mind-affecting spells affecting the target. The pacifying touch can only dispel spells that incite violent emotions in the target, such as fear or rage.

Censure Fiends (Su): A 4rd-level apostle of peace can censure fiends, much as good clerics turn undead. Channeling holy power from the celestial planes, he can make demons, devils, and other outsiders with the evil subtype recoil. Make a

Charisma check for the apostle and consult

Table 8-9 in the *Player's Handbook*,

using the apostle's character

level to determine the most

powerful fiend he can censure. Roll 2d6

+ the apostle of peace's level + his Charisma modifier for censuring damage. Using both the apostle's character level and his class level in this manner means that he is more likely to affect a single powerful fiend, but unlikely to censure more than one of them.

A censured fiend is stunned by the apostle's holy power for 1d4+1 rounds. If an apostle of peace attacks a censured fiend, the stunning ends immediately and the fiend can act normally on its next turn.

If the apostle of peace's character level is at least twice the fiend's Hit Dice, he banishes the affected fiend back to its home plane. An apostle of peace can make a number of censuring attempts per day equal to 3 + his Charisma modifier. These attempts are separate from any attempts to turn undead.

Apostle of Peace Spell List

Apostles of peace choose their spells from the following list:

0 Level: create water, cure minor wounds, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance, virtue.

1st Level: bless, bless water, command, comprehend languages, cure light wounds, detect evil, detect undead, endure elements, entropic shield, eyes of the avoral*, invisibility to undead, obscuring mist, protection from

evil, ray of hope*, remove fear, sanctuary, shield of faith, vision of heaven*.

2nd Level: aid, augury, bear's endurance, calm emotions, consecrate, cure moderate wounds, delay poison, eagle's splendor, ease pain*, enthrall, glorious apparel*, lesser restoration, make whole, owl's wisdom, remove paralysis, resist energy, shield other, silence, status, yoke of mercy*, zone of truth.

3rd Level: blessed sight*, create food and water, cure serious wounds, dispel magic, helping hand, invisibility purge, magic circle against evil, magic vestment, meld into stone, prayer, protection from energy, refreshment*, remove blindness/deafness, remove curse, remove disease, remove nausea*, water breathing, water walk, wind wall.



An apostle of peace

Paul Spencer '03

4th Level: air walk, blood of the martyr*, control water, cure critical wounds, death ward, discern lies, dismissal, divination, freedom of movement, good hope, greater status*, imbue with spell ability, lesser aspect of the deity*, lesser planar ally, neutralize poison, remove fatigue*, repel vermin, restoration, sending, spell immunity, sustain*, tongues.

5th Level: atonement, break enchantment, commune, mass cure light wounds, dispel evil, energetic healing*, greater command, hallow, mark of justice, plane shift, raise dead, sacred guardian*, scrying, spell resistance, symbol of sleep, true seeing, wall of stone.

6th Level: antilife shell, aspect of the deity*, banishment, mass bear's endurance, celestial blood*, mass cure moderate wounds, mass eagle's splendor, forbiddance, geas/quest, greater dispel magic, heal, heroes' feast, mass owl's wisdom, planar ally, symbol of persuasion, wind walk, word of recall.

7th Level: bastion of good*, control weather, ethereal jaunt, greater restoration, greater scrying, mass cure serious wounds, refuge, regenerate, repulsion, resurrection, shield of the archons*.

8th Level: antimagic field, discern location, greater planar ally, holy aura, mass cure critical wounds.

9th Level: astral projection, end to strife*, etherealness, gate, greater aspect of the deity*, mass heal, miracle, true resurrection.

*New spell described in Chapter 6 of this book.

BELOVED OF VALARIAN

The beloved of Valarian (also called Valarian's beloved) are women who have foresworn the love of mortals to dedicate themselves entirely to the unicorn deity Valarian, thus fostering a close bond with unicorns. They normally come from the ranks of exalted rangers or druids, although there have been paladins and even fighters who have chosen this path. Most of Valarian's beloved are humans,

elves, and half-elves, but halflings, gnomes, and dwarves are not prohibited.

A beloved of Valarian is a solitary being, shunning civilization. She retreats to the woods where she maintains few contacts with the outside world. Because she champions the cause of good, she calls upon their animal allies to help repel invaders should evil invade her forest refuge. Her relationship with the unicorn is nothing less than a partnership forged in light. She has a closer emotional bond to her mount than she does with her own family members. Just as she relies on the unicorn, the unicorn relies on her to help keep its mysteries safe.

All of Valarian's beloved must be chaste and must dedicate herself wholly both to good and her unicorn companion.

Should a beloved of Valarian ever willingly couple with a mortal, the unicorn leaves her company without hard

feelings or regret. Because of

the solitary existence

these women must

endure, it is rare (but not unheard of) for Valarian's beloved to join ranks with others. They prefer the companionship of paladins but associate with any good characters during times of trouble.

Under no circumstances will one of Valarian's beloved agree to join with an evil character, and she barely tolerates neutral characters. The beloved of Valarian and their unicorn companions may leave their forest sanctuaries should they be needed to fight evil.

Hit Die: d10.

REQUIREMENTS

To qualify to become a beloved of Valarian, a character must fulfill all the following criteria.

Gender: Female.

Alignment:

Any good.

Base Attack Bonus: +7.

Skills: Knowledge (nature) 5 ranks, Ride 10 ranks.



TABLE 5-3: THE BELOVED OF VALARIAN

Level	Base	Fort	Ref	Will	Special	Spells per Day			
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Call unicorn, telepathic bond, timelessness	0	—	—	—
2nd	+2	+3	+0	+0	Ethereal jaunt	1	—	—	—
3rd	+3	+3	+1	+1	Forest dweller	1	0	—	—
4th	+4	+4	+1	+1	Uncanny dodge	1	1	—	—
5th	+5	+4	+1	+1		1	1	0	—
6th	+6	+5	+2	+2	Call celestial charger	1	1	1	—
7th	+7	+5	+2	+2	Nature's understanding	2	1	1	0
8th	+8	+6	+2	+2	Holy smite	2	1	1	1
9th	+9	+6	+3	+3	Wood repulsion	2	2	1	1
10th	+10	+7	+3	+3	Mass baleful polymorph	2	2	2	1

Feats: Mounted Combat, Sacred Vow, Vow of Chastity.

Special: Before she can become a beloved of Valarian, the character must meditate at a druid's grove and fast until she saves the life of an animal in danger. Should she fail to survive or aid an animal, she does not meet her unicorn companion and cannot advance in this class.

CLASS SKILLS

The beloved of Valarian's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Ride (Dex), Sense Motive (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the beloved of Valarian prestige class.

Weapon and Armor Proficiency: A beloved of Valarian is proficient with all simple and martial weapons, light armor, and small shields.

Spells: A beloved of Valarian has the ability to cast a small number of divine spells. To cast a beloved of Valarian spell, the beloved must have a Wisdom score of at least 10 + the spell's level, so a beloved of Valarian with a Wisdom of 10 or lower cannot cast these spells. Beloved of Valarian bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the beloved's Wisdom modifier. When the beloved of Valarian gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level beloved of Valarian), she gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The beloved of Valarian's spell list appears below. A beloved of Valarian prepares and casts spells just as a cleric does (though a beloved cannot spontaneously cast *cure* spells).

Call Unicorn (Su): A beloved of Valarian can call a unicorn to her side. See the *Monster Manual* for the unicorn's statistics.

The unicorn appears instantly and serves the character for life, provided she remains chaste and of good alignment. The unicorn may be dismissed at any time, although a character cannot call another until she gains a level in the beloved of Valarian class. If the unicorn should die before its rider, the character may call another unicorn companion when she gains a new level in this class.

A beloved of Valarian can have no more than one unicorn companion at any given time.

A beloved of Valarian can assign her unicorn companion to undertake different types of tasks. Particularly useful as a mount, the unicorn typically will not undergo a quest or otherwise take on complex burdens without the supervision of the beloved of Valarian.

Telepathic Bond (Su): A beloved of Valarian can communicate telepathically with her unicorn companion. This bond remains in effect unless the character is separated from her unicorn by a number of miles equal to 100 + the beloved's character level.

At 6th level, a Valarian's beloved can communicate telepathically with any animal native to her unicorn companion's home forest.

Timelessness (Su): Unicorns age very slowly, living for thousands of years. As long as she remains faithful to Valarian and has a unicorn companion serving her, a beloved of Valarian ages just as slowly, the aging process essentially halted.

Ethereal Jaunt (Sp): At 2nd level, once per day, a beloved of Valarian and her equipment may become ethereal, as the *ethereal jaunt* spell cast by a sorcerer of the beloved's character level. If the beloved of Valarian is astride her unicorn companion, it is also affected by this ability. However, if the beloved of Valarian dismounts or the two otherwise become separated before the *ethereal jaunt* expires, the unicorn companion instantly returns to the Material Plane.

Forest Dweller (Ex): Time spent in the forest alters a beloved of Valarian's physiology at 3rd level. She gains a +2 racial bonus on Listen, Move Silently, Spot, and Survival checks.

Uncanny Dodge (Ex): Starting at 4th level, a beloved of Valarian can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even when caught flat-footed.

If the beloved of Valarian already has uncanny dodge from a different class (rogue, for example), she gains improved uncanny dodge instead; she cannot be flanked except by a rogue who has at least four more rogue levels than she has in this prestige class.

As long as the beloved of Valarian is riding her unicorn companion, it gains the benefit of this ability as well.

Call Celestial Charger (Su): At 6th level, a beloved of Valarian can call a celestial unicorn—also known as a celestial charger—to her side. See the Unicorn entry in the *Monster Manual* for the celestial charger's statistics. If the beloved of Valarian already has a unicorn companion, Valarian transforms it into a celestial charger instead of sending his beloved a new companion.

Nature's Understanding (Ex): At 7th level, a beloved of Valarian gains a +2 insight bonus on Handle Animal, Knowledge (nature), and Survival checks.

Holy Smite (Sp): Starting at 8th level, once per day, a beloved of Valarian can cast *holy smite* as a cleric of her class level. She may choose to deal nonlethal damage instead of lethal damage with the *holy smite*.

Wood Repulsion (Su): Weapons partially or wholly fashioned from wood have a harder time striking a beloved of Valarian, as though deflected by some invisible barrier. Attacks made with such weapons take a -2 penalty. As long as the beloved of Valarian is riding her unicorn companion, it gains the benefit of this ability as well.

Mass Baleful Polymorph (Sp): At 10th level, once per day, a beloved of Valarian can cast a special version of the *baleful polymorph* spell that affects all evil creatures within 30 feet of her (as a 10th-level druid). Affected creatures are transformed into harmless Diminutive mammals (rabbits, squirrels, or the like) or Fine vermin (nonthreatening spiders, centipedes, or the like). All affected creatures are transformed into the same type of creature. See the *baleful polymorph* spell description in the *Player's Handbook* for details.

BELOVED OF VALARIAN SPELL LIST

Valarian's beloved choose their spells from the following list:

1st level: *calm animals*, *charm animal*, *cure light wounds*, *delay poison*, *detect poison*, *detect snares and pits*, *entangle*, *eyes of the avoral*,[®]

longstrider, pass without trace, speak with animals, summon nature's ally I.

2nd level: barkskin, cure moderate wounds, eagle's splendor, ease pain*, hold animal, lesser restoration, owl's wisdom, remove addiction*, shield other, summon nature's ally II, zone of truth.

3rd level: cure serious wounds, darkvision, discern lies, heart's ease*, neutralize poison, remove disease, summon nature's ally III, water walk.

4th level: blinding beauty*, commune with nature, cure critical wounds, dispel evil, freedom of movement, nondetection, restoration, spear of Valarian*, summon nature's ally IV.

*New spell described in Chapter 6 of this book.

CELESTIAL MYSTIC

The mysteries of the seventh mounting heaven, the celestial layer of Chronias, are unplumbed even by the archons who inhabit Celestia's lower layers. Tales say that those who enter have their inherent goodness magnified until their essence joins with Celestia itself. From their homes and studies on the Material Plane, celestial mystics strive to attain this ultimate unity with the perfect good. By contemplating the mystery of the Illuminated Heaven, they believe that they become more pure, more good, and more perfect. As they improve themselves, they become suited—after long effort and much meditation—to ascend to the seventh heaven and find what they describe as simultaneously a perfect extinction and a perfect immortality, a oneness with the highest good in all the planes.

The path of the celestial mystic is esoteric and mysterious, and appeals most commonly to wizards and other characters with an academic interest in the planes, particularly the upper planes, their denizens, and the fabric of reality itself. Clerics, sorcerers, and monks are often drawn to the class as well. Barbarians, druids, fighters, rangers,

and rogues rarely have the interest or discipline to follow the demanding contemplative path of the celestial mystic.

Celestial mystics are often loners, poring over cryptic manuscripts and practicing their meditative techniques. However, they have a strong ethic of involvement in the world even as they seek to transform it, and strive to live out their increasing goodness by helping the weak and helpless. Thus, they are often found as part of adventuring groups (made up of similarly high-minded individuals) or otherwise actively involved in fighting evil or promoting good.

Hit Die: d4.

REQUIREMENTS

To qualify to become a celestial mystic, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (arcana) 4 ranks, Knowledge (the planes) 4 ranks, Knowledge (religion) 6 ranks, Spellcraft 6 ranks.

Feats: Servant of the Heavens, Sacred Vow, Vow of Abstinence.

Spells: Able to cast 4th-level spells.

CLASS SKILLS

The celestial mystic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the celestial mystic prestige class.

Weapon and Armor Proficiency:

Celestial mystics gain no proficiency with any weapon or armor.

Blessing of the Silver Heaven (Su): A 1st-level celestial mystic gains electricity resistance 10 and a +2 sacred bonus on



A celestial mystic

TABLE 5-4: THE CELESTIAL MYSTIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Blessing of the Silver Heaven	—
2nd	+1	+0	+0	+3	Celestial spells	+1 level of existing class
3rd	+1	+1	+1	+3	Blessing of the Golden Heaven	+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Blessing of the Pearly Heaven	+1 level of existing class
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5	Blessing of the Crystal Heaven	+1 level of existing class
8th	+4	+2	+2	+6	Blessing of the Platinum Heaven	+1 level of existing class
9th	+4	+3	+3	+6	Blessing of the Glittering Heaven	+1 level of existing class
10th	+5	+3	+3	+7	Blessing of the Illuminated Heaven	+1 level of existing class

saving throws against disease, poison, and petrification. In addition, a *magic circle against evil* effect always surrounds the mystic, identical with the spell cast by a cleric whose level equals the celestial mystic's character level.

Spells per Day/Spells Known: At 2nd level, and each level thereafter, a celestial mystic gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a celestial mystic, he must decide to which class he adds the new level for purposes of determining spells per day.

Celestial Spells: Once he reaches 2nd level, a celestial mystic can cast spells as if he were an archon. Specifically, the mystic can cast any spell described in Chapter 6 that has a celestial or archon component, as long as he can otherwise cast the spell (it appears on his spell list, it is of a level of spells that he can cast, and he has a sufficient ability score to cast spells of that level). He does not gain any other celestial qualities. For instance, he is not immune to the blast of a trumpet archon.

Blessing of the Golden Heaven (Su): A celestial mystic of 3rd level or higher is immune to death spells and magical death effects.

Blessing of the Pearly Heaven (Su): A 5th-level celestial mystic retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. In addition, a celestial mystic may make a mystical knowledge check with a bonus equal to his class level + his Intelligence modifier to see whether he knows some relevant information about legendary people, places, or items. If he has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check. Otherwise this works as a bardic knowledge check.

Blessing of the Crystal Heaven (Su): At 7th level, a celestial mystic can cure his own wounds. He can cure up to three times his class level in hit points each day, and he can spread this healing out among several uses. In addition, he gains immunity to disease and poison, and a +2 sacred bonus on saving throws against Enchantment spells and effects.

Blessing of the Platinum Heaven (Su): At 8th level, a celestial mystic gains the ability to channel spell energy into a bolt of holy power. The bolt is a ranged touch attack with long range (400 ft. + 40 ft./class level) and deals 4d6 points of damage plus 1d6 points of damage per level of the spell channeled to create the effect. For example, a celestial mystic who channels a 7th-level spell into holy power deals 11d6 points of damage to the target if the bolt hits.

Blessing of the Glittering Heaven (Su): At 9th level, a celestial mystic gains spell resistance 20 and damage reduction 10/unholy.

Blessing of the Illuminated Heaven (Su): A 10th-level celestial mystic is surrounded by an aura of positive energy to a radius of 10 feet. Within that emanation, life flourishes: colors are brighter, fires are hotter, noises are louder, and sensations are more intense. (This effect is purely sensory; game effects such as energy damage are not affected.) All living creatures

within the aura, including the celestial mystic, gain fast healing 2 as an extraordinary ability as long as they remain there. No undead creature with fewer than 10 HD can enter the aura, and those brought into it act as if they had been turned. Undead with 10 HD or more can enter the aura unharmed, but they do not gain fast healing.

CHAMPION OF GWYNHARWYF

Gwynharwyf is the celestial patron of barbarians, the model for how rage and righteousness can coexist in a single being. Her champions are mortal barbarians who strive to emulate her sublime balance of fury and reserve, using their rage to smite implacably evil foes while retaining their focus on good, with its demands for mercy and respect for life. They are among the fiercest warriors for the cause of good on the Material Plane, armed with spells they can actually cast while raging, iron-willed resistance to compulsions, and eladrinlike resistance to attacks in addition to their fearsome rage.

Champions of Gwynharwyf must have at least one level of barbarian in order to meet the requirements to enter the class, and most champions are single-classed barbarians. Sometimes, a fighter/barbarian or ranger/barbarian becomes a champion of Gwynharwyf, but members of other classes do not usually pursue this course.

Most champions of Gwynharwyf are wandering adventurers of some sort. Some are guerilla fighters in evil kingdoms, working to overthrow tyrants and liberate oppressed peoples. Others are dungeon delvers, seeking to exterminate monstrous aberrations and vile creations from the face of the earth. Still others stalk city streets, sniffing out diabolical cults and their evil masters.

Hit Die: d12.

REQUIREMENTS

To qualify to become a champion of Gwynharwyf, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Base Attack Bonus: +6.

Skills: Intimidate 9 ranks.

Feats: Knight of Stars, Righteous Wrath.

CLASS SKILLS

The champion of Gwynharwyf's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the champion of Gwynharwyf prestige class.

Weapon and Armor Proficiency: Champions of Gwynharwyf gain no proficiency with any weapon or armor.

Spells: A champion of Gwynharwyf has the ability to cast a small number of divine spells. To cast a champion of Gwynharwyf spell, the champion must have a Wisdom score of at least 10

TABLE 5-5: THE CHAMPION OF GWYNHARWYF

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Detect evil, rage, smite evil 1/day	0	—	—	—
2nd	+2	+3	+0	+0	Divine grace, furious casting	1	—	—	—
3rd	+3	+3	+1	+1	Damage reduction 2/—, resist enchantment	1	0	—	—
4th	+4	+4	+1	+1	Fearsome fury	1	1	—	—
5th	+5	+4	+1	+1	Energy resistance 5, smite evil 2/day	1	1	0	—
6th	+6	+5	+2	+2	Damage reduction 3/—	1	1	1	—
7th	+7	+5	+2	+2	Immune to charm and compulsion	2	1	1	0
8th	+8	+6	+2	+2	Damage reduction 4/—	2	1	1	1
9th	+9	+6	+3	+3	Smite evil 3/day	2	2	1	1
10th	+10	+7	+3	+3	Damage reduction 5/—, energy resistance 10	2	2	2	1

+ the spell's level, so a champion of Gwynharwyf with a Wisdom of 10 or lower cannot cast these spells. Champion of Gwynharwyf bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the champion's Wisdom modifier. When the champion gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level champion of Gwynharwyf), she gets only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

The champion of Gwynharwyf's spell list appears below. A champion of Gwynharwyf prepares and casts spells just as a cleric does (though a champion cannot spontaneously cast *cure* spells).

Detect Evil (Sp): At will, a champion of Gwynharwyf can use *detect evil*, as the spell. She can use this ability even while raging.

Rage (Ex): A champion of Gwynharwyf adds her class levels to her barbarian levels to determine how often she can rage and when she gains the greater rage, tireless rage, and mighty rage barbarian class abilities. She does not gain or improve any other barbarian class abilities.

Smite Evil (Su): Once per day, a champion of Gwynharwyf may attempt to smite evil with one normal melee attack. She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per champion of Gwynharwyf level. If she accidentally smites a creature that is not evil, the smite has no effect but the ability is still used up for that day.

A 5th-level champion of Gwynharwyf can smite evil twice per day. At 9th level, she can use this ability three times per day.

Divine Grace (Su): A 2nd-level champion of Gwynharwyf gains a bonus equal to her Charisma bonus on all saving throws.

*A champion of
Gwynharwyf*



Furious Casting (Ex): Starting at 2nd level, a champion of Gwynharwyf can cast her champion spells even while raging. If she has another spellcasting class, she cannot cast spells from that class while raging, only the spells that she gains from her champion levels.

Damage Reduction (Ex): Starting at 3rd level, a champion of Gwynharwyf gains the ability to shrug off some amount of injury from each blow or attack. Subtract 2 from the damage the champion takes each time she is dealt damage from a weapon or natural attack. At 6th level, and every 2 levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Resist Enchantment (Su): At 3rd level, a champion of Gwynharwyf gains a +2 morale bonus on all saving throws against Enchantment spells or effects.

Fearsome Fury (Su): At 4th level, a champion of Gwynharwyf can strike terror into the hearts of her foes while she rages. When she enters a rage, she makes an Intimidate check. Any enemy that comes within 30 feet of her while she is raging must make a Will save against a DC equal to her Intimidate check result. Those who fail become shaken for 1d4+1 rounds or the duration of the rage, whichever is longer.

Energy Resistance (Su): At 5th level, a champion of Gwynharwyf grows closer to her eladrin patrons, gaining acid, cold, and electricity resistance 5. This resistance increases to 10 at 10th level.

Immune to Charm and Compulsion (Ex): A 7th-level champion of Gwynharwyf is completely immune to charm and compulsion spells.

CHAMPION OF GWYNHARWYF SPELL LIST

Champions of Gwynharwyf choose their spells from the following list:

1st Level: *bleed*, *bleed weapon*, *cure light wounds*, *detect poison*, *detect undead*, *divine favor*, *divine sacrifice**, *endure elements*, *lesser restoration*, *magic weapon*, *protection from evil*, *read magic*, *remove fear*, *resistance*, *virtue*.

2nd Level: *bull's strength*, *delay poison*, *eagle's splendor*, *owl's wisdom*, *remove paralysis*, *resist energy*, *shield other*, *warcry**.

3rd Level: blessed sight*, cure moderate wounds, daylight, discern lies, dispel magic, magic circle against evil, prayer, remove blindness/deafness, remove curse.

4th Level: blood of the martyr*, break enchantment, cure serious wounds, death ward, dispel evil, freedom of movement, glory of the martyr*, holy sword, neutralize poison, restoration, sword of conscience*.

*New spell described in Chapter 6 of this book.

DEFENDER OF SEALTIEL

Sealtiel is the celestial paragon who serves as patron of defenders—those who protect the weak from the depredations of the strong, fight off the forces of evil when they assault the good, and defend the ideals of goodness and truth from evil deception and lies. His mortal champions are the defenders of Sealtiel, a knightly order sworn to uphold those ideals. While the fists of Raziel take the fight against evil onto evil's home ground, the defenders of Sealtiel remain at home, guarding against evil's counterassault.

Most defenders of Sealtiel are paladins, fighters, and rangers. Occasionally clerics or monks (often multiclass cleric/fighters or the like) adopt the class as well, and even more rarely, fighter/rogues take up Sealtiel's cause. Arcane spellcasters rarely find the class appealing.

The wandering life of an adventurer does not easily suit most defenders of Sealtiel, who prefer to stay in civilized regions to protect people. Sometimes, however, a defender of Sealtiel takes on the role of a bodyguard for an important or holy person, and travels with that person wherever necessity leads. Player character defenders could easily fall into that category, or feature prominently in a campaign that revolved around the defense of a city or citadel. NPC defenders are usually found in sedentary roles such as these.

Hit Die: d12.

REQUIREMENTS

To qualify to become a defender of Sealtiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Listen 5 ranks.

Feats: Diehard, Endurance, Servant of the Heavens.

CLASS SKILLS

The defender of Sealtiel's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



A defender of Sealtiel

TABLE 5-6: THE DEFENDER OF SEALTIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Defensive stance 1/day, shield of faith
2nd	+2	+3	+0	+3	Magic circle, shield other
3rd	+3	+3	+1	+3	Defensive stance 2/day
4th	+4	+4	+1	+4	Blood of the martyr
5th	+5	+4	+1	+4	Defensive stance 3/day
6th	+6	+5	+2	+5	Protective aura 1/day
7th	+7	+5	+2	+5	Defensive stance 4/day
8th	+8	+6	+2	+6	Glory of the martyr
9th	+9	+6	+3	+6	Defensive stance 5/day
10th	+10	+7	+3	+7	Protective aura 3/day

CLASS FEATURES

All of the following are class features of the defender of Sealtiel prestige class.

Weapon and Armor Proficiency: Defenders of Sealtiel gain no proficiency with any weapon or armor.

Defensive Stance (Ex): When he needs to, a defender of Sealtiel can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender of Sealtiel's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as *Move Silently* or *Jump*. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level. Using the defensive stance takes no time itself, but a defender can only do so during his action. (A defender can't, for example, use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution.)

Shield of Faith (Sp): A defender of Sealtiel can use *shield of faith*, as the spell, three times per day. His effective caster level is his defender level.

Magic Circle (Su): A defender of Sealtiel who is 2nd level or higher is constantly surrounded by an effect that duplicates the *magic circle against evil* spell as cast by a cleric of his defender level.

Shield Other (Sp): A 2nd-level defender of Sealtiel can use *shield other*, as the spell, once per day. His effective caster level is his defender level.

Blood of the Martyr (Sp): A 4th-level defender of Sealtiel can use *blood of the martyr*, as the spell, once per day. His effective caster level is his defender level.

Protective Aura (Sp): A 6th-level defender of Sealtiel can use *protective aura*, as the spell, once per day. The effect overlaps (does not stack with) his constant *magic circle against evil*. His effective caster level is his defender level.

At 10th level, a defender can use this ability three times per day.



An emissary of Barachiel

Glory of the Martyr (Sp): An 8th-level defender of Sealtiel can use *glory of the martyr*, as the spell, once per day. His effective caster level is his defender level.

*New spell described in Chapter 6 of this book.

EMISSARY OF BARACHIEL

Ruler of the first heaven of Celestia, Barachiel is patron of lawful good heralds and messengers. He is charged with the defense of Celestia and the promulgation of law and goodness on the Material Plane, and his emissaries help him carry out this latter mission. The emissaries of Barachiel are peace-makers, diplomats, and evangelists, as well as staunch opponents of evil and corruption.

Emissaries of Barachiel are often clerics, paladins, or even rogues, but members of almost every other class sometimes take up Barachiel's mission as well.

Centers of population are the natural habitat of most emissaries of Barachiel, whose primary purpose involves encouraging people toward lawful good behavior. Some emissaries, however, gravitate toward real challenges: preaching Barachiel's cause among traditionally hostile or evil humanoids, from lizardfolk to orcs. The fact that some of these emissaries even survive is testament to their power and conviction. While few emissaries have the fortitude to work for long among evil humanoids, many others make shorter forays into hostile territory; most player character (PC) emissaries would fall into this category.

Hit Die: d6.

REQUIREMENTS

To qualify to become an emissary of Barachiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Diplomacy 8 ranks, Knowledge (the planes) 4 ranks.

Feats: Servant of the Heavens, Words of Creation.

CLASS SKILLS

The emissary of Barachiel's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the emissary of Barachiel prestige class.

TABLE 5-7: THE EMISSARY OF BARACHIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Calling	0	—	—	—
2nd	+1	+0	+0	+3		1	—	—	—
3rd	+2	+1	+1	+3	Conversion	2	0	—	—
4th	+3	+1	+1	+4		3	1	—	—
5th	+3	+1	+1	+4	Sustenance	3	2	0	—
6th	+4	+2	+2	+5		3	3	1	—
7th	+5	+2	+2	+5		3	3	2	0
8th	+6	+2	+2	+6		3	3	3	1
9th	+6	+3	+3	+6		3	3	3	2
10th	+7	+3	+3	+7		3	3	3	3

Weapon and Armor Proficiency: Emissaries of Barachiel gain no proficiency with any weapon or armor.

Spells: An emissary of Barachiel has the ability to cast a small number of divine spells. To cast an emissary of Barachiel spell, the emissary must have a Charisma score of at least 10 + the spell's level, so an emissary with a Charisma of 10 or lower cannot cast these spells. Emissary of Barachiel bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the emissary's Charisma modifier. When the emissary gets 0 spells of a given level (for instance, 1st-level spells for a 1st-level emissary of Barachiel), he gets only the bonus spells he would be entitled to based on his Charisma score for that spell level. The emissary's spell list appears below. An emissary of Barachiel casts spells just as a bard does, except that his spells are divine and not arcane.

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it. An emissary can use this ability once per day per class level, spending a full-round action to issue the call. Humanoid creatures within 30 feet of the emissary are potentially affected. The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws. Creatures that fail their saves suffer effects that depend on their alignment, as follows:

Alignment	Effect
Lawful good	Inspired
Neutral good or chaotic good	Blessed
Lawful neutral	Enthralled
Neutral or chaotic neutral	Enthralled, disheartened
Any evil	Stunned, demoralized

Inspired: Affected creatures receive a +2 morale bonus on attack rolls, saving throws, skill and ability checks, and weapon damage rolls for 10 minutes.

Blessed: Affected creatures receive a +1 morale bonus on attack rolls and on saving throws against fear effects for 10 minutes.

Enthralled: Affected creatures act as if subject to an *enthral* spell for as long as you continue to speak and for 1d3 rounds thereafter. For the duration of the effect and for 1 day afterward, affected creatures take a -1 penalty on Will saves related to redemption (see Chapter 2).

Disheartened: Affected creatures take a -1 penalty on attack rolls, saving throws, skill checks, and ability checks for 10 minutes.

Stunned: Affected creatures are stunned for 1 round.

TABLE 5-8: EMISSARY OF BARACHIEL SPELLS KNOWN

Level	1	2	3	4
1st	2 ¹	—	—	—
2nd	3	—	—	—
3rd	3	2 ¹	—	—
4th	4	3	—	—
5th	4	3	2 ¹	—
6th	4	4	3	—
7th	4	4	3	2 ¹
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

¹ Provided the emissary has sufficient Charisma to have a bonus spell of this level.

Demoralized: Affected creatures take a -2 penalty on attack rolls, saving throws, skill checks, ability checks, and weapon damage rolls for 10 minutes (including the 1 round during which they are stunned).

Using any manifestation of the calling class ability requires the use of the Words of Creation and deals 3d4 points of nonlethal damage to the emissary. Calling is an Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] effect.

Conversion (Su): A 3rd-level emissary of Barachiel can use his calling ability to facilitate actual conversion of nongood humanoids. Doing so counts as a use of the calling class ability (see above) for the day, and the initial effects of the calling are the same—except that the emissary takes 5d4 points of nonlethal damage instead of 3d4. When the initial effects are over, however, all creatures that were subject to any effect of the calling (except lawful good creatures) must make another saving throw. Creatures who fail begin acting as though their alignment were one step closer to good. Lawful evil creatures act lawful neutral, neutral evil creatures act neutral, and chaotic evil creatures act chaotic neutral. Lawful neutral and neutral good creatures act lawful good. True neutral and chaotic good creatures act neutral good, and chaotic neutral creatures act chaotic good.

Creatures affected by this temporary alignment shift can make new saving throws each day for a total of seven days. If the emissary is not present at the time a creature makes its save, it receives a +1 circumstance bonus on the saving throw, and this bonus increases by 1 for each additional saving throw for which the emissary is not present.

During these seven days, an affected creature is immune to any other conversion effect, from the same emissary or a different one. During this time, the alignment shift can be reversed with a *break enchantment* spell, but the caster must succeed on a caster level check against a DC equal to the emissary's original

Diplomacy check result. Also during this time, an *atonement* spell can make the alignment shift permanent, preventing the creature from making any additional saving throws.

If a creature fails seven saving throws after the initial saving throw against the calling, the alignment change is permanent. At this point, the creature can change alignment again, either through another conversion effect, or voluntarily (in a gradual manner, as alignment change normally works—the creature cannot simply decide to be evil again).

Sustenance (Su): At 5th level, an emissary of Barachiel can help to keep good creatures good. As a use of his calling ability, he can produce one of the following effects:

- Duplicate the effects of an *atonement* spell.
- Reverse any magical alignment change (such as that produced by a *helm of opposite alignment* or a *morality undone* spell).
- Dispel a charm or compulsion effect cast by an evil creature upon a good target, by making a dispel check (1d20 + character level against a DC of 11 + evil caster's level).

These effects require the emissary of Barachiel to touch the target creature.

EMISSARY OF BARACHIEL SPELL LIST

Emissaries of Barachiel choose their spells from the following list:

1st Level: *charm person*, *comprehend languages*, *cure light wounds*, *hypnotism*, *magic mouth*, *message*, *protection from chaos/evil*, *ray of hope**, *sanctuary*, *sleep*, *ventriloquism*.

2nd Level: *animal messenger*, *blindness/deafness*, *blur*, *calm emotions*, *cat's grace*, *cure moderate wounds*, *detect thoughts*, *elation**, *enthral*, *eagle's splendor*, *fox's cunning*, *glitterdust*, *hold person*, *hypnotic pattern*, *silence*, *suggestion*, *tongues*, *whispering wind*.

3rd Level: *charm monster*, *clairaudience/clairvoyance*, *cure serious wounds*, *daylight*, *deep slumber*, *dispel magic*, *good hope*, *haste*, *lesser geas*, *refreshment**, *remove curse*, *screaming*, *see invisibility*.

4th Level: *atonement*, *break enchantment*, *cure critical wounds*, *dream*, *heaven's trumpet**, *heroic valor**, *hold monster*, *sending*.

*New spell described in Chapter 6 of this book.

EXALTED ARCANIST

Tales say that sorcerers gain their innate magical ability from draconic blood, and many sorcerers (especially kobold sorcerers) loudly champion this legend. Aasimar sorcerers, meanwhile, smile to themselves, knowing that dragons are not the only source of spontaneous arcane power. Among both sorcerers and bards, some trace the source of their power back to celestial influ-

ence, either bloodline or simply favor. These are the exalted arcanists, spontaneous spellcasters who gain access to spells that channel celestial energy.

Only characters who spontaneously cast arcane spells can become exalted arcanists, which means that in most campaigns the class is limited to sorcerers and bards.

Exalted arcanists are very often adventurers, using the power they consider a gift to the purpose for which it was intended: to help combat evil. They gravitate to places where their ability to cover a battlefield with *holy smite* spells is useful, so they are rarely found in cities or placid villages. They frequently join forces with other exalted adventurers, much less frequently with other exalted arcanists.

Hit Die: d4.

REQUIREMENTS

To qualify to become an exalted arcanist, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses: Will +5.

Skills: Knowledge (arcana) 9 ranks, Knowledge (religion) 4 ranks.

Feats: Consecrate Spell, Purify Spell.

Spells: Able to spontaneously cast 3rd-level arcane spells.

CLASS SKILLS

The exalted arcanist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the exalted arcanist prestige class.

Weapon and Armor Proficiency: Exalted arcanists gain no proficiency with any weapon or armor.

Exalted Spell List: An exalted arcanist gains access to spells that do not normally appear on arcane spellcasters' spell lists. The exalted arcanist's spell list additions appear below. At 1st level, an exalted arcanist adds the spells of up to 3rd level to her spell list, and each additional exalted arcanist level grants her access to two more spell levels on the spell list. She does not automatically know these spells, but can choose them as spells known.



An exalted arcanist

TABLE 5-9: THE EXALTED ARCANIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Exalted spell list (3rd), spell knowledge	—
2nd	+1	+0	+0	+3	Exalted spell list (5th), faster consecrate	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus exalted feat, exalted spell list (7th)	+1 level of existing class
4th	+2	+1	+1	+4	Exalted spell list (9th), faster purify	+1 level of existing class
5th	+2	+1	+1	+4	Bonus exalted feat, sanctified spells	+1 level of existing class

Spell Knowledge (Ex): At 1st level, an exalted arcanist learns two new arcane spells of any level up to the maximum spell level she can cast. These can be spells from her normal spell list or from the exalted spell list that appears below. She does not gain any extra spell slots at this level.

Faster Consecrate (Ex): At 2nd level, an exalted arcanist can spontaneously cast spells with the Consecrate Spell feat without extending the spells' casting time.

Spells per Day/Spells Known: At each exalted arcanist level after the first, the character gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (bardic music abilities, improved familiar abilities, and so on), though she does retain the ability to exchange spells known with every even-numbered equivalent sorcerer or bard level. If the character had more than one arcane spellcasting class before becoming an exalted arcanist, she must decide to which class she adds each exalted arcanist level for the purpose of determining spells per day and spells known.

Bonus Exalted Feat: At 3rd level, and again at 5th level, an exalted arcanist gains a bonus feat. This feat must be chosen from the exalted feats that appear in Chapter 4.

Faster Purify (Ex): At 4th level, an exalted arcanist can spontaneously cast spells with the Purify Spell feat without extending the spells' casting time.

Sanctified Spells: A 5th-level exalted arcanist can use sanctified spells as though they were among her spells known.

EXALTED ARCANIST SPELL LIST

Exalted arcanists choose their spells from the following list or from their normal spell list:

- 1st Level:** *bleed, vision of heaven**
- 2nd Level:** *consecrate, zone of truth*
- 3rd Level:** *helping hand, searing light*
- 4th Level:** *holy smite, lesser aspect of the deity*, lesser planar ally, sword of conscience**
- 5th Level:** *crown of flame*, hallow, heavenly lightning*, mark of justice*
- 6th Level:** *aspect of the deity*, bolt of glory*, planar ally*
- 7th Level:** *heavenly lightning storm*, holy word, righteous smite**
- 8th Level:** *greater planar ally, holy aura*
- 9th Level:** *greater aspect of the deity**

*New spell described in Chapter 6 of this book.

FIST OF RAZIEL

The fists of Raziell represent a knightly order dedicated to the celestial patron of holy warfare against evil. Its members include large numbers of paladins, as well as lawful good clerics,

fighters, rangers, and occasionally warriors. While Sealtiel champions those who defend good communities from evil assault, Raziell's crusaders lead the charge against evil wherever it is found. Smiting evil is their mission and their specialty.

To become a fist of Raziell, a character must already possess some degree of divine spellcasting ability, so members of the class generally begin as paladins or clerics, less often as fighter/clerics or ranger/clerics. Perhaps strangely, the order includes a number of ex-barbarians who first multiclassed as clerics and then adopted the fist of Raziell prestige class. These ferocious warriors seem to be drawn to Raziell's crusading creed.

The fists of Raziell are an elite, ordered, and disciplined fighting force. To make best use of their power, however, they typically serve as leaders or advisors to adventuring parties, military strike teams, or the armies of good kingdoms, working with members of other classes instead of with each other.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Fist of Raziell, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +6.

Skills: Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Feats: Power Attack, Servant of the Heavens.

Spells: Able to cast *divine favor*.

CLASS SKILLS

The fist of Raziell's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fist of Raziell prestige class.

Weapon and Armor Proficiency: A fist of Raziell is proficient with all simple and martial weapons, all types of armor, and shields (except tower shields).

Magic Circle (Su): A 1st-level fist of Raziell is constantly surrounded by a magic circle against evil effect, as the spell cast by a cleric of the fist's character level.

Smite Evil (Su): Once per day, a fist of Raziell may attempt to smite evil with one normal melee attack. She adds her Charisma bonus to her attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. She can use this ability more times per day as she advances in level, as shown on Table 5-10.

TABLE 5-10: THE FIST OF RAZIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Magic circle, smite evil 1/day (good-aligned)	—
2nd	+2	+3	+0	+0		+1 level of existing class
3rd	+3	+3	+1	+1	Smite evil 2/day (confirming)	+1 level of existing class
4th	+4	+4	+1	+1	Sanctify Martial Strike	+1 level of existing class
5th	+5	+4	+1	+1	Smite evil 3/day (holy)	+1 level of existing class
6th	+6	+5	+2	+2	Sunder evil item	+1 level of existing class
7th	+7	+5	+2	+2	Smite evil 4/day (fiendsmite)	+1 level of existing class
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	Smite evil 5/day (chain)	+1 level of existing class
10th	+10	+7	+3	+3	Holy martial strike	+1 level of existing class

If the fist of Raziel has paladin levels as well, add the daily uses from her fist of Raziel levels to the daily uses from her paladin levels. Her damage bonus equals her fist of Raziel class level plus her paladin class level. This ability does not stack with the smite ability granted by the Destruction domain.

In addition to the basic function of smiting evil, a fist of Raziel gains special abilities that operate whenever she smites.

Good-Aligned: At 1st level, whenever a fist of Raziel smites evil, her weapon is considered good-aligned for purposes of overcoming damage reduction, as if she had the Exalted Smite feat.

Confirming: At 3rd level, whenever a fist of Raziel smites evil, all critical rolls are automatically successful (so every threat is a critical hit). This works even if the weapon has a magical effect related to critical hits, unlike the similar effect of the *bless weapon* spell.

Holy: At 5th level, whenever a fist of Raziel smites evil, her weapon is considered holy, dealing an extra 2d6 points of damage against evil creatures. This additional damage stacks with the extra damage she deals from the smite. However, it does not stack with the benefit of the Sanctify Martial Strike feat or with the extra damage dealt by a weapon with the holy weapon property.

Fiendsmite: At 7th level, whenever a fist of Raziel smites evil, her weapon deals an extra 2d8 points of damage against evil outsiders and evil undead, instead of the +2d6 normally dealt by a holy weapon. If she also has the Exalted Smite feat, this damage is still doubled.

Chain: At 9th level, whenever a fist of Raziel smites evil, bolts of holy power erupt from the target creature and strike up to 5 additional evil targets within 30 feet, chosen by the fist of Raziel. Targets take 2d6 points of damage, or 2d8 if they are evil outsiders or evil undead. A successful Reflex save (DC 15 + the fist of Raziel's Cha modifier) reduces the damage by half.

Spells per Day: Starting at 2nd level, and at each level thereafter, a fist of Raziel gains new spells per day as if she had also gained a

level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, improved special mount, and so on). If the character had more than one divine spellcasting class before becoming a fist of Raziel, she must decide to which class she adds each fist of Raziel level for the purpose of determining spells per day.

Sanctify Martial Strike: At 4th level, a fist of Raziel gains the Sanctify Martial Strike feat as a bonus feat.



A fist of Raziel

Sunder Evil Item (Su): At 6th level, whenever a fist of Raziel attacks an object that is evil (such as an unholy sword or a darkskull) or an evil construct (such as a retriever), she deals double damage. This does not stack with the benefits of the Great Sunder feat.

Holy Martial Strike (Su): Any weapon that a 10th-level fist of Raziel wields is treated as a holy weapon, dealing an extra 2d6

points of damage to evil creatures, even when she is not smiting evil. This additional damage does not stack with the benefit of the Sanctify Martial Strike feat or with the extra damage dealt by a weapon with the holy weapon property.

INITIATE OF PISTIS SOPHIA

Pistis Sophia is the monk of the Celestial Hebdomad, a contemplative, mystic, and ascetic patron for those who follow similar spiritual paths. The path of her initiates requires great sacrifices (in the form of at least three sacred vows), but brings great rewards of spiritual power.

All initiates of Pistis Sophia have at least several monk levels before joining the order of initiates. Most often, they are single-classed monks. Occasionally, characters of other classes undergo a sort of conversion, forswearing their reliance on weapons and armor, multiclassing as monks, and later adopting the initiate prestige class. Of the tiny number of characters who take this course, most were paladins before taking on their monastic vows.

Initiates of Pistis Sophia are members of spiritual communities sharing a common life. They are not restricted to their monasteries by any means, and many do adventure to put their spiritual devotions into concrete practice. However, when not actively fighting the forces of evil, they are more often found in their monasteries than in cities or towns.

Hit Die: d8.

REQUIREMENTS

To qualify to become an initiate of Pistis Sophia, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Save Bonuses: Fort +5, Ref +5, Will +5.

Skills: Concentration 9 ranks.

Feats: Sacred Vow, Sanctify Ki Strike, Servant of the Heavens.

CLASS SKILLS

The initiate of Pistis Sophia's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Initiate of Pistis Sophia prestige class.

Weapon and Armor Proficiency: Initiates of Pistis Sophia gain no proficiency with any weapon or armor. They suffer the same penalties for wearing armor that monks do.

Fist of the Heavens: A 1st-level initiate of Pistis Sophia gains the Fist of the Heavens feat as a bonus feat, even if she does not have the prerequisite Wisdom score.

Monk Abilities: An initiate of Pistis Sophia adds her initiate levels to her monk levels to determine her AC bonus, her unarmed strike damage, the penalty she takes when using a flurry of blows, her speed, and her ki strike. She does not gain any other benefits of advancing monk levels, however.

Detect Evil (Sp): At will, an initiate of Pistis Sophia of 2nd level or higher can use *detect evil*, as the spell.

Smite Evil (Su): Once per day, an initiate of Pistis Sophia may attempt to smite evil with one normal unarmed strike. She adds a +4 bonus to her attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.



An initiate of Pistis Sophia

TABLE 5-11: THE INITIATE OF PISTIS SOPHIA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Fist of the Heavens, monk abilities
2nd	+1	+3	+3	+3	<i>Detect evil</i> , smite evil 1/day
3rd	+2	+3	+3	+3	Uncanny dodge
4th	+3	+4	+4	+4	Electricity resistance 5, sacred vow
5th	+3	+4	+4	+4	Smite evil 2/day
6th	+4	+5	+5	+5	Improved uncanny dodge
7th	+5	+5	+5	+5	Electricity resistance 10, sacred vow
8th	+6	+6	+6	+6	Smite evil 3/day
9th	+6	+6	+6	+6	Improved evasion
10th	+7	+7	+7	+7	Celestial transformation, sacred vow

At 5th level, an initiate of Pistis Sophia can use this ability twice per day, and at 8th level she can use it three times per day.

Uncanny Dodge (Ex): At 3rd level, an initiate of Pistis Sophia can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even when flat-footed.

Electricity Resistance (Ex): As she advances in her celestial disciplines, an initiate of Pistis Sophia grows to share the natural immunity to electricity possessed by the archons. She gains electricity resistance 5 at 4th level, and electricity resistance 10 at 7th level.

Sacred Vow: At 4th level, and again at 7th level and 10th level, an initiate of Pistis Sophia gains a bonus feat selected from the following list:

Vow of Abstinence, Vow of Chastity, Vow of Nonviolence, Vow of Obedience, Vow of Poverty, or Vow of Purity.

Improved Uncanny Dodge (Ex): At 6th level, an initiate of Pistis Sophia cannot be flanked except by a rogue at least 4 levels higher than her character level.

Improved Evasion (Ex): At 9th level, an initiate of Pistis Sophia takes no damage on a successful saving throw against attacks that allow a Reflex save for half damage, and she only takes half damage on a failed save.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a 9th level initiate of Pistis Sophia takes no damage if she makes a successful saving throw and half damage if the saving throw fails.

Celestial Transformation (Ex): When she reaches 10th level, an initiate of Pistis Sophia transcends her mortal origins and becomes a creature of the heavens. Her type changes to outsider (native), and she gains damage reduction 10/unholy.

LION OF TALISID

The undisputed ruler of the guardinals, Talisid the Celestial Lion is an enormously powerful force for good—and good alone, undiluted by concerns of law or chaos. He is also a mighty druid, and his mortal and guardinal champions are druids and rangers who share both his fierce hatred of evil and his passionate love of the natural world and its creatures. Called the lions of Talisid, these protectors of nature and champions of good emulate their celestial patron in more concrete

ways: adopting feline animal companions, assuming great cat forms with their wild shape ability, and eventually roaring like a leonal.

Druids and rangers most commonly become lions of Talisid, and only a character with an animal companion can enter the class. Multiclass druid/rangers also commonly adopt the class, and less commonly, fighter/druids or cleric/rangers.

Like their guardinal patron, lions of Talisid usually work alone or in small groups of close companions, rarely with other lions.

NPC lions of Talisid can be found wandering the wilder-

A lion of Talisid



TABLE 5-12: THE LION OF TALISID

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, lion's courage	+1 level of existing class
2nd	+1	+3	+0	+3	Scent	+1 level of existing class
3rd	+2	+3	+1	+3	Wild shape (1/day)	+1 level of existing class
4th	+3	+4	+1	+4	Exalted Companion, wild shape (2/day)	+1 level of existing class
5th	+3	+4	+1	+4	Lion's pounce, wild shape (3/day)	+1 level of existing class
6th	+4	+5	+2	+5	Wild shape (Large)	+1 level of existing class
7th	+5	+5	+2	+5	Lion's swiftness	+1 level of existing class
8th	+6	+6	+2	+6	Wild shape (4/day)	+1 level of existing class
9th	+6	+6	+3	+6	Wild shape (Tiny)	+1 level of existing class
10th	+7	+7	+3	+7	Leonal's roar	+1 level of existing class

ness, fighting any who would defile the natural world with evil. They are particularly concerned with areas where some evil presence corrupts nature itself, manifesting evil weather and vile corrupted creatures.

Hit Die: d8.

REQUIREMENTS

To qualify to become a lion of Talisid, a character must fulfill all the following criteria.

Alignment: Neutral good.

Base Attack Bonus: +4.

Skills: Knowledge (nature) 9 ranks, Survival 9 ranks.

Feats: Favored of the Companions.

Spells: Able to cast *summon nature's ally II*.

Special: The character must have an animal companion as a class feature.

CLASS SKILLS

The lion of Talisid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Listen (Wis), Knowledge (nature) (Int), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lion of Talisid prestige class.

Weapon and Armor Proficiency: Lions of Talisid gain no proficiency with any weapon or armor.

Animal Companion (Ex): A lion of Talisid can add his lion of Talisid levels to his effective druid level (his actual druid level or one-half his ranger level) to determine the capabilities of his animal companion.

Lion's Courage (Ex): A lion of Talisid is immune to fear (magical or otherwise) and gains a +4 sacred bonus on Will saves against other mind-affecting spells and effects.

Spells per Day: At each level, a lion of Talisid gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one divine spellcasting class before becoming a lion of Talisid, the player must decide to which class to add each lion of Talisid level for the purpose of determining spells per day.

Scent (Ex): At 2nd level, a lion of Talisid gains the scent special quality. He can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wild Shape (Su): At 3rd level, a lion of Talisid gains the ability to turn himself into any Small or Medium animal and back again once per day. This works exactly as the druid's wild shape ability. Lions of Talisid prefer the shape of great cats (cheetahs or leopards at lower levels), but are not limited to such forms.

The lion of Talisid can use this ability more times per day at 4th, 5th, and 8th level, as noted on Table 5-12. In addition, he gains the ability to take the shape of a Large animal at 6th level, and a Tiny animal at 9th level.

A lion of Talisid who is also a druid can add his lion of Talisid level -2 to his druid levels to determine his wild shape ability. For example, an 8th-level druid/6th-level lion of Talisid can wild shape as a 12th-level druid, and can thus assume plant forms as well as Large and Tiny animal forms, and can use this ability 4 times per day.

Exalted Companion: At 4th level, a lion of Talisid gains the Exalted Companion feat as a bonus feat.

Lion's Pounce (Ex): At 5th level, a lion of Talisid can make a full attack at the end of a charge.

Lion's Swiftess (Ex): When he reaches 7th level, a lion of Talisid can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive.

Leonal's Roar (Su): Three times a day, a 10th-level lion of Talisid can issue a roar that duplicates the effects of the *leonal's roar* spell (new spell described in Chapter 6 of this book). The saving throw DC is 20 + the lion of Talisid's Charisma modifier.

PROPHET OF ERATHAOL

The prophet of Erathaol is a seer and visionary, a medium of the heavenly will, pronouncing judgment on corruption and evil in the world, speaking words of comfort to the oppressed and downtrodden, and announcing the work of the archons in the world. She channels celestial spirits and allows them to use her body for their purposes on the Material Plane. Insofar as these celestials have knowledge of future events, the prophet may speak authoritatively about events to come, but her primary focus is on changing the present world into a better world for the future, a place where law and good might reign supreme.

Most prophets of Erathaol are clerics, either servants of a lawful good deity such as Heironeous or Moradin or proponents of lawful good ideals without particular attention to a specific deity. However, the gift of prophecy is notoriously indiscriminate, and members of all spellcasting classes occasionally find themselves speaking on behalf of the heavens.

Prophets of Erathaol are not the oracles that people consult when they want to know whether to launch a business enterprise, start a war, or win someone's favor—too often prophets give answers that people don't really want to hear. Lawful good kings do sometimes take on prophets as advisors, but even the most well-intentioned ruler has a hard time following a true prophet's advice all the time. Most prophets, with no one seeking out their words, make themselves a nuisance in palaces, in marketplaces, or on city streets, proclaiming celestial judgment to whoever listens.

Hit Die: d6.

REQUIREMENTS

To qualify to become a prophet of Erathaol, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 10 ranks.

Feats: Sacred Vow, Servant of the Heavens, Spell Focus (Divination), Vow of Chastity.

Spells: Able to cast 4th-level arcane or divine spells.

CLASS SKILLS

The prophet of Erathaol's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the prophet of Erathaol prestige class.

Weapon and Armor Proficiency:

Prophets of Erathaol gain no proficiency with any weapon or armor.

Ecstasy (Su): Once per day per class level, a prophet of Erathaol can enter an ecstatic state, allowing a celestial to seize control of her mind and speech. This is sort of a lesser version of channeling celestials (as described in Chapter 2), in which the prophet simply becomes helpless for 1 round while a celestial speaks through her. What the celestial says (and who it is) is entirely up to the DM, though it is always at least tangentially relevant to whatever matter is at hand. As a rule of thumb, this ability can have one of the following effects:

- any Knowledge check (with a bonus equal to the prophet's character level +5)
- a bardic knowledge check (with a bonus equal to the prophet's character level +5)
- a divination spell
- a detect evil spell

- an *enthrall* spell (the prophet can continue speaking on her own after the 1 round of ecstasy, continuing the effect)
- a *good hope* spell
- an *atonement* spell
- like a *phylactery of faithfulness*, allowing the prophet to identify evil creatures and avoid evil acts
- if the prophet sacrifices 500 XP, a *commune* spell

Unfortunately, at the instant a prophet of Erathaol cedes control of her mind and invites a celestial to take it, she is vulnerable to possession by less beneficent spirits. If a fiend or ghost

capable of possession is

in ethereal form, within

30 feet of the prophet, and not flat-footed when

a prophet enters her

ecstasy, the creature can attempt to possess her immediately. The prophet takes a -2

penalty on her Will save to resist the possession, and if she fails she

is not aware of the creature's presence in her body. The creature prevents a celestial from entering, and

might pretend to be the celestial, speaking as the prophet's companions expect. If the creature

chooses not to make its presence known in this way, it seems as though the ecstasy simply fails.

Spells per Day/Spells Known: At 2nd level, and at each level thereafter, a prophet of Erathaol gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a prophet of Erathaol, she must decide to which class she adds each prophet level for the purpose of determining spells per day.

A prophet of Erathaol



TABLE 5-13: THE PROPHET OF ERATHAOL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+2	Ecstasy	—
2nd	+1	+3	+3	+3		+1 level of existing class
3rd	+1	+3	+3	+3		+1 level of existing class
4th	+2	+4	+4	+4		+1 level of existing class
5th	+2	+4	+4	+4		+1 level of existing class
6th	+3	+5	+5	+5		+1 level of existing class
7th	+3	+5	+5	+5		+1 level of existing class
8th	+4	+6	+6	+6		+1 level of existing class
9th	+4	+6	+6	+6		+1 level of existing class
10th	+5	+7	+7	+7		+1 level of existing class

RISEN MARTYR

Characters driven by revenge, greed, or other base desires may return from death as ghosts, revenants, or other undead. By contrast, a risen martyr is an exalted character who continues in his earthly existence after his martyrdom, rather than entering the ranks of the petitioners on the celestial planes, in order to finish some unfulfilled task. Within a short time of his martyrdom (usually 1d4+1 days), a risen martyr returns in a spiritual body to complete the holy task that led to his martyrdom. (See Heroic Sacrifice in Chapter 2 for more about martyrdom.)

In general, a character who is actively involved in an adventure that involves an exalted goal, and who is martyred for the sake of that purpose, has a sufficient holy purpose to return as a risen martyr. Appropriate holy purposes for a risen martyr might include aiding in the downfall of an evil tyrant or villain, locating a relic or holy artifact in order to stave off a great evil, or defending a city from a plague of ghosts. The goal need not be extremely short-term, and might even be the focus of a whole campaign. However, a risen martyr's time on the Material Plane is limited.

Risen martyrs are very rare, and they actually appear as player characters more often than as NPCs, simply because player characters are generally the ones who pursue the most important and holy quests that can lead to a risen martyr's existence.

Hit Die: d12.

REQUIREMENTS

To qualify to become a risen martyr, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonuses:
Fort +2, Ref +2, Will +2.

Skills: Any one skill 9 ranks, Speak Language (Celestial).

Feats: Nimbus of Light, any one other exalted feat.

Special: The character must have suffered martyrdom (see Chapter 2) and must not have been returned to life. As a special feature of this prestige class, the character rises with the abilities of a 0-level risen martyr added to the character's previous abilities. When the character earns enough experience points to advance another level, he must become a 1st-level risen martyr.

CLASS SKILLS

The risen martyr's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the risen martyr prestige class.

Weapon and Armor Proficiency: Risen martyrs gain no proficiency with any weapon or armor.

Spiritual Body (Ex): When a martyr rises as a 0-level risen martyr, he takes on a corporeal spirit form. His creature type changes to deathless (see Chapter 8: Monsters), and he gains the features and traits of the deathless type. Deathless creatures have no Constitution score, and the risen martyr rerolls his hit points using d12s instead of his previous racial and class-based Hit Dice.

A risen martyr's spiritual body is formed of solid, spiritual flesh and is neither ghostly nor incorporeal. His ability scores remain unchanged (except for his Constitution score), and all his other characteristics remain the same except that he is no longer a living creature.

Charisma Score Increase: At 1st level, a



A risen martyr

TABLE 5-14: THE RISEN MARTYR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
0	+0	+0	+0	+2	Spiritual body
1st	+0	+0	+0	+2	Charisma score increase, deflection, holy purpose +1
2nd	+1	+0	+0	+3	Bless, magic circle against evil
3rd	+1	+1	+1	+3	Daylight, holy purpose +2
4th	+2	+1	+1	+4	Acid immunity, detect evil
5th	+2	+1	+1	+4	Charisma score increase, protective aura
6th	+3	+2	+2	+5	Holy purpose +3, shield other
7th	+3	+2	+2	+5	Celestial brilliance, cold immunity
8th	+4	+2	+2	+6	Holy aura
9th	+4	+3	+3	+6	Electricity immunity, holy purpose +4
10th	+5	+3	+3	+7	Perfection, final ascension

risen martyr's Charisma score increases by +2. At 5th level, it increases by an extra +2.

Deflection Bonus (Su): A 1st-level risen martyr gains a deflection bonus to Armor Class equal to his Charisma bonus.

Holy Purpose (Ex): A 1st-level risen martyr receives a +1 sacred bonus on all attack rolls, damage rolls, ability checks, and skill checks that are directly related to the fulfillment of his purpose. This bonus increases to +2 at 3rd level, and increases by an extra +1 every 3 levels thereafter.

Bless (Sp): Three times per day, a risen martyr of at least 2nd level can use *bless*, as the spell.

Magic Circle Against Evil (Su): At 2nd level, a risen martyr is continually surrounded by a protective aura that functions as a *magic circle against evil* spell.

Daylight (Su): At will as a free action, a 3rd level risen martyr can use *daylight*, as the spell.

Acid Immunity (Ex): At 4th level, a risen martyr gains immunity to acid.

Detect Evil (Sp): At will, a risen martyr of at least 4th level can *detect evil*, as the spell.

Protective Aura (Su): At 5th level, the risen martyr's *magic circle against evil* is replaced by an effect that duplicates the *protective aura* spell.

Shield Other (Sp): A 6th-level risen martyr can use *shield other*, as the spell, three times per day.

Celestial Brilliance (Sp): A 7th-level risen martyr can use *celestial brilliance*, as the spell, once per day.

Cold Immunity (Ex): A 7th-level risen martyr gains immunity to cold.

Holy Aura (Su): At 8th level, the risen martyr's protective aura is supplemented by an effect that duplicates the *holy aura* spell. The holy aura protects only the risen martyr, while his protective aura continues to protect allies within 10 feet as well as himself.

Electricity Immunity (Ex): At 9th level, a risen martyr gains immunity to electricity.

Perfection (Su): A 10th-level risen martyr is as close to celestial perfection as a mortal creature can be.

He is considered a celestial for the purpose of any spell or effect that has special effects on celestials. If he is lawful, he is also considered an archon. If he is chaotic, he is also considered an eladrin. If he is neutral, he is also considered a guardinal. If he is a spellcaster, he can cast spells that have the Celestial, Archon, Guardinal, or Eladrin components, as appropriate.

Final Ascension: When a 10th-level risen martyr has earned enough experience points to gain his next level, his perfected, spiritual body is taken whole into the upper planes.

A risen martyr cannot advance in any class other than risen martyr in order to delay his final ascension. Once he rises and adopts this prestige class, he must continue to gain risen martyr levels and no levels in any other class.

Code of Conduct: A risen martyr who willfully performs an evil act is immediately destroyed and goes to face his judgment on the Upper Planes.

SENTINEL OF BHARRAI

Respect for the power of nature, the desire to further the ends of good, and the resolve to destroy evil are the core beliefs of the sentinels of Bharrai, strong-willed spellcasters who venerate "The Great Bear of Elysium." Their initiates hail primarily from the ranks of wizards, although sorcerers, druids, and clerics may also become sentinels.

Sentinels of Bharrai put the needs of others before their own, and they value stalwart companionship and loyalty above all. This is an important aspect of their loose organization, which sometimes calls members to sacrifice their lives to ensure the survival of Bharrai's ideals. Because of their loyalty and commitment to good, sentinels of Bharrai have a good reputation among adventurers and are highly sought after as adventuring companions.

The sentinels of Bharrai hold nature as the ultimate force for good.

Though lightning may kill trees and hurricanes may destroy small villages, the lightning ignites fires that cleanse the forest of rotting foliage and the hurricane teaches how to better fortify a shelter.

Sentinels of Bharrai appreciate nature in all its forms, from the tranquil beauty of an undisturbed forest to the ferocious wrath of a tornado. They also harness the power of nature to cast down evil.

Hit Die: d4.

REQUIREMENTS

To qualify to become a sentinel of Bharrai, a character must fulfill the following criteria:

Alignment: Any good.

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks, Spellcraft 8 ranks.

Feats: Sacred Vow, Vow of Obedience.



A sentinel of Bharrai

TABLE 5-15: THE SENTINEL OF BHARRAI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Nature-friendly spells, Track	+1 level of existing class
2nd	+1	+0	+0	+3	Energy resistance 10 (choose type)	+1 level of existing class
3rd	+1	+1	+1	+3	Bear shape, <i>quicken call lightning</i> 1/day	+1 level of existing class
4th	+2	+1	+1	+4	Energy resistance 10 (choose type)	+1 level of existing class
5th	+2	+1	+1	+4	Nature's veil	+1 level of existing class
6th	+3	+2	+2	+5	Energy resistance 10 (choose type)	+1 level of existing class
7th	+3	+2	+2	+5	Dire bear shape, ursinal's touch	+1 level of existing class
8th	+4	+2	+2	+6	Energy resistance 10 (choose type)	+1 level of existing class
9th	+4	+3	+3	+6	Cavalry of dire bears 1/week	+1 level of existing class
10th	+5	+3	+3	+7	Quicken lightning storm 1/day	+1 level of existing class

CLASS SKILLS

The sentinel of Bharrai's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Read/Write Language, Speak Language, Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha, exclusive skill). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sentinel of Bharrai prestige class.

Weapon and Armor Proficiency: Sentinels of Bharrai gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a sentinel of Bharrai gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If the character had more than one spellcasting class before becoming a sentinel of Bharrai, she must decide to which class she adds each sentinel level for the purpose of determining spells per day.

Nature-Friendly Spells (Su): Starting at 1st level, a sentinel of Bharrai can change the composition of any energy-based spell he casts to something that is not destructive to nature. The spell must have the acid, cold, electricity, or fire subtype, and the sentinel of Bharrai may choose to deal nonlethal damage instead of lethal damage against animals and plants that are either targeted or otherwise affected by the spell.

Track: A 1st-level sentinel of Bharrai gains the Track feat as a bonus feat.

Energy Resistance 10 (Ex): A sentinel of Bharrai is resistant to certain forces of nature and the damage they wreak. At 2nd level, and again at 4th level, 6th level, and 8th level, a sentinel of Bharrai chooses a specific type of energy—acid, cold, electricity, or fire—and gains resistance 10 against the selected energy type.

Bear Shape (Su): At 3rd level, the sentinel of Bharrai gains the ability to turn himself into a black bear, brown bear, or polar bear (and back again). The selected bear form's Hit Dice cannot exceed the sentinel of Bharrai's character level.

This ability functions as the *polymorph* spell, except as noted here. Changing form is a standard action and doesn't provoke attacks of opportunity. The sentinel of Bharrai may assume bear form (and change back) at will and may remain in bear form as long as he wishes.

The sentinel of Bharrai retains the ability to speak while in bear form and may communicate with other bears.

Quicken Call Lightning (Sp): At 3rd level, a sentinel of Bharrai can cast a *quicken call lightning* spell once per day, as though using the Quicken Spell feat. Use the sentinel of Bharrai's character level to determine the number of lightning bolts and the spell's duration.

Nature's Veil (Su): At 5th level, as a standard action, the sentinel of Bharrai can attempt to hide in the outdoors. The sentinel of Bharrai must be standing within 10 feet of natural terrain that includes features such as trees, sand dunes, mounds of snow, large rocks, tall grasses, or thickets. The sentinel of Bharrai gains a +10 insight bonus on his Hide check under these circumstances.

Dire Bear Shape (Su): At 7th level, a sentinel of Bharrai can turn himself into a dire bear and back again. This ability is otherwise the same as the bear form ability gained at 3rd level.

Ursinal's Touch (Su): A sentinel of Bharrai gains great healing powers at 7th level. This ability works just like the paladin's lay on hands ability, except that the sentinel of Bharrai can heal as much damage per day as his own undamaged hit point total.

Cavalry of Dire Bears (Sp): Once per week beginning at 9th level, a sentinel of Bharrai may call 1d6 dire bears with maximum hit points (147 hp each) to aid him in battle. The dire bears appear instantly and remain until the battle has ended, at which point they disperse into the wild. If a dire bear falls in battle, the animal's corpse remains, and the sentinel of Bharrai is expected to use whatever parts of the animal he can (such as the meat, skin, and bones) and commit the rest to the earth. Failing to properly honor a fallen dire bear results in a 20% cumulative chance that the animals do not come the next time they are called.

This ability works only on the Material Plane and on good-aligned outer planes.

Quicken Lightning Storm (Sp): At 10th level, a sentinel of Bharrai can cast a *quicken lightning storm* spell once per day, as though using the Quicken Spell feat. Use the sentinel of Bharrai's character level to determine the number of lightning bolts and the spell's duration.

SKYLORD

An elf crusader, the skylord uses his kinship with creatures of the sky and the power of the winds to fight evil. His ties with the elven community are generally loose at best, since he sees much more urgency in the day-to-day events of the world. This point of view is often lost on the elven lords who would prefer to insulate themselves from the affairs of the shorter-lived races. Elves who become skylords often come from the ranks of barbarians, fighters, druids, and rangers.

Soaring above the world of men, the skylord observes all. From such a vantage point, the skylord learns to appreciate the beauty of the world below, ply the winds, and use the rage of storms to his advantage. He can quickly disappear by cloaking himself in clouds to avoid his foes. During a battle, his presence inspires confidence in all airborne allies who fight at his side.

The skylord often serves as an aerial scout, watching the movements of evil armies and studying areas not easily reached by land. He is also a courier, conveying messages across great distances much more quickly than would otherwise be possible without the use of magic. The skylord truly shines when evil bears its ugly head in the sky, but when necessary, he is a capable fighter indoors or underground.

Hit Die: d10.

REQUIREMENTS

To qualify to become a skylord, a character must fulfill the following criteria:

Alignment: Any good.

Race: Elf or half-elf.

Base Attack Bonus: +7.

Skills: Handle Animal 10 ranks, Ride 10 ranks.

Feats: Mounted Combat, either Mounted Archery or Ride-By Attack, one exalted feat.

Special: The character must spend 1 week living and meditating atop a mountain.

CLASS SKILLS

The skylord's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Knowledge

(all skills taken individually) (Int), Listen (Wis), Ride (Dex), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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



Weapon and Armor Proficiency: A skylord is proficient with all simple and martial weapons, all types of armor, and shields.

Spells per Day/Spells Known:

At every second level, a skylord gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a skylord, he must decide to which class he adds the new level for purposes of determining spells per day.

Call Flying Mount (Su): At 1st level as a full-round action, the skylord can call a flying mount to serve in his crusade against evil. This mount can be a celestial giant eagle, celestial

TABLE 5-16: THE SKYLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	Call flying mount, eyes of the eagle	—
2nd	+2	+3	+3	+0	Ride the wind	+1 level of existing class
3rd	+3	+3	+3	+1	Improved mounted combat +2	—
4th	+4	+4	+4	+1	Deadly charge	+1 level of existing class
5th	+5	+4	+4	+1	Improved mounted combat +4	—
6th	+6	+5	+5	+2	Storm kinship	+1 level of existing class
7th	+7	+5	+5	+2	Improved mounted combat +6	—
8th	+8	+6	+6	+2		+1 level of existing class
9th	+9	+6	+6	+3	Improved mounted combat +8	—
10th	+10	+7	+7	+3	Summon tempest	+1 level of existing class

SKYLORD'S MOUNTS

A skylord's mount is superior to a normal creature of its kind and has special powers, as described below.

Skylord Level	Bonus HD	Natural Armor Adj.	Str Adj.	Special
1st–3rd	+2	+4	+1	Empathic link, share spells, improved natural attacks
4th–6th	+4	+6	+2	Improved fly speed, deadly charge +2d6
7th–9th	+6	+8	+3	Spell resistance, immunities
10th	+8	+10	+4	Bonus feat

Skylord's Mount Basics: Use the base statistics for a creature of the mount's kind (see Sample Skylord's Mounts sidebar, below), but make changes to take into account the attributes and characteristics summarized on the table and described below.

Bonus HD: Extra 10-sided (d10) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack bonus, base save bonuses, and celestial creature special qualities (damage reduction, energy resistance, and spell resistance). A mount's base attack bonus is equal to that of a fighter of a level equal to the mount's Hit Dice. A mount has good Fortitude and Reflex saves (treat it as a character whose level equals the mount's HD). The mount doesn't gain any extra skills or feats for bonus Hit Dice.

Natural Armor Adj.: The number on the table is an improvement to the mount's existing natural armor bonus.

Str Adj.: Add this value to the mount's Strength score.

Empathic Link (Su): A skylord has an empathic link with his mount out to a distance of up to 1 mile. The skylord cannot see through the mount's eyes, but they can communicate empathically. Because of this empathic link, the skylord has the same connection to an item or place that his mount does, just as with a master and his familiar (see Familiars in the *Player's Handbook*).

Share Spells: At the skylord's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the skylord before the duration expires. Additionally, the skylord may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. A skylord and his mount can share spells even if the spells normally do not affect magical beasts.

Improved Natural Attacks: The damage dealt by each of the mount's natural attacks increases by one step. For example, a giant eagle mount with this ability would roll 1d8 instead of 1d6 for claw damage and 1d10 instead of 1d8 for bite damage.

Improved Fly Speed (Ex): The mount's fly speed increases by 10 feet.

Deadly Charge (Ex): The skylord's mount deals an extra 2d6 points of damage on a successful attack made during a charge.

Spell Resistance (Su): A mount's spell resistance equals the skylord's character level + 5.

Immunities (Su): A skylord's mount is immune to hold, paralysis, sleep, charms, and compulsions.

Bonus Feat: The mount gains one of the following feats as a bonus feat, provided it meets the prerequisites for the feat: Flyby Attack, Hover, Multiattack, or Wingover.

SAMPLE SKYLORD'S MOUNTS

These values are for normal creatures of the appropriate kinds; they do not include the modifications given on the table above.

Celestial Giant Eagle: CR 4; Large magical beast; HD 4d10+4; hp 26; Init +3; Spd 10 ft., fly 80 ft. (average); AC 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, low-light vision, evasion, spell resistance 9; SV Fort +5, Ref +7, Will +3; AL NG or as skylord; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3; Alertness, Flyby Attack.

Evasion (Ex): If the giant eagle is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Smite Evil (Su): Once per day, a celestial giant eagle can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Celestial Giant Owl: CR 4; Large magical beast; HD 4d10+4; hp 26; Init +3; Spd 10 ft., fly 70 ft. (average); AC 15, touch 12, flat-footed 12 (–1 size, +3 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws) and +2 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, spell resistance 9, superior low-light vision; SV Fort +5, Ref +7, Will +3; AL NG or as skylord; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8 (+16 when in flight), Spot +10; Alertness, Wingover.

Smite Evil (Su): Once per day, a celestial giant owl can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Superior Low-Light Vision (Ex): The giant owl can see five times as far as a human in dim light.

Celestial Pegasus: CR 4; Large magical beast; HD 4d10+12; hp 34; Init +2; Spd 60 ft., fly 120 ft. (average); AC 14, touch 11, flat-footed 12 (–1 size, +2 Dex, +3 natural); Base Atk +4; Grp +12; Atk +7 melee (1d6+4, hoof); Full Atk +7 melee (1d6+4, 2 hooves) and +2 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA smite evil; SQ acid resistance 5, cold resistance 5, damage reduction 5/magic, darkvision 60 ft., electricity resistance 5, low-light vision, scent, spell-like abilities, spell resistance 9; SV Fort +7, Ref +6, Will +4; AL CG or as skylord; Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8; Flyby Attack, Iron Will.

Smite Evil (Su): Once per day, a celestial pegasus can make a normal attack to deal extra damage equal to its HD total against an evil foe.

Spell-Like Abilities: At will, a pegasus can detect good and detect evil within a 60-yard radius, as the spells from a 5th-level caster.

giant owl, or celestial pegasus (consult the Skylord's Mounts sidebar for details). The mount remains with the skylord until it is slain or dismissed. It requires food and rest, and the skylord is responsible for tending to its needs.

Calling a mount is a conjuration (calling) effect. If the mount dies, the skylord can either have the mount raised from the dead or call another mount. The skylord may only call a replacement mount after living and meditating atop a mountain for 1 week.

Eyes of the Eagle (Ex): A skylord has the keen eyesight of an eagle. While airborne, a skylord receives a +4 insight bonus on Spot checks.

Ride the Wind (Ex): At 2nd level, a skylord becomes a master of the winds, guiding his mount through them with ease. While riding a flying mount, the skylord's penalties on ranged attacks in windy conditions are reduced by 2 (no penalty in strong winds, -2 penalty in severe winds). The skylord can make ranged attacks in windstorms, albeit at a -4 penalty. In hurricanes, the ranged attack penalty increases to -8. Neither the skylord nor his mount take penalties on Listen checks in windstorms and hurricanes.

Both the skylord and his mount can move normally in severe winds and windstorms (instead of being checked), and hurricane winds reduce the flying speed of the skylord's mount by half.

Improved Mounted Combat (Ex): At 3rd level, a skylord's skill at mounted combat improves, enabling him to better protect his mount. This ability works as the Mounted Combat feat, except that the skylord's Ride check receives a +2 bonus. The bonus improves to +4 at 5th level, +6 at 7th level, and +8 at 9th level.

Deadly Charge (Ex): At 4th level, a skylord deals an extra 2d6 points of damage on a successful attack made during a charge. The skylord must be riding a flying mount to deal the extra damage.

Storm Kinship (Su): At 6th level, a skylord is less likely to lose his bearings in a storm. He retains full visibility during rains and storms and does not take the usual penalties on Search, Spot, and Listen checks (see Weather in the *Dungeon Master's Guide*). This ability is not imparted to the skylord's mount.

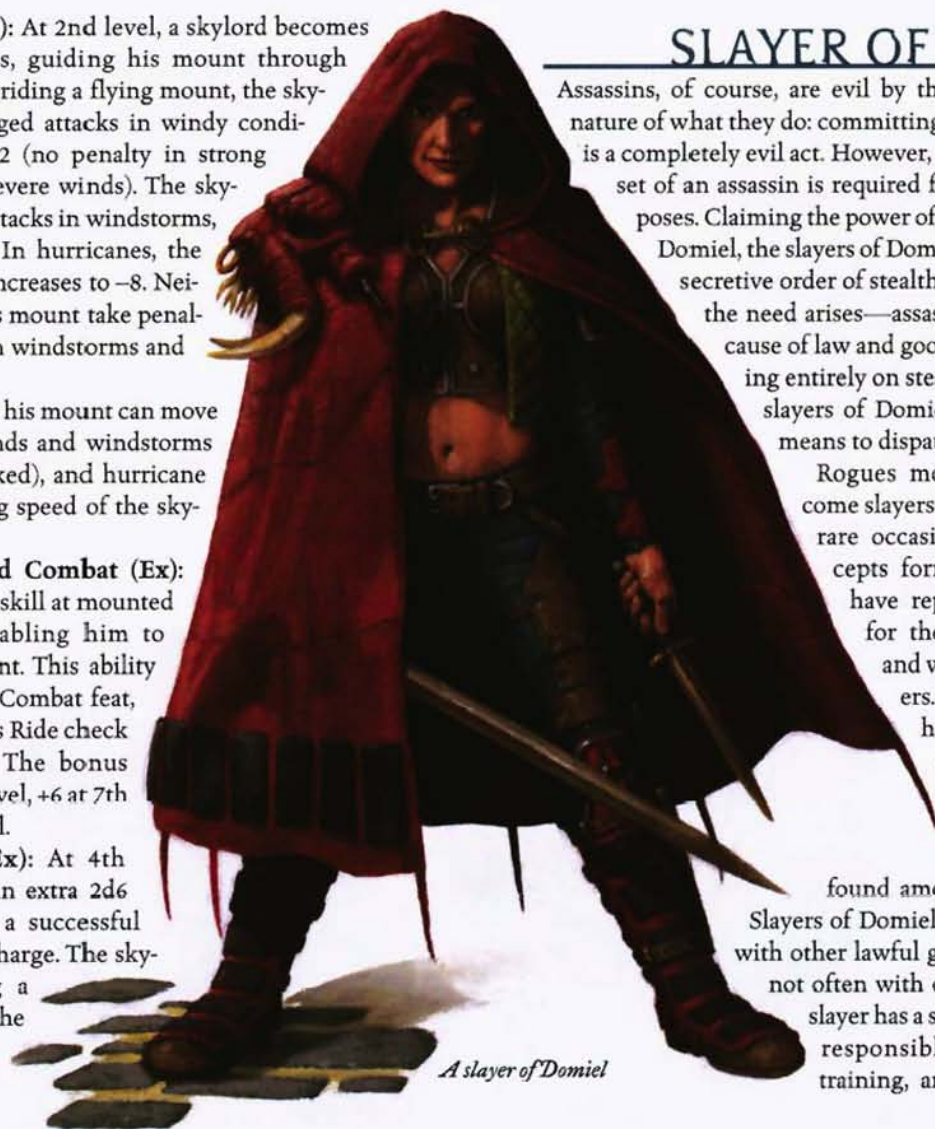
Summon Tempest (Sp): At 10th level, once per week, the skylord can summon a tempest (as described on page 193 of the *Monster Manual II*). This ability is otherwise similar to the *summon monster I* spell. Use the skylord's character level to determine the effect's range and duration.

SLAYER OF DOMIEL

Assassins, of course, are evil by their nature and the nature of what they do: committing murder for money is a completely evil act. However, sometimes the skill set of an assassin is required for more noble purposes. Claiming the power of the paragon archon Domiel, the slayers of Domiel are a disciplined, secretive order of stealthy spies and—when the need arises—assassins who serve the cause of law and good. Rather than relying entirely on stealth and poison, the slayers of Domiel use supernatural means to dispatch evil foes.

Rogues most commonly become slayers of Domiel. On very rare occasions, the order accepts former assassins who have repented and atoned for their past evil deeds and wish to become slayers. Some slayers also have monk, fighter, or even paladin levels. Sorcerer/rogues and cleric/rogues are also found among their numbers.

Slayers of Domiel often work closely with other lawful good characters, but not often with other slayers. Every slayer has a superior in the order responsible for mentoring, training, and supervising her



A slayer of Domiel

TABLE 5-17: THE SLAYER OF DOMIEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Death touch 1/day, <i>detect evil</i> sneak attack +1d6	0	—	—	—
2nd	+1	+0	+3	+0	Divine grace	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	1	0	—	—
4th	+3	+1	+4	+1	Death touch 2/day	1	1	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6	1	1	0	—
6th	+4	+2	+5	+2	Improved evasion	1	1	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	2	1	1	0
8th	+6	+2	+6	+2	Death touch 3/day	2	1	1	1
9th	+6	+3	+6	+3	Sneak attack +5d6	2	2	1	1
10th	+7	+3	+7	+3	Death touch 4/day	2	2	2	1

progress, but some slayers go for months between meetings with their superiors. Few slayers know of more than one or two other slayers besides their mentors.

Hit Die: d6.

REQUIREMENTS

To qualify to become a slayer of Domiel, a character must fulfill all the following criteria.

Alignment: Lawful good.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Feats: Sanctify Martial Strike, Servant of the Heavens.

Special: Sneak attack +3d6, evasion class ability.

CLASS SKILLS

The slayer of Domiel's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the slayer of Domiel prestige class.

Weapon and Armor Proficiency: Slayers of Domiel gain no proficiency with any weapon or armor.

Spells: A slayer of Domiel has the ability to cast a small number of divine spells. To cast a slayer of Domiel spell, the slayer must have a Wisdom score of at least 10 + the spell's level, so a slayer of Domiel with a Wisdom of 10 or lower cannot cast these spells. Slayer of Domiel bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the slayer's Wisdom modifier. When the slayer of Domiel gets 0 spells of a given spell level (for instance, 1st-level spells for a 1st level slayer of Domiel), she gets only the bonus spells

she would be entitled to based on her Wisdom score for that spell level.

The slayer of Domiel's spell list appears below. A slayer of Domiel prepares and casts spells just as a cleric does (though a slayer cannot spontaneously cast *cure* spells).

Death Touch (Su): A slayer of Domiel can slay living evil opponents with a single touch. She must succeed on a melee touch attack against the target. When she touches, she rolls 1d6 per slayer level. If the total at least equals the target's current hit points, it dies. This is a death effect, and it has no effect on nonevil creatures.

A slayer of Domiel can use this ability more often as she increases in levels, as shown on Table 5-17.

Detect Evil (Sp): At will, as the spell of the same name.

Sneak Attack (Ex): If a slayer of Domiel can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Any time a slayer's target would be denied his Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), the slayer's attack deals an extra 1d6 points of damage at 1st level and an additional 1d6 at every two slayer levels thereafter (3rd, 5th, 7th, and 9th). Should a slayer of Domiel score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is within 30 feet.

With a sap or an unarmed strike, a slayer of Domiel can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to

A stalker of Kharash



deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

A slayer of Domiel can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A slayer of Domiel cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

If a slayer of Domiel gets a sneak attack bonus from another source (such as rogue levels), the extra damage stacks.

Divine Grace (Su): A 2nd-level slayer of Domiel applies her Charisma bonus as a bonus on all saving throws.

Improved Evasion (Ex): At 6th level, a slayer of Domiel's evasion ability improves. When subjected to an attack that normally allows a Reflex saving throw for half damage, the slayer takes no damage if she makes a successful saving throw and half damage if the saving throw fails.

SLAYER OF DOMIEL SPELL LIST

Slayers of Domiel choose their spells from the following list:

1st Level: *bless weapon, change self, deathwatch, divine favor, ghost sound, obscuring mist, spider climb, vision of heaven**.

2nd Level: *alter self, darkness, gentle repose, pass without trace.*

3rd Level: *blessed sight*, deeper darkness, invisibility, misdirection, nondetection, speak with dead.*

4th Level: *death ward, dimension door, freedom of movement, holy sword, greater invisibility, sword of conscience*.*

*New spell described in Chapter 6 of this book.

STALKER OF KHARASH

Kharash, one of the Five Companions of Talisid, is the greatest of the wolflike lupinal guardinals. As a fierce opponent of evil, Kharash acts as patron to those who use stealth to track and hunt evildoers. The stalkers of Kharash are a loose-knit order of rangers, rogues, and other characters devoted to fighting evil under Kharash's patronage.

Rangers predominate among the stalkers, bringing a combination of stealth and martial prowess to the class at the outset. Rogues also commonly adopt the class, and bards occasionally take it up. Few other characters, except multiclass rangers or rogues, can meet the skill requirements to become stalkers.

Stalkers of Kharash prefer to work in small groups such as adventuring parties. Some prefer the company of other stealthy characters, while others enjoy working as a scout for a group of normal, noisy characters. Whether PCs or NPCs, stalkers are usually found in the wilderness, wherever evil foes can be found.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stalker of Kharash, a character must fulfill all the following criteria.

Alignment: Neutral good.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Feats: Alertness, Favored of the Companions, Track.

CLASS SKILLS

The stalker of Kharash's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the stalker of Kharash prestige class.

Weapon and Armor Proficiency: A stalker of Kharash is proficient with all martial weapons, but no armor or shield.

Spells per Day: Starting at 1st level, and at each stalker of Kharash level thereafter, the character gains new spells per day as if she had also gained a level in the ranger class. He does not, however, gain any other benefit a character of that class would have gained (improved favored enemies and so on). If the character had no ranger levels before becoming a 1st-level stalker of Kharash, he gains the spellcasting ability of a 1st-level ranger—that is, no spellcasting ability—when he takes his first stalker level. When he becomes a 4th-level stalker, he gains spellcasting ability (as a 4th-level ranger) assuming his Wisdom score is high enough to grant him a bonus 1st-level spell.

A stalker of Kharash's caster level is one half the sum of his ranger levels and his stalker levels.

Scent of Evil (Su): A stalker of Kharash has an unusual ability that combines the scent special quality with the *detect evil* spell. The stalker can detect evil opponents within 30 feet by their scent of evil. If the opponent is upwind, the range

TABLE 5-18: THE STALKER OF KHARASH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+2	+0	Scent of evil	+1 level of ranger
2nd	+2	+0	+3	+0	Favored enemy—evil	+1 level of ranger
3rd	+3	+1	+3	+1		+1 level of ranger
4th	+4	+1	+4	+1	Hide in plain sight	+1 level of ranger
5th	+5	+1	+4	+1	Track evil	+1 level of ranger
6th	+6	+2	+5	+2	Smite evil 1/day	+1 level of ranger
7th	+7	+2	+5	+2		+1 level of ranger
8th	+8	+2	+6	+2	Smite evil 2/day	+1 level of ranger
9th	+9	+3	+6	+3		+1 level of ranger
10th	+10	+3	+7	+3	Smite evil 3/day	+1 level of ranger

increases to 60 feet; if downwind, it drops to 15 feet. A strong aura of evil (an evil outsider or evil cleric of 5–10 HD, an evil elemental or undead of 10–21 HD, an evil creature of 25–54 HD, or an evil magic item or spell with a caster level of 10–21) can be detected at twice these ranges. An overwhelming aura of evil (an evil outsider or evil cleric with 11 HD or more, an evil elemental or undead with 22 HD or more, an evil creature with 55 HD or more, or an evil magic item or spell with a caster level of 22 or higher) can be detected at triple normal range.

When the stalker detects a scent, the exact location is not revealed—only its presence somewhere within range. The stalker can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the stalker knows the source's location.

Favored Enemy—Evil (Ex): At 2nd level, a stalker of Kharash gains evil creatures of all kinds as a favored enemies. He gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil creatures. He also gains a +1 bonus on weapon damage rolls against evil creatures. This bonus stacks with any other favored enemy bonus the stalker might have, such as from the ranger class.

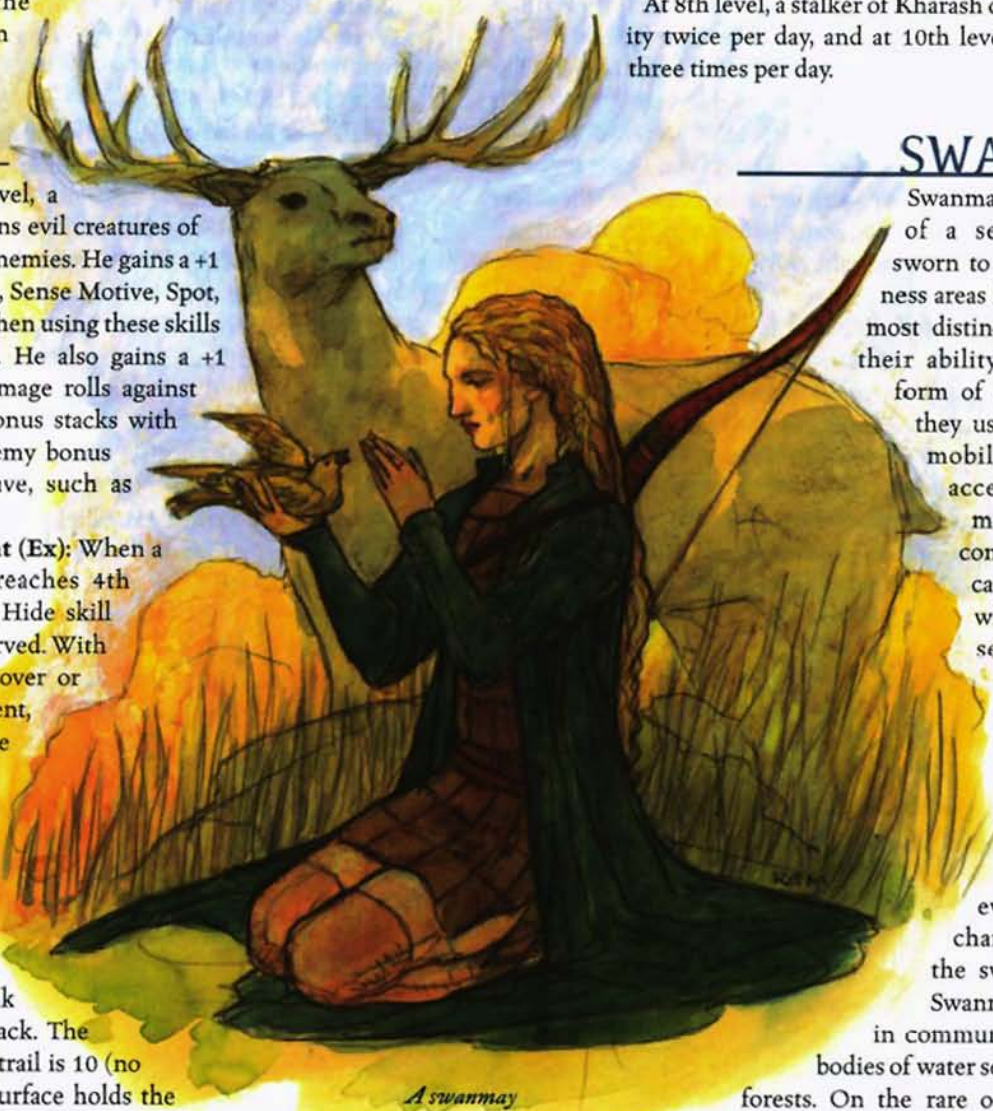
Hide in Plain Sight (Ex): When a stalker of Kharash reaches 4th level, he can use the Hide skill even while being observed. With at least one-quarter cover or one-quarter concealment, the stalker can hide from view.

Track Evil (Su): A 5th-level stalker can use the Track feat to track an evil creature by its lingering evil aura, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the

scent). The DC for tracking a normal aura increases by 2 every 10 minutes, for tracking a strong aura by 2 every hour, and for tracking an overwhelming aura by 2 every day. This ability otherwise follows the rules for the Track feat. The stalker can ignore the effects of surface conditions and poor visibility.

Smite Evil (Su): Once per day, a 6th-level stalker of Kharash may attempt to smite evil with one normal unarmed strike. He adds a +4 bonus to his attack roll and deals 1 extra point of damage per class level. This bonus damage stacks with favored enemy bonuses. If he accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 8th level, a stalker of Kharash can use this ability twice per day, and at 10th level he can use it three times per day.



SWANMAY

Swanmays are members of a secretive order sworn to protect wilderness areas from evil. Their most distinctive feature is their ability to adopt the form of a swan, which they use primarily for mobility. The order accepts only women who are committed to the cause of good and who already possess a strong affinity for the natural world.

Only druids and rangers can become swanmays. It is very rare for even multiclass characters to join the swanmay order.

Swanmays often live in communal lodges near bodies of water secluded in deep forests. On the rare occasions when

TABLE 5–19: THE SWANMAY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Shifting 1/day, spell resistance, wild empathy	—
2nd	+2	+3	+0	+0	Shifting 2/day, favored enemy	+1 level of existing class
3rd	+3	+3	+1	+1	Shifting 3/day, low-light vision	+1 level of existing class
4th	+4	+4	+1	+1	Charm person 3/day, wild empathy +2	+1 level of existing class
5th	+5	+4	+1	+1	Speak with animals	+1 level of existing class
6th	+6	+5	+2	+2	Shifting 4/day, speak with plants	+1 level of existing class
7th	+7	+5	+2	+2	Charm monster 2/day	+1 level of existing class
8th	+8	+6	+2	+2	Wild empathy +4	+1 level of existing class
9th	+9	+6	+3	+3		+1 level of existing class
10th	+10	+7	+3	+3	Shifting 5/day, wild empathy +6, fey transformation	+1 level of existing class

they travel beyond their woods to adventure, it is to oppose an evil force that threatens the larger wilderness. They are very secretive, and avoid revealing their true nature even to adventuring companions.

Hit Die: d8.

REQUIREMENTS

To qualify to become a swanmay, a character must fulfill all the following criteria.

Gender: Female.

Alignment: Any good.

Skills: Knowledge (nature) 8 ranks, Speak Language (Sylvan), Survival 8 ranks.

Feats: Sacred Vow, Vow of Purity.

Spells: Able to cast *speak with animals*.

Special: The character must have the wild empathy class feature.

Special: Knowingly or not, a character must perform a great service for another swanmay before she can join the order.

CLASS SKILLS

The swanmay's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Swanmays gain no proficiency with any weapon or armor.

Shifting (Su): The hallmark of the swanmay is the ability to assume the form of a swan. She can assume this form and return to her normal form once per day at 1st level. This is identical to the druid's wild shape ability, except that the swanmay can only assume the form of a swan. The swanmay can use this ability more times per day at 2nd, 3rd, 6th, and 10th level, as noted on Table 5-19.

Swan: CR 1/3; Small Animal; HD 1d8; hp 4; Init +2; Spd 10 ft., fly 60 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Atk +1 melee (1d3-1, 2 slams) and -4 melee (1d2-1, bite); SQ damage reduction 5/cold iron; AL N; SV Fort +2, Ref +4, Will +1; Str 8, Dex 15, Con 10, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +7, Spot +3; Alertness.

Damage Reduction (Ex): While in swan form, a swanmay gains damage reduction 5/cold iron.

Spell Resistance (Ex): A swanmay has spell resistance equal to 12 + her swanmay level.

Wild Empathy (Ex): A swanmay adds her class level to her druid or ranger level when making a wild empathy check. In addition, at 4th level she gains a +2 bonus on wild empathy checks. This bonus increases to +4 at 8th level and +6 at 10th level.

Spells per Day: Starting at 2nd level, and at each swanmay level thereafter, the character gains new spells per day as if she had also gained a level in either druid or ranger, whichever class she belonged to before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained. If the character was both a druid and a ranger before becoming a swanmay, she must decide to which class she adds each swanmay level for the purpose of determining spells per day.

Favored Enemy (Ex): At 2nd level, a swanmay gains a favored enemy. This works just like the ranger's favored enemy ability, and if the swanmay has one or more favored enemies already, the bonus against one of her favored enemies increases as if she had just gained another favored enemy from her ranger class. The swanmay does not choose this favored enemy herself; rather, each order of swanmays has its own favored enemy, typically related to a group that frequently threatens their home region.

Low-Light Vision (Su): At 3rd level, a swanmay gains low-light vision.

Charm Person (Sp): At 4th level, a swanmay can use *charm person*, as the spell, three times per day. Her caster level is equal to her swanmay level, and the saving throw DC is equal to 13 + her Charisma modifier.

Speak With Animals (Sp): At 5th level, a swanmay can use *speak with animals*, as the spell, at will. Her caster level is equal to her swanmay level.

Speak With Plants (Sp): At 6th level, a swanmay can use *speak with plants*, as the spell, at will. Her caster level is equal to her swanmay level.

Charm Monster (Sp): At 7th level, a swanmay can use *charm monster*, as the spell, two times per day. Her caster level is equal to her swanmay level, and the saving throw DC is equal to 15 + her Charisma modifier.

Fey Transformation (Ex): At 10th level, a swanmay's type changes to fey. Additionally, she gains damage reduction 10/cold iron, regardless of whether she is in humanoid form or swan form.

SWORD OF RIGHTEOUSNESS

The call of exalted deeds does not exclude the path of the warrior. Though few in number, warriors of every stripe devote themselves to good, choosing a higher calling than their fellows. Even among paladins, some pursue a commitment to righteousness and purity that exceeds the norm, truly exalting them above their peers. These men and women are called swords of righteousness.

The sword of righteousness prestige class is simply a way for a martially oriented character—typically a paladin, fighter, ranger, barbarian, monk, or even rogue—to gain more exalted feats at the cost of a slightly slower progression in his or her basic class. It is not intended as a lifelong career path, just a side-track allowing such a character to focus for a short while on the trappings of righteousness. Spellcasting characters (bards, clerics, druids, sorcerers, and wizards) tend toward the wonder-worker prestige class to accomplish the same goal.

TABLE 5-20: THE SWORD OF RIGHTEOUSNESS

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+2	Bonus exalted feat
2nd	+2	+3	+0	+3	Bonus exalted feat
3rd	+3	+3	+1	+3	Bonus exalted feat

No organization binds swords of righteousness together, though they are often found operating in the churches of good deities, good-aligned knightly orders, and other existing organizations dedicated to virtuous causes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sword of righteousness, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus:

+6.

Feats: Either Favored of the Companions, Knight of Stars, or Servant of the Heavens, plus one additional exalted feat.

CLASS SKILLS

The sword of righteousness's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the sword of righteousness prestige class.

Weapon and Armor Proficiency:

Swords of righteousness gain no proficiency with any weapon or armor.

Bonus Exalted Feat: At every level, a sword of righteousness gets a bonus exalted feat. These bonus feats must be drawn from among those identified as exalted feats in Chapter 4: Feats.

Multiclass Note: Paladins and lawful good monks may multiclass as swords of righteousness and freely return to their original class without hindrance or penalty. The sword of righteousness levels need not be taken all at once.

TROUBADOUR OF STARS

With the exception of Gwynharwyf, who holds her barbarian champions in special regard, the various lords and knights of the eladrin Court of Stars do not sponsor individual orders of followers. Rather, as a group they offer their patronage to certain mortal bards, granting them the ability to channel their celestial music through their mortal voices and instruments. These blessed bards are the troubadours of stars, gifted musicians and champions of good.

Only a character who spontaneously casts arcane spells can become a troubadour of stars. Bards are the most common, but a very few sorcerers take up the eladrins' mantle as well.

Troubadours of stars tend to wander alone, or as part of a small band, traveling far and wide across the mortal world.

They strive to bring hope to the hopeless and freedom to those oppressed or enslaved by tyrants.

Whenever one troubadour encounters another on her travels, the two exchange stories and news before continuing on their separate ways. They are duty-bound to help each other in times of need, but rarely seek out extensive contact with others of their order.

Hit Die: d6.

REQUIREMENTS

To qualify to become a troubadour of stars, a character must fulfill all the following criteria.

Alignment: Chaotic good.

Skills: Perform 6 ranks.

Feats: Knight of Stars.

Spells: Able to spontaneously cast 4th-level arcane spells.

CLASS SKILLS

The troubadour of stars' class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the troubadour of stars prestige class.

Weapon and Armor Proficiency: Troubadours of stars gain no proficiency with any weapon or armor.

Bardic Music: A troubadour of stars adds her class level to her bard level, if any, to determine what bardic music abilities she can use and how often she can use them. In addition, her



A sword of righteousness

troubadour levels stack with her bard levels for purposes of determining the bonus granted by her bestow courage ability. A troubadour of stars with no bard levels gains bardic music abilities as a bard of her class level.

Detect Evil (Sp): At will, as the spell.

Holy Cacophony (Su): A 2nd-level troubadour of stars with 8 or more ranks in Perform can, as an extra bardic music effect, create a song of discordant notes that hampers evil creatures. Any evil creature within 30 feet of the troubadour must make a successful Concentration check (DC 15 + spell level) in order to cast a spell or use a spell-like ability. Using the Words of Creation with this ability increases the save DC to 20 + spell level and deals 8d4 points of nonlethal damage to the troubadour. Holy cacophony is a sonic, mind-affecting ability.

Celestial Spells: Once she reaches 2nd level, a troubadour of stars can cast spells as if she were an eladrin. Specifically, the troubadour can learn and cast any spell described in Chapter 6 that has a celestial or eladrin component, as long as she can otherwise cast the spell (it appears on her spell list, it is of a level of spells that she can cast, and she has a sufficient ability score to cast spells of that level).

Spells per Day/Spells Known: At each even-numbered troubadour of stars level, the character gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. The class must spontaneously cast spells (as a sorcerer or bard does). She does not, however, gain any other benefit a character of that class would have gained (bardic music abilities, improved familiar abilities, and so on). If the character had more than one arcane spellcasting class before becoming a troubadour of stars, she must decide to which class she adds each troubadour level for the purpose of determining spells per day and spells known.

Starmantle (Sp): At 3rd level, a troubadour of stars gains the ability to use *starmantle*, as the spell

(see Chapter 6), once per day. Her caster level is equal to her character level.

Song of Hope (Su): A 5th-level troubadour of stars with 11 or more ranks in Perform can, as an additional bardic music effect, inspire powerful hope in her allies. Good-aligned creatures within 30 feet of the troubadour who are her allies gain a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls, as if affected by the *good hope* spell. In addition, affected creatures gain a new saving throw against any fear effect, despair effect (such as the *crushing despair* spell), or similar mind-affecting condition, excluding *charm person*, *dominate person*, and similar spells. An affected creature may use the troubadour's Perform check result in place of her saving throw if, after rolling the saving throw, the Perform check result proves to be better. Using the Words of Creation with this ability increases the morale bonus to +4 and deals 11d4 points of nonlethal damage to the troubadour. Song of hope is a sonic, mind-affecting ability.

Sanctified Spells: A 6th-level troubadour of stars can use sanctified spells as though they were among her spells known.

Eladrin Form (Sp): At 7th level, a troubadour of stars gains the ability to use *eladrin form*, as the spell (see Chapter 6), once per day. Her caster level is equal to her class level.

Celestial Symphony (Su): A 9th-level troubadour of stars with 15 or more ranks in Perform can, as an additional bardic music effect, create an effect that duplicates the *holy word* spell. Nongood creatures within 30 feet of the troubadour are affected as though by the spell. The troubadour's caster level is equal to her class level. Using the Words of Creation with this effect grants the troubadour a +4 bonus on her caster level check to overcome spell resistance and deals 15d4 points of nonlethal damage to the troubadour. Celestial symphony is a sonic effect.



A troubadour of stars

TABLE 5-21: THE TROUBADOUR OF STARS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, <i>detect evil</i>	—
2nd	+1	+0	+3	+3	Holy cacophony, celestial spells	+1 level of existing class
3rd	+2	+1	+3	+3	Starmantle	—
4th	+3	+1	+4	+4		+1 level of existing class
5th	+3	+1	+4	+4	Song of hope	—
6th	+4	+2	+5	+5	Sanctified spells	+1 level of existing class
7th	+5	+2	+5	+5	Eladrin form	—
8th	+6	+2	+6	+6		+1 level of existing class
9th	+6	+3	+6	+6	Celestial symphony	—
10th	+7	+3	+7	+7	Celestial ascension	+1 level of existing class

Celestial Ascension (Ex): At 10th level, a troubadour of stars is so attuned to the ways of the eladrins that she becomes a magical creature. Her type changes to outsider (native) and she gains damage reduction 10/unholy. Unlike other outsiders, the troubadour can still be brought back from the dead.

VASSAL OF BAHAMUT

Most of Bahamut's emissaries and champions are dutiful and mighty metallic dragons. Occasionally, however, Bahamut finds a nondraconic champion whose reverence of good dragons is unshakable, and whose hatred of evil dragons rivals that of the purest gold dragons—a force of good so strong that Bahamut feels moved to offer this champion a place in his court.

A vassal of Bahamut is a devout, nondraconic champion in the service of the Dragon King. Vassals of Bahamut are most often paladins, although fighters, rangers, and barbarians can become vassals as well. The road to becoming a Vassal of Bahamut often begins with the character undertaking a quest for a good-aligned dragon, and then assisting good dragons over a period of time. If the champion worships Bahamut and proves himself worthy by defeating a red dragon in combat, Bahamut sends his avatar or some other emissary to offer her the opportunity to become a vassal. If the character declines, Bahamut takes no offense, allowing plenty of time for the character to reconsider.

Vassals of Bahamut often work with other exalted characters, particularly groups who frequently oppose evil dragons and other servants of Tiamat, the evil dragon

queen. A vassal of Bahamut even deigns to cooperate with neutral characters on missions against evil dragons, although he might belittle them for their lack of convictions. The only time a vassal of Bahamut works with evil characters is if he is infiltrating their group and trying to bring down an evil dragon or one of Tiamat's agents.

Because vassals of Bahamut are few in number and widespread, it is highly unlikely that two vassals of Bahamut ever meet face-to-face.

Hit Die: d10.

REQUIREMENTS

To qualify to become a vassal of Bahamut, a character must fulfill all the following criteria.

Alignment: Lawful good.

Base Attack Bonus: +7.

Skills: Craft (armorsmithing) 5 ranks, Diplomacy 5 ranks.

Feats: Sacred

Vow, Vow of Obedience.

Special: The character must have single-handedly slain a juvenile (or older) red dragon.

CLASS SKILLS

The vassal of Bahamut's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (armorsmithing) (Int), Craft (weaponsmithing) (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the vassal of Bahamut prestige class.



A vassal of Bahamut

TABLE 5-22: THE VASSAL OF BAHAMUT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Imperious aura, platinum armor	—	—	—	—
2nd	+2	+3	+0	+0	Dragon senses, shared trove	0	—	—	—
3rd	+3	+3	+1	+1	Bonus feat	1	0	—	—
4th	+4	+4	+1	+1	Dragonwrack (+2d6/1d6)	1	1	—	—
5th	+5	+4	+1	+1	Shared trove	1	1	0	—
6th	+6	+5	+2	+2	Bonus feat	1	1	1	—
7th	+7	+5	+2	+2	Dragonwrack (+3d6/1d6)	2	1	1	0
8th	+8	+6	+2	+2	Shared trove	2	2	1	1
9th	+9	+6	+3	+3	Bonus feat	2	2	1	1
10th	+10	+7	+3	+3	Dragonwrack (+4d6/2d6)	2	2	2	1

Weapon and Armor Proficiency: A champion of Bahamut is proficient with all simple and martial weapons, all types of armor, and shields (except tower shields).

Imperious Aura (Ex): Good dragons are naturally well-disposed toward a vassal of Bahamut, while evil dragons are cowed by his presence. The vassal of Bahamut gains a bonus equal to his class level on all Charisma-based skill checks made against dragons and dragon-type creatures (such as wyverns).

Platinum Armor: A vassal of Bahamut is granted the ability to create platinum scale mail. The vassal starts with scales from a slain juvenile (or older) red dragon and works them for 2 days per character level. During this time, the vassal must not engage in any other activities other than eating and sleeping. At the end of this period, the red dragon scales transform into glistening platinum scales. The finished masterwork suit of armor weighs 25 pounds and confers a +8 armor bonus. Its other properties are as a masterwork chain shirt (+4 max Dex bonus, -1 armor check penalty, 20% arcane spell failure chance, no speed reduction).

Only the vassal of Bahamut may wear the platinum armor, which instantly corrodes and turns to powder if donned by another creature. The vassal can replace a lost suit using scales from a slain juvenile (or older) red dragon, as noted above, but can craft no more than one such suit at a time.

The vassal's platinum armor may be enhanced using standard item creation feats.

Dragon Senses (Ex): Starting at 2nd level, a vassal of Bahamut can see four times as well as a human in low-light conditions and twice as well as a human in normal light. He also gains darkvision out to 120 feet.

Shared Trove: At 2nd, 5th, and 8th level, a vassal of Bahamut receives a modest lump sum reward for his loyal service. The reward magically appears before the vassal—a mound of platinum coins delivered straight from Bahamut's celestial treasure vault.

The number of platinum pieces equals $100 \times$ the vassal of Bahamut's character level. The vassal may spend the money more or less as he sees fit, provided the expenditure serves a good or righteous cause. If the money is spent frivolously or unwisely, Bahamut sends a loyal representative (usually a gold dragon in an alternate form) to demand repayment. Spending the money to improve one's personal equipment is neither frivolous nor unwise.

Spells: Beginning at 2nd level, a vassal of Bahamut gains the ability to cast a small number of divine spells. To cast a spell, the vassal must have a Wisdom score of at least $10 +$ the spell's level, so a vassal with a Wisdom of 10 or lower cannot cast these spells. Vassal of Bahamut bonus spells are based on Wisdom, and saving throws against these spells have a DC of $10 +$ spell level +

the vassal's Wisdom bonus. When the vassal gets 0 spells of a given level (for instance, 1st-level spells for a 2nd-level vassal of Bahamut), he gets only the bonus spells he would be entitled to based on his Wisdom score for that spell.

The vassal of Bahamut's spell list appears below. A vassal of Bahamut prepares and casts spells just as a cleric does (though a beloved cannot spontaneously cast cure spells).

Bonus Feat: At 3rd level, and again at 6th and 9th level, a vassal of Bahamut gains a bonus feat. This feat must be drawn from the following list, and the vassal must meet all the prerequisites for the feat: Blind-Fight, Cleave, Combat Reflexes, Exalted Smite*, Gift of Faith*, Gift of Grace*, Great Cleave, Great Fortitude, Hands of a Healer*, Holy Radiance*, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Negotiator, Nemesis*, Nimbus of Light*, Persuasive, Power Attack, Righteous Wrath*, Sanctify Weapon*, Weapon Focus.

*New feat described in Chapter 4 of this book.

Dragonwrack (Su): Evil dragons that strike a vassal of Bahamut or are struck by him suffer grievous wounds. At 4th level, a vassal of Bahamut deals +2d6 points of damage with each successful melee attack made against an evil creature of the dragon type. Furthermore, any such creature that strikes the vassal with a natural weapon or melee weapon takes 1d6 points of damage. In both cases, half of the extra damage is permanent hit point drain.

A dragon that survives a battle against a vassal of Bahamut often bears terrible scars from the permanent drain of hit points. Only a wish or miracle spell can restore hit points drained permanently by a vassal's dragonwrack ability.

At 7th level, the vassal deals +3d6 points of damage to evil dragons, and a dragon that strikes the vassal takes 1d6 points of damage. Again, in both cases, half of this damage is permanent drain. At 10th level, the damage increases to +4d6 points and 2d6 points, respectively.

VASSAL OF BAHAMUT SPELL LIST

Vassals of Bahamut choose their spells from the following list:

1st Level: bless, bless weapon, divine favor, endure elements, lantern light*, protection against evil, shield of faith.

2nd Level: align weapon, bear's endurance, bull's strength, change self, resist energy, shield other, undetectable alignment.

3rd Level: discern lies, magic circle against evil, protection from energy, refreshment*, searing light.

4th Level: dispel evil, divination, divine power, holy sword, tongues.

*New spell described in Chapter 6 of this book.



WONDERWORKER

Among spellcasters of all kinds, some are so devoted to the cause of good that they sacrifice some of their spellcasting ability in order to grow closer to the ideal of goodness they revere. These are wonderworkers, practitioners of arcane or divine magic (or even psionics) whose righteousness and purity sets them apart from others—even from other good clerics.

Like the sword of righteousness prestige class, the wonderworker class allows a spellcasting or psionic character to gain more exalted feats at the cost of a slightly slower spell progression. Bards, clerics, druids, sorcerers, wizards, psions, and psychic warriors can all adopt this class, while more martially oriented characters generally choose the sword of righteousness class to accomplish the same goal.

No organization unites wonderworkers, though they are often found operating in the churches of good deities, good-aligned guilds or colleges, and other existing organizations devoted to virtuous causes.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wonderworker, a character must fulfill all the following criteria.

Alignment: Any good.

Base Save Bonus: Will +5.

Feats: One exalted feat, plus either Favored of the Companions, Knight of Stars, or Servant of the Heavens.

Spells: Able to cast 3rd-level arcane or divine spells, or to manifest 3rd-level psionic powers.

CLASS SKILLS

The wonderworker's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Wonderworkers gain no proficiency with any weapon or armor.

Bonus Exalted Feat: At every level, a wonderworker gets a bonus exalted feat. These bonus feats must be drawn from among those identified as exalted feats in Chapter 4: Feats.

Bonus Spells per Day: For each level of wonderworker that a spellcasting character attains, he gains bonus spells to the number of spells per day he normally casts. These bonus spells can be added to whatever levels of spells the wonderworker can currently cast, but no more than one can be added to

the character's highest current spell level. Arcane spellcasters (bards, sorcerers, and wizards) receive fewer bonus spells than divine spellcasters (clerics and druids), as shown on the table above.

For example, a 9th-level cleric who takes a single level in wonderworker can give himself one bonus 5th-level spell (his highest as a 9th-level cleric), and one bonus spell in one other level, 0 through 4th. A 9th-level wizard who takes a level in wonderworker gains only one bonus spell, which she can give herself in any level, 0 through 5th.

A psion who adopts the wonderworker class receives bonus power points/day equal to one-half of the sum of his psion level and his wonderworker level. A psychic warrior/wonderworker receives bonus power points/day equal to one-third of the sum of her psychic warrior level and her wonderworker level. If a wonderworker has two spellcasting or psionic classes already, he must give the bonus spell or power points to a class in which he can cast at least 3rd-level spells or manifest at least 3rd-level powers. If more than one class meets that requirement, he must choose which previous class gains the bonus. He cannot split bonus spells or power points between two different spellcasting or psionic classes. For example, a 5th-level cleric/5th-level wizard takes one level of wonderworker. He can either take 2 bonus cleric spells or 1 bonus wizard spell, but he cannot take 1 of each.

Once a wonderworker has chosen how to apply his bonus spells or power points, they cannot be shifted.



A wonderworker

TABLE 5-23: THE WONDERWORKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells per Day	
						Arcane	Divine
1st	+0	+0	+0	+2	Bonus exalted feat	1	2
2nd	+1	+0	+0	+3	Bonus exalted feat	2	3
3rd	+1	+1	+1	+3	Bonus exalted feat	1	2



Illustration by P. Kopp

White magic, holy power, celestial radiance: by any name, the magic of good is no less powerful, though often more subtle, than the dark force of evil.

GOOD SPELLS

Not many spells in the *Player's Handbook* have the good descriptor, but this book includes many more. Spells have the good descriptor because they do one or more of the following things:

- Good spells call upon good deities or energies.
- Good spells summon or improve celestials or other good creatures.
- Good spells involve a personal sacrifice to help another.
- Good spells inspire hope, joy, or similar positive emotions, or they alleviate suffering.

WHAT'S GOOD?

Is casting a healing spell a good act? Often, it is: it relieves the suffering of another creature, promoting the life and well being of that creature. Healing spells do not carry the good descriptor, however, because their moral weight depends heavily on circumstances. Healing a blackguard so he can continue to fight a good party is not a good act at all. Like most spells, healing spells can be used for good or evil purposes, so they are not inherently good.

As a variant rule, consider the following spells from the *Player's Handbook* to have the good descriptor: *good hope* and *shield other*.

SANCTIFIED MAGIC

For those willing to utterly devote themselves to good, great power awaits in the form of sanctified magic. These spells require a great sacrifice from the caster in exchange for powerful results.

Spellcasters prepare sanctified spells just as they do regular spells, and casters who do not prepare spells (including sorcerers and bards) cannot make use of them except from a scroll. Evil characters cannot cast sanctified spells, including ones cast from magic items.

A sanctified spell usually has no material components (exceptions are noted). Instead, it draws power from the sacrifice of the spellcaster in the form of ability damage, ability drain, or occasionally greater sacrifices (a level or even the caster's life). The sacrifice occurs when the spell's duration expires. (No sanctified spell has a permanent duration.)

If a sanctified spell is made into a potion, scroll, wand, or some other magic item, the user of the item makes the sacrifice, not the creator. (The creator still pays the XP cost and gp cost for

creating the item.) This sacrifice, specified in the spell's descriptive text, is paid each time the item is used.

Sanctified spells are specific to no character class. They are neither inherently arcane nor divine spells. A divine caster casting a sanctified spell casts it as a divine spell, while an arcane caster casts it as an arcane spell.

While wizards, druids, rangers, and paladins can all prepare sanctified spells, clerics have a special advantage: they can spontaneously cast any sanctified spell, just as they can spontaneously cast *cure wounds* spells.

SPELL LISTS

This section begins with a list of sanctified spells, which are available to any class that prepares spells rather than casting them spontaneously. Following the sanctified spells are lists of new spells for the bard, cleric, druid, paladin, ranger, sorcerer, and wizard classes. Each spell's effect is summarized here, with all the details provided in the spell descriptions that follow.

An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch. An ^X denotes a spell with an XP component paid by the caster.

SANCTIFIED SPELLS

1st-Level Sanctified Spells

- Abjur **Twilight Luck**: Target gains +1 luck bonus on all saving throws.
- Div **Divine Inspiration**: Target gains +3 sacred bonus on attack rolls against evil creatures.

2nd-Level Sanctified Spells

- Abjur **Luminous Armor**: Shimmering light around target grants +5 armor bonus, dispels magical darkness, and imposes a -4 penalty on opponents' melee attacks.
- Evoc **Ayalla's Radiant Burst**: Evil creatures are blinded for 1 round and take 1d6 damage/2 levels.

3rd-Level Sanctified Spells

- Abjur **Phieran's Resolve**: +4 sacred bonus on saves against spells with the evil descriptor.
- Div **Path of the Exalted**: Caster receives divine guidance from a higher power.
- Telepathy Tap**: Overhear creatures' telepathic communications.
- Evoc **Brilliant Emanation**: Reflective surfaces shed brilliant light that blinds evil creatures.
- Hammer of Righteousness**: Deals 1d6 points of damage per caster level, or 1d8 points of damage per caster level if the target is evil.
- Trans **Celestial Aspect**: Target gains one of four celestial properties: sword archon's armbreaker, fire eyes, cervid horns, or deva wings.

4th-Level Sanctified Spells

- Abjur **Luminous Armor, Greater**: Shimmering light around target grants +8 armor bonus, dispels magical darkness, and imposes a -4 penalty on opponents' melee attacks.

Sunmantle: Illuminates as a *daylight* spell; target gains damage reduction 5/-; lashes foe for 5 points of damage each time target takes damage in melee.

- Evoc **Diamond Spray^M**: Dazzles evil creatures for 2d6 rounds and deals 1d6 damage per level (maximum 10d6) to evil creatures.

5th-Level Sanctified Spells

- Ench **Inquisition**: Compels target to divulge information truthfully.
- Evoc **Curtain of Light**: Curtain of light deals 2d4 damage to evil creatures out to 10 ft. and 1d4 damage out to 20 ft. Passing through curtain deals 2d6 +1/level damage to evil creatures.
- Necro **Sicken Evil**: Evil creatures are sickened by your presence.

6th-Level Sanctified Spells

- Abjur **Exalted Raiment**: Wearer gains +1 sacred bonus to AC per five caster levels, damage reduction 10/evil, SR 5 + caster level, and immunity to Con damage and Con drain.
- Conj **Valiant Steed**: Calls a pegasus or unicorn, which serves caster for up to 1 year.
- Evoc **Storm of Shards**: Evil creatures are blinded for 1 round; evil outsiders and undead also take 1d6 damage/level.

7th-Level Sanctified Spells

- Conj **Cry of Ysgard**: Calls 2d4 bariaur defenders of Ysgard.
- Evoc **Constricting Chains^F**: Creature is entangled, unable to move, and takes 3d6 nonlethal damage per round.
- Rain of Embers**: Rain of divine fire deals 10d6 damage per round to evil creatures.
- Necro **Phoenix Fire^F**: Evil creatures take 2d6 damage/caster level as you immolate yourself.
- Trans **Channel Celestial**: You invite a celestial (up to 12 HD) to occupy your body.

8th-Level Sanctified Spells

- Conj **Dragon Cloud**: Calls forth an elemental spirit that assumes a cloudy, dragonlike form.
- Trans **Restore Soul's Treasure**: Restores a magic item destroyed by *soul's treasure lost* spell.

9th-Level Sanctified Spells

- Conj **Armageddon**: Calls powerful good outsiders to fight at your side.
- Evoc **Exalted Fury**: All creatures within 40 ft. take damage equal to 50 + your current hp, and you die.
- Necro **Sanctify the Wicked^F**: Traps evil creature in a diamond for one year, then releases it as a sanctified creature.
- Trans **Channel Greater Celestial**: As *channel celestial*, but up to 24 HD.

BARD SPELLS

1st-Level Bard Spells

- Ray of Hope**: Subject gains +2 bonus on attacks, saves, and checks.

2nd-Level Bard Spells

Elation: Allies gain +2 to Strength and Dexterity, +5 ft. of speed.
Faerinaal's Hymn: Up to one creature/level cannot take attacks of opportunity.

3rd-Level Bard Spells

Refreshment: Cures all nonlethal damage on one creature.
Warcry: Creatures within a 30-foot cone cower for 1d4 rounds.

4th-Level Bard Spells

Blinding Beauty: You become as beautiful as a nymph, and can blind humanoids who look at you.
Dolorous Motes: Creates clouds of flickering light (1 10-ft. cube/level) that dazes creatures.
Inspired Aim: Allies within 40 ft. gain +2 insight bonus on ranged attack rolls.

5th-Level Bard Spells

Telepathy Block: Blocks all telepathic communication within 80-ft. radius.

6th-Level Bard Spells

Empyrean Ecstasy: Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; -4 to skill checks.
Heaven's Trumpet^F: Blast of music paralyzes foes.

CLERIC SPELLS**1st-Level Cleric Spells**

Eyes of the Avoral: Subject gets +8 on Spot checks.
Lantern Light: Ranged touch attacks deal 1d6 points of damage.
Ray of Hope: Subject gains +2 bonus on attacks, saves, and checks.
Vision of Heaven: Evil creature is dazed for 1 round.

2nd-Level Cleric Spells

Ease Pain: Remove lingering effects of pain.
Elation: Allies gain +2 to Strength and Dexterity, +5 ft. of speed.
Estanna's Stew^F: Conjures stew that heals 1d6+1 per serving.
Lastai's Caress^M: Intense feelings of good leave evil subject cowering, frightened, nauseated, or shaken.
Remove Addiction: Cures target of drug addictions.

3rd-Level Cleric Spells

Affliction: Infects evil subject with chosen affliction.
Blessed Sight: Evil auras become visible to you.
Energize Potion^M: Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.
Heart's Ease: Removes fear, despair, confusion, insanity and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
Inspired Aim: Allies within 40 ft. gain +2 insight bonus on ranged attack rolls.
Refreshment: Cures creatures of all nonlethal damage.
Remove Nausea: Cure a nauseated or sickened character.

4th-Level Cleric Spells

Blood of the Martyr: You heal a target at range and take a like amount of damage.
Celestial Brilliance: Object sheds brilliant light to 120 feet, hurts undead and evil outsiders.
Greater Status: As *status*, but cast some spells through bond.
Remove Fatigue: Removes effects of fatigue as 8 hours of rest.
Sustain^M: Recipients need no food or drink for 6 hours/level.
Stars of Arvandor: Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 damage (all lethal) to evil creatures.
Sword of Conscience: Evil creature confesses crimes, takes Wisdom damage.

5th-Level Cleric Spells

Chaav's Laugh: Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1/level (max. +20). Evil creatures take -2 on attack rolls and saves against fear.
Convert Wand: Transforms a magic wand into a healing wand (lasts 1 minute/level).
Crown of Flame: Aura burns evil outsiders, undead, and fey for 2d6 points of damage/round.
Dancing Web: Energy strands deal 1d6 nonlethal damage per level plus entangles evil creatures for 1d6 rounds.
Energetic Healing: Target is immune to one energy type and gains 10% of the energy damage as healing.
Sacred Guardian: You know status of subject and can teleport or scry without error.
Telepathy Block: Blocks all telepathic communication within 80-ft. radius.
Warding Gems^M: Creates gems that store healing energy, encircle the target, and release their healing power on command.

6th-Level Cleric Spells

Call Faithful Servants: Summons 1d4 lantern archons, cour eladrins, or musteval guardinals.
Celestial Blood^M: Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil.
Crown of Brilliance^M: Holy light blinds or dazzles foes, repels light-sensitive creatures, and damages undead.
Quickshift: Caster can use *teleport* or *greater teleport* spell-like ability as a free action for 1 round/level.
Secure Corpse: Traps corpse inside holy symbol.
Touch of Adamantine: Weapon gains the properties of an adamantite weapon.
Vengeance Halo: Any creature that slays the spell's recipient takes 1d6/level damage.

7th-Level Cleric Spells

Bastion of Good: Acts as *minor globe of invulnerability* and double-strength *magic circle against evil*.
Heaven's Trumpet^F: Blast of music paralyzes foes.
Righteous Glare: Your gaze attack kills evil creatures with less than 5 HD, causes *fear* in others.
Righteous Smite: Deals 1d6 damage/level (1d8 damage/level to evil outsiders) in 20-ft. radius and blinds evil foes for 1d4 rounds.

Shield of the Archons: Protective shield dissipates targeted magical attacks and grants +4 bonus on saving throws against magical areas and effects.

Tomb of Light^M: Entraps and harms evil extraplanar creatures.

8th-Level Cleric Spells

Axiomatic Creature^{M XP}: Transforms creature into an axiomatic creature.

Last Judgment: Evil creatures are struck dead and sent to Lower Planes.

Spread of Contentment^M: Calms hostile creatures within 10-ft./level radius.

9th-Level Cleric Spells

End to Strife: Any attack made within 80 feet of caster causes attacker to take 1d6 points of lethal or nonlethal damage/caster level (max. 20d6).

Sublime Revelry: Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

CLERIC DOMAINS

The new domains here use some of the spells in this book as well as many of the spells in the *Player's Handbook*. The deities mentioned include several celestial paragons. Ordinary, these celestials do not grant spells, but one may act as a patron for a cleric with the given domain, whether or not that cleric worships a specific deity.

The Community and Glory domains originally appeared as prestige domains in *Defenders of the Faith*. They are presented here as standard domains, in some cases altered in the interests of better play balance.

CELESTIAL DOMAIN

Deities: Domiel, Pistis Sophia.

Granted Power: You gain the supernatural ability to smite evil once per day. Add a +4 bonus to your melee attack roll and your cleric level to your damage. You must declare the smite before making the attack, and the attempt is wasted if the target is not evil.

Celestial Domain Spells

- 1 **Vision of Heaven:** Evil creature is dazed for 1 round.
- 2 **Consecrate^M:** Fills area with positive energy, making undead weaker.
- 3 **Blessed Sight:** Evil auras become visible to you.
- 4 **Lesser Planar Ally^X:** Exchange services with a 6 HD extraplanar creature.
- 5 **Heavenly Lightning:** Arcs of radiant lightning deal 3d6 damage to one target per two caster levels.
- 6 **Call Faithful Servants:** Summons 1d4 lantern archons, coure eladrins, or musteval guardinals.
- 7 **Heavenly Lightning Storm:** Arcs of radiant lightning deal 5d6 damage to one target per level.
- 8 **Holy Aura^F:** +4 AC, +4 resistance, and SR 25 against evil spells.
- 9 **Gate^X:** Connects two planes for travel or summoning.

COMMUNITY DOMAIN

Deities: Estanna.

Granted Power: Use *calm emotions* as a spell-like ability once per day. Gain a +2 competence bonus on Diplomacy checks.

Community Domain Spells

- 1 **Bless:** Allies gain +1 attack and +1 on saves against fear.
- 2 **Status:** Monitors condition, position of allies.
- 3 **Prayer:** Allies gain +1 on most rolls, and enemies take -1.
- 4 **Greater Status:** As *status*, but cast some spells through bond.
- 5 **Rary's Telepathic Bond:** Link lets allies communicate.
- 6 **Heroes' Feast:** Food for one creature/level cures and blesses.
- 7 **Refuge^M:** Alters item to transport its possessor to you.
- 8 **Sympathy^M:** Object or location attracts certain creatures.
- 9 **Mass Heal:** As *heal*, but with several subjects.

ENDURANCE DOMAIN

Deities: Phieran.

Granted Power: You can perform a feat of endurance, which is the supernatural ability to gain an enhancement bonus to Constitution equal to one-half your level. Activating the power is a free action, the power lasts 1 minute, and it is usable once per day.

Endurance Domain Spells

- 1 **Endure Elements:** Exist comfortably in hot or cold environments.
- 2 **Bear's Endurance:** Subject gains +4 Con for 1 minute/level.
- 3 **Refreshment:** Cures creatures of all nonlethal damage.
- 4 **Sustain^M:** Recipients need no food or drink for 6 hours/level.
- 5 **Stoneskin^M:** Stops blows, cuts, stabs, and slashes.
- 6 **Mass Bear's Endurance:** As *bear's endurance*, affects one subject/level.
- 7 **Globe of Invulnerability:** As *minor globe*, plus 4th level.
- 8 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 9 **Iron Body:** Your body becomes living iron.

FEY DOMAIN

Deities: Valarian

Granted Power: Gain a +4 bonus on saving throws against the spell-like abilities of feys (such as dryads, nymphs, and sprites).

Fey Domain Spells

- 1 **Faerie Fire:** Outlines subject with light, canceling *blur*, concealment, etc.
- 2 **Charm Person:** Makes one person your friend.
- 3 **Inspired Aim:** Allies within 40 ft. gain +2 insight bonus on ranged attack rolls.
- 4 **Blinding Beauty:** You become as beautiful as a nymph, and can blind humanoids who look at you.
- 5 **Tree Stride:** Step from one tree to another far away.
- 6 **Heroes' Feast:** Food for one creature/level cures and blesses.
- 7 **Liveoak:** Oak becomes treant guardian.
- 8 **Unearthly Beauty:** As *blinding beauty*, but creatures must save or die.
- 9 **Summon Nature's Ally IX:** Calls creature to fight.

GLORY DOMAIN

Deities: Ayaila.

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

- 1 **Disrupt Undead:** Deals 1d6 damage to one undead.
- 2 **Glorious Raiment:** Wearer gains +1 sacred bonus to AC per five caster levels and damage reduction 5/evil.
- 3 **Searing Light:** Ray deals 1d8/two levels, more against undead.
- 4 **Celestial Brilliance:** Object sheds brilliant light to 120 feet, hurts undead and evil outsiders.
- 5 **Crown of Flame:** Aura burns evil outsiders, undead, and fey for 2d6 points of damage/round.
- 6 **Bolt of Glory:** Ray deals 5d8 damage (varies against other creature types).
- 7 **Sunbeam:** Beam blinds and deals 4d6 damage.
- 8 **Crown of Glory^M:** Aura inspires awe.
- 9 **Blinding Glory^M:** 100-ft./level radius of light that blinds evil creatures.

HERALD DOMAIN

Deities: Barachiel.

Granted Power: Intimidate is a class skill. You gain a +4 sacred bonus on Diplomacy and Intimidate checks.

Herald Domain Spells

- 1 **Comprehend Languages:** Understand all spoken and written languages.
- 2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
- 3 **Tongues:** Speak any language.
- 4 **Scrying:** Delivers short message anywhere, instantly.
- 5 **Greater Command:** As *command*, but affects one subject/level.
- 6 **Dream:** Sends message to anyone sleeping.
- 7 **Aspect of the Deity:** As *lesser aspect*, but you get celestial qualities.
- 8 **Crown of Glory^M:** Aura inspires awe.
- 9 **Greater Aspect of the Deity:** As *lesser aspect*, but gain wings, enhanced ability scores, and various resistances and immunities.

JOY DOMAIN

Deities: Chaav.

Granted Power: You gain a +4 sacred bonus on Diplomacy checks.

Joy Domain Spells

- 1 **Vision of Heaven:** Evil creature is helpless for 1 round.
- 2 **Elation:** Allies gain +2 to Strength and Dexterity, +5 ft. of speed.
- 3 **Distilled Joy^F:** Create ambrosia.
- 4 **Good Hope:** Subjects gain +2 on attacks, damage, saves, and checks.
- 5 **Chaav's Laugh:** Good creatures gain +2 on attack rolls and saves against fear, plus 1d8 temporary hp +1/level (max. +20). Evil creatures take -2 on attack rolls and saves against fear.

- 6 **Heroism, Greater:** Gives +4 bonus on attacks, damage, saves; immunity to fear; temporary hp.
- 7 **Starmantle^M:** Cloak of stars destroys nonmagical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
- 8 **Sympathy^M:** Object or location attracts certain creatures.
- 9 **Otto's Irresistible Dance:** Forces subject to dance.

PLEASURE DOMAIN

Deities: Lastai.

Granted Power: You are immune to any effect that damages or drains your Charisma.

Pleasure Domain Spells

- 1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- 2 **Lastai's Caress^M:** Intense feelings of good leave evil subject cowering, frightened, nauseated, or shaken.
- 3 **Heart's Ease:** Removes fear, despair, confusion, insanity and some mind-influencing effects; restores 2d4 points of temporary Wisdom damage.
- 4 **Remove Fatigue:** Removes effects of fatigue as 8 hours of rest.
- 5 **Eagle's Splendor, Mass:** One subject/level gains +4 bonus to Charisma for 1 minute/level.
- 6 **Celestial Blood^M:** Grant energy resistance, +4 on saves against poison, and damage reduction 10/evil.
- 7 **Empyrean Ecstasy:** Targets immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks; -4 to skill checks.
- 8 **Spread of Contentment^M:** Calms hostile creatures within 10-ft./level radius.
- 9 **Sublime Revelry:** Targets are immune to pain and mind-influencing effects, and take half damage from melee and ranged attacks.

WRATH DOMAIN

Deities: Kharash.

Granted Power: Once per day, you may make a free attack of opportunity against any opponent that damages you with a melee attack. This ability does not allow you to make more than one attack of opportunity in a round.

Wrath Domain Spells

- 1 **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.
- 2 **Energize Potion^M:** Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.
- 3 **Affliction:** Infects evil subject with chosen affliction.
- 4 **Radiant Shield:** Creatures attacking you take electricity damage; you're protected from electricity.
- 5 **Righteous Might:** Your size increases, and you gain combat bonuses.
- 6 **Vengeance Halo:** Any creature that slays the spell's recipient takes 1d6/level damage.
- 7 **Righteous Smite:** Deals 1d6 damage/level (1d8 damage/level to evil outsiders) in 20-ft. radius and blinds evil foes.

- 8 **Last Judgment:** Evil creatures are struck dead and sent to Lower Planes.
- 9 **Storm of Vengeance:** Storm rains acid, lightning, and hail.

DRUID SPELLS

1st-Level Druid Spells

- Eyes of the Avoral:** Subject gets +8 on Spot checks.
- Silvered Claws:** One creature's natural attacks are treated as silvered weapons.

2nd-Level Druid Spells

- Estanna's Stew**^F: Conjures stew that heals 1d6+1 per serving (one serving/two caster levels).
- Remove Addiction:** Cures target of drug addictions.

3rd-Level Druid Spells

- Affliction:** Infects evil subject with chosen affliction.
- Energize Potion**^M: Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.

4th-Level Druid Spells

- Blinding Beauty:** You become as beautiful as a nymph, and can blind humanoids who look at you.
- Stars of Arvandor:** Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 damage (all lethal) to evil creatures.

5th-Level Druid Spells

- Dancing Web:** Energy strands deal 1d6 nonlethal damage per level plus entangles evil creatures for 1d6 rounds.
- Energetic Healing:** Target is immune to one energy type and gains 10% of the energy damage as healing.
- Spear of Valarian:** Transforms a nonmagical weapon into a +1 silvered spear (+3 against magical beasts, which take +2d6 points of damage).

6th-Level Druid Spells

- Touch of Adamantine:** Weapon gains the properties of an adamantine weapon.

7th-Level Druid Spells

- Rain of Roses**^M: Roses fall from the sky; evil creatures take 1d4 Wis damage per round and are sickened.

8th-Level Druid Spells

- Leonal's Roar:** Kills, paralyzes, weakens, or dazes nongood subjects, and deals 2d6 points of sonic damage.
- Unearthly Beauty:** As *blinding beauty*, but creatures must save or die.

9th-Level Druid Spells

- Rain of Black Tulips**^M: Black tulips fall from the sky; evil creatures take 5d6 damage per round and are nauseated.

PALADIN SPELLS

1st-Level Paladin Spells

- Divine Sacrifice:** Sacrifice hit points for a damage bonus.
- Lantern Light:** Ranged touch attacks deal 1d6 points of damage.
- Second Wind:** Target gains the equivalent of the Endurance feat for 1 hour/level.

- Silvered Weapon:** Transforms one weapon into a silvered weapon.

2nd-Level Paladin Spells

- Call Mount:** Call your special mount, even if you have already called it today.
- Estanna's Stew**^F: Conjures stew that heals 1d6+1 per serving.
- Moment of Clarity:** Target immediately makes a new saving throw to resist a mind-affecting spell or effect.

3rd-Level Paladin Spells

- Blessed Sight:** Evil auras become visible to you.
- Mind Bond:** You and your mount gain +4 flanking bonus when flanking the same opponent; mount gains bonus on attack rolls.
- Smite Heretic:** You gain a +2 sacred bonus on attack roll and deal extra damage with your smite evil ability when used against an evil creature that can cast divine spells.

4th-Level Paladin Spells

- Blood of the Martyr:** You heal a target at range and take a like amount of damage.
- Glory of the Martyr**^F: As *shield other*, but with multiple targets.
- Lesser Aspect of the Deity:** Your form becomes more like your deity's.
- Sacred Haven:** Target gains +2 sacred bonus to AC and retains Dex bonus to AC when flat-footed; you can heal target using lay on hands at range.
- Sword of Conscience:** Evil creature confesses crimes, takes Wisdom damage.
- Winged Mount:** Your mount sprouts wings and gains a fly speed of 60 ft. (good).

RANGER SPELLS

1st-Level Ranger Spells

- Eyes of the Avoral:** Subject gets +8 bonus on Spot checks.
- Silvered Claws:** One creature's natural attacks are treated as silvered weapons.

2nd-Level Ranger Spells

- Silvered Weapon:** Transforms one weapon into a silvered weapon.

3rd-Level Ranger Spells

- Inspired Aim:** Allies within 40 ft. gain +2 insight bonus on ranged attack rolls.

4th-Level Ranger Spells

- Blinding Beauty:** You become as beautiful as a nymph, and can blind humanoids who look at you.
- Spear of Valarian:** Transforms normal weapon into a +1 silvered spear (+3 against magical beasts, which take +2d6 points of damage).
- Stars of Arvandor:** Tiny starbursts (one/level) deal 1d4 points of damage (2d4 against evil creatures).

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

- Evoc **Lantern Light**: Ranged touch attacks deal 1d6 points of damage.
Trans **Eyes of the Avoral**: Subject gets +8 on Spot checks.

2nd-Level Sorcerer/Wizard Spells

- Ench **Yoke of Mercy**: Target deals nonlethal damage.
Trans **Energize Potion**^M: Transforms potion into a grenade that deals energy damage in a 10-ft.-radius burst.

3rd-Level Sorcerer/Wizard Spells

- Ench **Dolorous Motes**: Creates clouds of flickering light (1 10-ft. cube/level) that dazes creatures.
Elation: Allies gain +2 to Strength and Dexterity, +5 ft. of speed.
Warcry: Creatures within 30-foot cone cower for 1d4 rounds.
Evoc **Stars of Arvandor**: Tiny starbursts each deal 1d8 damage (half nonlethal), or 1d8 lethal damage to evil creatures.
Necro **Healing Touch**: You take up to 1d6 points of damage/2 levels and heal target that amount.
Trans **Distilled Joy**^F: Creates ambrosia.

4th-Level Sorcerer/Wizard Spells

- Conj **Radiant Fog**: As *solid fog*, but dazzles or blinds creatures within.
Evoc **Celestial Brilliance**: Object sheds brilliant light to 120 feet, hurts undead and evil outsiders.
Dancing Web^M: Energy strands deal 1d6/level nonlethal damage plus entangles evil creatures for 1d6 rounds.
Radiant Shield: Creatures attacking you take electricity damage; you're protected from electricity.
Necro **Affliction**: Infects evil subject with chosen affliction.
Trans **Perfect Summons**: Creates area where only good creatures can be summoned.

5th-Level Sorcerer/Wizard Spells

- Abjur **Telepathy Block**: Blocks all telepathic communication within 80-ft. radius.
Vanishing Weapon: Weapons' touch dispels summoned or quasi-real creatures.
Conj **Call Faithful Servants**: Summons 1d4 lantern archons, coure eladrins, or musteval guardinals.
Evoc **Emerald Burst**^M: 20-ft.-radius burst dazes neutral creatures for 1 round, stuns evil creatures for 1d4 rounds.
Trans **Touch of Adamantine**: Weapon gains the properties of an adamantine weapon.

6th-Level Sorcerer/Wizard Spells

- Abjur **Starmantle**^M: Cloak of stars destroys nonmagical weapons on contact and allows wearer a DC 15 Reflex save to reduce damage from magic weapons by half.
Ench **Wages of Sin**: Evil creatures attack other evil creatures.
Trans **Quickshift**: Caster can use *teleport* or *greater teleport* spell-like ability as a free action for 1 round/level.

7th-Level Sorcerer/Wizard Spells

- Evoc **Amber Sarcophagus**^M: Target is trapped in stasis inside amber.
Necro **Righteous Glare**: Your gaze attack kills evil creatures with less than 5 HD, causes *fear* in others.
Trans **Eladrin Form**: You become an incorporeal globe.
Tomb of Light^M: Entraps and harms evil extraplanar creatures.

8th-Level Sorcerer/Wizard Spells

- Necro **Last Judgment**: Evil creatures are struck dead and sent to Lower Planes.
Trans **Axiomatic Creature**^{M XP}: Transforms creature into an axiomatic creature.

9th-Level Sorcerer/Wizard Spells

- Conj **Blinding Glory**^M: 100-ft./level radius of light that blinds evil creatures.

SPELL DESCRIPTIONS

The new spells described in this book are good spells, sanctified spells, or spells that deal directly with other topics in this book (such as exorcism). The spells are presented in alphabetical order by name.

Components: In addition to the standard components defined in the *Player's Handbook*, some of the spells here have the following special components.

Abstinence: The caster must have remained free from the specified indulgence (including food, alcohol, sex, spellcasting, or receiving certain spells)

for the specified amount of time prior to casting the spell.

Archon: The caster must have the archon subtype to cast this spell.

Celestial: The caster must be an outsider with the good subtype to cast this spell.

Eladrin: The caster must have the eladrin subtype to cast this spell.

Guardinal: The caster must have the guardinal subtype to cast this spell.

Location: The caster must be standing in a particular place—usually a site dedicated to good—to cast this spell.

Sacrifice: The caster must sacrifice physical or mental energy noted for casting a sanctified spell.

Affliction

Necromancy [Good]

Level: Cleric 3, druid 3, sorcerer/wizard 4, Wrath 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Evil creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts an affliction selected from the list below, which strikes immediately (no incubation period). Afflictions deal damage only to evil creatures. Any evil creature takes

damage equal to that listed plus its Charisma bonus. An evil elemental or evil undead takes an extra 1 point of damage, and an evil outsider or an evil cleric of an evil deity takes an extra 2 points. The DC listed is for the subsequent saves (use *affliction's* normal save DC for the initial saving throw).

Affliction	DC	Damage*
Depraved decadence	18	1d4 Str
Eternal torpor	14	1d6 Dex
Raging desire	15	1d3 Con
Consuming passion	17	1d4 Int
Haunting conscience	16	1d4 Wis
Pride in vain	20	1d6 Cha

* See Chapter 3: Exalted Equipment for more information about afflictions.

Amber Sarcophagus

Evocation

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes

You infuse an amber sphere with magical power and hurl it toward the target. If you succeed on a ranged touch attack, the amber strikes the target and envelops it in coruscating energy that hardens immediately, trapping the target within a translucent, immobile amber shell. The target is perfectly preserved and held in stasis, unharmed yet unable to take any actions. Within the *amber sarcophagus*, the target is protected against all attacks, including purely mental ones.

The *amber sarcophagus* has hardness 5 and 10 hp per caster level (maximum 200 hp). If it is reduced to 0 hp, it shatters and crumbles to worthless amber dust, at which point the target is released from stasis (although it is flat-footed until its next turn). Left alone, the *amber sarcophagus* traps the target for the duration of the spell, then disappears before releasing the target from captive stasis.

Material Component: An amber sphere worth at least 500 gp.

Armageddon

Conjuration (Summoning) [Good]

Level: Sanctified 9

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2 or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

The caster opens a portal to one of the good-aligned outer planes and calls forth celestials to aid in battle against the most fearsome forces of evil.

The spell takes place over a period of time. The first round, 2d4 avorals arrive. Two rounds later, a ghaele eladrin arrives to join the fight. Two rounds later, an astral deva arrives. Once these creatures appear, they serve the caster for the duration of the spell. The spell's duration begins the instant the first



Armageddon summons the wrath of heaven.

celestials appear. At the end of the spell's duration, all summoned celestials disappear at once.

The celestials only heed the summons if the caster is of good alignment and there are evil foes to fight. After their arrival, the celestials obey the caster explicitly and never attack her, even if someone else manages to gain control over them. The caster does not need to concentrate to maintain control over the celestials. She can dismiss them singly or in groups at any time.

Sacrifice: 1 character level.

Aspect of the Deity

Transmutation [Good]

Level: Apostle of peace 6, exalted arcanist 6, Herald 7

As lesser aspect of the deity, but you take on all the qualities of a celestial creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance.
- You gain the ability to smite evil once a day. Add your Charisma bonus to your attack roll and your character level to your damage roll against an evil foe.
- You gain darkvision out to 60 ft.
- You gain resistance 20 to acid, cold, and electricity.
- You gain damage reduction 10/magic.
- You gain spell resistance 25.

Your creature type does not change (you do not become an outsider).

Aspect of the Deity, Greater

Transmutation [Good]

Level: Apostle of peace 9, exalted arcanist 9, Herald 9

As lesser aspect of the deity, except that you take on the qualities of a half-celestial (see the *Monster Manual* for complete details). You do not gain the spell-like abilities of these creatures.

Your creature type changes to outsider for the duration of the spell. Unlike other outsiders, you can be brought back from the dead if you are killed in this form.

You undergo the following transformations:

- You grow feathered wings that allow you to fly at twice your normal speed (good maneuverability).
- You gain +1 natural armor, or your existing natural armor bonus increases by +1.
- You gain low-light vision.
- You gain immunity to acid, cold, disease, and electricity.
- You gain a +4 racial bonus on your saving throws against poison.
- You gain the following enhancement bonuses to your ability scores: +4 Str, +2 Dex, +4 Con, +2 Int, +4 Wis, +4 Cha.

Aspect of the Deity, Lesser

Transmutation [Good]

Level: Apostle of peace 4, exalted arcanist 4, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form that is more like your deity (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain acid, cold, and electricity resistance 10.

Axiomatic Creature

Transmutation

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M, XP, Archon

Casting Time: 1 round

Range: Touch

Target: One corporeal creature of lawful or neutral alignment that is native to the Material Plane

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell transforms the target into an axiomatic creature—a perfect version of itself. The spell rids the creature of noticeable flaws, makes its fur or scales appear shinier, and so forth. Animals touched by this spell become magical beasts, but otherwise the creature's type is unchanged. If the target has an Intelligence of 2 or less, the spell imbues the target with an Intelligence of 3.

As an axiomatic creature, the target gains the following special attack:

Smite Chaos (Su): Once per day, the target can make a normal attack to deal extra damage equal to its HD total (maximum +20) against a chaotic opponent.

The target gains the following special quality:

Linked Minds (Ex): The target can communicate telepathically with other axiomatic creatures of its type within 300 feet. If one in the group is not flat-footed, none of them are, and no axiomatic creature in the group is considered flanked unless they all are.

The target also gains darkvision with a range of 60 feet, spell resistance equal to double its HD (maximum 25), and resistance to cold, electricity, fire, and sonic attacks based on its HD, as shown below:

Target's HD	Cold, Electricity, Fire, and Sonic Resistance
1–3	5
4–7	10
8–11	15
12+	20

Material Component: A diamond wand worth at least 10,000 gp.

XP Cost: 1,000 XP.

Ayaila's Radiant Burst

Evocation [Good]

Level: Sanctified 2

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates (blindness) and Reflex half (shards)

Spell Resistance: Yes

Shards of heavenly light spray from your fingertips, blinding evil creatures in their path for 1 round. A successful Fortitude save negates the blindness. The luminous shards also sear the flesh of evil creatures, dealing 1d6 points of damage per two caster levels (maximum 5d6). A successful Reflex save halves the damage, which is of divine origin.

Sacrifice: 1d2 points of Strength damage.

Bastion of Good

Abjuration [Good]

Level: Apostle of peace 7, cleric 7

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: 20 ft.

Area: 20-ft.-radius spherical emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A nimbus of light surrounds you, protecting you and those around you from spell effects and the attacks of evil creatures. The aura excludes all spell effects of up to 3rd level, exactly as a *minor globe of invulnerability* does. In addition, the nimbus protects creatures within it as a *magic circle against evil* at double strength. Warded creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves against attacks from evil creatures, and they are protected from possession, mental control, and bodily contact by summoned or conjured creatures.

Abstinence Component: You must fast for 24 hours before casting this spell.

Blessed Sight

Divination

Level: Apostle of peace 3, champion of

Gwynharwyf 3, cleric 3, paladin 3,

Celestial 3, slayer of Domiel 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell makes your eyes glow with white light and allows you to see evil auras within 120 feet of you. The effect is similar to a *detect evil* spell, but does not require concentration and discerns aura location and strength more quickly.

You know the location and strength of all evil auras within your sight. An aura's strength depends on the type and Hit Dice of any evil creature, as noted in the description of the *detect evil* spell in the *Player's Handbook*.

Blinding Beauty

Transmutation [Good]

Level: Beloved of Valarian 4, bard 4, druid 4, Fey 4, ranger 4

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the physical beauty of a nymph, with some of the supernatural accompaniment. All humanoids within 60 feet of you who look directly at you must succeed on a Fortitude save or be blinded permanently as though by the *blindness* spell. During the duration of the spell, you can suppress or resume this effect as a free action, while remaining stunningly attractive.

Abstinence Component: You must abstain from sexual intercourse for one week before casting this spell.

Blinding Glory

Conjuration (Creation) [Good]

Level: Glory 9, sorcerer/wizard 9

Components: V, S, M/DF

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Area: 100-ft./level radius spread, centered on you

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A brilliant radiance spreads from you, brightly illuminating the area. The light is similar to that created by the *daylight* spell, but no magical darkness counters or dispels it. Furthermore, evil-aligned creatures are blinded within this light.

Blinding glory brought into an area of magical darkness (or vice versa), including an *utterdark* spell, is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Arcane Material Component: A polished rod of pure silver.

Blood of the Martyr

Necromancy (Healing) [Good]

Level: Apostle of peace 4, champion of

Gwynharwyf 4, cleric 4, paladin 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Willing creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You may transfer your own hit points directly to a target creature within

range. You must transfer at least 20 points. Transferred hit points are damage to you. The creature takes your transferred hit points as if receiving a *cure wounds* spell and cannot gain more hit points than its maximum allows; any excess points are lost. This spell transfers only actual hit points, not temporary hit points. An unconscious target is considered a "willing creature" for purposes of this spell.

Bolt of Glory

Evocation [Good]

Level: Exalted arcanist 6, Glory 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

By casting this spell, you project a bolt of energy from the Positive Energy Plane against one creature. You must succeed on a ranged touch attack to strike your target. A creature struck takes varying damage, depending on its nature and home plane of existence:

Creature's Origin	Damage
Material Plane	5d8
Elemental, neutral outsider	5d6
Positive Energy Plane, good outsider	none
Evil outsider, undead creature	10d8
Negative Energy Plane	15d8

Brilliant Emanation

Evocation [Good]

Level: Sanctified 3

Components: Sacrifice

Casting Time: 1 standard action

Range: 100 ft. + 10 ft./level

Area: 100-ft.-radius emanation + 10-ft. radius per level

Duration: 1d4 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell causes a divine glow to radiate from any reflective objects worn or carried by the caster, including metal armor. Evil creatures within the spell's area are blinded unless they succeed on a Fortitude saving throw. Nonevil characters perceive the brilliant light emanating from the caster, but are not blinded by it and do not suffer any negative effects

from it. Evil characters that make their saving throw are not blinded, but are distracted, taking a -1 penalty on any attacks made within the spell's area for the duration of the spell. Creatures must be able to see visible light to be affected by this spell.

Sacrifice: 1d3 points of Strength damage.

Call Faithful Servants

Conjuration (Calling) [Good]

Level: Celestial 6, cleric 6, sorcerer/wizard 5

Components: V, S, Abstinence, Celestial

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1d4 lantern archons, coure eladrins, or musteval guardinals

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You call 1d4 lawful good lantern archons from Celestia, 1d4 chaotic good coure eladrins from Arborea, or 1d4 neutral good musteval guardinals from Elysium to your location. They serve you for up to one year as guards, soldiers, spies, or whatever other holy purpose you have.

No matter how many times you cast this spell, you can control no more than 2 HD worth of celestials per caster level. If you exceed this number, all the newly called creatures fall under your control, and any excess servants from previous castings return to their home plane.

Abstinence Component: The character must abstain from casting Conjuration spells for 3 days prior to casting this spell.

Call Mount

Conjuration (Calling) [Good]

Level: Paladin 2

Components: V

Casting Time: 1 round

Range: 10 ft.

Effect: Your special mount

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You summon your special mount from the celestial planes where it resides. This works exactly as your normal, spell-like class ability to summon the creature,

except that the duration is shorter and you are not limited in how many times you can call the mount in a day (except by how many times you can cast *call mount*). You can cast this spell even if you have already called your mount using your class ability on the same day.



Armblade of the sword archon

Celestial Aspect

Transmutation [Good]

Level: Sanctified 3

Components: V, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless); see text

Spell Resistance: Yes (harmless)

The target can assume one of several celestial traits, chosen from selection

below. As a free action, the target can choose a different celestial trait, but the target cannot change traits more than once during a given round.

Armblade of the Sword Archon: One of the target's arms reshapes into a blade that functions as a +1 flaming longsword or +1 holy longsword (caster's choice). The caster may also choose to create a short sword version instead of

the normal longsword-sized blade. The target cannot be holding anything in the affected arm, and the armblade cannot be disarmed or sun-dered.

Eyes of the

Firre: Red flames fill the target's eyes.

Once per round, as a standard action, the target can deal 2d6 points of fire damage to any single creature or object within 60 feet, simply by gazing at it (no attack roll required).

Horns of the Cervidal: Ramlike horns sprout from the target's head. The target can charge an opponent with its deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows the creature to make a single gore attack that deals 1d8 points of damage plus 1-1/2 times the target's Strength modifier. Any summoned or called creature struck by the horns is dismissed instantly.

Wings of the Astral Deva: Angelic wings sprout from the target's back, allowing the target to fly at a speed of 100 feet (good).

Although these attributes change the target's appearance, other celestials do not recognize the target as a celestial being (unless the target happens to be one). If the creature tries to disguise itself as a celestial, consult the *Player's Handbook* for the appropriate Disguise check DC.

Sacrifice: 1d3 points of Strength damage.

Celestial Blood

Abjuration [Good]

Level: Apostle of peace 6, cleric 6, Pleasure 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Nonevil creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You channel holy power to grant the subject some of the protection enjoyed by celestial creatures. The subject gains resistance 10 to acid, cold, and electricity, a +4 bonus on saving throws against poison, and damage reduction 10/evil.

Material Component: A vial of holy water, with which you anoint the subject's head.

Celestial Brilliance

Evocation [Good, Light]

Level: Cleric 4, Glory 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: No

The object touched sheds light brighter than bright sunlight, channeled directly from the celestial realms. The light extends to a 120-foot radius: bright light to 60 feet and dim light in another 60 feet.

Creatures with light sensitivity take twice the usual penalty when they are within 60 feet of the object. Undead creatures take 1d6 points of damage each round they are within the bright light. Evil outsiders, as well as undead creatures that are specifically harmed by sunlight, take 2d6 points of damage each round in the bright light.

Celestial brilliance brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Celestial brilliance counters or dispels any darkness spell of equal or lower level, such as *deeper darkness*.

Chaav's Laugh

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Cleric 5, Joy 5

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You release a joyous, boisterous laugh that strengthens the resolve of good creatures and weakens the resolve of evil creatures.

Good creatures within the spell's area gain the following benefits for the duration of the spell: a +2 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+20 at caster level 20th).

Evil creatures within the spell's area that fail a Will save take a -2 morale penalty on attack rolls and saves against fear effects for the duration of the spell.

Creatures must be able to hear the laugh to be affected by the spell. Creatures that are neither good nor evil are unaffected by *Chaav's laugh*.

Channel Celestial

Transmutation [Good]

Level: Sanctified 7

Components: V, DF, Abstinence, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: You and 1 willing celestial

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You invite a celestial creature to occupy your body, as described in the section on Celestial Channeling in Chapter 2. The celestial must be present when you cast the spell, it must be willing, and it cannot have more than 12 HD. It need not have the innate spell-like ability to channel its power through mortals; this spell bestows that ability upon the celestial.

If you channel a celestial that was summoned to the Material Plane by means of a *summon monster* or similar

spell, the channeling ends when the duration of the summoning spell ends, regardless of any remaining duration on the *channel celestial* spell.

Abstinence Component: You must abstain from intoxicants and stimulants for 24 hours before casting this spell. You must not be the subject of any other spell at the time you cast this spell. You must not be suffering from any ability damage, ability drain, or energy drain at the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: 1d3 points of Strength and Dexterity damage.

Channel Greater Celestial

Transmutation [Good]

Level: Sanctified 9

As *channel celestial*, but the celestial you channel may have up to 24 HD.

Abstinence Component: You must abstain from intoxicants and stimulants for one week before casting this spell. You must not be the subject of any other spell at the time you cast this spell. You must not be suffering from any ability damage, ability drain, or energy drain at the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: 1d6 points of Strength and Dexterity damage.

Constricting Chains

Evocation [Good]

Level: Sanctified 7

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You call upon the heavenly powers to bind a creature in writhing chains of scintillating light. The creature is entangled, taking a -2 penalty on attack rolls and a -4 penalty to effective Dexterity. Moreover, the chains are anchored to the nearest immobile object (usually the floor), preventing the bound creature from moving. An entangled creature attempting to cast a spell must succeed

on a Concentration check (DC 15 + spell level) or lose the spell.

The chains automatically constrict the bound creature for 3d6 points of nonlethal damage per round unless the caster (as a free action) commands the chains not to deal damage during any given round.

The constricting chains have AC 20, 5 hp per caster level (maximum 100 hp), and damage reduction 10/magic. They are immune to energy-based attacks, nonlethal damage, and all spells except *dispel magic* and similar effects. They are not subject to critical hits. Half of all damage dealt to the chains (rounded down) is transferred to the target.

A successful DC 32 Strength check breaks the chains and ends the spell. An entangled creature can also attempt to escape (requiring 1 minute) with a DC 40 Escape Artist check.

Focus: A small silver chain (10 gp).

Sacrifice: 1d2 points of Strength drain.

Convert Wand

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Wand touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell temporarily transforms a magic wand of any type into a healing wand with the same number of charges remaining. At the end of the spell's duration, the wand's original effect is restored, and any charges that were depleted remain so. The spell level of the wand determines how powerful a healing instrument the wand becomes:

Spell Level	New Wand Type
1st	Wand of cure light wounds
2nd	Wand of cure moderate wounds
3rd	Wand of cure serious wounds
4th	Wand of cure critical wounds

For example, a 10th-level cleric can transform a wand of lightning bolt (3rd-level spell) into a wand of cure serious wounds for 10 minutes.

Crown of Brilliance

Evocation [Good, Light]

Level: Cleric 6

Components: V, S, M, Archon

Casting Time: 1 round

Range: 20 ft.

Area: 20-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

A blazing crown of golden light surrounds your head. Creatures you engage in melee combat must make successful Fortitude saving throws or be blinded for 1d4 rounds. Creatures that successfully save, and creatures that have recovered from blindness, are still dazzled for as long as they remain in melee with you.

Creatures with light sensitivity and creatures that are harmed by sunlight (such as vampires) must make a Will save if they are within the area of the spell. Creatures that fail their saving throws must move outside the area. Undead within the area take 1d6 points of damage each round they remain in the area.

Material Component: An opal worth at least 100 gp, carried on your person through the duration of the spell. The opal shatters upon completion of the spell, and the spell ends prematurely if the opal is shattered by other means.

Crown of Flame

Evocation [Good]

Level: Cleric 5, exalted arcanist 5, Glory 5

Components: V, Archon

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You become a blazingly hot beacon of the powers of good, searing all evil outsiders, evil undead, and evil fey within 10 feet of you. Affected creatures take 2d6 points of damage per round.

Crown of Glory

Evocation [Good]

Level: Glory 8, Herald 8

Components: V, S, M/DF

Casting Time: 1 round

Range: 10 ft./level

Area: 10-ft.-radius/level emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell temporarily bestows the aura of celestial authority on you, inspiring awe in all lesser creatures who behold your terrible perfection and righteousness. Creatures with fewer than 8 levels or Hit Dice cease whatever they are doing and turn to face you. When you speak, your words are treated as a suggestion spell, and the listeners telepathically understand you, even if they do not understand your language.

Creatures who make successful saving throws are not awed by you and can continue their actions normally. Creatures with more than 8 HD are immune to the effect of the spell.

Material Component: An opal worth at least 200 gp, carried on your person. The opal shatters upon the completion of the spell. (If it is shattered prematurely, the spell ends.)

This spell first appeared in *Defenders of the Faith*.

Cry of Ysgard

Conjuration (Calling) [Good]

Level: Sanctified 7

Components: V, Sacrifice

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Calls 2d4 bariaur defenders of Ysgard

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

You call 2d4 bariaur defenders of Ysgard (see Chapter 8: Monsters) from the plains of Ysgard to your location. They serve you for up to a year, and you may dismiss them at any time. They are intelligent, so you can assign them different tasks. They can refuse to complete a quest or otherwise take on complex burdens without your supervision.

No matter how many times you cast this spell, you can control no more than

four bariaur rangers; others are released from service and return to Ysgard immediately. You choose which creatures to release.

Sacrifice: 1d3 points of Strength drain.

Curtain of Light

Evocation [Light]

Level: Sanctified 5

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Curtain of light whose area is up to one 5-ft. square/level

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

An immobile, vertical curtain of brilliant light energy springs into existence. This barrier cannot pass through spaces occupied by creatures and objects, but it can bend around them.

One side of the curtain, selected by you, sends forth flashes of light, dealing 2d4 points of damage to evil creatures within 10 feet and 1d4 points of damage to evil creatures past 10 feet but within 20 feet. The curtain deals this damage when it appears and at the start of the caster's turn each round. In addition, the curtain deals 2d6 points of damage +1 point of damage per caster level (maximum +20) to any evil creature passing through it. Contact with the curtain deals double damage to undead creatures.

A *curtain of light* can be made permanent with a *permanency* spell. A permanent *curtain of light* that is destroyed becomes inactive for 10 minutes, and then reforms. *Curtain of light* counters any magical darkness spell of 5th level or lower with which it comes into contact. Any magical darkness spell of 5th level or higher counters *curtain of light*.

The *curtain of light* is impervious to all physical attacks and spells except *anti-magic field*, *dispel magic*, *greater dispel magic*, and *Mordenkainen's disjunction*.

Sacrifice: 1d4 points of Strength damage.

Dancing Web

Evocation [Good]

Level: Cleric 5, druid 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell creates a burst of magical energy that deals 1d6 points per level of nonlethal damage (maximum 10d6). Further, evil creatures that fail their saving throw become entangled by lingering threads of magical energy for 1d6 rounds. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to effective Dexterity; the entangled target can move at half speed but can't run or charge. An entangled creature that attempts to cast a spell must succeed on a DC 15 Concentration check or lose the spell. This spell affects only creatures—objects are unharmed.

Arcane Material Component: A bit of spider's web.

Diamond Spray

Evocation [Good]

Level: Sanctified 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A blast of diamondlike shards springs from your hand and extends outward in a glittering cone. The cone dazzles evil creatures in the area for 2d6 rounds. The spell also deals 1d6 points of damage per caster level (maximum 10d6). The damage affects only evil creatures. A successful Reflex save reduces the damage by half but does not negate the dazzling effect.

Material Component: Diamond dust worth at least 100 gp.

Distilled Joy

Transmutation

Level: Joy 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 day

Range: Touch

Target: One living creature

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You draw forth the material essence of joy from a creature experiencing great bliss. This physical manifestation of joy, called ambrosia, can be used in the creation of good magic items, as a special spell component, or as a druglike substance (with no addictive qualities). The Celestial Hebdomad, the rulers of the Seven Heavens, subsist entirely on ambrosia.

The caster draws ambrosia from the target and contains it within a tiny receptacle, such as a vial. Ambrosia can only be drawn from a blissful creature; how the creature achieves this state of bliss can vary from one individual to the next. For example, *distilled joy* can be cast on a deliriously lovestruck character, a dryad dreaming near her tree, an artist crafting his life's masterpiece, or a character experiencing a moment of rapture or undiluted sexual pleasure.

Good spellcasters can use ambrosia in magic item creation. Each dose provides the equivalent of 2 experience points needed to create the item. A dose of ambrosia can also be used as an optional spell component (see Chapter 3).

A living creature that drinks a dose of ambrosia experiences a soothing sensation that wipes away minor aches and pains, takes the edge off grief and sadness, and cures 1 point of damage. These positive sensations and emotions persist for 1d4+1 hours.

Focus: A vial or similar container in which to contain the ambrosia.

Divine Inspiration

Divination

Level: Sanctified 1

Components: Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: 1d4 rounds

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures.

Sacrifice: 1d2 points of Strength damage.

Divine Sacrifice

Necromancy
Level: Champion of Gwynharwyf 1, paladin 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged

You can sacrifice life force to increase the damage you deal. When you cast the spell, you can sacrifice up to 10 of your hit points. For every 2 hp you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this extra damage ends when you successfully attack or when the spell duration ends. Sacrificed hit points count as normal lethal damage, even if you have the regeneration ability.

Dolorous Motes

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 4, sorcerer/wizard 3
Components: V, S, Sacrifice
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Effect: 1 10-ft. cube/level
Duration: 1 round/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell creates flickering motes of light that cause intense mental anguish. Creatures inside or passing through a cloud of *dolorous motes* must succeed on a Will save or be dazed for 1 round. A new save may be made each round. Leaving and then re-entering a cloud of motes forces a new save.

The caster can create one large cloud of flickering motes or several smaller clouds. For example, a 5th-level caster could create five separate clouds, each filling a 10-foot cube anywhere within the spell's range. Conversely, the caster can group one or more 10-foot-cubes together to form larger clouds or barriers. The affected cubes need not be adjacent to one another, but each cloud is stationary once placed.

Sacrifice: 1d3 points of Wisdom damage.

Dragon Cloud

Conjuration (Calling) [Air]
Level: Sanctified 8
Components: V, S, Sacrifice
Casting Time: 1 round
Range: Special (see text)
Effect: One conjured dragon cloud (see text)
Duration: 1 min. + 1 minute/level
Saving Throw: None
Spell Resistance: No

You must cast this spell outdoors, in a place where clouds are visible. It calls forth a spirit of elemental air, binds it to a nearby cloud (either a normal cloud or storm cloud), and gives it a dragonlike form. Upon forming, the dragon-shaped cloud swoops toward you, arriving in 1 minute regardless of the actual distance from you. (The time it takes to reach you counts toward the spell's duration.) Once it arrives, you can command the dragon cloud like a summoned creature (see the *summon nature's ally I* spell in the *Player's Handbook* for details). The dragon cloud speaks Auran.

At the end of the spell's duration, the dragon cloud evaporates into nothingness as the bound elemental spirit returns to its home plane. The dragon cloud cannot pass through liquids or solid objects.

Sacrifice: 1d3 points of Constitution damage.

The dragon cloud has the following statistics:

Dragon Cloud: Huge elemental (air, extraplanar, good); HD 21d8+84; hp 178; Init +10; Spd fly 150 ft. (average); AC 26, touch 14, flat-footed 20; Base Atk +15; Grp +30; Atk +20 melee (2d6+10/19–20, bite); Full Atk +20 melee (2d6+7/19–20, bite), +15 melee (2d4 +32, claws); Space/Reach 15 ft. across/15 ft.; SA breath weapon; SQ darkvision 60 ft., damage reduction 10/magic, elemental traits; AL N; SV Fort +11, Ref +18, Will +7; Str 25, Dex 23, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +19, Spot +19; Dodge, Flyby Attack^B, Improved Critical (bite)^B, Improved Initiative^B, Mobility, Spring Attack.

Breath Weapon (Ex): 100-ft.-long line-shaped burst of lightning every 1d4 rounds; 10d6 points of electricity damage; DC 24 Reflex save for half damage.

Ease Pain

Conjuration (Healing)
Level: Apostle of peace 2, beloved of Valarian 2, cleric 2
Components: S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Ease pain immediately removes any lingering effects of pain, including penalties imposed by *symbol of pain*, *angry ache*, and similar spells. It does not heal any damage or other effects not directly related to pain.

If the target creature is under some effect that causes continuing damage, the pain is eased only for a moment. *Ease pain* cannot bypass the need for a Concentration check to cast a spell under such circumstances, nor can it allow a creature subject to *death by thorns* to act normally (since the spell's damage is ongoing).

Eladrin Form

Transmutation [Good]
Level: Sorcerer/wizard 7
Components: V
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You assume the form of an incorporeal globe of eldritch colors, 5 feet in diameter. In this form, you can fly at a speed of 150 feet with perfect maneuverability and can pass through walls and other solid objects. You can use any spell-like or psionic abilities you possess, but you cannot cast spells or make physical attacks. The globe form is incorporeal, and you have no Strength score while in that form. While incorporeal, you can be harmed only by other incorporeal creatures, +1 or better magic weapons, psionics, spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, or attacks made with ghost touch weapons).

Elation

Enchantment [Mind-Affecting]

Level: Bard 2, cleric 2, emissary of

Barachiel 2, Joy 2, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 80 ft.

Targets: Allies in an 80-ft.-radius spread of you

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Your allies become elated, full of energy and joy. Affected creatures gain a +2 morale bonus to effective Strength and Dexterity, and their speed increases by +5 feet.

Elation does not remove the condition of fatigue, but it does offset most of the penalties for being fatigued.

Emerald Burst

Evocation [Good]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You infuse an emerald with magical power and it flies toward your enemies. The gemstone explodes on impact, releasing a coruscating pulse of green light. Neutral creatures within the burst are dazed for 1 round. Evil creatures within the burst are stunned for 1d4 rounds. Good creatures within the burst are unaffected.

Material Component: Emerald worth at least 1,000 gp.

Empyrean Ecstasy

Abjuration

Level: Bard 6, Pleasure 7

Components: V, S, DF

Casting Time: 1 round

Range: 30 ft.

Target: One creature/level

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Like the *ease pain* spell, *empyrean ecstasy* immediately removes any lingering effects of pain, including penalties

imposed by symbol of pain, angry ache, and similar spells. It neither prevents damage nor blocks other effects not directly related to pain (such as the *recall agony* or *recall pain* psionic power).

The spell also induces a pleasurable fuguelike state that yields a number of additional effects:

First, *empyrean ecstasy* renders its targets immune to mind-affecting spells and effects for the spell's duration, but does not negate mind-influencing effects already in place.

Second, targets of the spell take only half damage from all melee and ranged attacks for the duration of the spell.

Third, the fuguelike state induced by the spell makes it difficult for targets to concentrate on certain tasks. Creatures in ecstasy take a -4 penalty on all skill checks, and casting a spell while under the influence of *empyrean ecstasy* requires a DC 15 Concentration check.

End to Strife

Enchantment (Compulsion) [Mind-Affecting]

Level: Apostle of peace 9, cleric 9

Components: V, S, DF

Casting Time: 1 standard action

Range: 80 ft.

Area: 80-ft.-radius emanation, centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell creates an invisible aura of divine power around the caster. All intelligent creatures within the spell's area suddenly become aware that any hostile actions they take will be met with dire consequences.

Any creature in the spell's area that makes an attack takes 20d6 points of damage. The caster decides whether the spell deals lethal or nonlethal damage but cannot change her mind once the spell is cast. Creatures with multiple attacks take the damage after every attack they make.

Targets outside the area of the spell may freely attack creatures in the area without taking damage from this spell.

Energetic Healing

Conjuration (Healing)

Level: Apostle of peace 5, cleric 5, druid 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: One living creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell converts magical energy damage into healing power. First, it renders the target immune to one energy type (acid, cold, electricity, fire, or sonic) specified when the spell is cast. Second, whenever the target is subjected to a magical attack of the selected energy type, he instead heals damage equal to 10% of the damage dealt (rounded down). For example, a creature protected by *energetic healing* (cold) that would normally take 35 points of cold damage from a *cone of cold* heals 3 points of damage instead. Once the spell heals a number of hit points equal to 2 per caster level (maximum 30), it is discharged.

This spell does not convert nonmagical energy attacks (such as damage from alchemist's fire) into healing.

Energize Potion

Transmutation

Level: Cleric 3, druid 3,

sorcerer/wizard 2, Wrath 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell transforms a magic potion into a volatile substance that can be hurled out to the specified range. The spell destroys the potion and releases a 10-foot-radius burst of energy at the point of impact. The caster must specify the energy type (acid, cold, electricity, fire, or sonic) when the spell is cast.

The potion deals 1d6 points of damage (of the appropriate energy type) per spell level of the potion (maximum 3d6). For example, a *potion of displacement* transformed by this spell deals 3d6 points of damage. An energized potion set to deal fire damage ignites

combustibles within the spell's burst radius.

Material Component: A magic potion.

Estanna's Stew

Conjuration (Healing)

Level: Cleric 2, druid 2, paladin 2

Components: V, S, F

Casting Time: 1 round

Range: 0 ft.

Effect: Fills pot with healing stew (1 serving/2 levels)

Duration: Instantaneous (see text)

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell calls upon Estanna, goddess of hearth and home (described in Chapter 2: Variant Rules), to fill a specially crafted stewpot with a potent healing stew. The caster must be hold the pot in hand when *Estanna's stew* is cast; otherwise, the spell fails and is wasted.

The spell creates one serving per two caster levels (maximum 5). A single serving heals 1d6+1 points of damage and requires a standard action to consume. Any portion of the stew that is not consumed disappears after 1 hour.

The stew can be splashed onto a single undead creature within 10 feet. If a ranged touch attack succeeds, the undead creature takes 1d6+1 points of damage per serving splashed on it. The undead creature can apply spell resistance and can attempt a Will save to take half damage.

Focus: An engraved stewpot worth at least 50 gp.

Exalted Fury

Evocation [Good]

Level: Sanctified 9

Components: V, Sacrifice

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft. radius burst, centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Uttering a single, awesomely powerful syllable of the Words of Creation, your body erupts in the same holy power that shaped the universe at its birth. All evil creatures within the area take damage equal to your current hit points +50.

Sacrifice: You die. You can be raised or resurrected normally.

Exalted Raiment

Abjuration

Level: Sanctified 6

Components: V, DF, Sacrifice

Casting Time: 1 standard action

Range: Touch

Target: Robe, garment, or outfit touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a robe, priestly garment, or outfit of regular clothing with divine power. The spell bestows the following effects for its duration:

- +1 sacred bonus to AC per five caster levels (maximum +4 at 20th level)
- Damage reduction 10/evil
- Spell resistance 5 + 1 per caster level (maximum SR 25 at 20th level)
- Reduces ability damage due to spell-casting by 1, to a minimum of 1 point (but does not reduce the sacrifice cost for casting this spell)

Only a good-aligned creature gains the benefits of this spell; creatures of nongood alignment can wear the *exalted raiment* but gain no spell benefits from doing so.

Sacrifice: 1d4 points of Strength damage.

Eyes of the Avoral

Transmutation

Level: Apostle of peace 1, beloved of

Valarian 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Components: S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell.

Faerinaal's Hymn

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Bard 2

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one evil creature/level

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This gentle hymn clouds the minds of evil creatures, causing targets of the spell to forgo attacks of opportunity for the spell's duration. A target must be able to hear the hymn to be affected by the spell.

Glorious Raiment

Abjuration [Good]

Level: Apostle of peace 2, Glory 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Robe, garment, or outfit touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a robe, priestly garment, or outfit of regular clothing with divine power. The spell bestows the following effects for its duration:

- +1 sacred bonus to AC per five caster levels (maximum +4 at 20th level)
- Damage reduction 5/evil

Only a good-aligned creature gains the benefits of this spell. Creatures of nongood alignment can wear the *glorious raiment*, but gain no spell benefits from doing so.

Glory of the Martyr

Abjuration [Good]

Level: Champion of Gwynharwyf 4, paladin 4

Components: V, S, F, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Like *shield other*, this spell wards the subjects, creating a mystic connection between them and you so that some of their wounds are transferred to you. The subjects each gain a +1 deflection bonus to AC and a +1 resistance bonus on saves. All the subjects take only half damage from all wounds and attacks

that deal them hit point damage. The amount of damage not taken by all the warded creatures is taken by you. Forms of harm that do not involve hit points, such as *charm* effects, temporary ability damage, level draining, and *disintegration*, are not affected. If a subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between you and the subjects, but damage already split is not reassigned to the subjects.

If you die while this spell is in effect, the spell ends in a burst of positive energy that restores 1d8 hit points to each subject.

If a subject moves out of range of the spell, that subject's connection to you is severed but the spell continues as long as there is at least one subject remaining and you remain alive.

Focus: A platinum ring (worth at least 50 gp) worn by you and each subject of the spell.

This spell first appeared in *Magic of Faerûn*.

Greater Status

Divination

Level: Apostle of peace 4, cleric 4,

Community 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/3 levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *status* (described in the *Player's Handbook*), but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets the following conditions:

- Level: 0, 1st, or 2nd
- Range: Touch
- Target: Creature touched
- Saving Throw: Harmless

For example, if you become aware (through the *greater status* spell) that one of your linked companions is dying, you can cast *cure moderate wounds* to try to revive her.

Hammer of Righteousness

Evocation [Force, Good]

Level: Sanctified 3

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Magic warhammer of force

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A great warhammer of positive energy springs into existence, launches toward a target that you can see within the range of the spell, and strikes unerringly.

The hammer of righteousness deals 1d6 points of damage per caster level to the target, or 1d8 points of damage per caster level if the target is evil. The caster can decide to deal nonlethal damage instead of lethal damage with the hammer, or can split the damage evenly between the two types. How the damage is split must be decided before damage is rolled. The hammer is considered a force effect and has no miss chance when striking an incorporeal target. A successful Fortitude save halves the damage.

Sacrifice: 1d3 points of Strength damage.

Healing Touch

Necromancy [Good]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You transfer some of your life essence to another creature, healing it. You may heal up to 1d6 hit points per two caster levels (maximum 10d6), and must decide how many dice to roll when you cast the spell. You take damage equal to the amount the target is healed. This spell cannot restore more hit points to a target than your current hit points +10, which is enough to kill you.

Heart's Ease

Enchantment (Compulsion) [Mind-Affecting]

Level: Beloved of Valarian 3, cleric 3, Pleasure 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level

Duration: Permanent

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Heart's ease cures emotional wounds in the same way that *heal* wipes away physical ones. The subjects are cured of any fear effect, despair effect (such as the *crushing despair* spell), or similar mind-affecting condition, excluding charms and compulsions (such as *charm person*, *dominate person*, and similar spells). It removes any lingering psychological effects of torture (including the increased effectiveness of torture devices, as described in the *Book of Vile Darkness*). It cures confusion and insanity, restores 2d4 points of Wisdom damage (but not permanent Wisdom drain), and leaves the targets feeling refreshed and at peace.

Heavenly Lightning

Evocation [Good]

Level: Celestial 5, exalted arcanist 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per 2 caster levels

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a leaping bolt of radiant lightning that arcs from one target to the next, avoiding other creatures in its path. Each target struck by an arc takes 3d6 points of special celestial electricity damage. Creatures normally immune to electricity take full damage from this spell, and the celestial lightning is not subject to being reduced by *protection from energy* (electricity) or similar magic.

Heavenly Lightning Storm

Evocation [Good]

Level: Celestial 7, exalted arcanist 7

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft. wide to close range (25 ft. + 5 ft./2 levels)

Targets: Up to one creature per caster level

As heavenly lightning, except it has a greater range, can strike more targets, and deals 5d6 points of special celestial electricity damage.

Heaven's Trumpet

Evocation [Good, Sonic]

Level: Bard 6, cleric 7, emissary of Barachiel 4

Components: S, F, Archon

Casting Time: 1 standard action

Range: 120 ft.

Targets: Foes in a 120-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You produce a blast of music of utter clarity, piercing beauty, and paralyzing awe. All foes within 120 feet of you must succeed on a Fortitude save or be paralyzed for 1d4 rounds.

Focus: A masterwork trumpet, which you must blow.

Inquisition

Enchantment (Compulsion) [Mind-Affecting]

Level: Sanctified 5

Components: Sacrifice

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with an Intelligence of 6 or more

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the caster compels the target creature to divulge information it may be hiding. If the target fails its save, it is forced to reply to the caster's questions (one question per three caster levels), speak truthfully, and not respond in such a way that the answers provided may be misleading. The questions posed may be answered with a simple yes or no, or they may require a more detailed response. This spell cannot be used to force the target to divulge information it doesn't know, and the target creature is unable to fabricate lies of any kind while under the spell's hold.

Sacrifice: 1d4 points of Constitution damage.

Inspired Aim

Enchantment (Compulsion)

[Language-Dependent, Mind-Affecting]

Level: Bard 4, cleric 3, Fey 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Targets: Allies with 40-ft.-radius emanation centered on you

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You inspire allies within the spell's area to focus their minds on hitting their intended targets. All affected allies gain a +2 insight bonus on all ranged attacks.

Lantern Light

Evocation [Good, Light]

Level: Cleric 1, paladin 1, sorcerer/wizard 1, vassal of Bahamut 1

Components: S, Abstinence

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)



Evil cannot escape from heavenly lightning.

Effect: Ray
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray.

Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell.

Last Judgment

Necromancy [Death, Good]
Level: Cleric 8, sorcerer/wizard 8,
 Wrath 8

Components: V, Celestial
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One evil humanoid, monstrous humanoid, or giant/2 levels
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

Reciting a list of the targets' evil deeds, you call down the judgment of the heavens upon their heads. Creatures that fail their saving throw are struck dead and bodily transported to the appropriate Lower Plane to suffer their eternal punishment. Creatures that succeed nevertheless take 3d6 points of temporary Wisdom damage as guilt for their misdeeds overwhelms their minds.

This spell affects only humanoids, monstrous humanoids, and giants of evil alignment.

A true resurrection or miracle spell can restore life to a creature slain by this spell normally. A resurrection spell works only if the creature's body can be recovered from the Lower Planes before the resurrection is cast.

Leonal's Roar

Evocation [Good, Sonic]
Level: Druid 8
Components: V
Casting Time: 1 standard action
Range: 40 ft.
Targets: Nongood creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell has the effect of a holy word, and it additionally deals 2d6 points of sonic damage to nongood creatures in the area. A successful Fortitude saving throw negates the sonic damage, but not the other effects of the spell.

Lastai's Caress

Enchantment (Compulsion) [Good, Mind-Affecting]
Level: Cleric 2, Pleasure 2
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One known evil creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Your gentle touch fills the target with tremendous feelings of love and compassion, and has the power to unnerve and debilitate evil creatures. You must succeed on a melee touch attack to affect an unwilling target. It has no effect on a creature that you do not know is evil.

An evil creature touched by the spell must wrestle with the pleasant feelings invoked by the spell. Roll on the table below at the beginning of the creature's turn each round to see what condition applies to the subject in that round.

d4	Condition
1	Cowering
2	Frightened
3	Nauseated
4	Shaken

Instead of rolling on the table above, the caster may elect to leave the creature shaken for the duration of the spell.

Material Component: A peach seed.

Luminous Armor

Abjuration
Level: Sanctified 2
Components: Sacrifice
Casting Time: 1 standard action
Range: Touch
Target: One good creature touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura

of light. The luminous armor resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way. In addition to imparting the benefits of a breastplate (+5 armor bonus to AC), the luminous armor has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure.

Luminous armor sheds light equivalent to a daylight spell and counters darkness spells of 2nd level or lower with which it comes into contact. In addition, the armor's brightness causes opponents to take a -4 to penalty on melee attacks made against the target. This penalty stacks with the attack penalty suffered by creatures sensitive to bright light (such as dark elves).

Sacrifice: 1d2 points of Strength damage.

Luminous Armor, Greater

Abjuration
Level: Sanctified 4

This spell functions like luminous armor, except that it imparts the benefits of full plate (+8 armor bonus to AC).

Sacrifice: 1d3 points of Strength damage.

Mind Bond

Divination
Level: Paladin 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Special mount
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You temporarily strengthen the mental bond with your special mount, allowing you and your special mount to predict each other's movements and gain a significant edge in combat. You and your mount gain a +4 flanking bonus on attack rolls (instead of +2) when the two of you are flanking the same opponent. Furthermore, your mount gains a +1 competence bonus on attack rolls for every three paladin levels you possess (maximum +5) for the duration of the spell as long as it remains within the spell's range.

oment of Clarity

Abjuration

Level: Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or effect, that creature immediately receives another saving throw against the effect's original DC to break free of the effect. If the spell or effect did not originally permit a saving throw, this spell has no effect.

ath of the Exalted

Divination

Level: Sanctified 3

Components: V, Abstinence

Casting Time: 1 standard action

Range: Personal

Duration: 1 decision; see text

Path of the exalted allows the caster to consult her deity (or an agent of her deity) to help make a difficult decision. This decision is usually more complex than a simple morality question. It may involve strategizing, choosing a particular lead to follow in an investigation, deciding who to help, or other difficult choices.

The deity or agent simply helps the character examine a known situation from a number of different angles and makes a recommendation about the correct path to take. This spell does not reveal unknown factors, but merely helps the caster analyze known elements. The spell ends when the deity or agent has provided sufficient guidance for the caster to arrive at a decision.

If the caster is out of favor with her deity, this spell may not work until the caster atones.

Abstinence Component: The caster must abstain from casting Divination spells for 24 hours prior to the casting of this spell.

Perfect Summons

Transmutation [Good]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 40-ft.-radius spread

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create an area in which only good creatures can be magically summoned. No matter what a later caster attempts to summon, he actually summons a good version (a celestial beast rather than a fiendish one, for example) or a good equivalent (an archon rather than a formian).

If the summoner was attempting to summon a neutral or evil creature, the good creature that appears is not bound

to obey the commands of the summoner or attack his enemies. Instead, it deals with the summoner as it sees fit—possibly attacking an evil caster. The summoning spell cannot be dismissed, though it can be dispelled. A *perfect summons* spell can also be dispelled normally.

Perfect summons counters and dispels *distort summons* (which appears in *Book of Vile Darkness*), and vice versa.

Phieran's Resolve

Abjuration [Good]

Level: Sanctified 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 20 ft.

Targets: One good creature/level in a 20-ft.-radius burst centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Phieran's resolve (named after the exalted god of suffering, endurance, and perseverance) was devised to combat wielders of vile magic. This spell grants targets a +4 sacred bonus on saving throws against spells with the evil descriptor. **Sacrifice:** 1d3 points of Strength damage.

Phoenix Fire

Necromancy [Fire, Good]

Level: Sanctified 7

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

Range: 15 ft.

Area: 15-ft.-radius spread, centered on you

Duration: Instantaneous (see text)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

You immolate yourself, consuming your flesh in a cloud of flame



Phoenix fire consumes an erinyes.

20 feet high and 30 feet in diameter. You die (no saving throw, and spell resistance does not apply). Every evil creature within the cloud takes 2d6 points of damage per caster level (maximum 40d6). Neutral characters take half damage (and a successful Reflex save reduces that further in half), while good characters take no damage at all. Half of the damage dealt by the spell against any creature is fire; the rest results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield* (*chill shield*), and similar magic.

After 10 minutes, you rise from the ashes as if restored to life by a *resurrection* spell.

Focus: A tail feather from a phoenix, worth 40 gp.

Sacrifice: Your death and the level you lose when you return to life are the sacrifice cost for this spell.

Quickshift

Transmutation [Good]

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, Celestial

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

For the duration of this spell, the caster's *teleport* or *greater teleport* spell-like ability is quickened (as if enhanced with the *Quickened Spell* feat). This spell has no effect on other spells or spell-like abilities.

Radiant Fog

Conjuration (Creation, Good)

Level: Sorcerer/wizard 4

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Fog that spreads in a 20-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes (see text)

As *solid fog*, but the cloud of fog shimmers with brilliant celestial radiance. Creatures within the cloud must make successful Fortitude saves or be dazzled, taking a -1 penalty on attack rolls for as

long as they remain in the cloud and for 1 minute afterward. Creatures with light sensitivity or otherwise susceptible to bright light are blinded if they fail their saves. Sightless creatures are not affected by the radiance.

Spell resistance applies to the reduced movement, melee attack and damage penalties, and dazzling or blinding effects, but not to the concealment provided or the prevention of ranged weapon attacks.

Abstinence Component: You must not have cast a darkness or Necromancy spell within the past 24 hours before casting this spell.

Radiant Shield

Evocation [Electricity, Good]

Level: Sorcerer/wizard 4, Wrath 4

Components: V, S, Abstinence

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

A scintillating aura of white radiance wreathes you and causes damage to each creature that attacks you in melee. The radiance also protects you from electricity attacks.

Any creature striking you with a natural or handheld weapons deals normal damage but also takes 1d6 points of electricity damage + 1 point per caster level (the creature's spell resistance applies).

You take only half damage from electricity-based attacks. If an electricity-based attack allows a Reflex save for half damage, you take no damage on a successful save.

The radiance is as bright as a light spell, casting bright light in a 10-foot radius and shadowy illumination to 20 feet.

Abstinence Component: You must not have cast a darkness or Necromancy spell within the last 24 hours before casting this spell.

Rain of Black Tulips

Evocation [Good]

Level: Druid 9

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (80-ft. radius, 80 ft. high)

Duration: 1 round/level (D)

Saving Throw: None (damage) and Fortitude negates (nausea)

Spell Resistance: Yes

Tulips as black as midnight fall from the sky. The tulips explode with divine energy upon striking evil creatures, each of which takes 5d6 points of damage. In addition, evil creatures that fail a Fortitude save are nauseated (unable to attack, cast spells, concentrate on spells, perform any task requiring concentration, or take anything other than a single move action per turn) until they leave the spell's area. A successful Fortitude save renders a creature immune to the nauseating effect of the tulips, but not the damage.

Material Component: A black tulip.

Rain of Embers

Evocation [Fire, Good]

Level: Sanctified 7

Components: V, S, Sacrifice

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (40-ft. radius, 120 ft. high)

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell causes orange, starlike embers to rain steadily from above. Each round, the falling embers deal 10d6 points of damage to evil creatures within the spell's area. Half of the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks, such as that granted by *protection from energy (fire)*, *fire shield* (*chill shield*), and similar magic. Creatures may leave the area to avoid taking additional damage, but a new saving throw is required each round a creature is caught in the fiery downpour.

A shield provides a cover bonus on the Reflex save, depending on its size: small +2, large +4, tower +7. A shield spell oriented upward provides a +4 cover bonus on the Reflex save. A creature using its shield (or *shield* spell) to block the *rain of embers* cannot use it for defense in combat.

Sacrifice: 1d2 points of Strength drain.

Rain of Roses

Evocation [Good]

Level: Druid 7

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (80-ft. radius, 80 ft. high)

Duration: 1 round/level (D)

Saving Throw: None (ability damage) and Fortitude negates (sickening)

Spell Resistance: Yes

Red roses fall from the sky. Their sharp thorns graze the flesh of evil creatures, dealing 1d4 points of temporary Wisdom damage per round. A creature reduced to 0 Wisdom falls unconscious as its mind succumbs to horrible nightmares. In addition, the beautiful rose petals sicken evil creatures touched by them; those that fail a Fortitude save are sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks) until they leave the spell's area. A successful Fortitude save renders a creature immune to the sickening effect of the roses, but not the ability damage caused by their thorns.

Material Component: A red rose.

Ray of Hope

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Apostle of peace 1, bard 1, cleric 1, emissary of Barachiel 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Powerful hope wells up in the subject, who gains a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks.

Ray of hope counters and dispels sorrow (detailed in the *Book of Vile Darkness*).

Refreshment

Conjuration (Healing) [Good]

Level: Apostle of peace 3, bard 3, cleric 3, Endurance 3, vassal of Bahamut 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Refreshment channels celestial energy to remove all nonlethal damage the targets have taken, including damage from environmental conditions, starvation and thirst, and related effects as well as damage dealt by nonlethal attacks.

Remove Addiction

Conjuration (Healing)

Level: Beloved of Valarian 2, cleric 2, druid 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Remove addiction cures all addictions that the target suffers from (see *Drugs in the Book of Vile Darkness* for more information about addictions). Since the spell's duration is instantaneous, it does not prevent new addiction to the same drug at a later date.

Remove Fatigue

Transmutation

Level: Apostle of peace 4, cleric 4, Pleasure 4

Components: S

Casting Time: 10 minutes

Range: Touch

Target: Up to one living creature touched per two levels

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The creatures you touch gain the benefits of 8 hours of restful sleep. If a subject was fatigued, the fatigue and its penalties are removed. If a subject was exhausted, the exhaustion becomes fatigue, but the subject only needs to rest for 1 more hour to eliminate the fatigue. If a subject was already well rested, it does not need to rest or sleep during the next 24 hours. Arcane spellcasters must still rest their minds for 8

hours in order to prepare or ready their spells.

Remove Nausea

Conjuration (Healing)

Level: Apostle of peace 3, cleric 3

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove nausea restores to health a creature who is nauseated or sickened. *Remove nausea* cures only the nausea or sickening effect, not disease, poison, or any other effects.

Restore Soul's Treasure

Transmutation

Level: Sanctified 8

Components: Sacrifice

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: Disintegrated remains of one item

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If the target of this spell has lost a valuable item as the result of the spell *soul's treasure lost* (described in the *Book of Vile Darkness*), this spell restores that item. This spell must be cast within 4 hours of the destruction of the item. Upon completion of the casting, the disintegrated item returns to the possession of the original owner in the condition it was in before being disintegrated.

Sacrifice: 1d4 points of Constitution drain.

Righteous Glare

Necromancy [Death, Good]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain a supernatural gaze attack like that of a ghaele eladrin. Evil creatures with 5 HD or fewer within 60 feet of you must make a successful Will save or die. Even if the save succeeds, the creature is

affected as though by a *fear* spell for 2d10 rounds. Neutral (neither good nor evil) creatures, and evil creatures with more than 5 HD, must succeed on a Will save or suffer the fear effect.

Righteous Smite

Evocation [Good]

Level: Cleric 7, exalted arcanist 7, Wrath 7

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Will partial; see text

Spell Resistance: Yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d6 points of damage per caster level (maximum 20d6) to evil creatures (or 1d8 points of damage per caster level, maximum 20d8, to evil outsiders) and blinds them for 1d4 rounds. A successful Will saving throw reduces damage to half and negates the blinding effect.

The spell deals only half damage against creatures that are neither good nor evil, and they are not blinded. They can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Sacred Guardian

Divination

Level: Apostle of peace 5, cleric 5

Components: V, S, Celestial

Casting Time: 1 standard action

Range: Touch

Target: Object or willing creature touched

Duration: 1 day/level

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

Celestials use *sacred guardian* to monitor the location and condition of a creature or object that has been placed in their care. Similar to *status*, this spell makes the caster constantly aware of the target creature or object's precise location and status: whether a creature is unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so on, or whether an object is unharmed, dam-

aged, or destroyed. Once the spell is cast, the distance between the caster and the subject does not affect the spell, and the spell continues to function even if the subject and caster are on different planes of existence.

If the caster wishes to teleport to the subject's presence, he can do so even if he is not familiar with the location (assuming he has access to teleportation magic). If the caster casts *screaming* or *greater screaming* on the subject, the subject does not receive a saving throw; unless the subject is warded by a spell or in a location that blocks screaming magic, the spell automatically succeeds.

This spell has no effect on unwilling creatures. If the target is an attended object, the attending creature must be willing for the object to receive the spell.

Sacred Haven

Abjuration

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You shield one creature in a nimbus of holy light. The creature gains a +2 sacred bonus to Armor Class. In addition, while protected by this spell, the creature does not lose its Dexterity bonus to AC when flat-footed.

For the duration of the spell, you gain awareness of the target's health as with the *status* spell, and you need not be able to touch the target to heal it with your lay on hands ability. Use of the lay on hands ability still requires a standard action, but it can be done at any range provided the target is on the same plane of existence as you.

Sanctify the Wicked

Necromancy [Good]

Level: Sanctified 9

Components: V, S, F, Sacrifice

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil creature

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell tears the foul, corrupted soul from the body of an evil creature and traps it in a diamond receptacle (the spell's focus). The creature's soulless body instantly withers or molds into dust.

Trapped in the gem, the evil soul undergoes a gradual transformation. The soul reflects on past evils and slowly finds within itself a spark of goodness. Over time, this spark grows into a burning fire. After one year, the trapped creature's soul adopts the alignment of the spell's caster (lawful good, chaotic good, or neutral good). Once the soul's penitence is complete, shattering the diamond reforms the creature's original body, returns the creature's soul to it, and transforms the whole into a sanctified creature (see Chapter 8: Monsters).

If the diamond is shattered before the soul has found penitence, the evil creature's body and soul are fully restored; the creature's state is just as it was before the spell was cast. The creature retains the memory of having been trapped in the gem, and it regards the spell's caster as a hated enemy who must be destroyed at all costs.

The diamond receptacle has a hardness of 20 and 1 hit point.

Focus: A flawless diamond worth no less than 10,000 gp.

Sacrifice: 1 character level.

Second Wind

Transmutation

Level: Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, the target can perform long-term strenuous activity as though it had the Endurance feat.

Secure Corpse

Necromancy

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Stores one creature's corpse in your holy symbol

Duration: 1 day/level (D)

Saving Throw: None
Spell Resistance: No

This spell turns your holy symbol into a magical receptacle capable of holding one creature's corpse. The corpse must be within range of the spell, in which case it is transformed into divine energy. The energy is then drawn into the holy symbol, and the corpse is placed in stasis (as the *gentle repose* spell) for the duration of the spell.

The caster can release the corpse from the holy symbol by dismissing the spell. If the spell ends or is dismissed, or if the holy symbol is destroyed, the contained corpse materializes in a square adjacent to the holy symbol's present or last location.

Shield of the Archons

Abjuration [Good]
Level: Apostle of peace 7, cleric 7
Components: V, Archon
Casting Time: 1 standard action
Range: Personal
Target: You
Effect: Mobile shield
Duration: 1 round/level

A mystic shield of beneficent energies interposes itself between you and an incoming magical attack. The shield blocks harmful spells, spell-like abilities, and supernatural abilities. It can only block one such attack each round, intercepting the first but not any later attacks until your next turn.

Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per spell level to shatter the shield as well. Attacks with no spell level have a 5% chance per 2 caster levels to shatter the shield. An attack that shatters the shield is dissipated without harming you.

If you are within the area or effect of a harmful spell or effect that is not directly targeted on you, the *shield of the archons* grants you a +4 bonus on your saving throw against the effect.

Sicken Evil

Necromancy [Good]
Level: Sanctified 5
Components: V, S, Sacrifice
Casting Time: 1 standard action
Range: Personal
Area: 20-ft.-radius emanation

Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

You emanate a powerful aura that sickens evil creatures within the specified area.

Sacrifice: 1d4 points of Strength damage.

Silvered Claws

Transmutation
Level: Druid 1, ranger 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell allows the target to treat all of its natural attacks as silvered weapons. The spell affects slam attacks, fist or claw attacks, bite attacks, and any other natural weapons the target creature possesses. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage, however.

Silvered claws can be made permanent with a *permanency* spell.

Silvered Weapon

Transmutation
Level: Paladin 1, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One weapon or projectile touched
Duration: 1 round/level
Saving Throw: Fortitude negates (object, harmless)
Spell Resistance: Yes (object, harmless)

This spell transforms a single weapon or projectile you are holding into a silvered weapon. The weapon may be magical, masterwork, or nonmagical, but it must be in hand when the spell is cast. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *silvered claws*).

The spell cannot be cast on more than one weapon or on multiple projectiles.

If the weapon targeted by the spell is made of another special material (cold iron or adamantite, for example), it

loses the benefits of its original special material for the spell's duration.

Silvered weapon can be made permanent with a *permanency* spell.

Smite Heretic

Conjuration
Level: Paladin 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level

For the duration of the spell, when using your smite evil class ability against an evil creature with the ability to cast divine spells, you gain a +2 sacred bonus on the attack roll. Furthermore, the attack deals 2 extra points of damage (instead of 1) per paladin level.

Spear of Valarian

Transmutation
Level: Beloved of Valarian 4, druid 5, ranger 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One nonmagical weapon touched
Duration: 1 round/level (D)
Saving Throw: Fortitude negates (object, harmless)
Spell Resistance: Yes (object, harmless)

The *spear of Valarian* spell transforms one nonmagical weapon into a shimmering silver spear. You must be carrying the weapon and have it drawn for the spell to work.

The shimmering spear functions as a +1 *silvered spear*. Against magical beasts, the weapon becomes a +3 *silvered spear* that deals +2d6 points of bonus damage (as the *bane* special property).

If the *spear of Valarian* is sundered, the original weapon breaks as the spell suddenly ends. If the wielder relinquishes the spear, willingly or not, it immediately reverts to its previous state and the spell ends.

Spread of Contentment

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 8, Pleasure 8
Components: V, S, M

Casting Time: 1 hour
Range: Long (400 ft. + 40 ft./level)
Effect: 10 ft./level-radius spread
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: Yes

This spell has a calming effect on creatures within the spell's area. Hostile and unfriendly creatures become indifferent, indifferent creatures turn friendly, and friendly creatures become helpful for the spell's duration.

This spell directly counters the effects of the *spread of savagery* spell (described in the *Book of Vile Darkness*). This spell also calms creatures that have been otherwise magically enraged and forced to attack.

This spell does not calm or otherwise alter the dispositions of summoned creatures.

Material Component: Lammasu's feather.

Starmantle

Abjuration
Level: Joy 7, sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell manifests as a draping cloak of tiny, cascading stars that seem to flicker out before touching the ground. The cloak forms over the target's existing apparel and sheds light as a torch, although this is not the mantle's primary function.

The *starmantle* renders the wearer impervious to nonmagical weapon attacks and transforms any nonmagical weapon or missile that strikes it into harmless light, destroying it forever. Contact with the *starmantle* does not destroy magic weapons or missiles, but the *starmantle*'s wearer is entitled to a Reflex saving throw (DC 15) each time he is struck by such a weapon; success indicates that the wearer takes only half damage from the weapon (rounded down).

Material Component: A pinch of dust from a pixie's wing (20 gp).

Stars of Arvandor

Evocation [Force, Good]
Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: Up to one creature or object per round
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: Yes

gets within range. Each star requires its own ranged touch attack roll.

A nonevil target takes 1d8 points of damage, half of which is nonlethal (round down). Evil targets take 1d8 points of lethal damage instead. The stars are magical force, so they ignore incorporeality.



Stars of Arvandor

You create one tiny, twinkling star per level (maximum 10 stars). These minute starbursts orbit your head like *ioun stones*. As a free action, you can launch one star per round at a target your designate within range. Alternatively, as a standard action, you may launch up to three stars per round at one or more tar-

Storm of Shards

Evocation [Good]
Level: Sanctified 6
Components: V, S, Sacrifice
Casting Time: 1 standard action
Range: 0 ft.
Area: 80-ft.-radius spread
Duration: Instantaneous

Saving Throw: Fortitude negates (blinding) and Reflex half (shards)
Spell Resistance: Yes

Shards of heavenly light rain down from above. Evil creatures within the spell's area that fail a Fortitude save are blinded permanently. The light shards also slice the flesh of evil creatures, dealing 1d6 points of damage per caster level (maximum 20d6). A successful Reflex save halves the damage, which is of divine origin.
Sacrifice: 1d3 points of Strength drain.

Sublime Revelry

Abjuration
Level: Cleric 9, Pleasure 9
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

Sublime revelry immediately removes any lingering effects of pain, including penalties imposed by *symbol of pain*, *angry ache*, and similar spells. It does not prevent damage or block other effects not directly related to pain.

The spell also induces a pleasurable fuguelike state that yields the following additional effects:

First, *sublime revelry* renders its targets immune to mind-affecting spells and effects for the spell's duration, as well as suppresses (but not dispels) ones currently in effect.

Second, targets of the spell take only half damage from all melee and ranged attacks for the duration of the spell.

Sunmantle

Abjuration
Level: Sanctified 4
Components: S, Sacrifice
Casting Time: 1 standard action
Range: Touch
Target: One creature touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell cloaks the target in a wavering cloak of light that illuminates an area around the target (and dispels darkness)

as a *daylight* spell. However, its ability to generate bright light is not the spell's primary function.

The *sunmantle* grants the target damage reduction 5/-. Furthermore, if the target is struck by a melee attack that deals hit point damage, a tendril of light lashes out at the attacker, striking unerringly and dealing 5 points of damage.

Because of the brilliance of the *sunmantle*, creatures sensitive to bright light (such as dark elves) take the usual attack penalties when in the light radius of the *sunmantle*.

Sacrifice: 1d4 points of Strength damage.

Sustain

Transmutation
Level: Apostle of peace 4, cleric 4, Endurance 4
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Up to one living creature touched/two levels
Duration: 6 hours/level
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell instantly relieves the negative effects of hunger and thirst and allows the targets to go without food or water for the duration of the spell, suffering no ill effects from the deprivation. An affected creature can eat or drink normally without difficulty. When the spell ends, the creatures must resume normal eating and drinking habits, but do not feel any adverse effects from the missed meals. The size of the creature is not a factor; a Tiny lizard and a Colossal dragon are both fully nourished by the spell.

Material Component: A flask of warm wine and a loaf of bread.

Sword of Conscience

Enchantment (Compulsion) [Good, Mind-Affecting]
Level: Champion of Gwynharwyf 4, cleric 4, exalted arcanist 4, paladin 4, slayer of Domiel 4
Components: V, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One evil creature
Duration: Instantaneous; see text
Saving Throw: Will negates
Spell Resistance: Yes

The target creature, which must be evil, is struck by pangs of conscience and remorse. The creature instantaneously takes Wisdom and Charisma damage according to the magnitude of its evil. The creature regains lost abilities normally; they do not automatically return when the spell's duration expires. This effect is not language-dependent.

Telepathy Block

Abjuration
Level: Bard 5, cleric 5, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 80-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell blocks all telepathic communication within the affected area, making telepathic conversation impossible. The spell can be cast on a point in space, but the effect is stationary. The spell can be centered on a creature or mobile object, in which case the effect emanates from the creature or object and moves as it moves.

Consequences of *Sword of Conscience*

Creature/Object	—Wisdom and Charisma Damage—			
	1d6	1d8	2d6	2d8
Evil creature ¹ (HD)	10 or lower	11–25	26–50	51+
Evil elemental	2 or lower	3–8	9–20	21+
or undead (HD)				
Evil outsider (HD)	1 or lower	2–4	5–10	11+
Cleric of an evil deity ²	1	2–4	5–10	11+
(class levels)				

1 Except for evil elementals, undead, and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Telepathy Tap

Divination

Level: Sanctified 3

Components: Sacrifice

Casting Time: 1 standard action

Range: Personal

Area: 10-ft./level-radius emanation

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You can overhear the telepathic conversations of other creatures within the spell's area. *Telepathy tap* does not allow you to detect the uncommunicated thoughts of creatures or understand conversations spoken in languages you do not comprehend.

In an area where numerous telepathic conversations are occurring at the same time, you must specify the creatures you wish to overhear during a given round. You can separate and decipher the telepathic messages of a number of creatures equal to 1 + your Intelligence bonus.

Telepathy tap does not allow you to overhear the telepathic conversations of creatures protected by a *mind blank* spell, nor does it grant the ability to telepathically communicate with other creatures.

Sacrifice: 1d3 points of Strength damage.

Tomb of Light

Transmutation [Good]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Evil extraplanar creature touched

Duration: Concentration

Saving Throw: Fortitude partial

Spell Resistance: Yes

When you cast this spell, you attempt to draw out the impure substance of an evil extraplanar creature and replace it with your own pure substance. The spell is draining for you to cast, but it is deadly to evil outsiders and other extraplanar creatures with the taint of evil.

When you touch the target creature, it must make a Fortitude saving throw. If it succeeds, it is unaffected by the spell.

If it fails, its skin becomes translucent and faintly radiant and the creature is immobilized, standing helpless. The subject is aware and breathes normally, but cannot take any physical actions, even speech. It can, however, execute purely mental actions (such as using a spell-like ability). The effect is similar to *hold person*.

Each round you maintain the spell, the creature must attempt another Fortitude save. If it fails the save, it takes 1d6 points of permanent Constitution drain. Each round you maintain the spell, however, you take 1d6 points of nonlethal damage. If you fall unconscious, or if the creature succeeds at its Fortitude save, the spell ends.

Material Component: A pure crystal or clear gemstone worth at least 50 gp.

Touch of Adamantine

Transmutation

Level: Cleric 6, druid 6, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (object, harmless)

Spell Resistance: Yes (object, harmless)

This spell grants one weapon the properties of an adamantine weapon. The weapon gains a +1 enhancement bonus on attack rolls (as though it was a masterwork weapon) and bypasses hardness when striking objects or sundering weapons, ignoring hardness less than 20. The affected weapon also has one-third more hit points than normal for the duration of the spell.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

If the weapon is made of another special material (cold iron or silver, for example), it loses the benefits of its original special material for the spell's duration.

Touch of adamantine cannot be made permanent with a *permanency* spell.

Twilight Luck

Abjuration [Good]

Level: Sanctified 1

Components: V, Abstinence

Casting Time: 1 standard action

Range: Touch

Target: One nonevil creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell.

Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell.

Unearthly Beauty

Transmutation [Good]

Level: Druid 8, Fey 8

As *blinding beauty*, but at any time during the duration of the spell, you can evoke an additional effect as a free action. When you choose, any creature within 30 feet of you that is looking directly at you must succeed on a Will save or die.

Abstinence Component: You must abstain from sexual intercourse for one month before casting this spell.

Valiant Steed

Conjuration (Calling) [Good]

Level: Sanctified 6

Components: V, S, Sacrifice

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Calls 1 pegasus or unicorn

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: No

The caster calls a special servant of the exalted god Valarian—either a pegasus or unicorn—to her location. The creature serves the caster for up to a year, during which time the caster may dismiss it at any time. It is intelligent, so the caster can assign it complex tasks. Although useful as a mount, it will not undertake a quest or otherwise take on complex burdens beyond the supervision of the caster.

If the caster attempts to conjure another creature using this spell, the

Sacrifice: 1d3 points of Strength drain.

Vanishing Weapon

Abjuration

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: None; see text

Spell Resistance: No

This spell encapsulates a weapon in a faint blue glow. In addition to dealing normal damage, the weapon dispels on contact any summoned creature or quasi-real creature brought into being by a Conjuration (summoning) or Illusion (shadow) spell. This requires a successful dispel check (1d20 + caster's level) against DC 11 + the level of the caster who summoned or created the creature. If the *vanishing weapon* is a ranged weapon, the spell's effect is imparted to the weapon's ammunition.

A summoned or quasi-real creature goaded into touching the *vanishing weapon* is also dispelled.

This spell has no effect on called creatures.

Vengeance Halo

Abjuration [Good]

Level: Cleric 6, Wrath 6

Components: V, S, DF, Abstinence

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One good-aligned creature; see text

Duration: 1 minute/level

Saving Throw: None or Reflex half; see text

Spell Resistance: No

A luminous ring of holy power appears above the head of a good creature and remains in place until the spell expires or the creature is slain (reduced to -10 hp). If the latter event occurs, the halo discharges an arc of divine energy that deals 1d6 points of damage per caster level (maximum 20d6) to the target's slayer. The creature subject to the attack can make a Reflex save to reduce the damage by half. Once the *vengeance halo*

unleashes its energy, it disappears and the spell ends.

Abstinence Component: You must abstain from alcohol for 1 week prior to casting this spell.

Vision of Heaven

Enchantment [Mind-Affecting]

Level: Apostle of peace 1, cleric 1, Celestial 1, exalted arcanist 1, Joy 1, slayer of Domiel 1

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One evil creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of regret for its evil deeds. For 1 round, the target is dazed. In addition, the creature is more susceptible to future redemption. For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption (see Chapter 2).

Wages of Sin

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Sorcerer/wizard 6

Components: V, Abstinence

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One evil creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The affected creatures' own evil thoughts and impulses blossom in their minds into intense suspicion and distrust. Each subject becomes convinced that its own allies are plotting to kill it at any moment, and attacks the nearest evil creature using whatever attack form (melee or ranged attack, spell, supernatural or spell-like ability) is most effective against that foe, to the best of its knowledge. Affected creatures do not completely ignore other threats, but attack evil creatures in preference to any other foes.

Abstinence Component: You must refrain from intoxicants and stimulants for one week before casting this spell.

Warcry

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 3, champion of Gwynharwyf 2, sorcerer/wizard 3

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Effect: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You unleash a tremendous battle cry that causes creatures within a 30-foot cone to cower in fear for 1d4 rounds. Any creature that fails its Fortitude save loses its Dexterity bonus to AC and can take no actions. Foes gain a +2 bonus to hit cowering creatures.

Warding Gems

Conjuration (Healing)

Level: Cleric 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 gem/3 caster levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cast this spell upon one or more gems, imbuing them with healing energy. The gems leap from your hand, fly to the target, and begin orbiting the target's head like *ioun stones*.

Each *warding gem* is a receptacle that holds 10 hp. The target can, as a free action, access the healing energy inside a *warding gem*; the energy is released as a purple white arc of divine power that unerringly strikes the target, healing 10 points of damage. The target cannot choose to absorb only a portion of a *warding gem's* healing power. A *warding gem* depleted of its healing energy instantly turns to dust. At the end of the spell's duration, any unspent *warding gems* lose their healing power and fall to the ground; these can be reused for a later spell.

A single creature can have no more than five *warding gems* encircling it at one time. A *warding gem* has AC 24, hardness 10, and 10 hp; if it's destroyed, any healing power contained within is lost.

Material Components: One 500-gp gem for each warding gem created.

Winged Mount

Transmutation

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes your mount to sprout giant, feathery white wings. The wings

grant the mount a fly speed of 60 feet, with good maneuverability. The mount is slowed as normal for weight carried, barding worn, and environmental factors.

Yoke of Mercy

Enchantment (Compulsion) [Good, Mind-Affecting]

Level: Apostle of peace 2, sorcerer/wizard 2

Components: V, Abstinence

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates
Spell Resistance: No

This spell compels a creature up to 4 HD more than the caster's level to fight in a merciful manner. Specifically, the creature deals nonlethal damage with its attacks, avoids using damaging spells or spell-like abilities, and does not deliver a coup de grace to a helpless foe.

Abstinence Component: You must not have dealt damage, by spell or any other means, to another living creature within the last 8 hours before casting this spell.

MAGIC ITEMS

The forces of good are constantly struggling to match the battle readiness of the forces of darkness. When faced with well-armed minions of evil, exalted characters need special items to help them to victory. Several such magic items are described below.

ARMOR AND SHIELD SPECIAL ABILITIES

These armor special abilities are available in addition to the special abilities given in the *Dungeon Master's Guide* and other sources.

Angelic: This armor or shield is adorned with featherlike patterns and other heavenly motifs. The armor or shield increases the wearer's enhancement bonus to AC by +1 against attacks from evil creatures. It also grants its user a +4 sacred bonus on saving throws against spells with the evil descriptor. An evil creature that dons the armor or uses the shield does not gain its benefits.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *dispel evil*, *Phieran's resolve*, creator must be good; Price +2 bonus.

Empyrean: This exquisitely crafted armor or shield, favored by celestial champions of good, is often set with precious gems and adorned with images of powerful archons, eladrins, or guardinals. The wearer can transfer all or part of its enhancement bonus to a sacred bonus on saving throws. The wearer decides to make the transfer on his turn, and the choice remains in effect until his next turn. Any evil creature wearing empyreal armor or holding an empyreal shield is sickened (-2 penalty on attack rolls, saving throws, ability checks, and skill checks) for as long as the armor is worn or the shield is held (no saving throw).

Moderate abjuration and necromancy [good]; CL 9th; Craft Magic Arms and Armor, *resistance*, *shield of faith*, *sicken evil*; Price +2 bonus.

Exalted: The wearer of this pristine armor, if good, takes only half of the extra damage dealt by an unholy weapon (+1d6 instead of +2d6) and gains the benefits of a constant *protection from evil* spell. Furthermore, the armor negates the vile damage dealt by a vile melee, ranged, or natural weapon (described in the *Book of Vile Darkness*).

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *protection from evil*, creator must be good; Price +3 bonus.

Sacred: A suit of armor or a shield with this quality assists only wearers who have the ability to turn or rebuke undead. Sacred armor or a sacred shield increases the owner's effective level for the turning check by +2. Armor and shields with this ability are always specific to a deity and predominantly feature the god's holy symbol.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, ability to turn or rebuke undead; Price +2 bonus.

Soulfire: This armor's wearer is immune to all death spells, magical death effects, and energy drain, and any negative energy effects (such as from *chill touch* or *inflict* spells).

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, *death ward*; Price +4 bonus.

Twilight: This suit of armor, favored by eladrin spellcasters, becomes semi-incorporeal and translucent when donned. It also possesses a faint sunset-colored sheen. The twilight armor reduces the chance of arcane spell failure by -10%.

Faint abjuration; CL 5th; Craft Magic Arms and Armor; Price +1 bonus.

SPECIFIC ARMORS AND SHIELDS

The following specific suits of armor and shields usually are pre-constructed with exactly the qualities described here.

Asura Shield: Elite asura soldiers are known to bear this shield in times of war. Wreathed in holy flames, this +2 *bashing heavy spiked steel shield* deals regular bashing damage (2d6+2 points for a Medium spiked shield) plus 1d6 points of fire damage, plus 1d6 points of damage of divine origin that affects only evil creatures.

Simply touching the blazing shield deals 1d6 points of fire damage, plus 1d6 of additional damage (of divine origin) that affects only evil creatures.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *bull's strength*, *flamestrike*; Price 27,180 gp; Cost to Create: 13,680 gp + 1,080 XP.

Devilhusk: This suit of +5 *hide armor* is fashioned from the skinned hide of a barbed devil. Barbs covering the armor allow the wearer to deal 3d8 points of damage plus 1-1/2 times its Strength modifier to a grabbed opponent with a successful grapple check.

Strong transmutation; CL 15th; Craft Magic Arms and Armor; Price 33,165 gp; Cost to Create 16,655 gp + 1,320 XP.

Vassal Armor: Worn by emissaries and proxies of powerful planar rulers and deities, this suit of +3 *exalted half-plate* is reinforced with Ysgardian heartwire (see Special Materials in Chapter 3: Exalted Equipment), which increases the wearer's AC by +2 solely for purposes of the roll to confirm a critical hit.

Strong abjuration; CL 18th; Craft Magic Arms and Armor, *protection from evil*; Price 38,250 gp; Cost to Create 20,250 gp + 1,620 XP.

WEAPON SPECIAL ABILITIES

These weapon special abilities are available in addition to the special abilities in the *Dungeon Master's Guide* and other sources.

Banishing: Any extraplanar creature with 25 Hit Dice or fewer that is struck by the weapon must succeed on a DC 24 Will save or be banished back to its home plane. Spell resistance applies, and a creature so banished cannot return for at least 24 hours. The wielder may choose to deactivate this special ability as a free action. Bows, crossbows, and slings so crafted confer the banishing power upon their ammunition.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, *banishment*; Price +3 bonus.

Blessed: This replicates the effect of the *bless weapon* spell, but it is permanent and always in effect. The weapon becomes good, which means it can bypass the damage reduction of certain creatures, particularly evil outsiders. Furthermore, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any

weapon that already has a magical effect related to critical hits, such as a keen weapon or vorpal weapon.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bless weapon*; Price +1 bonus.

Enfeebling: On a critical hit, this weapon deals 1d6+2 points of temporary Strength damage in addition to its regular damage. Spell resistance applies. Bows, crossbows, and slings so crafted confer the enfeebling power upon their ammunition.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *ray of enfeeblement*; Price +1 bonus.

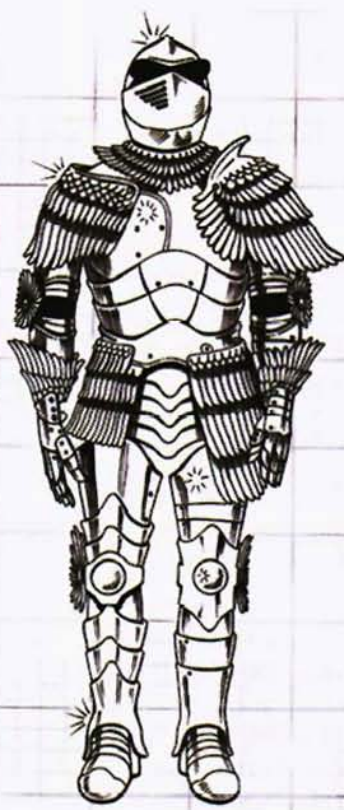
Heavenly Burst: On a successful critical hit against an evil creature, this weapon discharges a radiant burst that deals +3d6 points of damage to the target and blinds it for 1 round. A successful DC 14 Fortitude save negates the blindness. Bows, crossbows, and slings so crafted confer the heavenly burst power upon their ammunition.

Every time this weapon discharges a radiant burst, the wielder takes 1d2 points of temporary Strength damage.

Faint evocation; CL 5th; Craft Magic Arms and Armor, *Ayaila's radiant burst*, creator must be good; Price +2 bonus.

Paralyzing: Any creature struck by this weapon must succeed on a DC 17 Will save or be paralyzed. Each round on its turn, the target may attempt a new saving throw to end the effect; otherwise, the paralysis lasts 10 rounds. Spell resistance applies. Bows, crossbows, and slings so crafted confer the paralyzing power upon their ammunition.

Moderate enchantment; CL 10th; Craft Magic Arms and Armor, *hold monster*; Price +2 bonus.



Exalted armor



Sacred shield



Empyrean shield



Soulfire armor



Angelic shield

Righteous: This weapon acts as though it has the spell *detect evil* upon it. This enchantment is always active unless the wielder commands the weapon to deactivate (a free action). The wielder receives a +2 bonus on attack and damage rolls against any creature with a strong or overwhelming aura of evil (see the *detect evil* spell description in the *Player's Handbook*). Bows, crossbows, and slings so crafted confer the righteous power upon their ammunition.

Moderate divination and evocation; CL 7th; Craft Magic Arms and Armor, *detect evil*, *holy smite*, creator must be good; Price +4 bonus.

Roaring: This weapon unleashes a tremendous roar with each swing. Any evil creature struck by the roaring weapon must succeed on a DC 22 Will save or be shaken. A roaring weapon also deals +2d6 points of sonic damage on a successful critical hit. A roaring weapon cannot also have the thundering ability (see the *Dungeon Master's Guide*), and vice versa.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *leonal's roar*, creator must be good; Price +3 bonus.

SPECIFIC WEAPONS

Exalted heroes and defenders of the Upper Planes alike need great weapons to triumph over great evil. The following specific weapons usually are preconstructed with exactly the qualities described here.

Bow of the Solars: This Large +2 composite longbow (+4 Str bonus) turns any arrow it fires into a *slaying arrow* targeting any creature type the wielder chooses.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *finger of death*; Price 100,100 gp; Cost to Create 50,500 gp + 3,968 XP.

Celestial Blade: This Large +3 bastard sword is the favored weapon of planetars. It always shines light equivalent to a torch (20-foot radius, with shadowy illumination out to a range of 40 feet), and its blade is typically engraved with the symbol of the deity served by the planetar.

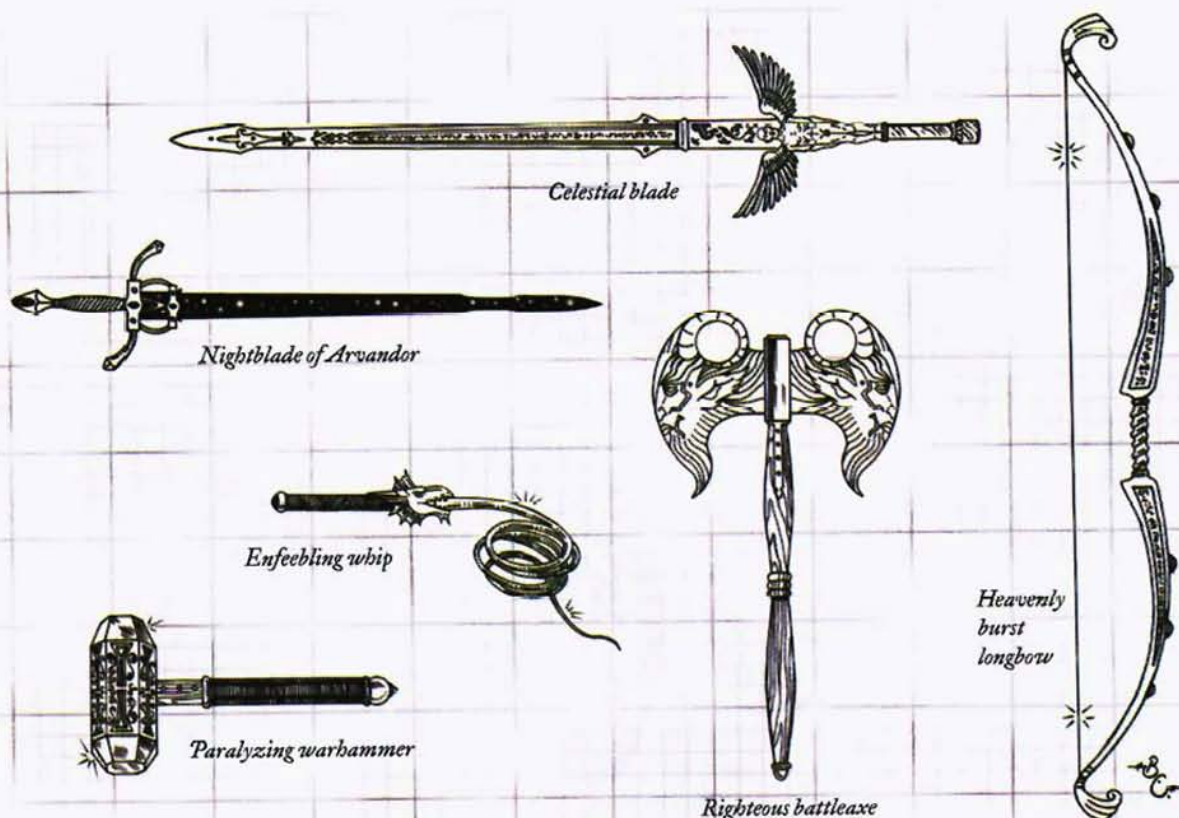
Moderate evocation; CL 9th; Craft Magic Arms and Armor; Price 18,335 gp; Cost to Create 9,335 gp + 720 XP.

Celestial Mace: This +3 disruption heavy mace is the favored weapon of astral devas. It always shines light equivalent to a torch (20-foot radius, with shadowy illumination out to a range of 40 feet).

Strong transmutation; CL 14th; Craft Magic Arms and Armor, *disrupting weapon*; Price 50,312 gp; Cost to Create 25,312 gp + 2,000 XP.

Dart of the Phoenix: This red and gold +1 returning dart has a tail made of phoenix feathers. Throwing the dart requires a sacrifice of 1d4 points of temporary Strength damage. However, any creature struck by the dart, regardless of whether it takes damage, must succeed on a DC 20 Fortitude save or be instantly slain and reduced to a small pile of ashes. If the save succeeds, the creature takes 13d6 points of fire damage instead. If a creature makes its saving throw but is slain by the damage, it is reduced to a pile of ashes as well.

Any creature reduced to ashes by the dart reforms after 2d6 rounds, appearing in the exact spot where it died and in whatever state it was before being incinerated. Although damage



from the actual dart remains, all fire damage is instantly restored.

Creatures immune to fire take no fire damage and are not incinerated. Fire resistance applies to damage dealt if a creature makes its Fortitude save.

Strong necromancy [fire, good]; CL 13th; Craft Magic Arms and Armor, *phoenix fire*; Price 99,400 gp plus 5 sp; Cost to Create 49,900 gp plus 5 sp + 3,960 XP.

Demondoom: Favored by dwarven foes of the tanar'ri, this +2 *holy demon bane warhammer* is fashioned from cold iron with a head shaped like two clenched fists. Once per day, the wielder can make a blinding strike against a demon. The wielder must declare he is using the blinding strike before making the attack roll; if the attack hits and the hammer bypasses the demon's spell resistance with a successful level check (1d20+15), the demon is blinded as if by a *power word blind* spell. If the attack misses or the blinding strike is used on a creature other than a demon, the blinding strike is wasted.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, *holy smite*, *power word blind*, creator must be good; Price 51,512 gp; Cost to Create 25,912 gp + 2,048 XP.

Hellpiercer: Tested in battle against the fiendish legions of Hell, this colorful +3 *shocking burst arrow* or +3 *shocking burst bolt* is treated as a silvered weapon for the purpose of overcoming damage reduction. Furthermore, the head of the arrow or bolt contains a tiny reservoir of purified couatl venom (see Ravages and Afflictions in Chapter 3: Exalted Equipment). This ravage harms only evil creatures, including outsiders that are normally immune to poison (such as devils).

Moderate evocation and transmutation; CL 11th; Craft Magic Arms and Armor, *silvered weapon*; Price 4,007 gp per arrow or bolt; Cost to Create 2,007 gp + 40 XP per arrow or bolt.

Nightblade of Arvandor: This +2 *longsword* appears to be made of black steel. Within the blade, one can see miniscule twinkling stars. Upon command, the sword launches starlike pulses of light. Each round, as a standard action, the *nightblade* can fire as many stars from its blade as the wielder has ranged attacks. Using the sword in this fashion provokes attacks of opportunity, and each star requires its own ranged touch attack roll. A nonevil creature struck by a star takes 1d8 points of damage, half of which is nonlethal damage (rounded down). An evil creature struck by a star takes 1d8 points of lethal damage. The stars are magical force, not weapons, so they ignore damage reduction and incorporeality.

Moderate evocation [good]; CL 6th; Craft Magic Arms and Armor, *stars of Arvandor*, creator must be good; Price 44,315 gp; Cost to Create 22,315 gp + 1,760 XP.

RINGS

Easy to conceal, rings are often crafted by good creatures to aid against the forces of darkness.

Ring of Adamantine Touch: When worn, this adamantine ring allows the wearer to make melee weapon attacks and natural attacks as though wielding an adamantine weapon.

Strong transmutation; CL 12th; Forge Ring, *touch of adamantine*; Price 120,000 gp; Cost to Create 60,000 gp + 4,800 XP.

Ring of Affliction: This mithral ring is shaped like a beautiful feathered serpent. Any natural or unarmed attack made by the ring's wearer forces the target to succeed on a DC 17 Forti-

tude save or succumb to an affliction of the ring wearer's choice (see the *affliction* spell description for more information).

Strong necromancy [good]; CL 12th; Forge Ring, *affliction*, creator must be good; Price 72,000 gp; Cost to Create 36,000 gp + 2,880 gp.

Ring of Solar Wings: This brilliant gold ring causes is inlaid with celestial script. When the ring is put on, the wearer grows gleaming white wings (like those of a solar) and gains the ability fly at a speed of 150 feet (good maneuverability). The wings disappear if the ring is removed. If the ring is removed while the wearer is in flight, the wearer floats to the ground as per a *feather fall* spell. If the wearer already has a functional set of wings, the ring does not create new ones, but the wearer may use the ring's fly speed if it's faster.

Strong transmutation; CL 12th; Forge Ring, *feather fall*, *polymorph*; Price 118,000 gp; Cost to Create 59,000 gp + 4,720 XP.

Ring of Vengeance: This gold ring glows softly when worn by a good-aligned creature. If the wearer of the ring dies, an arc of divine energy leaps from the ring and deals 15d6 points of damage to the creature that dealt the killing blow. The damage is of divine origin and of a nonspecific energy type. The target of the attack can make a DC 19 Reflex save to reduce the damage by half. Once the ring unleashes its energy, it turns to dust.

Strong abjuration [good]; CL 15th; Forge Ring, *vengeance halo*, creator must be good; Price 4,500 gp; Cost to Create 2,250 gp + 180 XP.

STAFFS

The following staffs are available to good characters, in addition to the ones in the *Dungeon Master's Guide*.

Staff of Rapture: This ash staff bears a few holy etchings but otherwise looks unremarkable. However, in the hands of a cleric, the staff sheds golden light as brightly as a torch.

The *staff of rapture* can be used as a +1 *quarterstaff*, but it deals only nonlethal damage. Against evil creatures, it has a critical threat range of 17–20.

The staff allows use of the following spells:

- *Atonement* (2 charges)
- *Divination* (1 charges)
- *Elation* (1 charge)
- *Sword of conscience* (2 charges)
- *Vision of heaven* (1 charge)

Strong various schools; CL 12th; Craft Staff, *atonement*, *divination*, *elation*, *sword of conscience*, *vision of heaven*, creator must be good; Price 73,800 gp; Cost to Create 37,050 gp + 2,940 XP.

Sunstaff: This staff is fashioned from bleached darkwood and capped with an ornate golden sunburst set with a cut diamond.

As a free action, the *sunstaff* can be turned into a +3 *brilliant energy quarterstaff*. Turning the quarterstaff back into staff form is also a free action and allows use of the following spells:

- *Bless* (1 charge)
- *Crown of flame* (2 charges)
- *Searing light* (1 charge)
- *Shield other* (1 charge)

Strong various schools; CL 16th; Craft Staff, *continual flame*, *crown of flame*, *gaseous form*, *bless*, *magic circle against evil*, *prayer*, *searing light*, *shield other*, creator must be good; Price 173,300 gp; Cost to Create 86,800 gp + 6,920 XP.

WONDROUS MAGIC ITEMS

The following items are among many found in the arsenals of good-aligned creatures committed to the capture or destruction of all things evil.

Antimagic Shackles: These adamantine manacles fit any Small to Large creature and create an *antimagic field* to a radius of 5 feet when they are fastened. The DC to slip out of the shackles is 28, but breaking them is nearly impossible, requiring a DC 40 Strength check.

Moderate abjuration; CL 11th; Craft Wondrous Item, *antimagic field*; Price 132,000 gp; Weight 5 lb.

Incense of Consecration: When burned in a censer or thurible, the smoke from this incense creates a *consecrate* effect in a 20-foot emanation. For the duration of the effect, the censer or thurible can be moved, moving the area of the *consecrate* as well. The incense burns for 6 hours, after which it loses all magical properties.

Faint evocation; CL 3rd; Craft Wondrous Item, *consecrate*; Price 300 gp; Weight 1 lb.

Retributive Amulet: This amulet provides a +2 sacred bonus to AC. In addition, when the wearer takes damage from a melee attack made with a natural or hand-held weapon, the damage is divided equally between the attacker and the target. If the damage is an odd number, the extra point of damage goes to the attacker.

The *retributive amulet* deals the same types of wounds upon the attacker that the wearer receives, but only damage to hit points. For example, a rogue who uses a poisoned dagger to stab the amulet's wearer would receive an identical gash in the same spot as the wearer, but would not suffer ability loss from the weapon's poison.

The amulet must be worn to function; it needs no command word for activation.

Faint abjuration; CL 5th; Craft Wondrous Item, *shield other*; Price 56,000 gp.

Shackles of Silence: These wrought-iron manacles fit any Small to Large creature. They exude a *silence* effect in a radius just large enough to contain the creature they hold—a 2 1/2-foot radius for a Small or Medium creature, a 5-foot radius for a Large creature. However, if the creature bound by them escapes without opening them—by slipping out of the shackles or breaking them—the *silence* effect ends and the shackles ring for 1 round, as the effect of an *alarm* spell's audible alarm. The DC to break or slip out of the shackles is 28.

Faint abjuration and illusion; CL 3rd; Craft Wondrous Item, *alarm, silence*; Price 12,000 gp; Weight 2 lb.

Starmantle Cloak: This draping black cloak turns into a sparkling mantle of tiny, cascading stars when worn. The cloak sheds light as a torch, renders the wearer impervious to nonmagical weapon attacks, and transforms any nonmagical weapon or missile that strikes the wearer into harmless light, destroying it. Contact with the *starmantle* does not destroy magic weapons or missiles, but the *starmantle*'s wearer is entitled to a DC 15 Reflex save each time he is struck by such a weapon; success indicates that the wearer takes only half damage from the attack.

Moderate abjuration; CL 11th; Craft Wondrous Item, *starmantle*; Price 132,000 gp; Weight 1 lb.

Thurible of Consecration: Each of these golden censers is sacred to a particular deity whose symbol appears on it. When a

cleric of that deity burns *incense of consecration* in the thurible and carries it, the effects of the incense are increased as though an altar or similar fixture were in the area of the *consecrate* spell, doubling its effects. If a cleric of a different deity uses the thurible, it has no special effect.

Faint evocation; CL 5th; Craft Wondrous Item, *consecrate*, creator must be a cleric of the deity to whom the thurible is sacred; Price 5,000 gp; Weight 4 lb.

Trumpet of Doom: This small brass trumpet is engraved with interwoven patterns of feathers and flames. The trumpet emits a haunting blare that fills evil enemies with a terrible sense of dread. All evil creatures within 100 feet that can hear the trumpet's blare are shaken for 1 minute (DC 14 Will save negates). The trumpet can be blown up to three times per day.

Moderate necromancy; CL 6th; Craft Wondrous Item, *doom*; Price 7,185 gp; Weight 1 lb.

Trumpet of Healing: This finely wrought trumpet plays beautifully in the hands of any talented trumpeter. Invoking any of its magic, however, requires playing the horn uninterrupted for a full round and making a DC 15 Perform (wind instruments) check. The trumpeter can employ the trumpet three times per day, selecting from the following powers for each use: *remove blindness/deafness*, *remove disease*, *cure serious wounds*, or *neutralize poison*. These powers affect all creatures within 360 feet of the horn. In addition, the trumpet can *heal* a single creature within hearing range of the uplifting song once per day. Evil creatures cannot benefit from these effects; in fact, they hear nothing at all when the horn plays. The trumpeter cannot personally benefit from the trumpet's healing powers.

Strong conjuration; CL 13th; Craft Wondrous Item, *cure serious wounds, heal, neutralize poison, remove blindness/deafness, remove disease*, creator must be good; Price 115,440 gp; Weight 2 lb.

Vambraces of Evil's Warding: These golden bracers are engraved with holy runes and fit snugly over the arms of any creature that dons them. Ranged attacks made by evil creatures against the wearer take a -4 penalty.

An evil creature that dons the *vambraces of evil's warding* takes 2d6 points of damage per round.

Faint abjuration; CL 5th; Craft Wondrous Item, *protection from arrows*, creator must be good; Price 18,000 gp; Weight 1 lb.

INTELLIGENT ITEMS

The intelligent items presented below can fit easily into most campaigns and are appropriate treasures for exalted heroes to find and use. Feel free to change an item's name, history, alignment, personality, or abilities to suit the needs of your campaign.

Barsolidor, the Tyrant Bane: +3 longsword; AL CG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision, and hearing; Ego score 15.

Languages: Celestial, Common, Draconic, Elven.

Lesser Powers: *Cure moderate wounds* on wielder 3/day, *zone of truth* 3/day, 10 ranks in Knowledge (history) (total modifier +13).

Greater Powers: Detect lawful evil at will.

Personality: Originally called Razorleaf, this sword was renamed shortly after the death of its creator, an elf crusader who dedicated his life to fighting tyranny. A champion and

advisor of many kings, Barsolidor succeeded in imprinting fragments of his life experience on the blade before his death. The sword vehemently opposes tyranny and slavery, and when its current wielder grows too old to fight, it asks to be passed on to a younger champion of good who shares its purpose and ideals.

Strong divination; CL 15th; Craft Magic Arms and Armor, cure moderate wounds, detect evil, detect law, zone of truth; Price 52,515 gp.

Caduceus: Staff of healing; AL NG; Int 14, Wis 14, Cha 10; Speech, 120 ft. vision and hearing; Ego score 6.

Languages: Celestial, Common, Infernal.

Lesser Powers: Ease pain 1/day, vision of heaven 3/day.

Personality: Legend has it that a faithful cleric of Pelor found this white ash staff with silver inlaid runes in a brook while on a pilgrimage. The cleric heard a babbling sound coming from the brook, walked out among its shoals, and drew the talking staff from its shallow depths. Caduceus (kah-DOO-shuss) has no memory of its origin, but it chats incessantly about the many great heroes it has helped over the years. The staff abhors bloodshed and violence, and it sometimes elects to not heal wounds it feels are justified or deserved.

Moderate conjuration; CL 15th; Craft Magic Arms and Armor, cure serious wounds, ease pain, lesser restoration, remove blindness/deafness, remove disease, vision of heaven; Price 34,950 gp.

Ezrylon: +2 demon bane short sword with a +4 ring of protection* built into its pommel; AL LG; Int 13, Wis 10, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 11.

*This ring does not function if Ezrylon is wielded in a hand with a magic ring worn on it. This ring confers its deflection bonus to AC only while the weapon is drawn.

Special: This weapon is fashioned from Solanian truesteel (see Chapter 3: Exalted Equipment) and gains a +1 bonus on the confirmation roll for a critical hit.

Languages (understand only): Abyssal, Common.

Lesser Powers: Daze monster 3/day, 10 ranks in Knowledge (the planes) (total modifier +11).

Personality: A half-celestial weaponsmith crafted Ezrylon for a halfling paladin of unshakable valor. During a raid on an evil temple, the halfling fell beneath the maul of a fiendish minotaur cleric, who later tasked a minion to destroy the paladin's sword. Ezrylon persuaded the slow-witted underling to sell it instead, and gradually the blade found its way into the hands of an evil gnome assassin. Through this unlikely partnership, Ezrylon learned that evil often feeds on itself, and for several years, the assassin put Ezrylon's demon bane power to good use. The assassin lost the blade in a gambling match with a shady merchant, who is currently seeking a buyer for the blade. Ezrylon isn't quick to judge evildoers, but it swells with anger when it senses demons nearby.

Moderate abjuration; CL 15th; Craft Magic Arms and Armor, Forge Ring, daze monster, shield of faith, summon monster I; Price 64,810 gp.

Hwyrr, the Clarion Harp: Harp of charming; AL CG; Int 18, Wis 10, Cha 18; Speech, telepathy, 120 ft. darkvision, blindsense, and hearing; Ego score 14.

Languages: Celestial, Common, Draconic, Elven, Gnome.

Lesser Powers: elation 3/day, Faerinaal's hymn (see below), 10 ranks in Knowledge (history) (total modifier +14).

Greater Powers: Dismissal 1/day, fear 3/day (against foes only).

Personality: The frame of this golden harp is fashioned into a handsome likeness of Faerinaal, Queen Morwel's eladrin consort (see Chapter 7: Celestial Paragons). Crafted by a firre eladrin bard in Queen Morwel's court, Hwyrr serves Faerinaal as a chronicler of events on the Material Plane. As it finds its way into the hands of different adventuring bards, Hwyrr learns new tales of heroism that it will someday recount to Faerinaal when it finally returns to Queen Morwel's court. When it senses battle occurring within 60 feet, Hwyrr automatically begins playing Faerinaal's hymn and continues to do so until one of its other powers is employed. Hwyrr takes great pride in its appearance and constantly insinuates itself into conversations, recounting tales of its past owners' exploits to help its current owner deal with immediate or similar problems.

Strong enchantment; CL 15th; Craft Magic Arms and Armor, dismissal, elation, Faerinaal's hymn, fear, suggestion; Price 84,000 gp.

Iasalas, the Watershod: +1/+1 ki focus quarterstaff[®]; AL LG; Int 14, Wis 14, Cha 10; Speech, 120 ft. vision and hearing; Ego score 10.

*Both ends of the quarterstaff have the ki focus special ability.

Languages: Aquan, Celestial, Common.

Lesser Powers: Water walk 3/day (wielder only), 10 ranks of Sense Motive (total modifier +12).

Personality: Iasalas is imbued with the spirit of an elder water elemental and is adorned with graven symbols of the sea, including eels and anemones. A fierce weapon, it relishes the sound of evil's brittle bones cracking under its mighty blows. It has little patience for those of different alignment and those who can't wield it masterfully, and it chides a wielder who frequently misses his enemies in combat and criticizes underhanded or unseemly tactics. Once earned, however, Iasalas's loyalty is unflinching and absolute.

Strong transmutation; CL 12th; Craft Magic Arms and Armor, water walk, creator must be a monk; Price 48,100 gp.

Lunistra, the Heartstar: +4 soulfire breastplate; AL NG; Int 12, Wis 10, Cha 12; Empathy, 30 ft. vision and hearing; Ego score 11.

Languages (understand only): Celestial, Common.

Lesser Powers: Cure moderate wounds 3/day (on wearer only).

Personality: Lunistra is a golden breastplate shaped in the likeness of a lupinal guardinal's visage, with a golden eight-pointed star adorning its forehead. When donned by a creature of good alignment, Lunistra exudes unflinching confidence in its ability to protect the wearer from grave harm. Lunistra maintains a constant readied action to cast *cure moderate wounds* on the wearer if he or she is reduced to 0 hp or fewer, and it resists any attempt by the wearer to deplete its *cure moderate wounds* ability in less critical situations.

Strong abjuration; CL 13th; Craft Magic Arms and Armor, cure moderate wounds, death ward; Price 71,850 gp.

Seryl, the Laughing Bow: +2 merciful composite longbow (+4 Str bonus); AL CG; Int 10, Wis 15, Cha 15; Speech, 60 ft. darkvision and hearing; Ego score 10.

Special: Seryl is made from serren, a wood found on the first layer of Arborea (see Special Materials in Chapter 3: Exalted Equipment). The wood grants Seryl the ghost touch special quality, although this is a nonmagical feature.

Languages: Elven.

Lesser Powers: *Faerie fire* 3/day, 10 ranks in Diplomacy (total modifier +12), 10 ranks in Spot (total modifier +12).

Personality: Although it is over five hundred years old, the elven bow named Seryl views the world with a child's sense of wonder. For reasons that elude it, Seryl finds dwarves especially hilarious and enjoys spending time around them, laughing at their jokes and marveling at their tales. It does not enjoy inflicting pain on others and strongly advocates taking prisoners over needless slaughter.

Moderate conjuration; CL 6th; Craft Magic Arms and Armor, *cure light wounds*, *faerie fire*; Price 38,900 gp.

Torvion, the Fifth Shield: +4 *angelic light steel shield*; AL LG; Int 10, Wis 13, Cha 13; Empathy, 60 ft. vision and hearing; Ego score 10.

Special: Torvion is fashioned from aurorum (see Special Materials in Chapter 3: Exalted Equipment for details). If sundered, it can be fully restored by rejoining its broken fragments (as a full-round action).

Languages (understand only): Celestial.

Lesser Powers: *Bless* 3/day, *eyes of the avoral* (continuous) on good-aligned owner.

Personality: Torvion is one of seven identical shields crafted on Celestia. It was given to an astral deva named Jeveth, who was summoned via *greater planar ally* spell to the Material Plane to help adventurers destroy a fiendish red dragon. Jeveth bore Torvion into glorious battle and perished moments before the wyrm met its end. The adventurers placed Torvion and the deva's other possessions in a hallowed tomb within their keep. Although the keep stands in ruins today, these items still lie beneath an alabaster statue of Jeveth that remains largely intact. If found, Torvion conveys excitement at being unearthed, exuding tremendous confidence when brought to bear in battle. However, it manifests an unsettling fear of red dragons, solitude, and dark places when exposed to them. It need not be drawn to confer its *eyes of the avoral* ability on its owner.

Moderate abjuration; CL 9th; Craft Magic Arms and Armor, *bless*, *dispel evil*, *eyes of the avoral*, *Phieran's resolve*, caster must be good; Price 49,659 gp.

Zaethwar, the Sinflayer: Adamantine +5 *holy spiked chain*; AL LG; Int 17, Wis 10, Cha 17; Speech, telepathy, 120 ft. darkvision and hearing; Ego score 19.

Languages: Celestial, Common, Draconic, Infernal.

Lesser Powers: *Ease pain* 3/day, *refreshment* 3/day, 10 ranks of *Intimidate* (total modifier +13).

Greater Powers: Detect chaotic evil at will.

Personality: Fashioned by a planar weaponsmith named Jebylon, Zaethwar exists to slay chaotic evil creatures and demons in particular. It refuses to settle for half-measures in the war against chaos and evil and mentally asserts itself over any wielder who tries to withdraw from a battle in which chaotic evil opponents are present, endeavoring to stay and

fight. If its wielder is subjected to a pain effect or nonlethal damage, Zaethwar casts *ease pain* or *refreshment* to counter any such debilitation.

Strong evocation [good]; CL 18th; Craft Magic Arms and Armor, *ease pain*, *holy smite*, *refreshment*, creator must be good; Price 134,025 gp.

MAJOR ARTIFACTS

The following artifacts are ancient beyond reckoning, surfacing periodically to help the servants of good overcome the fell legions of evil.

Cup and Talisman of Al'Akbar: This pair of holy artifacts first appeared in the desert city of Khaibar shortly after a great devastation. Sultan Amhara of Khaibar sent agents to retrieve the cup and talisman after they were stolen from a local temple by bandits. Fearing a great invasion, the sultan concealed the artifacts in two different areas of his palace, but they were found and stolen yet again. Their current whereabouts are unknown.

The Cup of Al'Akbar: This chalice is made of hammered gold, chased with silver filigree and set with twelve great gems (apparent value 75,000 gp). It does not radiate magic, although it glows with a warm golden light. Seven times per day, the cup can turn ordinary water into a potion of *cure light wounds* (1d8+1). The potion must be imbibed directly from the cup; it reverts to ordinary water if poured into another vessel. The holder of the cup can also use a *bless* spell once per day (cast at 20th level).

A nongood keeper of the cup takes 1 point of permanent Constitution drain each day the cup remains in his custody. This drain cannot be restored by any means except a *wish* or *miracle* spell. If the keeper's Constitution drops to 0, he dies and turns into a deathless guardian (see the deathless creature type in Chapter 8: Monsters) bound to the cup. This ability score drain is cumulative with the drain from the Talisman of Al'Akbar (see below).

The Talisman of Al'Akbar: The talisman is made of hammered platinum in the shape of an eight-pointed star, chased with gold inlays, and with a small gem tipping each point. The star depends from a chain of gold set with silver beading (apparent value 25,000 gp). Like the cup, the talisman does not radiate magic. However, the wearer can use the following spells: At will—*remove disease*; 1/day—*remove curse*.

A nongood keeper of the talisman takes 1 point of permanent Constitution drain each day the cup remains in his custody. This drain cannot be restored by any means except a *wish* or *miracle* spell. If the keeper's Constitution drops to 0, he dies and turns into a deathless guardian (see the deathless creature type in Chapter 8: Monsters) bound to the cup. This ability score drain is cumulative with the drain from the Cup of Al'Akbar (see above).

Resonating Effect (Cup and Talisman): A creature wearing the talisman and holding the cup can cast *resurrection* three times per week. Casting the spell requires a 10-minute ritual during which a vial of holy water must be poured into the cup and poured over the remains of the creature to be resurrected. The spell works only on nonevil creatures and ignores the usual material component cost.

Whenever the cup and talisman are shown at the same time, all intelligent creatures viewing the artifacts must succeed on a DC 19 Will save or be overcome with greed and covetousness. Affected creatures attack the possessor in an attempt to steal the artifacts. Creatures friendly toward the possessor gain a +4 bonus on their Will save. The effect ends when both artifacts are removed from the affected creature's sight.

The Regalia of Good: The three mighty artifacts that comprise the Regalia of Good were forged at the same time as the Regalia of Evil and for the same purpose: for the use of a divine champion to oppose the similarly equipped champions of the evil and neutral deities. For long centuries, the deities of good held the items of the regalia together in one god's care, but they were stolen, separated, and are now lost.

The Crown of Good: This thin coronet of twisted mithral is elegant and slender, fashioned to look like rays of light surrounding the head of the wearer. When a good creature puts on the crown, its head is indeed surrounded in a brilliant halo of light. The wearer gains immunity to electricity, a +4 enhancement bonus to Wisdom, a +4 deflection bonus to Armor Class, and spell resistance 20. He can use the spell *guidance* at will. He can use the following spells three times per day each: *heroes' feast*, *sending*, and *greater status*. Once per day, he can surround himself with a *globe of invulnerability*. All spells are cast at 20th level. The wearer cannot speak any lies while wearing the crown.

The Scepter of Good: This slender rod is made of mithral, wreathed in a pattern of intertwining leaves. One end constantly glows with a soft white light equivalent to a torch, but heatless. While in a good character's possession, it confers a +4 enhancement bonus to Charisma and grants immunity to mind-affecting spells and effects. The wielder can command obedience as if it were a *rod of rulership* with no use limit, and can use *holy smite* (DC 19) and *searing light* (DC 18) three times per day each. All spells are cast at 20th level. The wielder of the scepter becomes increasingly unable to refuse pleas for help, no matter how desperate the cause.

The Orb of Good: This 6-inch sphere is made of purest crystal, encased in a filigree cage of polished mithral laurel leaves. A good wielder can turn or destroy undead as a 15th-level cleric. While in a good character's possession, it confers a +4 enhancement bonus to Intelligence. Further, the orb can be used to scry like a *crystal ball* with the added ability to *detect thoughts*. Once per day, the orb can be used to cast *heal* (as a 20th-level cleric) by touch.

Resonating Effect (Two Items): While a single character possesses two items of the Regalia of Good, he gains the benefits of the Spell Focus (Good), Gift of Faith, Nimbus of Light, and Words of Creation feats. As the character's nature alters to reflect the celestial energies that surround the regalia, he gains a +1 circumstance bonus on saving throws against electricity,

petrification, cold, acid, fire, and poison. The character gains low-light vision and darkvision with a range of 60 feet. Finally, if the wielder casts a *planar ally* spell (including the lesser and greater versions) to call a celestial, the creature serves for half the price it would normally charge, in goods or services (at the DM's discretion).

Resonating Effect (Three Items): While a single creature possesses all three items of the Regalia of Good, he gains a +4 enhancement bonus to Strength, Dexterity, and Constitution. Any weapon wielded by the creature becomes a holy weapon, dealing an extra +2d6 points of damage to evil creatures. In addition, the wielder radiates an aura of courage, granting all his allies within 30 feet a +4 morale bonus on their saving throws to resist fear effects.

Nongood Characters: A nongood character attempting to use any of these items immediately takes 5d6 points of damage. Further, an evil-aligned character attempting to use the items must make a Will saving throw (DC 18) or lose 2,000 XP.

Regalia of Good



REDEEMING EVIL MAGIC ITEMS

Some magic items are forged in evil and carry its taint regardless of who wears them or to what purpose they are put. *Demon armor*, unholy weapons, a *nine lives stealer*, a *rod of the viper*, a *darkskull*—these items are evil, they work only for evil characters, and often they actively bring harm to good characters who try to use them. As such, they present a special challenge to a good character: she can't use them, and selling them would mean putting them into the hands of a potential enemy. What, then, is Alhandra to do with her foe's *demon armor*?

Though it is extremely difficult to accomplish, a character who is devoted to good can sometimes redeem an evil magic item, turning its power to holiness. Like creating a magic item from scratch, redeeming an evil item requires the appropriate item creation feat, time, spells, and experience points, but it does not require gold.

The first step toward redeeming an evil item is to temporarily suppress its magical properties with *dispel magic*. Redemption cannot proceed until the evil magic is suppressed. Thereafter, the process of redemption is very similar to the process of creating a magic item from scratch. The redeemer must spend 8 hours per day in prayer or meditation with the item, must cast any prerequisite spells for the redemption, and must spend 1 day per 1,000 gp of the redeemed item's base price. The only cost to the character, besides time, is XP equal to 1/25 of the redeemed item's base price.

Redeemed Demon Armor: When it is redeemed, the very shape of *demon armor* shifts so that its visage, while still bestial, appears more like a snarling hound or warden archon, or

perhaps a guardinal. It remains +4 full plate, and still allows the wearer to make claw attacks. These attacks deal 1d10 points of damage, strike as +1 weapons, and affect the target as if she had been struck by a *sword of conscience* spell (Will negates DC 16).

The armor bestows one negative level on any nongood creature wearing it, rather than affecting nonevil creatures.

Strong enchantment; CL 13th; Craft Magic Arms and Armor, *sword of conscience*, redeemer must be of good alignment; Price 88,590 gp; Cost to Redeem 3,478 XP.

Redeemed Unholy Weapon: A redeemed unholy weapon becomes a holy weapon.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *holy smite*, redeemer must be good; Price +2 bonus; Cost to Redeem according to weapon's value without the unholy quality:

- +1 enhancement bonus: 640 XP
- +2 or equivalent enhancement bonus: 960 XP
- +3 or equivalent enhancement bonus: 1,280 XP
- +4 or equivalent enhancement bonus: 1,600 XP
- +5 or equivalent enhancement bonus: 1,920 XP
- +6 or equivalent enhancement bonus: 2,240 XP
- +7 or equivalent enhancement bonus: 2,560 XP
- +8 or equivalent enhancement bonus: 2,880 XP

Redeemed Nine Lives Stealer: If the sword is redeemed while it still has the ability to steal life, it becomes a +1 holy longsword. Otherwise, it becomes a +2 longsword with no special qualities.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *holy smite*; Price 18,315 gp (+1 holy longsword), 8,315 (+2 longsword); Cost to Redeem 720 XP (+1 holy longsword), 320 XP (+2 longsword).

Redeemed Rod of the Viper: A redeemed rod of the viper becomes a rod of the python.

Moderate transmutation; CL 10th; Craft Rod, Craft Magic Arms and Armor, *polymorph other*, redeemer must be good; Price 13,000 gp; Cost to Redeem 520 XP.

Redeemed Darkskull: When a darkskull is redeemed, tracings of silver forming holy symbols and words appear in its sur-

face. It emanates a *hallow* effect rather than *unhallow*, still with no additional spell effect tied to it.

Moderate evocation; CL 9th; Craft Wondrous Item, *hallow*, redeemer must be good; Price 60,000 gp; Cost to Redeem 2,400 XP; Weight 5 lb.

Redeemed Robe of the Archmagi: A black robe of the archmagi can be transformed into a white one.

Strong various schools; CL 14th; Prerequisites: Craft Wondrous Item, redeemer must be good; Price 75,000 gp; Cost to Redeem 3,000 XP; Weight 1 lb.

Redeemed Mace of Blood: When redeemed, this item becomes a simple +3 heavy mace.

Moderate no school; CL 9th; Craft Magic Arms and Armor; Price 18,312 gp; Cost to Redeem 720 XP.

IRREDEEMABLE EVIL ITEMS

Redeeming a suit of *demon armor* is one thing; dealing with the *Hand of Vecna* or the *Wand of Orcus* is another matter entirely. Even a *talisman of ultimate evil* is an item so suffused with evil power that the evil cannot be cast out from the item. Evil artifacts, like most evil outsiders, are beyond redemption. The best option for a good character who discovers an evil artifact is to seek its destruction.

Minor evil artifacts, like a *talisman of ultimate evil* or a copy of the *book of vile darkness*, are no more difficult to destroy than any other magic item. Shattering a talisman with a hammer or throwing a book on a fire destroys it, whether it is a minor artifact or a mundane item.

Mordenkainen's disjunction has a chance to destroy any major artifact, though at great risk to the caster. As a variant rule, the DM can decide that a good character in a consecrated or hallowed location gains a +4 sacred bonus on her Will save to avoid the devastating consequences of destroying an evil artifact by this means.

Every artifact has its own specific means of destruction as well. The *Dungeon Master's Guide* suggests some possible means. Others might include:

- Enclose the artifact in a voidstone on the Negative Energy Plane.
- Impale it on an icicle in the Ice Wastes, the 23rd layer of the Abyss.
- Dissolve it in a pool of poison in Smargard, the 74th layer of the Abyss.
- Grind it to dust in the clockwork gears of Mechanus.
- Expose it to the radiance of the Illuminated Heaven, the pinnacle of Celestia.
- Crush it between the two layers of Bytopia.
- Cause a dead god to ingest it.
- Use it to wound a specific deity.
- Release the soul of every creature consumed by the artifact.
- Resurrect every creature ever slain by it.
- Suspend it in a fountain of flowing soulstuff.
- Allow a soulmarauder to consume it.
- Fill it with the grateful tears of 1,000 mothers whose dead children have returned to life.

The powers of good smile upon those who rid the world of great evil by destroying an evil major artifact. A party of good characters who destroys an evil artifact can request a *miracle* at no cost.





The archons, guardinals, and eladrins have their rulers, leaders, and exemplars on the celestial planes where good holds sway. These celestial paragons share much in common with each other and also bear certain similarities to their archfiend counterparts on the Lower Planes. At the same time, each is a unique being blessed with powers and abilities that relate directly to that paragon's area of interest and expertise. Raziel and Pistis Sophia are both archon lords, but their nature and abilities are radically different, as Raziel is the champion of paladins and Pistis Sophia is the exemplar of monks.

While angels such as solars and planetars number among the most powerful celestial servants of good deities, the celestial paragons function independently of the deities, standing as powers in their own right. They have their own followers and agents. They pursue their own agendas, which may or may not coincide with the goals of deities of like alignment. Short of deities, they are the most powerful creatures of good in existence. They also supremely embody what it means to be good.

CELESTIAL PARAGONS IN YOUR GAME

D&D, and certainly the *Book of Exalted Deeds*, assumes that the player characters are the heroes, opposed to the forces of evil. Given that premise, the celestial paragons present problems that the archfiends of *Book of Vile Darkness* do not—specifically,

how to introduce these powerful paragons of good into your campaign without overshadowing the player characters, at least before the PCs reach truly epic levels of 30 or higher.

Celestial paragons act as patrons for orders and organizations such as the Fists of Raziel and the Champions of Gwynliarwyl. These organizations might act, in turn, as patrons for player characters adventures or, at some point, recruit them as members, creating opportunities for the PCs to adopt some of the prestige classes detailed in Chapter 5.

As the PCs advance in levels, they might find themselves entangled in the plots and corruption of the archfiend cults described in the *Book of Vile Darkness*. The end of the chapter describes several planar allies that the PCs can summon or befriend. Each of these emissaries of good belongs to an order tied to a celestial paragon.

CHANNELING A CELESTIAL PARAGON

In a high-level or epic-level campaign, a player character can effectively become a celestial paragon. *Channel celestial paragon* is an epic spell, available to epic-level spellcasters (as detailed in the *Epic Level Handbook*). Epic-level characters might research and use this spell if they need to

TABLE 7-1: CHANNEL CELESTIAL PARAGON CONFERRED QUALITIES

Channeled Paragon	—Conferred Ability Scores—						Natural AC Bonus	Deflection Bonus	Insight Bonus	Damage Reduction	SR	Special Ability ¹
Barachiel	22	29	22	22	15	24	+7	+9	+5	15/evil	32	Crown of brilliance ² (Sp)
Bharrai	28	22	24	25	24	25	+15	+10	+9	20/evil and silver	37	Holy word (Sp)
Domiel	23	15	25	23	23	30	+7	+12	+9	15/evil	35	Finger of death (Sp)
Erathaol	23	15	25	31	25	23	+12	+9	+10	15/evil	33	Moment of prescience (Sp)
Faerinaal	19	23	22	32	22	27	+20	+6	+10	20/evil and cold iron	43	Scintillating pattern (Sp)
Gwynharwyf	30	20	25	18	18	24	+12	+9	+9	20/evil and cold iron	39	+10 ft. land speed (Ex)
Kharash	32	27	24	21	23	20	+5	+7	+9	15/evil and silver	32	Find the path (Sp)
Manath	28	24	21	17	24	23	+6	+9	+9	10/evil and silver	30	Suggestion (Sp)
Morwel	17	21	23	30	25	34	+20	+10	+12	25/evil and cold iron	45	Time stop (Sp)
Pistis Sophia	16	24	27	22	32	24	+8	+9	+13	20/evil	34	Improved evasion (Ex)
Raziel	33	24	29	23	23	17	+8	+6	+9	20/evil	41	Last judgment ² (Sp)
Sathia	23	26	23	24	25	25	+8	+10	+10	20/evil	39	Lightning bolt 3/day (Sp)
Sealtiel	25	17	34	25	28	25	+16	+10	+11	25/evil	43	Earthquake (Sp)
Talisid	38	34	24	16	17	20	+18	+7	+6	30/evil and silver	45	Heal (Sp)
Vhara	34	18	27	21	23	23	+11	+9	+9	15/evil and silver	36	Slow 3/day (Sp)
Zaphkiel	35	18	25	25	25	29	+23	+12	+10	30/evil	45	Discern location at will (Sp)

1 Either an extraordinary, spell-like, or supernatural ability. Abilities are usable once per day unless stated otherwise. Spell-like and supernatural abilities have an effective caster level of 20th.

2 New spell described in Chapter 6 of this book.

confront an archfiend. As an alternative, you might allow characters who have not quite attained epic levels (perhaps at 18th level or so) to gain the same effect by completing a series of arduous quests (see Questing in Chapter 2). In either case, targets of a *channel celestial paragon* spell each gain some aspect of the paragon's power; in effect, each player gets to run a part of the paragon. All the players remain active participants in a fight that would otherwise be out of their league.

Channel Celestial Paragon

Transmutation [Good]

Spellcraft DC: 28 (see text)

Components: V, S, F, Abstinence, Sacrifice

Casting Time: 10 minutes

Range: Touch

Target: You and 3–5 willing creatures and 1 willing celestial paragon

Duration: 20 rounds (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes (see text)

To Develop: 252,000 gp; 6 days; 10,080 XP (see text). *Seeds:*

Summon (DC 14, +36 DC for minimum CR 20, +60 DC for unique individual), Transform (DC 21, +5 DC for transformation into outsider, +25 DC for transformation into specific creature, +22 DC for minimum 26 HD). *Factors:* Dismissible by caster (+2 DC), up to five additional targets (+50 DC). *Mitigating factors:* Increase casting time by 9 minutes (–18 DC), abstinence component (–15 DC), sacrifice component (–120 DC), one additional caster contribut-

ing a 9th-level spell slot (–17 DC), channeling rather than summoning (ad hoc –20 DC), major artifact required as focus (ad hoc –20 DC).

By means of this mighty epic spell, you channel the power of a celestial paragon through you body and at least 3 (but no more than 5) of your allies. The spell effect is similar to that of the *channel greater celestial sanctified* spell. However, one mortal form cannot easily contain the power of a celestial paragon without the aid of a deity. Instead, the paragon's power is divided up among the participants in the spell.

Each willing mortal participant in the spell gains certain attributes of the paragon, while other abilities of the paragon are divided up among the participants.

- Each participant gains the ability scores listed on Table 7-1 or retains his own ability scores, whichever are higher. An increase in Intelligence does not grant extra skill points.
- Each participant gains a natural armor bonus, deflection bonus, and insight bonus to AC, as shown on Table 7-1.
- Each participant gains damage reduction and spell resistance, as shown on Table 7-1.
- Each participant gains a singular spell-like ability, usable at will unless otherwise indicated on Table 7-1.
- Participants channeling a paragon of the Celestial Hebdomad (Barachiel, Domiel, Erathaol, Pistis Sophia, Raziel, Sealtiel, or Zaphkiel) gain the archon subtype.
- Participants channeling a paragon of the Five Companions (Bharrai, Kharash, Manath, Sathia, Talisid, or Vhara) gain the guardinal subtype.

CELESTIAL PARAGONS AND CLERICS

Unlike the rulers of the Lower Planes, the mighty celestials that govern the Upper Planes do not desire worship. Their purpose, they protest, is to encourage goodness and point mortals toward the deities of good. They do not tolerate cults organized in their names and have no ability to grant spells directly to mortals.

That said, all of the celestial paragons are patrons of organizations or even specific individuals they have chosen to carry their ideals forward in the mortal realms. Raziél, for example, is the patron archon of paladins, and the Fists of Raziél is an organization formed in the archon's name that brings together paladins of all faiths, whether they worship Heironeous, Pelor, Moradin, Yondalla, Bahamut, or some other good deity, or even no deity at all.

In this role as patron of organizations and individuals, the celestial paragons sometimes petition good-aligned deities to grant particular spells and domains to their followers. For this reason, Chapter 6: Magic indicates which of the celestial paragons are associated with the new domains presented therein, and each paragon's description in this chapter likewise details the domains commonly chosen by clerics of the celestial orders.

While they cherish the orders that serve them, the celestial paragons are careful to remind their followers (and sometimes themselves) that they are not deities. To do otherwise would be to succumb to the sin of pride.

In the interests of a balanced universe, if you have decided that the archdevils and demon lords are actually deities with divine rank 1 (as discussed in *Book of Vile Darkness*), it is probably best to grant the same status to the celestial paragons. Even with a divine rank, the celestial paragons remain the humblest of demigods, still pointing mortals toward the worship of the real deities of the campaign rather than accepting cults in their own honor.

THE UPPER PLANES

The Upper Planes are the home of all that is good, the Outer Planes on which righteousness and justice flourish. On these planes, the lawful good archons, neutral good guardinals, chaotic good eladrins, and angels (devas, planetars, and solars) make their homes. The souls of the righteous journey to the Upper Planes when their earthly sojourn is over, there to live eternal lives of blessed fulfillment in reward for their virtue on earth. The deities of good, the highest embodiment of righteousness, dwell on these planes as well.

In the D&D cosmology, the Upper Planes include Arcadia, Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard. The River Oceanus flows from Elysium, across the Beastlands, to Arborea, providing an interplanar link among some of the Upper Planes. Magic portals connect the others, as well as allowing access to the remaining multitude of planes.

Arcadia is a place of perfect law tempered only slightly with good. It embodies perfection and harmony, with orchards of perfectly lined trees, straight streams and orderly fields, chiseled mountains and geometric cities. Archons, angels, planetouched aasimar, and mortals dwell here, alongside peaceful animals and hive-dwelling insects. Some formians live here as well.

- Participants channeling a paragon of the Court of Stars (Faerinaal, Gwynharwyf, or Morwel) gain the eladrin subtype.
- As a move action, each participant can use *greater teleport* at will (caster level 14th), except that it can transport only himself and up to 100 pounds of objects.
- Each participant can speak with any creature that has a language, as though using a *tongues* spell cast by a 20th-level cleric. This ability is always active.

Each participant in the spell must be willing, must meet the abstinence components detailed below, and must have the same alignment as the paragon.

The Spellcraft DC and cost to develop specified above are for the simplest version of the spell, which summons Manath, one of the five guardinal Companions. Channeling a more powerful celestial paragon entails a higher DC and a higher cost, as shown on Table 7-2.

TABLE 7-2: CHANNEL CELESTIAL PARAGON COSTS

Celestial Paragon	DC	gp	Days	XP
Manath	28	252,000	6	10,080
Erathaol	42	378,000	8	15,120
Domiel	44	396,000	8	15,840
Kharash	46	414,000	9	16,560
Barachiel	46	414,000	9	16,560
Pistis Sophia	46	414,000	9	16,560
Vhara	48	432,000	9	17,280
Bharrai	54	486,000	10	19,440
Sathia	56	504,000	11	20,160
Gwynharwyf	58	522,000	11	20,880
Raziél	64	576,000	12	23,040
Faerinaal	66	594,000	12	23,760
Sealtiel	70	630,000	13	25,200
Morwel	70	630,000	13	25,200
Zaphkiel	70	630,000	13	25,200
Talisid	76	684,000	14	27,360

This ritual spell requires one other spellcaster, who must contribute an unused 9th-level spell slot to the casting and who must be one of the targets of the spell. You can add additional spellcaster participants, each contributing a 9th-level spell slot and reducing the spell DC by 17, to a minimum DC of 28.

Focus: You must have a major artifact of good alignment, such as the *Regalia of Good* (see Chapter 6 for a description of this item).

Abstinence Component: You and each willing participant must abstain from intoxicants and stimulants for one week before casting this spell. You and each willing participant must not be the subject of any other spell at the time you cast this spell. You and each willing participant must not be suffering from any ability damage, ability drain, or energy drain at the time you cast this spell, including the effects of any previously cast sanctified spell.

Sacrifice: You and each willing participant in the spell each lose one experience level.

Celestia is a single sacred mountain rising from a sea of holy water—the absolute realization of law and good. Its inhabitants, primarily archons and angels, strive toward the ideal of perfection embodied in the plane, ascending from one layer to the next as they better themselves, hoping to one day reach the peak of the Illuminated Heaven. The mystery of this highest heaven is shrouded in impenetrable light and glory.

Bytopia is also called the twin paradises, for its two layers face each other like two palms held together in prayer, one a pastoral landscape and the other an untamed wilderness. In addition to attendant archons and guardinals, celestial animals and the souls of mortal gnomes inhabit Bytopia.

Elysium is the plane of ultimate good, untainted by either law or chaos. Elysium's brilliant beauty and vibrant sense of life entice visitors to remain forever, enjoying such joy and contentment that they never desire to leave. All types of celestials enjoy the blessings of Elysium, but it is the home plane of the guardinals.

The Beastlands is a plane of nature unbound, filled with wild forests, teeming swamps, and arid—but not lifeless—deserts. The majority of the plane's inhabitants, as its name suggests, are celestial animals gifted with at least a modicum of intelligence, eternally living out the dance of predator and prey. They are joined by some of the wilder guardinals as well as eladrins, angels, and lillends.

Arborea is a lush and verdant plane of vibrant energy and constant anticipation. Its weather is as unpredictable as its inhabitants, which include elven spirits as well as eladrins, angels, lillends, and fey creatures.

Ysgard lies between Arborea and the unceasing chaos of Limbo, an epic plane where the spirits of fallen warriors wage eternal battle on the fields of glory. Bariaurs, eladrins, and a few devas live here as well.

As with the evil planes (as discussed in the *Book of Vile Darkness*), you can create your own cosmology of the good planes. You might prefer not to deal with the in-between planes of Arcadia, Bytopia, the Beastlands, and Ysgard, sticking with the planes that directly correlate to alignments. Conversely, you could have just a single plane of good, called Heaven, where archons, guardinals, eladrins, and angels coexist with little distinction among them (perhaps they are all called angels).

Both *Manual of the Planes* and *Deities and Demigods* offer examples of alternative cosmologies to the standard D&D cosmology just described. Celestials might dwell in certain regions of the Spirit World (described in *Manual of the Planes* and *Oriental Adventures*), places that correspond to holy sites in the material world. In either the Myriad Planes cosmology or the Winding Road cosmology (both detailed in *Manual of the Planes*), there could be many Heavens, each with unique traits and inhabitants and its own leaning toward law or chaos. It is possible that angels could originate in a different Heaven than the other celestial types in such a cosmology, rather than sharing the same planar homes as archons, guardinals, and eladrins. Likewise, lillends might come from a different chaotic Heaven than eladrins. In the Orrery cosmology, there is a lawful good plane (the Golden Halls) and a chaotic good plane (God's Choice), but no neutral good plane, so the guardinals and their rulers might not exist in this cosmology.

LAW AND CHAOS IN THE HEAVENS

How celestials define, understand, and embody the concept of good varies from one to the next. While an archon's understanding is shaped by her adherence to the principles of law, an eladrin's is equally shaped by his chaotic viewpoint. The guardinals may claim to represent pure good untainted by concerns of law and chaos, but many would argue that their very commitment to neutrality undermines their goodness.

Many celestials are fond of debating these issues with each other, sometimes with anyone who will argue with them. In stark contrast to the fiends of the Lower Planes, however, these philosophical differences among the celestials never erupt into bloodshed. Corrupt hierarchs in good-aligned churches on the Material Plane have been known to paint vivid portraits of a "war in the heavens" between the forces of law and chaos, primarily as a means to justify their own "holy warfare" against other good faiths. The celestials, along with the deities of good, recognize these inventions as manifestations of the taint of evil among their followers. Slaughtering good creatures, even under the guise of a "just war," is never a good act, and it is unthinkable to celestials who remain untainted by the lure of evil.

As devoted as they are to law, the archons of Celestia are far better able to countenance the chaos of the eladrins than they are able to stomach the evil of the Hell's devils. When there has been real war in the heavens—and it has happened—it has been because of fallen celestials who eventually leave the Upper Planes entirely to find new homes on the planes of evil.

THE CELESTIAL HEBDOMAD

In the days of creation, when the multiverse still quaked with the aftershocks of birth, the Seven Mounting Heavens of Celestia awaited the mortal souls who would protect and guide the plane as the first archons. Seven blessed martyrs who had sacrificed themselves to the cause of law and goodness emerged upon the young plane with powerful and unique forms—a mandate from Celestia itself that these beings would serve the Seven Heavens as their immortal rulers.

The seven martyrs, or their successors, together form the Celestial Hebdomad, the ruling council of Heaven. Similar to the strict hierarchy that rules the Nine Hells, the Hebdomad governs the affairs of their home plane, supervising the archons beneath them, marshalling the celestial armies when necessary, and leading troops to war against the forces of evil when Zaphkiel, their head, so commands.

In stark contrast to the archdevils of Hell, the seven paragons of Celestia (sometimes referred to as "tome archons" by scholars from the Material Plane) are utterly without jealousy, envy, or pride. Plotting and infighting are unimaginable within their ranks, and never have the armies of one celestial paragon marched upon the fortresses of another.

Like Asmodeus in the deepest Hell, Zaphkiel is an ancient ruler shrouded in mystery. He is wrapped in radiant light and bathed in holy power, as though a living extension of the heaven he rules. He is the only one of the original seven martyrs who remains in his position in Celestia—his original six fellows have all perished in the eons since their establishment. As one

of the Hebdomad falls, however, another archon somewhere in Celestia rises to take its place, instantly assuming the form, rank, and power of the fallen one. Most scholars believe that Zaphkiel alone can promote another archon to the Hebdomad, which may account, along with the exalted nature of the archons, for the complete peace and harmony that prevails among the ruling council.

SPECIAL QUALITIES

All members of the Celestial Hebdomad possess the following special qualities:

Aura of Menace (Su):

(Su): A righteous aura surrounds the paragon when it fights or gets angry. Any hostile creature within a 20-foot radius of the paragon must make a Will save (DC 10 + 1/2 the paragon's Hit Dice + its Cha modifier) to resist its effects. Those who fail take a -4 morale penalty on attacks, AC, and saves for one day. If an affected creature makes a successful hit against the paragon, that creature (only) can attempt a new saving throw. A creature that makes a successful saving throw against the effect cannot be affected again by that paragon's aura for one day.

Indelible Imprint (Su): When one of the Celestial Hebdomad is slain, the dying paragon releases holy energy to brand its murderer for all time. The instant the paragon dies, all creatures within 100 feet who have dealt damage to the paragon within the past day must make a Will save (DC 10 + 1/2 the paragon's Hit Dice + its Cha modifier). Those that succeed suffer no ill effects. Creatures that fail receive an unsightly rune upon their faces that instantly identifies them to any lawful good outsider as a murderer of a member of the Hebdomad. The mark may be removed with a *wish* or *miracle* spell.

Magic Circle Against Evil (Su): A magic circle against evil effect always surrounds the paragon, identical with the spell (caster level = paragon's Hit Dice). The effect can be dispelled, but the paragon can create it again during its next turn as a free action.

Summon Archons (Sp): Twice per day, a member of the Celestial Hebdomad can automatically summon 4d10 lantern archons, 2d4 sword archons, 1d4 trumpet archons, 1d2 throne archons, or another member of the Hebdomad.

Teleport (Su): As a move action, the paragon can use *greater teleport* at will (caster level 14th), except that the paragon can transport only itself and up to 100 pounds of objects.

Tongues (Su): The paragon can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

BARACHIEL, THE MESSENGER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 33d8+264 (412 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 120 ft. (perfect)

Armor Class: 42 (-1 size, +12 Dex, +7 natural, +9 deflection, +5 insight), touch 35, flat-footed 30

Base Attack/Grapple: +33/+45

Attack: Large electrified longsword +40 melee

(2d6+12/19-20 plus 2d6 electricity) or lightning stroke +44 ranged touch (10d6)

Full Attack: Large electrified longsword

+41/+36/+31/+26 melee (2d6+12/19-20 plus 2d6 electricity) or lightning stroke +44 ranged touch (10d6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Electrify blade, lightning stroke, spells, spell-like abilities, *summon archons*, trumpet

Special Qualities: Aura of menace, damage reduction 15/evil, darkvision 60 ft., immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, spell resistance 32, teleport, tongues

Saves: Fort +26 (+30 against poison), Ref +30, Will +25

Abilities: Str 27, Dex 34, Con 27, Int 27, Wis 20, Cha 29

Skills: Concentration +44, Diplomacy +53, Handle Animal +45, Heal +41, Intimidate +45, Knowledge (arcana) +44, Knowledge (history) +44, Knowledge (nobility) +44, Knowledge (religion) +44, Knowledge (the planes) +44, Listen +41, Perform (sing) +45, Search +44, Sense Motive +41, Spellcraft +48, Spot +41, Survival +5 (+9 on other planes, +9 following tracks)

Feats: Combat Expertise, Dodge, Iron Will, Mobility, Nimbus of Light, Quick Draw, Quicken Spell, Spring Attack, Stigmata, Weapon Focus (longsword), Whirlwind Attack, Words of Creation

Environment: Seven Mounting Heavens of Celestia (Lunia)

Organization: Solitary, or Barachiel plus 2-8 trumpet archons

Challenge Rating: 22

Treasure: Triple standard

Alignment: Lawful good

Advancement: —



Barachiel, the Messenger

This empyreal figure appears as a 9-foot-tall androgynous human with silver skin and dark violet eyes. Great wings covered with silver feathers grace his shoulders. He wears a flowing violet robe adorned with tiny motes of light that glow like stars. He wields a longsword that crackles with electricity and carries a burnished silver trumpet.

Barachiel (bah-*RAY*-kee-ehl) rules Lunia, the bottom layer of the great heavenly mountain, also known as the Silver Heaven. He commands Celestia's defenses against incursion, though he rarely has much to do in that capacity. In addition, he is the herald and messenger of the archon paragons, even visiting the Material Plane on occasion to deliver messages of the utmost importance. He leads the trumpet archons and is a patron of mortal heralds as well.

The Citadel of Stars is Barachiel's home on the shore of the Silver Sea. A towering fortress with gleaming white marble walls, the Citadel entertains an almost constant stream of trumpet archons coming in and going out on their missions across the planes.

Combat

Barachiel prefers to use lightning bolts in combat, but faced with enemies immune to electricity, he turns to his spells and spell-like abilities. He does not hesitate to use his *summon archons* ability if he needs help.

Any weapon Barachiel wields is treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Electrify Blade (Su): Any metal weapon Barachiel wields crackles with electrical energy. He normally attacks with a Large longsword but can use any metal weapon in this manner. If he drops the weapon (or is disarmed), it loses its electrical power. A weapon charged in this manner deals an additional 2d6 points of electricity damage on a successful melee attack. In addition, Barachiel can use the weapon to make touch attacks to deliver only the 2d6 points of electricity damage.

When wielded normally, Barachiel's lightning blade overcomes the damage reduction of other creatures as though it were a natural weapon (using Barachiel's damage reduction 15/evil). As a touch attack, the lightning blade can affect any creature that is harmed by magical electricity. The effect can be dispelled, but Barachiel can renew it the next round as a free action.

Lightning Stroke (Su): When holding a metal object (including a lightning blade), Barachiel can project a stroke of lightning toward any foe within 100 feet. He must make a ranged touch attack to hit the target, dealing 10d6 points of electricity damage with a successful attack.

Spells: Barachiel can cast divine spells as a 20th-level cleric with the Good, Herald, and Law domains.

Typical Spells Prepared (6/8/7/7/7/7/5/5/5/5; save DC 15 + spell level): 0—*create water, guidance, mending, read magic, resistance, virtue*; 1st—*bless, command, comprehend languages¹, divine favor, obscuring mist, remove fear, sanctuary, shield of faith*; 2nd—*aid, enthrall¹, hold person (2), shield other, silence, zone of truth*; 3rd—*blindness/deafness, invisibility purge, magic circle against chaos¹, prayer, searing light (2), wind wall*; 4th—*blood of the martyr², celestial brilliance², death ward, dimensional anchor, neutralize poison, order's wrath¹, remove fatigue²*; 5th—*break enchantment, commune, crown of flame², greater command¹, mark of justice, plane shift, sacred guard-*

ian²; 6th—banishment, geas/quest, heal, hold monster¹, undeath to death; 7th—*destruction, dictum¹, greater restoration, greater scrying, righteous smite²*; 8th—*crown of glory^{1,2}, discern location, fire storm, mass cure critical wounds, shield of law*; 9th—*astral projection, ethereality, mass heal (2), summon monster IX¹.*

1 Domain spell. Since he is not a cleric, Barachiel does not receive the granted powers of his domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—*consecrate, daylight, detect chaos, detect evil, continual flame, crown of brilliance^{*} (DC 25), dream, greater dispel magic, hallow, heavenly lightning^{*}, holy aura (DC 27), holy smite (DC 23), holy word (DC 26), message, nightmare (DC 23), power word stun, ray of hope^{*} (DC 20), sending, shield of the archons^{*}, sword of conscience^{*} (DC 23), tomb of light^{*} (DC 26), true seeing, vision of heaven^{*} (DC 20); 1/day—*miracle (DC 28), true resurrection*. Caster level 20th. The save DCs are Charisma-based.*

^{*}New spell described in Chapter 6 of this book.

Trumpet (Su): Barachiel's trumpet, like that of a trumpet archon, produces music of utter clarity, piercing beauty, and, if Barachiel wills it, paralyzing awe. All creatures except archons within 100 feet of the blast must make a DC 35 Fortitude save or be paralyzed for 1d4 rounds. If the trumpet is ever stolen, it becomes a chunk of useless lead until Barachiel can recover it. The save DC is Charisma-based.

Aura of Menace (Su): Will DC 35 negates.

Indelible Imprint (Su): Will DC 35 negates.

Sample Champion of Barachiel: Ziamiral

Ziamiral (zee-ah-meer-AHL) the sword archon is a dedicated servant of Barachiel who can be called using the *planar ally* or *planar binding* spell.

When not summoned to the Material Plane to fight evil, Ziamiral serves in one of Barachiel's standing armies, charged with defending Celestia against attack. Since such attacks are extremely rare, she spends an inordinate amount of time preening and setting all her feathers just so.

Ziamiral's natural weapons, as well as any weapons she wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Ziamiral: Sword archon fighter 1; CR 12; Large outsider (archon, extraplanar, good, lawful); HD 11d8+22 plus 1d10+2; hp 85; Init +7; Spd 40 ft., fly 90 ft. (good); AC 34, touch 12, flat-footed 31; Base Atk +12; Grp +23; Atk +22 melee (1d8+9/19–20 plus 2d6 holy and 1d6 fire, armbade); Full Atk +22 melee (1d8+9/19–20 plus 2d6 holy and 1d6 fire, 2 armbades); Space/Reach 10 ft./10 ft.; SA armbades, discorporating dive, spell-like abilities; SQ aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, spell resistance 26, teleport, tongues; SV Fort +11 (+15 against poison), Ref +10, Will +9; AL LG; Str 25, Dex 17, Con 14, Int 12, Wis 14, Cha 18.

Skills and Feats: Balance +13*, Concentration +13, Decipher Script +12, Diplomacy +22, Disguise +15, Gather Information +23, Hide +11*, Intimidate +7, Knowledge (the planes) +12, Knowledge (religion) +12, Search +12, Sense Motive +21; Ability Focus (discorporating dive), Cleave, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (armblade).

*Includes a -3 armor check penalty for the +3 angelic breastplate.

Armblasses (Ex): As a free action, Ziamiral can mold the flesh of her forearms, hardening and sharpening organic matter into the form of powerful magic blades. She wields the blades like longswords, and they gain the properties of +2 holy flaming longswords.

Ziamiral can shift back to her "normal" hands as a free action. The armblasses cannot be disarmed or sundered, and they automatically assume limb form upon the archon's death.

Discorporating Dive (Su): Three times per day, Ziamiral can attempt to destroy a living enemy with a powerful dive attack, literally flying through its opponent armblasses-first, tearing apart its body and sending its soul to imprisonment in the Seven Mounting Heavens.

Resolve a flying charge as normal. If Ziamiral fails to damage its opponent, the discorporating dive attack is wasted. If damaged, however, the target must make a DC 20 Fortitude save. Those who succeed the Fortitude save suffer no further effect beyond the damage of the attack. (The save DC is Constitution-based and includes the +2 bonus for Ziamiral's Ability Focus feat.)

If the save fails, the attack utterly annihilates the victim's body, killing it instantly. Further, the victim's soul is bound to a great prison in the Seven Mounting Heavens of Celestia, where it remains until the archons that manage the celestial donjon see fit to release it.

Release involves bartering with Barachiel, with some quest for the cause of law and goodness being the most common price.

Spell-Like Abilities: At will—aid, continual flame, divination, locate creature, locate object, message; 3/day—commune, dispel chaos (DC 19), mark of justice, wages of sin* (DC 20); 1/day—touch of adamantite*. Caster level 12th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will DC 21 negates.

Possessions: +3 angelic breastplate, 3 potions of cure moderate wounds.

Personality Traits: Inquisitive, droll, and fastidious.

DOMIEL, THE MERCY-BRINGER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 30d8+300 (435 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 42 (-1 size, +5 Dex, +7 natural, +12 deflection, +9 insight), touch 35, flat-footed 37

Base Attack/Grapple: +30/+43

Attack: Large +5 holy flaming greatsword +44 melee (2d8+18/17-20 plus 2d6 holy and 1d6 fire)

Full Attack: Large +5 holy flaming greatsword +44/+39/+34/+29 melee (2d8+18/17-20 plus 2d6 holy and 1d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spells, spell-like abilities, *summon archons*

Special Qualities: Aura of menace, damage reduction 15/evil, darkvision 60 ft., death ward, immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, spell resistance 35, teleport, tongues

Saves: Fort +27 (+31 against poison), Ref +22, Will +26

Abilities: Str 28, Dex 20, Con 30, Int 28, Wis 28, Cha 35

Skills: Appraise +9 (+13 weapon-smithing), Concentration +43, Craft (weaponsmithing) +42, Diplomacy +53, Handle Animal +45, Heal +42, Intimidate +45, Knowledge (arcana) +42, Knowledge (history) +42, Knowledge (nobility) +42, Knowledge (the planes) +42, Knowledge (religion) +42, Listen +44, Perform (sing) +45, Search +42, Sense Motive +42, Spellcraft +46, Spot +44, Survival +9 (+13 on other planes, +13 following tracks)

Feats: Alertness, Cleave, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Nimbus of Light, Power Attack, Quick Draw, Stigmata, Weapon Focus (greatsword), Words of Creation

Environment: Seven Mounting Heavens of Celestia (Mercuria)

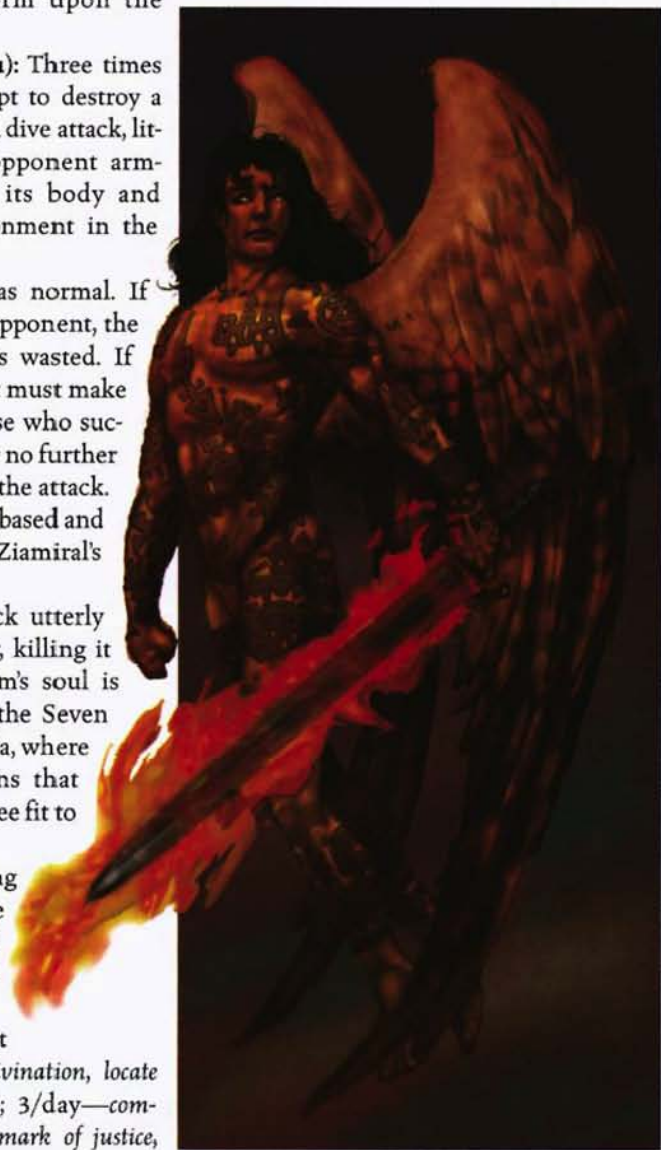
Organization: Solitary

Challenge Rating: 24

Treasure: Triple standard

Alignment: Lawful good

Advancement: —



Domiel, the Mercy-Bringer

This celestial entity stands 12 feet tall and resembles an androgynous human with subtle masculine traits. He has golden skin, black hair, and bright golden eyes that burn like miniature suns. His great wings are sheathed in golden feathers, and he wields a massive flaming greatsword. He is bare-chested, muscular, and doesn't wear armor. His handsome face bears a stern yet wise countenance.

Domiel (DOH-mee-ehl) rules the Golden Heaven of Mercuria, the second layer of Celestia. Great tombs and wondrous mausoleums dot Mercuria's golden landscape, and Domiel has sworn an oath to prevent their desecration. Domiel also opposes

tyranny, visiting death and ruin upon evil tyrants and all who follow them.

Aurilon, the Golden Spire, serves as Domiel's redoubt. The 400-foot-tall tower of burnished gold rises from a pristine lake formed by the meeting of four rivers, in the middle of a verdant valley.

Combat

Domiel strides into battle wielding his magnificent greatsword.

Any weapon Domiel wields is treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spells: Domiel can cast divine spells as a 20th-level cleric with the Celestial, Good, and Law domains.

Spells Prepared (6/9/8/8/8/8/6/6/6/6; save DC 19 + spell level): 0—create water, guidance, mending, read magic, resistance, virtue; 1st—bless, command, divine favor, entropic shield, obscuring mist, protection from chaos¹, remove fear, sanctuary, shield of faith; 2nd—aid, bull's strength, calm emotions¹, hold person, shield other, silence, zone of truth (2); 3rd—blindness/deafness, invisibility purge, magic circle against chaos¹, prayer, refreshment², searing light (2), wind wall; 4th—blood of the martyr², celestial brilliance², dimensional anchor, discern lies (2), neutralize poison, order's wrath¹, remove fatigue²; 5th—break enchantment, commune, crown of flame², flame strike, heavenly lightning^{1,2}, mark of justice, plane shift, sacred guardian²; 6th—banishment, gas/quest, heal, hold monster¹, touch of adamantite², undeath to death; 7th—destruction, greater restoration, greater scrying, heavenly lightning storm^{1,2}, righteous smite² (2); 8th—discern location, fire storm, holy aura¹, mass cure critical wounds, shield of law, symbol of death; 9th—astral projection, etherealness, gate¹, last judgment², mass heal (2).

1 Domain spell. Since he is not a cleric, Domiel does not receive the granted powers of his domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—consecrate, daylight, detect chaos, detect evil, continual flame, crown of brilliance* (DC 28), greater dispel magic, hallow, holy smite (DC 26), holy word (DC 29), message, ray of hope* (DC 23), sending, shield of the archons*, sword of conscience* (DC 26), tomb of light* (DC 29), true seeing, vision of heaven* (DC 23); 3/day—finger of death (DC 29); 1/day—miracle (DC 31), power word kill. Caster level 20th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will DC 37 negates.

Death Ward (Ex): Domiel is immune to death spells, magical death effects, energy drain, and any negative energy effects (including inflict wounds spells and chill touch) as if he were constantly protected by a death ward spell.

Indelible Imprint (Su): Will DC 37 negates.

Sample Champion of Domiel: Thraemeus

Thraemeus (THRAY-mee-us) is dedicated to Domiel and can be called using the lesser planar ally or lesser planar binding spell.

Unlike the typical hound archon, Thraemeus has trained extensively in the composite longbow, although he remains a competent swordsman. He aspires to be a ranger.

Thraemeus's natural weapons, as well as any weapons he wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Thraemeus: Hound archon; CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 33; Init +2; Spd 40 ft.; AC 25, touch 12, flat-footed 23; Base Atk +6; Grp +8; Atk +8 melee (1d8+2, bite); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam) or +9/+4 melee (2d6+3/19–20, masterwork greatsword) and +3 melee (1d8+1, bite) or +9/+4 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus]) or +7/+7/+2 ranged (1d8+2/×3, masterwork composite longbow [+2 Str bonus] with Rapid Fire); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, scent, spell resistance 16, teleport, tongues; SV Fort +6 (+10 against poison), Ref +7, Will +6; AL LG; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Diplomacy +2, Hide +11 (+15 in canine form), Jump +15, Listen +10, Move Silently +11, Sense Motive +10, Spot +10, Survival +10; Point Blank Shot, Precise Shot, Rapid Shot.

Spell-Like Abilities: At will—aid, continual flame, detect evil, message. Caster level 6th.

Aura of Menace (Su): Will DC 15 negates.

Change Shape (Su): Thraemeus can assume any canine form of Small to Large size. While in canine form, he loses his bite, slam, and weapon attacks, but gains the bite attack of the form he chooses. For the purposes of this ability, canines include any doglike or wolflike creature of the animal type.

Scent (Ex): Thraemeus can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Possessions: +1 studded leather armor of light fortification, masterwork greatsword, masterwork composite longbow (+2 Str bonus), quiver of 50 normal arrows, potion of eyes of the avoral, potion of cure light wounds.

*New spell described in Chapter 6 of this book.

Personality Traits: Fervent, impatient, and obedient.

ERATHAOL, THE SEER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 28d8+280 (406 hp)

Initiative: +5

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 45 (–1 size, +5 Dex, +12 natural, +9 deflection, +10 insight), touch 33, flat-footed 40

Base Attack/Grapple: +28/+41

Attack: Large +5 holy flaming (or frost) quarterstaff +11 melee (1d8+14 plus 2d6 holy and 1d6 fire or cold)

Full Attack: Large +5 holy flaming quarterstaff +39/+34/+29/+24 melee (1d8+14 plus 2d6 holy and 1d6 fire) and Large +5 holy frost quarterstaff +39/+34 (1d8+9 plus 2d6 holy and 1d6 cold)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spells, spell-like abilities, summon archons

Special Qualities: Aura of menace, celestial knowledge, damage reduction 15/evil, darkvision 60 ft., foresight, immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, spell resistance 33, teleport, tongues

Saves: Fort +26 (+30 against poison), Ref +23, Will +26

Abilities: Str 28, Dex 20, Con 30, Int 36, Wis 30, Cha 28

Skills: Appraise +44, Concentration +41, Diplomacy +48, Heal +41, Intimidate +40, Knowledge (arcana) +44, Knowledge (architecture) +44, Knowledge (dungeoneering) +44, Knowledge (geography) +44, Knowledge (history) +44, Knowledge (nature) +44, Knowledge (nobility) +44, Knowledge (the planes) +44, Knowledge (religion) +44, Listen +43, Profession (scribe) +41, Search +44 (+48 secret doors), Sense Motive +41, Spellcraft +48, Spot +43, Swim +40

Feats: Alertness, Blind-Fight, Combat Expertise, Improved Disarm, Improved Two-Weapon Fighting, Nimbus of Light, Stigmata, Two-Weapon Fighting, Words of Creation

Environment: Seven Mounting Heavens of Celestia (Venya)

Organization: Solitary

Challenge Rating: 25

Treasure: Triple standard

Alignment: Lawful good

Advancement: —

This being appears as an 8-foot-tall androgynous human with subtle masculine traits, white-feathered wings, pearly skin, and golden hair. He carries a beautiful and ornate quarterstaff, one end wreathed in flames, the other end coated with frost. His rich blue robes are adorned with arcane symbols stitched with silver thread and sewn with pearls. He looks both regal and wise.

Erathaol (eh-rah-THAY-ohl) rules Venya, the Pearly Heaven and the third of Celestia's layers. A patron of prophets and seers, Erathaol forecasts planar events before they unfold and watches over children destined for greatness. He also oversees a vast library that includes thousands of historical codices, written laws, and celestial canticles.

Erathaol watches the universe unfold from Xiranthador, an undersea library-fortress made of colossal seashells set with ornate mother-of-pearl mosaics. The fortress holds more books and scrolls than can be read in one thousand lifetimes.

Combat

Erathaol abhors combat but wields a great rune-carved quarterstaff in battle when necessary.

Any weapon Erathaol wields is treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spells: Erathaol can cast divine spells as a 20th-level cleric with the Good, Knowledge, and Law domains.

Spells Prepared (6/9/8/8/8/8/7/6/6/6; save DC 20 + spell level): 0—detect magic, guidance, mending, read magic, resistance, virtue; 1st—bless, command, divine favor, obscuring mist, protection

from chaos¹, remove fear, sanctuary, shield of faith (2); 2nd—aid¹, hold person, elation², owl's wisdom, shield other, silence, zone of truth (2); 3rd—clairaudience/clairvoyance¹, create food and water, prayer, refreshment², remove curse, remove disease, searing light, water walk; 4th—blood of the martyr², celestial brilliance², control water, dimensional anchor, discern lies, divination¹, neutralize poison, restoration; 5th—break enchantment, commune, dispel chaos¹, disrupting weapon, mark of justice, plane shift, sacred guardian², scrying; 6th—banishment, blade barrier¹, find the path, heal, heroes' feast, mass owl's wisdom, undeath to death; 7th—bastion of good², dictum¹, greater restoration, greater scrying (2), refuge; 8th—dimensional lock, discern location¹, greater spell immunity, mass cure critical wounds, shield of law, spread of contentment²; 9th—end to strife², etherealness, mass heal, miracle, sublime revelry², summon monster IX¹.

1 Domain spell. Since he is not a cleric, Erathaol does not receive the granted powers of his domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—consecrate, continual flame, crown of brilliance* (DC 25), detect chaos, detect evil, dispel evil (DC 24), greater dispel magic, hallow, holy word (DC 26), message, prayer, ray of hope* (DC 20), sending, shield of the archons*, sword of conscience* (DC 23), true seeing, vision of heaven* (DC 20), water breathing (DC 22); 3/day—moment of prescience; 1/day—miracle (DC 28). Caster level 20th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will DC 33 negates.

Celestial Knowledge (Ex): So great is Erathaol's knowledge and wisdom that he automatically knows any information that could be provided by a bardic knowledge check. In addition, he can use legend lore and analyze dweomer as standard actions at will.

Foresight (Ex): Erathaol is constantly protected by an effect identical with the foresight spell. He is never surprised or flat-footed, and he has a +2 insight bonus on his Reflex saves, included in the statistics above. (He gains no insight bonus to his AC because he already has a higher insight bonus.)

Indelible Imprint (Su): Will DC 33 negates.

Sample Champion of Erathaol: Olythartu

Olythartu (oh-leh-THAR-tu) is an aasimar barbarian dedicated to Erathaol who can be called using the greater planar ally or greater planar binding spell.

Erathaol has foreseen a great destiny for Olythartu. To help the aasimar reach her potential, Erathaol appeared to her years



Erathaol, the Seer

ago as a celestial mystic and taught Olythartu how to read a magic book (actually a *manual of bodily health* +4). Erathaol then revealed his true form to Olythartu and urged her to help others fight against evil's tyranny. Olythartu's loyalty to Erathaol has not flinched since.

Olythartu has long, straight black hair, a golden complexion, broad shoulders, and exotic, angular features. She stands 6 feet, 6 inches tall.

Olythartu: Female aasimar barbarian 15/sword of righteousness 3; CR 19; Medium outsider (chaotic, good, native); HD 15d12+60 plus 3d8+12; hp 189; Init +1; Spd 40 ft.; AC 23, touch 11, flat-footed 22; Base Atk +18; Grp +22; Atk +26 melee (1d12+10/x3 plus 2d6 holy, +4 greataxe); Full Atk +26/+21/+16/+11 melee (1d12+10/x3 plus 2d6 holy, +4 greataxe) or +20/+15/+10/+5 ranged (1d8+5/x3 plus 2d6 chaotic, +1 anarchic composite longbow [+4 Str bonus]); SA greater rage, rage 4/day; SQ damage reduction 3/—, darkvision 60 ft., daylight, illiteracy, improved uncanny dodge, indomitable will, resistance to acid 5, cold 5, and electricity 5, trap sense +5, uncanny dodge; SV Fort +16, Ref +7, Will +9 (+13 against compulsions); AL CG; Str 18, Dex 13, Con 19, Int 8, Wis 12, Cha 14.

Skills and Feats: Climb +10*, Diplomacy +11, Handle Animal +11, Knowledge (religion) +1, Intimidate +11, Jump +10*, Listen +3, Ride +12, Spot +3, Survival +10; Cleave, Point Blank Shot, Power Attack, Precise Shot, Quell the Profane, Resounding Blow, Righteous Wrath, Sacred Vow, Servant of the Heavens, Vow of Obedience.

*Includes -3 armor check penalty for the +4 breastplate.

Greater Rage (Ex): Olythartu's bonuses to Strength and Constitution while in a rage each increase to +6, and her morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Daylight (Sp): Olythartu can use *daylight* as the spell once per day (caster level 6th).

Improved Uncanny Dodge (Ex): Olythartu cannot be flanked except by a rogue of at least 19th level.

Indomitable Will (Ex): While in a rage, Olythartu gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Uncanny Dodge (Ex): Olythartu can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +4 breastplate, adamantite +4 holy greataxe, +1 anarchic composite longbow (+4 Str bonus), quiver of 50 normal arrows, amulet of natural armor +3, potion of bear's endurance, potion of bull's strength, potion of cure moderate wounds.

Personality Traits: Spirited, wrathful, and terse.

PISTIS SOPHIA, THE ASCETIC

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 29d8+319 (449 hp)

Initiative: +9

Speed: 90 ft. (18 squares), fly 90 ft. (perfect)

Armor Class: 48 (-1 size, +9 Dex, +8 natural, +9 deflection, +13 insight), touch 40, flat-footed 39

Base Attack/Grapple: +29/+38

Attack: Unarmed strike +33 melee (2d10+5 plus 2d6 holy) or +37 ranged

Full Attack: Unarmed strike +31/+31/+31/+26/+21/+16 melee (2d10+5 plus 2d6 holy) or +37 ranged

Space/Reach: 10 ft./10 ft.

Special Attacks: Spells, spell-like abilities, *summon archons*

Special Qualities: Aura of menace, damage reduction 20/evil, darkvision 60 ft., immunity to disease, electricity, petrification, and poison, improved evasion, indelible imprint, low-light vision, magic circle against evil, spell resistance 34, teleport, tongues, wholeness of body

Saves: Fort +27 (+31 against poison), Ref +25, Will +31 (+35 against enchantment spells and effects)

Abilities: Str 21, Dex 29, Con 32, Int 29, Wis 37, Cha 29

Skills: Balance +45, Concentration +43, Diplomacy +45, Escape Artist +41, Heal +45, Intimidate +41, Jump +67, Knowledge (arcana) +41, Knowledge (the planes) +41, Knowledge (religion) +41, Listen +45, Search +41, Sense Motive +45, Spellcraft +45, Spot +45, Survival +45 (+49 on other planes, +49 following tracks), Tumble +47, Use Rope +9 (+13 bindings)

Feats: Acrobatic, Blind-Fight, Combat Expertise, Combat Reflexes^B, Holy Radiance, Improved Disarm^B, Improved Trip, Improved Unarmed Strike^B, Iron Will, Nimbus of Light, Stigmata, Stunning Fist^B, Touch of Golden Ice, Words of

Creation

Environment: Seven Mounting Heavens of Celestia (Solania)

Organization: Solitary

Challenge Rating: 26

Treasure: Triple standard

Alignment: Lawful good

Advancement: —



*Pistis Sophia,
the Ascetic*

A lovely 8-foot-tall androgynous being with subtle feminine traits stands before you. She has bright green eyes and silver hair. Her skin looks like polished indigo crystal, and her wings have translucent silver

feathers that catch the light. She bears a gentle, self-satisfied countenance that fills your hearts with hope.

Pistis Sophia rules Solania, the Crystal Heaven and the fourth layer of Celestia. Embodying all that is serene and sincere, she always speaks the unclouded and undiluted truth, for in truth lies harmony and bliss. Even in the face of conflict, she never displays a temper or allows a scowl to cross her face. She wants for nothing and inspires others to pursue self-perfection by casting off possessions and clothing—symbols of greed and insecurity.

Pistis Sophia tours the various monasteries and cathedrals that rise from Solania's breathtaking landscape, and she particularly enjoys long walks through fog-shrouded valleys with groups of petitioners or visiting pilgrims.

Combat

Pistis Sophia does not relish battle, but she's ready for it when it comes. She finds weapons crude, preferring to attack with lightning-fast strikes of her fists and feet.

Pistis Sophia's natural weapons, in addition to any weapon she wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spells: Pistis Sophia can cast divine spells as a 20th-level cleric with the Celestial, Good, and Law domains.

Spells Prepared (6/10/9/9/9/9/7/7/7/7; save DC 23 + spell level): 0—detect magic, guidance, mending, read magic, resistance, virtue; 1st—bless, command, divine favor, lantern light², obscuring mist, protection from chaos¹, remove fear, sanctuary (2), shield of faith; 2nd—bull's strength, consecrate¹, hold person, elation², remove addiction², shield other, silence, spiritual weapon, zone of truth; 3rd—create food and water, daylight, helping hand, magic circle against chaos¹, protection from energy, refreshment², remove curse, searing light, water walk; 4th—blood of the martyr², celestial brilliance², death ward, dimensional anchor, discern lies, divine power, order's wrath¹, restoration, spell immunity; 5th—atonement, break enchantment, commune, dispel evil¹, greater command, mark of justice, plane shift, sacred guardian², slay living; 6th—banishment, find the path, harm, heal, hold monster¹, mass bear's endurance, undeath to death; 7th—bastion of good², destruction,

greater restoration, heavenly lightning storm^{1,2}, repulsion, righteous smite² (2); 8th—dimensional lock, earthquake, greater spell immunity, mass cure critical wounds (2), shield of law¹, spread of contentment²; 9th—astral projection, end to strife², mass heal (2), sublime revelry², summon monster IX¹, true resurrection.

1 Domain spell. Since she is not a cleric, Pistis Sophia does not receive the granted powers of her domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—continual flame, crown of brilliance* (DC 25), detect chaos, detect evil, ethereality, freedom of movement (DC 23), greater dispel magic, holy word (DC 26), message, ray of hope* (DC 20), remove fatigue* (DC 23), sending, shield of the archons*, sword of conscience* (DC 23), true seeing, vision of heaven* (DC 20); 3/day—heart's ease* (DC 22), waves of exhaustion; 1/day—miracle (DC 28). Caster level 20th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will DC 33 negates.

Improved Evasion (Ex):

When subjected to an attack that normally allows a Reflex saving throw for half damage, Pistis Sophia takes no damage if she makes a successful saving throw and half damage if the saving throw fails.

Indelible Imprint (Su): Will DC 33 negates.

Wholeness of Body (Su):

Pistis Sophia can cure her own wounds. She can cure up to 60 hp each day, and she can spread this healing out among several uses.

Sample Champion of Pistis Sophia: Drusulai

Drusulai (DRUH-suh-lye) is a dwarven paladin dedicated to Pistis Sophia who can be called using the planar ally or planar binding spell. This paladin of Moradin frequently guards the armories of Erackinor, a dwarven manse on Solania.

Drusulai met Pistis Sophia once and was awestruck by her presence. The two exchanged pleasantries, after which Pistis Sophia knelt down and kissed the dwarf's waraxe, transforming it into a righteous weapon (see Weapon Special Qualities in Chapter 6: Magic) that additionally provides guidance to its wielder in the form of lyrical riddles.

Drusulai, champion of Pistis Sophia



Drusulai: Male half-celestial dwarf paladin 12; CR 15; Medium outsider (extraplanar, good, dwarf, lawful); HD 12d10+72; hp 152; Init -1; Spd 20 ft., fly 40 ft. (good); AC 25, touch 10, flat-footed 25; Base Atk +12; Grp +17; Atk +20 melee (1d10+7/x3, +2 righteous dwarven waraxe) or +13 ranged (1d10+5/x3, masterwork composite longbow [+5 Str]); Full Atk +20/+15/+10 melee (1d10+7/x3, +2 righteous dwarven waraxe) or +13/+8/+3 ranged (1d10+5/x3, masterwork composite longbow [+5 Str]); SA smite evil—half-celestial, smite evil—paladin ability, spells, spell-like abilities, turn undead; SQ aura of courage, damage reduction 10/magic, darkvision 60 ft., *daylight*, *detect evil*, dwarf traits, lay on hands, *remove disease* 2/week, resistance to acid 10, cold 10, and electricity 10, spell resistance 22; SV Fort +19 (+23 against poison), Ref +9, Will +12; AL LG; Str 21, Dex 10, Con 22, Int 12, Wis 16, Cha 20.

Skills and Feats: Concentration +18, Diplomacy +16, Heal +14, Knowledge (religion) +12; Cleave, Great Cleave, Improved Sunder, Power Attack, Weapon Focus (dwarven waraxe).

Smite Evil—Half-Celestial (Su): Once per day, Drusulai can make a normal melee attack to deal 12 points of extra damage against an evil foe.

Smite Evil—Paladin (Su): Three times per day, Drusulai can add a +3 bonus to his attack roll and deal 12 points of extra damage against an evil foe.

Spells Prepared (2/1/1; save DC 13 + spell level): 1st—*bleed* weapon, *divine favor*; 2nd—*shield* other; 3rd—*smite heretic*.*

*New spell described in Chapter 6 of this book.

Spell-Like Abilities: 1/day—*aid*, *bleed*, *cure serious wounds* (DC 18), *detect evil*, *dispel evil* (DC 20), *holy smite* (DC 19), *holy word* (DC 22), *neutralize poison* (DC 18), *remove disease* (DC 18); 3/day—*protection from evil* (DC 16). Caster level 12th. The save DCs are Charisma-based.

Aura of Courage (Su): Drusulai is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

Daylight (Sp): Drusulai can use a *daylight* effect (as the spell) at will.

Lay on Hands (Su): Drusulai can heal 60 points of damage per day. He may choose to divide his healing among multiple recipients, and he does not have to use it all at once.

Possessions: +2 half-plate, +2 heavy steel shield, +2 righteous dwarven waraxe (wielder can use *divination* 1/day), amulet of health +2, cloak of Charisma +4, masterwork composite longbow [+5 Str], quiver of 30 bolts.

Personality Traits: Gallant, spirited, and stubborn.

RAZIEL, THE CRUSADER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 36d8+432 (594 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 54 (-1 size, +5 Dex, +8 natural, +10 +5 mithral breastplate, +7 +5 mithral heavy steel shield, +6 deflection, +9 insight), touch 29, flat-footed 49

Base Attack/Grapple: +36/+54

Attack: Large holy avenger +54 melee (2d6+19/19-20 plus 2d6 holy)

Full Attack: Large holy avenger +54/+49/+44/+39 melee (2d6+19/19-20 plus 2d6 holy)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smite chaos/evil, spells, spell-like abilities, *summon archons*, turn undead

Special Qualities: Aura of courage, aura of menace, damage reduction 20/evil, darkvision 60 ft., divine grace, immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, spell resistance 41, teleport, tongues

Saves: Fort +38 (+42 against poison), Ref +35, Will +35

Abilities: Str 38, Dex 29, Con 34, Int 28, Wis 28, Cha 22

Skills: Appraise +9 (+13 armor- or weaponsmithing),

Concentration +51, Craft (armor-smithing) +48, Craft (weapon-

smithing) +48, Diplomacy +53, Handle Animal +45, Heal +48, Intimidate +45,

Knowledge (arcana) +48, Knowledge (nobility) +48, Knowledge (the planes)

+48, Knowledge (religion) +48, Listen +48,

Ride +52, Search +48, Sense Motive +48,

Spellcraft +52, Spot +48, Survival +9 (+13 on other planes, +13 following tracks)

Feats: Cleave, Great Cleave, Improved Overrun, Improved Shield Bash,

Mounted Combat, Nimbus of Light, Power Attack, Quell the Profane, Resounding Blow,

Ride-By Attack, Spirited Charge, Stigmata, Words of Creation

Environment: Seven Mounting Heavens of Celestia (Mertion)

Organization: Solitary

Challenge Rating: 28

Treasure: Triple standard

Alignment: Lawful good

Advancement: —

Raziel,
the Crusader



of Creation

Environment: Seven Mounting Heavens of Celestia (Mertion)

Organization: Solitary

Challenge Rating: 28

Treasure: Triple standard

Alignment: Lawful good

Advancement: —

A 9-foot-tall celestial being stands before you. He is muscular with platinum-white skin, flames for hair, and bright, ruby-red eyes. He wears an ornate mithral breastplate and carries a mithral shield in one hand.

In the other, he grasps a great longsword. Great wings with reddish-gold and white feathers sprout from his broad shoulders.

Raziel (RAY-zee-ehl) rules Mertion, the fifth layer of Celestia, known as the Platinum Heaven. Among his celestial peers, he is called the Firestar for his judicious wrath. Raziel offers guidance to paladins and devotes his energy to protecting the defenseless. Raziel opposes tyranny and oppression with a ferocity that is both startling and inspiring.

When legendary paladins seek the wisdom of the Firestar, they come to Empyrea, the City of Tempered Souls. Raziel doesn't maintain a stronghold but can be found in any one of the city's great hospitals and infirmaries, providing spiritual guidance and protection to the clerics and patients.

Combat

Raziel rides a celestial charger (unicorn) named Temperion into battle. It has maximum hit points (211 hp) but otherwise conforms to the statistics presented on page 250 of the *Monster Manual*.

The Firestar wears a majestic mithral breastplate and carries a heavy mithral shield in one hand and an enormous holy sword in the other.

Any weapon Raziel wields is treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Smite Chaos/Evil (Su): Five times per day, Raziel may attempt to smite a creature that is either chaotic or evil (or both) with one normal melee attack. He adds his Charisma modifier (+6) to his attack roll. If the attack hits a chaotic or evil target, Raziel deals an additional 20 points of damage; if the target is both chaotic and evil, the damage is doubled (40 points). If Raziel accidentally smites a creature that is neither chaotic nor evil, the smite has no effect but it is still used up for that day.

Spells: Raziel can cast divine spells as a 20th-level cleric with the Good, Law, and War domains, and can also cast paladin spells as cleric spells.

Spells Prepared (6/8/8/7/7/6/5/5/5; save DC 16 + spell level): 0—detect magic, guidance, mending, read magic, resistance, virtue; 1st—bless, bless weapon, command, divine favor, protection from chaos¹, remove fear, sanctuary, shield of faith; 2nd—bull's strength (2), consecrate, hold person, shield other, silence, spiritual weapon¹, zone of truth; 3rd—create food and water, discern lies, magic circle against chaos¹, protection from energy, remove blindness/deafness, remove curse, searing light; 4th—blood of the martyr², discern lies, dispel chaos, dispel evil, divine power¹, neutralize poison, restoration; 5th—atone-ment, break enchantment, disrupting weapon, flame strike¹, insect plague, mark of justice, plane shift; 6th—banishment, blade barrier¹, geas/quest, heal (2), undeath to death; 7th—bastion of good², greater restoration, power word blind, repulsion, righteous smite²; 8th—dimensional lock, fire storm (2), mass cure critical wounds, power word stun¹; 9th—implosion, mass heal, power word kill¹, storm of vengeance, true resurrection.

1 Domain spell. Since he is not a cleric, Raziel does not receive the granted powers of his domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—consecrate, continual flame, crown of brilliance* (DC 22), daylight, detect chaos, detect evil, greater dispel magic, hallow, holy aura (DC 24), holy word (DC 23), message,

ray of hope* (DC 17), remove fatigue* (DC 20), sending, shield of the archons*, sword of conscience* (DC 20), true seeing, vision of heaven* (DC 17); 3/day—refreshment* (DC 19); 1/day—last judgment* (DC 24), miracle (DC 25). Caster level 20th. The save DCs are Charisma-based.

* New spell described in Chapter 6 of this book.

Turn Undead (Su): Raziel can turn undead as a 34th-level cleric. His Knowledge (religion) skill grants him a +4 bonus on turning checks.

Aura of Courage (Su): Raziel is immune to fear (magical or otherwise). Allies within 10 feet of him gain a +6 morale bonus on saving throws against fear effects. This ability functions while Raziel is conscious, but not if he is unconscious or dead.

Aura of Menace (Su): Will DC 34 negates.

Divine Grace (Su): Raziel applies his Charisma modifier as a bonus on all saving throws (included in the statistics above).

Indelible Imprint (Su): Will DC 34 negates.

Sample Champion of Raziel: Evansheer

Evansheer (EH-vehn-sheer) is an astral deva Fist of Raziel who can be called using a *greater planar ally* or *greater planar binding* spell.

Evansheer hunts fiends with ruthless fervor, sells their body parts (teeth, hides, claws, and hearts) to interested (if dubious) buyers, and gives the proceeds to the underprivileged or homeless. For every fiend she kills, the astral deva avenges one angelic ally who's perished fighting evil on the battlefield. Her favored weapon is Zaethwar, an intelligent +5 *holy spiked chain* forged from adamantite (see *Intelligent Items* in Chapter 6: Magic for a description of this weapon).

Evansheer: Female astral deva cleric 1/fist of Raziel 5; CR 18; Medium outsider (angel, extraplanar, good, lawful); HD 12d8+48 plus 1d8+4 plus 5d10+20; hp 169; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +17; Grp +23; Atk +29 melee (2d4+14, adamantite +5 *holy spiked chain*) or +23 melee (1d8+9, slam); Full Atk +29/+24/+19/+14 melee (2d4+14 plus stun, adamantite +5 *holy spiked chain*) or +23/+18/+13/+8 melee (1d8+9, 4 slams); Space/Reach 5 ft./5 ft. (10 ft. with Zaethwar); SA smite evil 3/day (confirming, holy), spell-like abilities, stun, turn undead; SQ damage reduction 10/evil, darkvision 60 ft., low light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge; SV Fort +14 (+18 against poison), Ref +12, Will +14; AL LG; Str 22, Dex 18, Con 18, Int 18, Wis 19, Cha 20.

Skills and Feats: Appraise +4 (+6 weaponsmithing), Concentration +24, Craft (weaponsmithing) +19, Diplomacy +27, Escape Artist +19, Heal +12, Hide +19, Intimidate +20, Knowledge (religion) +24, Knowledge (the planes) +24, Listen +21, Move Silently +19, Sense Motive +24, Spellcraft +7, Spot +21, use Rope +4 (+6 with bindings); Cleave, Exotic Weapon Proficiency (spiked chain), Improved Initiative, Power Attack, Sanctify Martial Strike^B, Servant of the Heavens, Weapon Focus (spiked chain)^B.

Spells Prepared (5/5/4/3; save DC 14 + spell level): 0—detect magic, detect poison, mending, resistance, virtue; 1st—command, divine favor, protection from chaos¹, shield of faith, vision of heaven²; 2nd—bear's endurance, bull's strength, eagle's splendor, magic circle against chaos¹; 3rd—affliction², divine power¹, invisibility purge.

1 Domain spell. *Domains*: Good (cast good spells at +1 caster level), Law (cast law spells at +1 caster level), War (gain Weapon Focus [spiked chain] as a bonus feat).

2 New spell described in Chapter 6 of this book.

Smite Evil (Su): Once per day, Evansheer may add her Charisma bonus (+5) to her attack roll and deal 5 points of extra damage to an evil creature. The extra damage she deals is holy damage, and her weapon is considered good-aligned and holy, as if she had the Exalted Smite feat (see Chapter 4: Feats).

Whenever Evansheer smites evil, her critical rolls are automatically successful (so every threat is a critical hit). Furthermore, her weapon is considered holy (if it isn't already) and deals +2d6 points of holy damage against evil creatures. This additional damage does not stack with the benefit of the Sanctify Martial Strike feat, but it stacks with the additional holy damage Evansheer deals from the smite.

Spell-Like Abilities: At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If Evansheer strikes an opponent twice in the same round, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of Evansheer. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 18th). This aura can be dispelled, but Evansheer can create it again as a free action on its next turn. (The defensive benefits of the circle are not included in Evansheer's statistics, above.)

Uncanny Dodge (Ex): Evansheer can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +3 breastplate, Zaethwar (adamantine +5 holy spiked chain; see Intelligent Items in Chapter 6: Magic for details).

Personality Traits: Forthright, temperamental, and abrasive.

SEALTIEL, THE DEFENDER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 38d8+532 (703 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 52 (–1 size, +6 Dex, +16 natural, +10 deflection, +11 insight), touch 36, flat-footed 46

Base Attack/Grapple: +38/+52

Attack: Large +5 holy flaming greatclub +52 melee (2d8+15 plus 2d6 holy and 1d6 fire)

Full Attack: Large +5 holy flaming greatclub +52/+47/+42/+37 melee (2d8+15 plus 2d6 holy and 1d6 fire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spells, spell-like abilities, *summon archons*

Special Qualities: Aura of menace, damage reduction 25/evil, darkvision 60 ft., defensive stance, fortify, immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, spell resistance 43, teleport, tongues

Saves: Fort +35 (+39 against poison), Ref +27, Will +32

Abilities: Str 30, Dex 22, Con 39, Int 30, Wis 33, Cha 30

Skills: Appraise +10 (+14 weaponsmithing) Climb +51, Concentration +55, Craft +51 (weaponsmithing), Diplomacy +55, Heal +52, Intimidate +51, Jump +55, Knowledge

(arcana) +51, Knowledge (nature) +55, Knowledge (the planes) +51, Knowledge (religion) +51, Listen +52, Search +51, Sense Motive +52, Spellcraft +55, Spot +52, Survival +52 (+56 on other planes, in aboveground natural environments, or following tracks), Swim +51

Feats: Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Improved Initiative, Improved Overrun, Nimbus of Light, Power Attack, Quell the Profane, Resounding Blow, Stigmata, Words of Creation

Environment: Seven Mounting Heavens of Celestia (Jovar)

Organization: Solitary

Challenge Rating: 29

Treasure: Triple standard



Alignment: Lawful good

Advancement: —

Standing before you is a divinely beautiful yet androgynous human with subtle masculine traits standing 9 feet tall. He has ebony skin, no hair, silvery eyes that flare like stars, and great wings with metallic golden feathers. A glittering aura surrounds him.

Sealtiel (see-AHL-teel) is a patron of the warden archons and the ruler of Jovar, the Glittering Heaven and Celestia's sixth layer. He commands an impressive standing army of archons and other celestial beings sworn to defend Celestia against fiendish incursions. Sealtiel is also charged with preventing impure beings from reaching Chronias, the seventh and highest layer of Celestia.

Sealtiel's empyreal fortress of Pax Exalta dominates the sixth terrace of Yetsira, a zigurat-city with seven terraces. Warden archons come to Vanguard to receive new assignments. Sealtiel also entertains countless celestial beings seeking enlightenment as part of their quest to reach the seventh layer of Celestia, the Illuminated Heaven.

Sealtiel, the Defender

Combat

In battle, Sealtiel wields a massive greatclub licked by tongues of white-hot flame.

Any weapon Sealtiel wields is treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spells: Sealtiel can cast divine spells as a 20th-level cleric with the Good, Law, and Protection domains.

Spells Prepared (6/9/9/9/8/8/7/7/6/6; save DC 21 + spell level): 0—detect magic, guidance, mending, read magic, resistance, virtue; 1st—bless, command, divine favor (2), obscuring mist, protection from chaos¹, remove fear, sanctuary, shield of faith; 2nd—hold person (2), remove addiction², shatter, shield other¹, silence, sound burst, spiritual weapon, zone of truth; 3rd—affliction² (2), blindness/deafness, invisibility purge, magic circle against chaos¹, protection from energy, refreshment², remove curse, searing light; 4th—blood of the martyr², celestial brilliance², death ward, dimensional anchor, discern lies, divine power, neutralize poison, spell immunity¹; 5th—atonement, break enchantment, dispel evil¹, greater command, mark of justice, plane shift, righteous might, sacred guardian²; 6th—banishment, blade barrier¹, find the path, forbiddance, heal (2), undeath to death; 7th—bastion of good², destruction, dictum¹, greater restoration, greater scrying, repul-

sion, righteous smite²; 8th—dimensional lock, fire storm, last judgment², mass cure critical wounds (2), mind blank¹; 9th—end to strife², etherealness, mass heal, sublime revelry², summon monster IX¹, true resurrection.

1 Domain spell. Since he is not a cleric, Sealtiel does not receive the granted powers of his domains.

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—consecrate, continual flame, crown of brilliance* (DC 26), daylight, detect chaos, detect evil, greater dispel magic, hallow, holy aura (DC 28), holy smite (DC 24), holy word (DC 27), message, order's wrath (DC 24), ray of hope* (DC 21), sending, shield of the archons*, sword of conscience* (DC 24), true seeing, vision of heaven* (DC 21); 3/day—imbue with spell ability (DC 24); 1/day—earthquake, miracle (DC 29). Caster level 20th.

The save DCs are Charisma-based.

* New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will DC 39 negates.

Defensive Stance (Ex): Five times per day, Sealtiel can become a stalwart bastion of defense. In this defensive stance, he gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases Sealtiel's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when his Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While defending, Sealtiel cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. Sealtiel's defensive stance lasts for 19 rounds. He may end the defense voluntarily before this limit. Taking the stance takes no time itself, but Sealtiel can only do so during his action.

Fortify (Su): Sealtiel strengthens whatever building or fortification he occupies, regardless of its size. Walls, doors, and objects within or attached to the structure have double the normal hardness and hit points, and their break DCs increase by +20. Objects within the stronghold also gains a saving throw against spells when unattended as if they were magic items (save bonus +12). In addition, any good character defending the fortification gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Such characters also gain spell resistance

Illustration by J. Jarvis

25 against evil spells and spells cast by evil creatures. Furthermore, they are protected from possession and mental influence as per the *protection from evil* spell.

Indelible Imprint (Su): Will DC 39 negates.

Sample Champion of Sealtiel: Arkareon

Arkareon (ar-KAH-ree-on) is dedicated to Sealtiel and can be called using the *lesser planar ally* or *lesser planar binding* spell.

Arkareon serves in Sealtiel's army and has a profound affinity for nature. He has died seventeen times fighting the forces of evil and recalls each death in excruciating detail. Moved by the deva's dedication and tireless sacrifice, Sealtiel has consistently returned Arkareon to life with a *true resurrection* spell. Of course, Arkareon has killed hundreds of fiends during his seventeen lives. Slender and agile, he has milky-white skin and silver hair and eyes.

Arkareon: Male movanic deva; CR 9; Medium outsider (extraplanar, good, lawful); HD 6d8+12; hp 45; Init +8; Spd 40 ft., fly 90 ft. (good); AC 28, touch 16, flat-footed 24; Base Atk +6; Grp +10; Atk +12 melee (1d10+7 plus 1d6 fire, +1 *flaming greatclub*); Full Atk +12/+7 melee (1d10+7 plus 1d6 fire, +1 *flaming greatclub*); Space/Reach 5 ft./5 ft.; SA spell-like abilities; SQ damage reduction 10/evil, darkvision 60 ft., divine equilibrium, fire resistance 20, heavenly deflection, immunity to acid, cold and petrification, low-light vision, protective aura, soothing presence of nature, spell resistance 19; SV Fort +7, Ref +9, Will +10; AL LG; Str 18, Dex 18, Con 14, Int 17, Wis 16, Cha 18.

Skills and Feats: Balance +12*, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (arcana) +12, Knowledge (religion) +12, Knowledge (the planes) +12, Listen +12, Sense Motive +12, Spellcraft +14, Spot +12; Improved Initiative, Iron Will, Weapon Focus (greatclub).

*Includes -1 armor check penalty for the +1 *animated heavy steel shield*.

Spell-Like Abilities: At will—*aid*, *consecrate*, *continual flame*, *create food and water*, *death ward* (DC 18), *detect evil*, *discern lies*, *polymorph*, *prayer*, *protection from arrows* (DC 16); 3/day—*atonement*, *bless weapon*, *cure serious wounds* (DC 17), *daylight*, *divination*, *etheral jaunt*, *hallow*, *holy smite* (DC 18), *neutralize poison* (DC 17), *plane shift*, *remove curse* (DC 17), *remove fear* (DC 15); 1/day—*commune*, *raise dead*. Caster level 9th. The save DCs are Charisma-based.

Divine Equilibrium (Ex): Arkareon is immune to the effects of negative-dominant or positive-dominant planar energy traits (see *Adventuring on Other Planes* in the *Dungeon Master's Guide*).

Heavenly Deflection (Su): Once per round as a free action, Arkareon can deflect a ranged attack or spell by batting it away with his +1 *flaming greatclub*. When a ranged attack, ray, or single-target spell would ordinarily hit or affect Arkareon, he can make a Reflex save against a base DC of 20. If the ranged attack has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell's level is added to the base DC. If Arkareon succeeds, he deflects the attack. Deflected spells are negates as if counterspelled. Arkareon must be aware of an attack to have a chance to deflect it.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone

within 20 feet of Arkareon. Otherwise, it functions as a *magic circle against evil* and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level 18th). This aura can be dispelled, but Arkareon can create it again as a free action on its next turn. (The defensive benefits of the circle are not included in Arkareon's statistics, above.)

Soothing Presence of Nature (Ex): Arkareon's divine spirit is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack Arkareon.

Possessions: Mithral shirt, +1 *animated heavy steel shield*, +1 *flaming greatclub*, moonblood warpaint (see *Special Materials* in Chapter 3: *Exalted Equipment*).

Personality Traits: Charitable, idealistic, and zealous.

ZAPHKIEL, THE WATCHER

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 35d8+350 (507 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 60 (-1 size, +6 Dex, +23 natural, +12 deflection, +10 insight), touch 37, flat-footed 54

Base Attack/Grapple: +35/+54

Attack: Touch +49 melee touch (3d6 holy) and 2 emanations +40 ranged touch (see text)

Full Attack: Touch +49 melee touch (3d6 holy) and 2 emanations +40 ranged touch (see text)

Space/Reach: 10 ft./10 ft.

Special Attacks: Emanations, holy touch, spells, spell-like abilities, *summon archons*, turn undead

Special Qualities: Alternate form, aura of menace, damage reduction 30/evil, darkvision 60 ft., immunity to electricity and petrification, indelible imprint, low-light vision, magic circle against evil, positive energy aura, spell resistance 45, teleport, tongues

Saves: Fort +29 (+33 against poison), Ref +25, Will +29

Abilities: Str 40, Dex 23, Con 30, Int 30, Wis 30, Cha 34

Skills: Appraise +10 (+14 gemcutting or sculpting), Concentration +48, Craft (gemcutting) +48, Craft (sculpting) +48, Diplomacy +58, Handle Animal +50, Heal +48, Intimidate +50, Knowledge (arcana) +48, Knowledge (history) +48, Knowledge (nobility) +48, Knowledge (the planes) +48, Knowledge (religion) +48, Listen +48, Perform (sing) +50, Search +48, Sense Motive +48, Spellcraft +52, Spot +48, Survival +10 (+14 on other planes, +14 following tracks)

Feats: Cleave, Empower Spell, Holy Radiance, Improved Bull Rush, Improved Initiative, Improved Sunder, Nimbus of Light, Power Attack, Quicken Spell, Stigmata, Words of Creation

Environment: Seven Mounting Heavens of Celestia (Chronias)

Organization: Solitary

Challenge Rating: 32

Treasure: Triple standard

Alignment: Lawful good

Advancement: —

A roiling maelstrom of golden energy instills in you tremendous feelings of joy and harmony. Suddenly, it coalesces into the form of a stunningly

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magic, hallow, holy aura (DC 30), holy smite (DC 26), holy word (DC 29), message, order's wrath (DC 26), ray of hope* (DC 23), sending, shield of the archons*, sword of conscience* (DC 26), true seeing, vision of heaven* (DC 23); 3/day—moment of prescience; 1/day—mass heal (DC 31), miracle (DC 31). Caster level 20th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Turn Undead (Su): Zaphkiel turns undead as a 35th-level cleric. His Knowledge (religion) skill grants him a +4 bonus on turning checks.

Alternate Form (Su): As a standard action, Zaphkiel can assume one of two forms: an incorporeal maelstrom of golden energy or a 10-foot-tall archon. In maelstrom form, he flies at a speed of 90 feet (good maneuverability) and can pass through solid objects. He can only attack and be harmed in archon form.

Aura of Menace (Su): Will DC 39 negates.

Indelible Imprint (Su): Will DC 39 negates.

Positive Energy Aura (Su): An undead creature with 25 HD or fewer that comes within 10 feet of Zaphkiel is automatically affected as if he had turned it, while undead creatures with 15 HD or fewer are destroyed. Undead with total cover relative to Zaphkiel are unaffected.

Champions of Zaphkiel

Zaphkiel has no known champions who fight in his name, although some might argue that the other six members of the Hebdomad are, in some sense, his champions.

TALISID AND THE FIVE COMPANIONS

The guardinals have no record of their origin. They have been the protectors of Elysium for all of the plane's recorded history. For as long as Elysium has known the guardinals, there have been the Celestial Lion and his Five Companions, exemplars and epitomes of their respective kind. In contrast to the relatively unchanging ranks of the archons, however, members of the Companions come and go, assuming the office when they are fit for it and abdicating when they are no longer fit. Talisid, the current Celestial Lion, has held that position far longer than normal, and few can even remember the name of his predecessor, but the Five Companions have all relatively recently ascended to their positions as representatives of their respective kinds.

Talisid and the Five Companions are rather more like an adventuring party—though an exalted one—than the ruling council of the Celestial Hebdomad or the loosely feudal court of the eladrins. The Celestial Lion and his friends wander the fields of Elysium, solving problems as they arise and smashing evil if it dares rear its ugly head in their domain. They each hear petitions and resolve disputes among guardinals of their kind, lead companies into battle, and solve problems on their own initiative when necessary.

All the actions of Talisid and the Companions are guided by the principles of goodness, in particular the ideal of friendship they embody in their work together. The Five Companions is more than an empty title: the leaders of the guardinals are the closest of companions, bound by a fierce devotion to one

another that puts mere family loyalty to shame. They are not without discord, as the interests of the different kinds of guardinals may at times conflict, but they argue and clash as the dearest of friends, holding themselves and each other to the highest standards of love and good.

SPECIAL QUALITIES

The Celestial Lion and his Five Companions share the following special qualities:

Lay on Hands (Su): As the paladin class feature, except that each day, a guardinal can heal an amount of damage equal to its full normal hit points.

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Tongues (Su): The Celestial Lion or one of the Five Companions can speak with any creature that has a language, as though using a *tongues* spell (caster level 20th). This ability is always active.

TALISID, THE CELESTIAL LION

Large Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 40d8+360 (540 hp)

Initiative: +18

Speed: 60 ft. (12 squares)

Armor Class: 54 (–1 size, +14 Dex, +18 natural, +7 deflection, +6 insight), touch 36, flat-footed 40

Base Attack/Grapple: +40/+60

Attack: Claw +55 melee (1d8+16/19–20)

Full Attack: 2 claws +55 melee (1d8+16/19–20) and bite +50 melee (2d6+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, pounce, rake 1d8+16, roar, spells, spell-like abilities

Special Qualities: Bastion of good, damage reduction 30/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resist nature's lure, resistance to cold 10 and sonic 10, spell resistance 45, speak with animals, thousand faces, tongues, trackless step, wild shape, woodland stride

Saves: Fort +31 (+35 against poison), Ref +36, Will +28

Abilities: Str 43, Dex 39, Con 29, Int 21, Wis 22, Cha 25

Skills: Balance +61, Concentration +52, Diplomacy +54, Hide +61, Intimidate +50, Knowledge (nature) +52, Knowledge (the planes) +48, Listen +51, Move Silently +61, Search +48, Sense Motive +49, Spot +51, Survival +49 (+53 on other planes or aboveground natural environments, +53 following tracks)

Feats: Animal Friend, Combat Expertise, Diehard, Dodge, Endurance, Exalted Wild Shape, Improved Critical (claw), Improved Initiative, Mobility, Natural Spell, Power Attack, Spring Attack, Track, Whirlwind Attack

Environment: Blessed Fields of Elysium

Organization: Solitary

Challenge Rating: 30

Treasure: Triple standard

Alignment: Neutral good

Advancement: —

This mighty figure looks like a poised, 9-foot-tall lion-headed man with a muscular build. He has golden fur, a regal mane of golden hair, and dark, penetrating eyes. He wears exquisite robes and absently strokes his chin whiskers with one sharp claw.

Although proud of his accomplishments and those of his beloved Companions, Talisid (TAL-eh-seed) does not allow pride or other emotions interfere with his mission to protect and aid the residents of Elysium. His love for the Blessed Fields has grown in the thousands of years he has served as Celestial Lion, and he takes great delight in its many natural wonders.

The wisest and most powerful of leonals, Talisid regularly travels the four layers of Elysium but spends most of his time on Amoria, the topmost layer. He often assumes an animal form when traveling alone in the wilderness, taunting unlawful hunters with his trackless step and woodland stride abilities. He maintains no permanent residence, often "shacking up" with friends he has made throughout the Blessed Fields. A king among guardinals, Talisid prefers to think of himself as a humble servant of the people and demands no special treatment or consideration.

Combat

Talisid has little need for armor or weapons, preferring to spring into battle by pouncing on foes and tearing them to pieces with his sharp claws.

Talisid's natural weapons and any weapons he wields are treated as good-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): If Talisid hits a Medium or smaller opponent with his bite attack, he deals normal lethal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If he gets a hold, he can attempt to rake on the same round. Thereafter, Talisid has the option to conduct the grapple normally, or simply use his mouth to hold the opponent (-20 penalty on grapple check, but Talisid is not considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals bite damage.

Pounce (Ex): If Talisid charges, he can make a full attack (including a rake attempt, as described below), even though he has moved.

Rake (Ex): If Talisid gets a hold on an opponent (see Improved Grab, above), he can make two rake attacks (+55 melee) with his hind legs for 1d8+16 points of damage each. If Talisid pounces on an opponent, he can also rake.

Roar (Su): Talisid can roar up to five times per day. Each roar releases a blast in a 60-foot cone that duplicates the effects of a holy word spell and deals an additional 4d6 points of sonic damage (Fortitude save DC 37 negates). The DC is Charisma-based.

Spells: Talisid casts spells as a 20th-level druid.

Spells Prepared (6/7/7/6/6/6/5/4/4/4; save DC 16 + spell level):

0—create water, cure minor wounds, detect magic, guidance, purify food and drink, resistance; 1st—calm animals, eyes of the avoral, detect snares and pits, entangle, faerie fire, longstrider, silvered claws*; 2nd—animal messenger (2), bear's endurance, bull's strength, cat's grace, owl's wisdom, wood shape; 3rd—affliction*, plant growth, protection from energy, quench, speak with plants, wind wall; 4th—air walk, control water, flame strike, freedom of movement, repel vermin, rusting grasp; 5th—animal growth, atonement, awaken, control winds, death ward, wall of thorns; 6th—find the path, greater dispel magic, mass bear's endurance, mass cat's grace, touch of adamantite*; 7th—control weather, rain of roses*, sunbeam, true seeing; 8th—animal shapes, repel metal or stone, sunburst, whirlwind; 9th—elemental swarm, foresight, mass cure critical wounds, summon nature's ally IX.

*New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—detect evil, detect thoughts (DC 19), fireball (DC 20), hold monster (DC 21), wall of force; 3/day—cure critical wounds (DC 21), neutralize poison (DC 20), remove disease (DC 20); 1/day—heal (DC 23). Caster level 20th. The save DCs are Charisma-based.

Bastion of Good (Su): As a free action, Talisid can surround himself with a 20-foot-radius nimbus of light. This acts as the bastion of good spell (see Chapter 6: Magic).

Resist Nature's Lure (Ex): Talisid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Thousand Faces (Su): While in his natural form, Talisid can alter his appearance at will, as if using the alter self spell (caster level 20th).

Trackless Step (Ex): Talisid leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.



Talisid, the Celestial Lion

Wild Shape (Su): At will, Talisid can turn himself into any animal, plant, or good-aligned magical beast of Tiny to Huge size or an elemental of Small to Huge size. Aside from having no usage limit, this ability works the same as a druid's wild shape ability.

Woodland Stride (Ex): Talisid may move through any sort of natural undergrowth at his normal speed and without suffering damage or other impairment.

Sample Champion of Talisid: Goldcrown

Goldcrown is dedicated to Talisid and can be called using the *greater planar ally* or *greater planar binding* spell.

Goldcrown appears as a treant with golden, perennially autumnal leaves. Instead of wings, it has a third arm with which it can make slam attacks. Goldcrown's exalted animal companion—a golden-scaled constrictor snake named Corrus—coils around one of the treant's lower boughs, using its Hide skill to go unnoticed. The treant has taught his serpentine companion four tricks: attack, come, defend, and fetch.

Goldcrown's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Goldcrown: Half-celestial treant druid 6/lion of Talisid 5; CR 19; Huge outsider (extraplanar, good); HD 18d8+144; hp 235; Init +0; Spd 30 ft.; AC 22, touch 8, flat-footed 22; Base Atk +9; Grp +28; Atk +18 melee (2d6+11, slam); Full Atk +18 melee (2d6+11, 3 slams); Space/Reach 15 ft./15 ft.; SA *animate trees*, double damage against objects, lion's pounce, smite evil, spell-like abilities, trample 2d6+16; SQ animal companion, darkvision 60 ft., damage reduction 10/magic and slashing, *daylight*, immunity to disease, lion's courage, low-light vision, plant traits, resistance to acid 10, cold 10, and electricity 10, resist nature's lure, scent, spell resistance 28, trackless step, vulnerability to fire, wild empathy, wild shape 5/day, woodland stride; SV Fort +18 (+22 against poison), Ref +6, Will +15 (+19 against mind-affecting spells and effects); AL NG; Str 33, Dex 10, Con 26, Int 14, Wis 22, Cha 16.

Skills and Feats: Climb +21, Diplomacy +15, Hide +2 (+18 in forested areas), Intimidate +13, Knowledge (nature) +14, Knowledge (the planes) +12, Listen +16, Sense Motive +16, Spot +16, Survival +18 (+20 aboveground in natural environments or on other planes); Ability Focus (trample), Combat Casting, Exalted Companion^B, Improved Sunder, Iron Will, Lightning Reflexes, Natural Spell, Power Attack.

Animate Trees (Sp): Goldcrown can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter, it moves at a speed of 10 feet and fights as a normal treant in all respects. Animated trees lose their ability to move if Goldcrown is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to fire that Goldcrown has.

Double Damage against Objects (Ex): If Goldcrown makes a full attack against an object or structure deals double damage.

Lion's Pounce (Ex): Goldcrown can make a full attack at the end of a charge.

Smite Evil (Su): Once per day, Goldcrown can make a normal melee attack to deal 18 points of extra damage against an evil foe.

Spells Prepared (6¹/6¹/5¹/4¹/4¹/3¹; save DC 16 + spell level): 0—*cure minor wounds* (2), *detect magic*, *guidance*, *light*, *purify food and drink*; 1st—*cure light wounds*, *detect snares and pits*, *entangle*, *faerie fire*, *jump*, *longstrider*, *silvered claws*²; 2nd—*bull's strength*, *chill metal*, *fog cloud*, *owl's wisdom*, *warp wood*; 3rd—*cure moderate wounds*, *greater magic fang*, *quench*, *snare*; 4th—*command plants*, *cure serious wounds*, *freedom of movement*, *ice storm*; 5th—*call lightning storm*, *cure critical wounds*, *wall of thorns*.

1 Includes bonus spells for the lion of Talisid prestige class (see Chapter 5: Prestige Classes).

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: 1/day—*aid*, *bless*, *mass charm monster* (DC 19), *cure serious wounds* (DC 16), *detect evil*, *dispel evil* (DC 18), *hallow*, *holy smite* (DC 17), *holy word* (DC 20), *neutralize poison* (DC 16), *remove disease* (DC 16), *summon monster IX* (celestials only); 3/day—*holy aura* (DC 21), *protection from evil* (DC 14). Caster level 18th. The save DCs are Charisma-based.

Trample (Ex): Reflex DC 32 half. The save DC is Strength-based.

Daylight (Sp): Goldcrown can use a *daylight* effect (as the spell) at will.

Lion's Courage (Ex): Goldcrown is immune to fear effects and gains a +4 sacred bonus on Will saves against mind-affecting spells and effects.

Resist Nature's Lure (Ex): Goldcrown gains a +4 bonus on saving throws against the spell-like abilities of fey.

Scent (Ex): Goldcrown can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trackless Step (Ex): Goldcrown leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Wild Shape (Su): Goldcrown can turn himself into any Small or Medium animal and back again five times per day. The effect lasts for 6 hours or until Goldcrown changes back. Changing form is a standard action and doesn't provoke an attack of opportunity. See the druid's wild shape class feature for additional information.

Woodland Stride (Ex): Goldcrown may move through any sort of undergrowth at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Possessions: Orb of storms, gem of seeing, 2 beads of force, pearl of power (1st).

Personality Traits: Effervescent, courteous, and immodest.

Corrus, Goldcrown's Animal Companion: Celestial constrictor snake exalted companion; CR —; Medium magical beast; HD 3d8+6; hp 19; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +5; Atk +5 melee (1d3+4, bite); Full Atk +5 melee (1d3+4, bite); Space/Reach 5 ft./5 ft.; SA constrict 1d3+4, improved grab, smite evil; SQ darkvision 60 ft., link, resistance to acid 5, cold 5, and electricity 5, share spells, scent, spell resistance 8; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, Corrus deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, Corrus must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Smite Evil (Su): Once per day, Corrus can make a normal melee attack to deal 3 extra points of damage against an evil foe.

Scent (Ex): Corrus can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

SATHIA, THE SKY DUCHESS

Large Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 34d8+306 (459 hp)

Initiative: +14

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 47 (−1 size, +10 Dex, +8 natural, +10 deflection, +10 insight), touch 29, flat-footed 37

Base Attack/Grapple: +34/+47

Attack: Claw +42 melee (2d8+9)

Full Attack: 2

claws +42 melee (2d8+9) or 2 wings +42 melee (4d6+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear aura, spell-like abilities

Special Qualities: Damage reduction 20/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, spell resistance 39, speak with animals, tongues, true seeing

Saves: Fort +28 (+32 against poison), Ref +31, Will +31

Abilities: Str 28, Dex 31, Con 28, Int 29, Wis 30, Cha 30

Skills: Appraise +9 (+13 painting and sculpting), Concentration +46, Craft (painting) +46, Craft (sculpting) +46, Diplomacy +51, Handle Animal +47, Hide +43, Intimidate +47, Knowledge (nature) +50, Knowledge (the planes) +46, Listen +49, Move Silently +47, Ride +51, Search +46, Sense Motive +47, Spellcraft +46, Spot +57, Survival +47 (+51 on other planes or aboveground natural environments, +51 following tracks)

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Exalted Spell Resistance, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Redirect Attack

Environment: Blessed Fields of Elysium

Organization: Solitary

Challenge Rating: 26

Treasure: Triple standard

Alignment: Neutral good

Advancement: —

This tall, lithe woman has powerful wings instead of arms. Flecks of green speckle her snow-white feathers. Her face is more human than avian, but her hair resembles a feathery cowl, and her eyes are bright gold. Her feet end in talons that have an emerald-green luster and look as sharp as diamonds. Numerous small birds flutter around her, obviously drawn to her powerful presence.

The voice of the avorals, Sathia (say-thee-ah) is also a patron and muse for gifted painters and sculptors. She possesses a sharp eye for detail and has created a number of masterful paintings and wood sculptures. Most of all, she enjoys time spent with the Companions and soaring in the skies of Elysium.

Combat

Sathia attacks with her talons or the razor-sharp edges of her mighty wings. She does not wear armor or carry weapons, preferring to remain unburdened in flight.

Sathia's natural weapons and any weapons she wields are treated as good-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Once per day, Sathia can create an aura of fear in a 20-foot radius. It is otherwise identical to the *fear* spell (caster level 8th; save DC 37). The save DC is Charisma-based.

Spell-Like Abilities: At will—*aid*, *blur* (self only), *command* (DC 21), *detect magic*, *dimension door* (DC 24), *dispel magic*, *gust of wind* (DC 22), *hold person* (DC 22), *light*, *magic circle against evil* (self only), *magic missile*, see *invisibility*; 1/day—*lightning bolt* (DC 23).

Caster level 20th. The save DCs are Charisma-based.

True Seeing (Su): As the *true seeing* spell (caster level 20th) except that it has personal range and Sathia must concentrate for 1 full round before it takes effect. Thereafter, it remains in effect as long as she concentrates on it.

Skills: Sathia's sharp eyesight gives her a +8 racial bonus on Spot checks (included in the statistics above).

Sample Champion of Sathia: Zyd

Zyddumar Dragoncrest ("Zyd" to his friends) is dedicated to Sathia and can be called using the *planar ally* or *planar binding* spell.

Instead of wings, Zyd was born with a startling precognitive gift that lets him receive images of impending evil, many of them quite disturbing. The images first started appearing when he was a young boy, and Sathia taught him how to render these



images on canvas. Zyd is periodically summoned to the Material Plane to paint portentous scenes for kings and other influential figures. Although he can't foresee every sign of impending evil, Zyd usually receives images of the most dire or threatening.

Zyd never travels anywhere without an easel, canvas, brushes, and pigments.

Zyddumar Dragoncrest (Zyd): Half-celestial human cleric 5 (Pelor)/fighter 4/wonderworker 3; CR 15; Medium outsider (extraplanar, good); HD 5d8+10 plus 4d10+8; hp 66; Init +4; Spd 20 ft. (base 30 ft.); AC 21, touch 10, flat-footed 21; Base Atk +8; Grp +12; Atk +14 melee (1d8+5, +1 heavenly burst heavy mace) or +9 ranged (1d8+5/×3, masterwork composite longbow [+4 Str bonus] with +1 arrow); Full Atk +14/+9 melee (1d8+5, +1 heavenly burst heavy mace) or +9/+4 ranged (1d8+5/×3, masterwork composite longbow [+4 Str bonus] with +1 arrow); SA smite evil 1/day, spells, spell-like abilities, turn undead (as cleric 6); SQ damage reduction 10/magic, darkvision 60 ft., daylight, immunity to disease, outsider traits, resistance to acid 10, cold 10, and electricity 10, spell resistance 22; SV Fort +11 (+19 against poison), Ref +5, Will +13 (+17 against compulsions); AL NG; Str 18, Dex 10, Con 14, Int 16, Wis 21, Cha 16.

Skills and Feats: Appraise +3 (+4 painting), Climb +9, Concentration +12, Craft (painting) +19, Diplomacy +13, Heal +13, Jump +4, Knowledge (religion) +11, Knowledge (the planes) +8, Ride +6, Sense Motive +8, Spellcraft +11; Favored of the Companions, Improved Initiative, Improved Turning, Lightning Reflexes, Point Blank Shot, Precise Shot, Sacred Vow, Subduing Strike, Vow of Abstinence, Vow of Obedience.

Smite Evil (Su): Once per day, Zyd can make a normal melee attack to deal 12 points of extra damage against an evil foe.

Spells Prepared (5/8¹/6¹/6¹; save DC 15 + spell level): 0—detect magic, guidance, mending, resistance; 1st—command, divine favor, endure elements², lantern light³, ray of hope³, remove fear, shield of faith, vision of heaven³; 2nd—align weapon, bear's endurance, bull's strength², ease pain³, silence, spiritual weapon; 3rd—inspired aim³, prayer, protection from energy, refreshment³, searing light², water walk.

1 Includes bonus spells for the wonderworker prestige class (see Chapter 5: Prestige Classes).

2 Domain spells. Domains: Strength (feat of strength 1/day; +5 enhancement bonus to Strength for 1 round), Sun (greater turning 1/day; undead creatures that would be turned are destroyed instead).

3 New spell described in Chapter 6 of this book.

Spell-Like Abilities: 1/day—aid, bless, cure serious wounds (DC 16), detect evil, dispel evil (DC 18), holy smite (DC 17), holy word (DC 20), neutralize poison (DC 16), remove disease (DC 16); 3/day—protection from evil (DC 14). Caster level 12th. The save DCs are Charisma-based.

Daylight (Sp): Zyd can use a daylight effect (as the spell) at will.

Possessions: Celestial armor (described in the *Dungeon Master's Guide*), +1 light steel shield, +1 heavenly burst heavy mace, masterwork composite longbow (+4 Str bonus), quiver of 25 +1 arrows, collapsible wooden easel, sheets of canvass, paints and brushes.

Personality Traits: Congenial, eloquent, and theatrical.

MANATH, THE HORNED DUKE

Medium Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 26d8+208 (325 hp)

Initiative: +13

Speed: 50 ft. (10 squares)

Armor Class: 43 (+9 Dex, +6 natural, +9 deflection, +9 insight), touch 37, flat-footed 34

Base Attack/Grapple: +26/+37

Attack: Slam +37 melee (1d6+11)

Full Attack: 2 slams +37 melee (1d6+11) and gore +35 melee (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Powerful charge, spell-like abilities

Special Qualities: Damage reduction 10/evil and silver, darkvision 60 ft., horn powers, immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, spell resistance 30, speak with animals, tongues

Saves: Fort +23 (+27 against poison), Ref +24, Will +24

Abilities: Str 33, Dex 29, Con 26, Int 22, Wis 29, Cha 28

Skills: Balance +38, Concentration +37, Diplomacy +42, Heal +38, Hide +38, Intimidate +38, Jump +56, Knowledge (nature) +39, Listen +40,

Move Silently +38, Sense Motive +38, Spellcraft +35, Spot +40, Survival +38 (+42 in aboveground natural environments)

Feats: Alertness, Improved Bull Rush, Improved Initiative, Improved Sunder, Multiattack, Power Attack, (exalted feat)

Environment: Blessed Fields of Elysium

Organization: Solitary

Challenge Rating: 20

Treasure: Triple standard

Alignment: Neutral good

Advancement: —



Zyd, champion of Sathia

A 6-foot-tall figure stands before you, his head crowned with a magnificent set of curved ram's horns. His shaggy fur varies in color from red to gold to autumn yellow on his bare chest, and his large cloven feet are ash-black in color. A wry yet endearing smile plays across his wise face.

Manath (man-ATH) is the newest member of the Five Companions, only recently replacing the curmudgeonly Duke Rhanok. The new duke of the cervidals feels he has much to learn from Talisid and the other Companions, but if he has any doubts about his ability to stand in Rhanok's hoofprints, he isn't showing them. Manath has brought a keen wit and sense of fun to the Companions, charming the others with his colloquial manner and prancing tongue.

Combat

Although fearless in combat, Manath prefers to resolve disputes peacefully, using friendly jokes instead of weapons to disarm opponents. When charm and diplomacy fail, he brings his horns and hooves to bear.

Manath's natural weapons and any weapons he wields are treated as good-aligned for the purpose of overcoming damage reduction.

Powerful Charge (Ex): Manath can lower his head and charge an opponent, striking with his deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows him to make a single gore attack that deals 2d6+16 points of damage.

Spell-Like Abilities: At will—*bless*, *command* (DC 20), *detect poison*, *light*; 1/day—*hold person* (DC 21), *magic missile*, *suggestion* (DC 22). Caster level 20th. The save DCs are Charisma-based.

Horn Powers (Su): Manath can deliver any of several effects by a touch of his horns. He can negate any disease or poison (as the spells *neutralize poison* and *remove disease*) in the creature touched, dispel an illusion (as a targeted *dispel magic* spell, except that it affects only spells of the Illusion school and is automatically successful), or dismiss (as a *dismissal* spell) a summoned, conjured, or extraplanar creature. Each of these horn powers can be used at will as a standard action. Except as noted, all these abilities function as their corresponding levels. Caster level 20th; save DC 19 + spell level.

Simple Champion of Manath: Teerlyn

Teerlyn (TEER-lin) is dedicated to Manath and can be called using the *lesser planar ally* or *lesser planar binding* spell.

Teerlyn has a slim yet muscular body covered with short red fur with golden highlights. Her long, curved horns bear alternating rings of gold and black. Her favorite tactic is to draw an animal from her bag of tricks before leaping into melee.

Teerlyn: Female cervidal monk 2; CR 5; Medium outsider (extraplanar, good); HD 6d8+12; hp 44; Init +3; Spd 50 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +9; Atk +9 melee (1d6+4, slam); Full Atk +9 melee (1d6+4, 2 slams) and +7 melee (1d3+2, gore) or +7 melee (1d6+4, 3 slams) and +5 melee (1d3+2, gore) or +8 ranged (1d2+4, +1 *shuriken*); SA powerful charge, flurry of blows, spell-like abilities; SQ darkvision 60 ft., damage reduction 10/evil or silver, evasion, horn powers, immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10; SV Fort +9, Ref +10, Will +10; AL LG; Str 18, Dex 17, Con 15, Int 12, Wis 17, Cha 16.

Skills and Feats: Balance +12, Climb +13, Concentration +11, Heal +12, Hide +8, Intimidate +12, Jump +13, Listen +12, Move Silently +8, Spellcraft +10, Spot +12; Deflect Arrows^B, Favored of the Companions, Improved Unarmed Strike^B, Multiattack, Power Attack, Stunning Fist^B.

Powerful Charge (Ex): Teerlyn can lower her head and charge an opponent, striking with her deadly horns. In addition to the normal benefits and hazards of a charge, this tactic allows her to make a single gore attack that deals 1d8+6 points of damage.

Spell-Like Abilities: At will—*bless*, *command* (DC 14), *detect poison*, *light*; 1/day—*hold person* (DC 15), *magic missile*, *suggestion* (DC 16). Caster level 9th. The save DCs are Charisma-based.

Horn Powers (Su): Teerlyn can deliver any of several effects by a touch of her horns. The horns can negate poison or disease (as the spells *neutralize poison* and *remove disease*) in the creature touched, dispel an illusion (as a targeted *dispel magic*, except that affects only spells of the Illusion school and is automatically successful), or dismiss (as a *dismissal* spell) a summoned, conjured, or extraplanar creature. Each of these horn powers can be used at will as a standard action. Except as noted, all these abilities function as the corresponding spells. Caster level 20th; save DC 13 + spell level.

Lay on Hands (Su): As the paladin class feature, except that each day, Teerlyn can heal 44 points of damage.

Possessions: Bag of tricks (rust), 5 +1 *shuriken*, potion of cure moderate wounds.

Personality Traits: Contemplative, obliging, and wistful.



Manath, the
Horned Duke

VHARA, DUCHESS OF THE FIELDS

Huge Outsider (Extraplanar, Good, Guardinal)**Hit Dice:** 32d8+352 (496 hp)**Initiative:** +10**Speed:** 70 ft. (14 squares)**Armor Class:** 43 (-2 size, +6 Dex, +11 natural, +9 deflection, +9 insight), touch 32, flat-footed 37**Base Attack/Grapple:** +32/+54**Attack:** Hoof +45 melee (2d6+14)**Full Attack:** 2 hooves +45 melee (2d6+14)**Space/Reach:** 15 ft./10 ft.**Special Attacks:** Spell-like abilities, whinny**Special Qualities:** Damage reduction 15/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, spell resistance 36, speak with animals, tongues**Saves:** Fort +29 (+33 against poison), Ref +24, Will +27**Abilities:** Str 39, Dex 23, Con 32, Int 26, Wis 28, Cha 28**Skills:** Concentration +46, Diplomacy +48, Handle Animal +44, Heal +44, Hide +33, Intimidate +44, Jump +65, Knowledge (nature) +47, Knowledge (the planes) +43, Listen +44, Search +43, Sense Motive +44, Spellcraft +43, Spot +44, Survival +44 (+48 on other planes or aboveground natural environments, +48 following tracks), Swim +49**Feats:** Combat Expertise, Combat Reflexes, Dodge, Endurance, Improved Initiative, Improved Sunder, Mobility, Power Attack, Run, Weapon Focus (hoof), Whirlwind Attack**Environment:** Blessed Fields of Elysium**Organization:** Solitary**Challenge Rating:** 24**Treasure:** Triple standard**Alignment:** Neutral good**Advancement:** —*Vhara, Duchess of the Fields*

Standing 15 feet tall, this statuesque woman has a horselike head, shoulders of heroic proportion, and long arms ending in thick, iron-hard fingers that make creditable hooves when curled into fists. Her legs are even more horselike, with a long foot ending in a true hoof. Her face is long and narrow. A long, neatly groomed mane runs from the crest of her head down to the center of her back. She is both lovely and poised.

Behind an aloof and somewhat domineering façade, Vhara (VAH-rah), the duchess of the equinals, hides a profoundly generous

and emotional spirit. Her fellow Companions know that she takes her commitment to equinals and Elysium with absolute seriousness and that she privately weeps when confronted by suffering that she cannot herself allay.

Vhara adores flowers of all sorts and enjoys receiving bouquets as gifts. When not traveling with the other Companions on one of Talisid's adventures, she dwells in a spacious manse on Amoria. Her manse, Sienna Rise, stands atop a hill surrounded by fields of flowers, and Vhara is seldom seen without a small troupe of doting servants, including a male half-elf bard with a small golden harp and a female elf sorcerer with a predilection for speaking in rhymes and riddles.

Combat

In battle, Vhara relentlessly smashes foes with her great hooves. Armor and weapons are beneath her. She tries to surround herself with as many enemies as possible before using her whinny ability and Whirlwind Attack feat.

Vhara's natural weapons and any weapons she wields are treated as good-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid*, *command* (DC 20), *detect evil*, *detect magic*, *dimension door* (DC 23), *dispel magic*, *fog cloud*, *light*, *magic circle against evil* (self only), *magic missile*, *see invisibility*; 1/day—*slow* (DC 22), *wall of stone* (DC 24). Caster level 20th. The save DCs are Charisma-based.

Whinny (Su): Once per hour, as a free action, Vhara can emit a piercing shriek that affects all nonguardinals in a 20-foot-radius spread. Creatures with 30 HD or fewer are stunned for 1d6 rounds, while creatures with more than 30 HD are deafened for 1d6 rounds. A successful DC 34 Fortitude save negates either effect. This is a sonic effect. The save DC is Charisma-based.

Sample Champion of Vhara: Imodocen

Imodocen (ih-moh-DOH-sen) is dedicated to Vhara and can be called using the *planar ally* or *planar binding* spell.

Imodocen and Vhara have a rocky relationship. Vhara relies on Imodocen as a messenger, but the impetuous asura is prone to wanderlust and finds excuses to wage battles on the Material Plane and elsewhere. Vhara is unwilling to make Imodocen someone else's responsibility, nor does she want to make the

asura's life unbearably dull. For her part, Imodocen loves Vhara but clearly refuses to be reined in.

Imodocen's natural attacks, as well as any weapons she wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Although she can call an animal companion, Imodocen hasn't done so.

Imodocen: Female asura ranger 4; CR 12; Medium outsider (chaotic, extraplanar, good); HD 12d8+24; hp 108; Init +2; Spd 30 ft., fly 60 ft. (good); AC 26, touch 12, flat-footed 24; Base Atk +12; Grp +14; Atk +17 melee (1d6+4/18–20 plus 1d6 fire, +1 flaming scimitar) or +15 melee (1d8+3/19–20, claw) or +15 ranged (1d8+3/×3, masterwork composite longbow [+3 Str bonus] with +1 arrow); Full Atk +17/+12 melee (1d6+4/18–20 plus 1d6 fire, +1 flaming scimitar) or +15 melee (1d8+3/19–20, 2 claws) and +12 melee (1d6+2/18–20 plus 1d6 fire, +1 flaming scimitar) or +13/+13/+8 ranged (1d8+4/×3, masterwork composite longbow [+3 Str bonus] with +1 arrow and Rapid Shot); Space/Reach 5 ft./5 ft.; SA favored enemy (evil outsiders), spells, spell-like abilities; SQ animal companion, burning wind, damage reduction 5/cold iron or evil, immunities, spell-like abilities, spell resistance 19 (23 against evil spells and evil outsiders); SV Fort +12, Ref +12, Will +9; AL CG; Str 16, Dex 14, Con 15, Int 10, Wis 15, Cha 17.

Skills and Feats: Concentration +13, Diplomacy +11, Escape Artist +8*, Heal +6, Intimidate +14, Knowledge (nature) +4, Knowledge (the planes) +8, Listen +17, Search +4, Spot +17, Survival +8; Alertness, Endurance^B, Exalted Spell Resistance, Improved Critical (claw)^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Weapon Focus (scimitar), Track^B.

*Includes –2 armor check penalty for the +1 mithral breastplate.

Favored Enemy (Ex): Imodocen gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against evil outsiders. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

Spell Prepared (1; save DC 12 + spell level): 1st—resist energy.

Spell-Like Abilities: At will—detect good, detect evil, discern lies (DC 16), true seeing; 1/day—holy smite (DC 17), magic circle against evil (self only), polymorph (self only; humanoid forms only). Caster level 12th. The save DCs are Charisma-based.

Burning Wind (Su): Imodocen can beat her wings as a standard action and generate a searing wave of heat that deals 2d6 points of damage to all creatures within a 15-foot radius.

Immunities: Imodocen is immune to fire, petrification, charms, and compulsions.

Possessions: +1 mithral breastplate, +1 buckler, +1 flaming scimitar, trumpet of doom (described in Chapter 6: Magic), masterwork composite longbow (+3 Str bonus), quiver of 50 +1 arrows, potion of cat's grace, vial of storm tears (see Special Materials in Chapter 3: Exalted Equipment).

Personality Traits: Impetuous, quarrelsome, and honest.

KHARASH, THE STALKER

Large Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 33d8+297 (445 hp)

Initiative: +15

Speed: 60 ft. (12 squares)

Armor Class: 41 (–1 size, +11 Dex, +5 natural, +7 deflection, +9 insight), touch 36, flat-footed 30

Base Attack/Grapple: +33/+50

Attack: Claw +45 melee (1d6+13)

Full Attack: 2 claws +45 melee (1d6+13) and bite +40 melee (1d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Death attack, favored enemies, fear aura, improved grab, sneak attack +9d6, spell-like abilities, trip

Special Qualities: Damage reduction 15/evil and silver, darkvision 60 ft., dodge missiles, immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, scent, spell resistance 32, speak with animals, tongues, wild empathy

Saves: Fort +27 (+31 against poison), Ref +29, Will +27

Abilities: Str 37, Dex 32, Con 29, Int 26, Wis 28, Cha 25

Skills: Balance +47, Climb +49, Concentration +45, Diplomacy +47, Handle Animal +43, Hide +45, Intimidate +43, Knowledge (nature) +48, Knowledge (the planes) +44, Listen +47, Move Silently +49, Ride +15, Search +44, Sense Motive +45, Spellcraft +44, Spot +47, Survival +45 (+49 on other planes or aboveground natural environments, +49 following tracks)

Feats: Alertness, Animal Friend, Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Mobility, Power Attack, Spring Attack, Stealthy, Track

Environment: Blessed Fields of Elysium

Organization: Solitary, or Kharash plus 2d6 lupinals

Challenge Rating: 22

Treasure: Triple standard

Alignment: Neutral good

Advancement: —

A werewolflike creature with topaz eyes steps from the shadows on all fours. Measuring 10 feet long, its lithe, muscular body is covered in a neatly groomed black and brown fur. It smiles broadly, revealing rows of sharp, pearly-white fangs.

The paragon of lupinals, Duke Kharash (kah-RASH) is the closest Companion to Talisid, sharing the Celestial Lion's passion for the hunt as well as his love for the untamed wilderness. The two are nigh inseparable except when Talisid chooses to enter a populated area, at which time Kharash usually opts to remain in the wild. Although sly of tongue and not exactly shy, Kharash doesn't care much for large groups or accolades. He adores children but is inexplicably awkward around them. His ability to remain out of sight coupled with his willingness to let Talisid speak on his behalf in public has earned Kharash the moniker "Talisid's Shadow," and the lupinal duke doesn't seem to mind.

An undisputed master of the hunt, Kharash trusts his senses and intuition. He doesn't fall easily into traps, and he studies his enemies carefully before moving in for the kill. He maintains no permanent residence. When traveling apart from Talisid and the Companions, Kharash is usually joined by a pack of his trusted lupinals.

Combat

Kharash prefers to study his foes for a few rounds before springing into battle, giving him the chance to use his death strike. When fighting alongside Talisid and the other Companions, Kharash usually attacks the most vulnerable opponent first, hoping to take it out quickly before moving on to tougher prey.

Kharash's natural weapons and any weapons he wields are treated as good-aligned for the purpose of overcoming damage reduction.

Death Attack (Ex): If Kharash studies his victim for 3 rounds and then makes a sneak attack with a natural weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target. While studying the victim, Kharash can take other actions so long as his attention stays focused on the target and the target does not detect him or recognize him as an enemy. If the victim of such an attack fails a DC 28 Fortitude save against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+10 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once Kharash has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If the death attack is attempted and fails (the victim makes her save) or if Kharash does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt a new death attack.

Favored Enemies (Ex): As the ranger class feature, except Kharash gains bonuses as follows: +8 against evil outsiders, +4 against undead, +2 against aberrations, +2 against elementals, and +2 against dragons.

Fear Aura (Ex): When Kharash howls, every creature within 600 feet (except other guardinals) that can hear it must make a Will saving throw (DC 33). On a failure, a creature with 32 HD or fewer becomes panicked for 4d6 rounds; a creature

with 33 HD or more becomes shaken for 4d6 rounds. Success leaves the creature unaffected. Once a creature has either been affected by this ability or made a successful save, it cannot be affected by Kharash's howl again for 24 hours. The save DC is Charisma-based.



Kharash, the Stalker

Improved Grab (Ex):

If Kharash hits an opponent that is at least one size category smaller than him with a bite attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Kharash has the option to conduct the grapple normally, or simply use his jaws to hold the opponent (-20 penalty on the grapple check, but Kharash is not considered grappled). In either case, each successful grapple check he makes during successive rounds automatically deals bite damage.

Sneak Attack (Ex): This ability functions as the rogue's sneak attack ability. Kharash deals +9d6 points of damage with a successful sneak attack.

Spell-Like Abilities: At will—blink, blur (DC 19), darkness, disguise self, ethereal jaunt; 3/day—cone of cold (DC 22), cure light wounds (DC 18), fly (DC 19), magic missile; 1/day—find the path (DC 23). Caster level 20th. Save DCs are Charisma-based.

Trip (Ex): If he hits with a bite attack, Kharash can attempt to trip his opponent as a free action (see Trip in Chapter 8 of the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Kharash.

Dodge Missiles (Ex): This ability operates like the Deflect Arrows feat, except Kharash can dodge any missile, need not have his hands free (Kharash is dodging, not deflecting), and can attempt to dodge every missile launched at him.

Scent (Ex): Kharash can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Wild Empathy (Ex): This ability works exactly as the druid's wild empathy class feature. Kharash receives a +4 exalted bonus on wild empathy checks to sway the attitudes of animals and good-aligned magical beasts (including, but not limited to, blink dogs, unicorns, pegasi, and animals with the celestial template) because he has the Animal Friend exalted feat.

Sample Champion of Kharash: Serradus

Serradus (seh-RAH-dus) is a lupinal dedicated to Kharash and can be called using the *greater planar ally* or *greater planar binding* spell.

When not summoned to the Material Plane to fight evil, Serradus usually runs in Kharash's hunting pack on Elysium. Serradus's natural weapons and any weapons he wields are treated as good-aligned for the purpose of overcoming damage reduction.

Serradus: Male lupinal stalker of Kharash 10; CR 15; Medium outsider (extraplanar, good); HD 18d8+72; hp 170; Init +5; Spd 50 ft.; AC 26, touch 18, flat-footed 21; Base Atk +18; Grp +25; Atk +25 melee (1d4+7, claw) or +26 melee (1d8+8/17–20 plus 1d6, all nonlethal, +1 *merciful keen longsword*) or +23 ranged (1d8+9/×3 plus 1d6 plus 1d6 electricity, all nonlethal, masterwork composite longbow [+7 Str bonus] with +2 *merciful shock arrow*); Full Atk +25 melee (1d4+7, 2 claws) and +20 melee (1d6+3, bite) or +26/+21/+16/+11 melee (1d8+8/17–20 plus 1d6, all nonlethal, +1 *merciful keen longsword*) or +23/+18/+13/+8 ranged (1d8+9/×3 plus 1d6 plus 1d6 electricity, all nonlethal, masterwork composite longbow [+7 Str bonus] with +2 *merciful shock arrow*); Space/Reach 5 ft./5 ft.; SA favored enemy—evil, fear aura, improved grab, smite evil, spell-like abilities, trip; SQ darkvision 60 ft., dodge missiles, damage reduction 10/evil or silver, hide in plain sight, immunity to electricity and petrification, lay on hands, low-light vision, resistance to cold 10 and sonic 10, scent, scent of evil, track evil; SV Fort +17 (+21 against poison), Ref +22, Will +17; AL NG; Str 24, Dex 20, Con 18, Int 16, Wis 18, Cha 15.

Skills and Feats: Balance +16, Climb +27, Concentration +15, Handle Animal +11, Hide +25, Intimidate +13, Jump +27, Knowledge (nature) +25, Listen +22, Move Silently +25, Ride +7, Search +12, Spot +22, Survival +23 (+25 in aboveground natural environments), Swim +16; Alertness, Favored of the Companions, Nemesis (evil), Point Blank Shot, Precise Shot, Ranged Smite Evil, Track.

Favored Enemy—Evil (Su): Serradus gains evil creatures of all kinds as a favored enemy. He gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using

these skills against evil creatures. He also gains a +1 bonus on weapon damage rolls against evil creatures.

Serradus may apply the benefits of the Nemesis feat to this ability, allowing him to sense evil creatures within 60 feet and deal +1d6 points of holy damage on weapon attacks.

Fear Aura (Ex): When Serradus howls, every nonguardinal within 600 feet who can hear it must make a DC 21 Will save. On a failure, a creature with 17 HD or fewer becomes panicked for 4d6 rounds; one with 18 HD or more becomes shaken for 4d6 rounds. Success leaves the creature unaffected. Whether the save succeeds or fails, a creature cannot be affected by Serradus's howl again for 24 hours. The save DC is Charisma-based.

Improved Grab (Ex): If Serradus hits an opponent that is at least one size category smaller than itself with a bite attack, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Each successful grapple check he makes during successive rounds automatically deals bite damage.

Smite Evil (Su): Three times per day, Serradus may add a +4 bonus to his attack roll and deal 10 extra points of damage to an evil foe. This bonus stacks with favored enemy bonuses. If he accidentally smites a nonevil foe, the smite has no effect and is still used up for that day. Serradus may use this ability with ranged attacks (thanks to his Ranged Smite Evil feat).

Spell-Like Abilities: At will—*blink*, *blur* (DC 14), *darkness*, *disguise self*, *ethereal jaunt*; 3/day—*cone of cold* (DC 17), *cure light wounds* (DC 13), *fly* (DC 15), *magic missile*. Caster level 8th. The save DCs are Charisma-based.

Trip (Ex): If Serradus hits with his bite attack, he can attempt to trip his opponent as a free action (see Trip in Chapter 8 of the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Serradus.

Dodge Missiles (Ex): This ability operates like the Deflect Arrows feat, except that Serradus can dodge any missile and he need not have his hands free. (He is dodging, not deflecting.) This ability is usable three times per round.

Hide in Plain Sight (Ex): Serradus can use the Hide skill even while being observed. With at least one-quarter cover or one-quarter concealment, he can hide from view even if another character is watching.

Lay on Hands (Su): As a paladin class feature, except that each day, Serradus can heal an amount of damage equal to his full normal hit points.

Scent (Ex): Serradus can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Scent of Evil (Su): Serradus can detect evil opponents within 30 feet by their scent of evil. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. A strong aura of evil can be detected at twice these ranges. An overwhelming aura of evil can be detected at triple normal range.

Speak with Animals (Su): This ability works like *Speak with Animals* (caster level 8th) but is a free action and does not require sound.

Track Evil (Su): Serradus can use the Track feat to track an evil creature by its lingering evil aura, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (no matter the surface). The DC for tracking increases by 2 every 10

minutes (normal aura), hour (strong aura), or day (overwhelming aura). This ability otherwise follows the rules for the Track feat. Serradus can ignore the effects of surface conditions and poor visibility.

Possessions: +3 leather armor of fire resistance, +1 merciful keen longsword, masterwork composite longbow (+7 Str bonus), quiver of 50 +2 merciful shock arrows, ring of protection +3, amulet of health +4, cloak of resistance +4, 3 potions of cure moderate wounds.

Personality Traits: Cunning, shrewd, and sarcastic.

BHARRAI, THE GREAT BEAR

Huge Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 31d8+279 (418 hp)

Initiative: +8

Speed: 40 ft. (8 squares)

Armor Class: 50 (-2 size, +8 Dex, +15 natural, +10 deflection, +9 insight), touch 35, flat-footed 42

Base Attack/Grapple: +31/+50

Attack: Claw +40 melee (3d6+11)

Full Attack: 2 claws +40 melee (3d6+11) and bite +35 melee (3d6+5)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab, spells, spell-like abilities

Special Qualities: Damage reduction 20/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, low-light vision, nature-friendly spells, resistance to cold 10 and sonic 10, spell resistance 37, speak with animals, tongues, uncanny dodge

Saves: Fort +26 (+30 against poison), Ref +25, Will +26

Abilities: Str 33, Dex 27, Con 29, Int 30, Wis 29, Cha 30

Skills: Appraise +10 (+14 calligraphy), Concentration +43, Craft (calligraphy) +44, Diplomacy +52, Heal +43, Intimidate +44, Knowledge (arcana) +44, Knowledge (geography) +41, Knowledge (history) +44, Knowledge (nature) +44, Knowledge (nobility) +44, Knowledge (the planes) +44, Knowledge (religion) +44, Listen +45, Profession (herbalist) +43, Profession (scribe) +43, Search +44, Sense Motive +43, Spellcraft +48, Spot +45, Survival +9 (+13 on other planes or aboveground natural environments, +13 following tracks)

Feats: Alertness, Combat Casting, Consecrate Spell, Greater Spell Focus (Enchantment), Greater Spell Penetration, Improved Natural Attack (bite, claw), Nonlethal Substitution (cold), Quicken Spell, Spell Focus (Enchantment), Spell Penetration

Environment: Blessed Fields of Elysium

Organization: Solitary

Challenge Rating: 28

Treasure: Triple standard

Alignment: Neutral good

Advancement: —

This bipedal bear has thick snow-white fur, eyes like shards of blue ice, and massive paws. She stands 18 feet tall and wears immaculate robes of the finest quality.



Bharrai, the Great Bear

Bharrai (buh-rye) is the matriarch of the ursinals. Some ursinals refer to her as "Mother Bear," for she treats others of her kind like cherished children, taking great interest in their endeavors and exploits and fearing for them when they leave Elysium to study magic and fight evil abroad.

When not accompanying Talisid and the other Companions on some important escapade, Bharrai resides in a great lodge overlooking a small lake, all nestled between four mountains on Eronia (the second layer of Elysium). The region enjoys hot summers and harsh winters. During the summer, Bharrai teaches her fellow ursinals about the importance of living in harmony with nature. In the winter, she turns the lodge into a college of wizardry—an isolated retreat where ursinals and visiting wizards can study and learn magic under her supervision.

Combat

A formidable combatant, Bharrai prefers to cast spells than engage in melee combat.

Bharrai's natural weapons and any weapons she wields are treated as good-

aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): If Bharrai hits an opponent that is at least one size category smaller than himself with a claw attack, she deals normal lethal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Thereafter, Bharrai has the option to conduct the grapple normally or simply use one claw to hold the opponent (-20 penalty on grapple check, but Bharrai is not considered grappled). In either case, each successful grapple check she makes during successive rounds automatically deals claw damage.

Spells: Bharrai casts spells as an 18th-level wizard. She favors Enchantment and Divination spells, as well as those that mislead or confuse opponents rather than simply deal damage.

Spells Prepared (4/7/7/6/6/6/6/4/4/3; save DC 20 + spell level, DC 22 + spell level for Enchantment spells): 0—daze, detect poison, open/close, ray of frost; 1st—charm person, chill touch, identify, mage armor, ray of enfeeblement, shield, sleep; 2nd—bear's endurance, cat's grace, daze monster, fox's cunning, scorching ray, touch of idiocy, yoke of mercy^{*}; 3rd—clairaudience/clairvoyance, fly, haste, protection from energy, suggestion, water breathing; 4th—confusion, consecrated fireball, fire shield, greater invisibility, stonewall, wall of ice; 5th—animal growth, break enchantment, dominate person, quickened mage armor, mind fog, wall of force; 6th—consecrated cone of cold, geas/quest, greater dispel magic, legend lore, mass bear's endurance, mass suggestion; 7th—banishment, control weather, greater teleport, mass hold person; 8th—dimensional lock, moment of prescience, Otto's irresistible dance, nonlethal polar ray; 9th—dominate monster, foresight, time stop.

^{*}New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—aid, daylight, deep slumber (DC 23), detect evil, detect magic, detect thoughts (DC 22), dimension door (DC 24), dispel magic, hold monster (DC 24), magic circle against evil (self only), magic missile, polymorph, see invisibility, solid fog; 3/day—heal (DC 26), neutralize poison (DC 23), remove disease (DC 23); 1/day—holy word (DC 27). Caster level 20th. The save DCs are Charisma-based.

Nature-Friendly Spells (Su): This ability allows Bharrai to change the composition of any energy-based spell she casts to something that is not destructive to nature. The spell must have the acid, cold, electricity, or fire descriptor, and Bharrai may choose to deal nonlethal damage instead of lethal damage against animals and plants targeted or otherwise affected by the spell.

Uncanny Dodge (Ex): While on Elysium, Bharrai can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed. She loses this ability on other planes.

Sample Champion of Bharrai: Alygaros

Alygaros (ah-leh-GAH-TOS) is dedicated to Bharrai and can be called using the lesser planar ally or lesser planar binding spell.

A young aasimar wizard, Alygaros recently joined the ranks of the sentinels of Bharrai (see Chapter 5: Prestige Classes). He has a mocha complexion, braided black hair, and silver eyes. Alygaros's snowy owl familiar usually perches on his shoulder.

Alygaros: Male aasimar evoker 5/sentinel of Bharrai 1; CR 6; Medium outsider (good, native); HD 6d4; hp 18; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, club) or +3 ranged (1d8/×3, light crossbow); Full Atk +1 melee (1d6-1, club) or +3 ranged (1d8/×3, light crossbow); SA spells; SQ darkvision 60 ft., daylight, nature-friendly spells, resistance to acid 5, cold 5, and electricity 5; SV Fort +3, Ref +4, Will +9; AL NG; Str 8, Dex 12, Con 10, Int 16, Wis 16, Cha 15.

Skills and Feats: Concentration +8, Heal +6, Knowledge (arcana) +11, Knowledge (nature) +11, Knowledge (the planes) +11, Listen +7, Spellcraft +13 (+15 to learn Evocation spells),

Spot +7 (+10 in shadows), Survival +7 (+9 in aboveground natural environments and on other planes); Alertness (granted by familiar) Greater Spell Focus (Evocation), Great Fortitude, Lightning Reflexes, Spell Focus (Evocation), Scribe Scroll^B, Track^B.

Possessions: Amulet of natural armor +1, wand of magic missile (50 charges), necklace of fireballs (type II), scroll of flaming sphere, club, light crossbow, 20 bolts.

Spells Prepared¹ (4/5²/5²/4²; save DC 13 + spell level, DC 15 + spell level for Evocation spells): 0—acid splash, dancing lights, ray of frost, read magic; 1st—burning hands, eyes of the avoral³, mage armor, magic missile, magic weapon; 2nd—bear's endurance, flaming sphere, Melf's acid arrow, scorching ray; 3rd—fireball, fly, lightning bolt, sleet storm.

1 Prohibited Schools: Illusion, Necromancy.

2 Includes bonus spells for the sentinel of Bharrai prestige class (see Chapter 5: Prestige Classes).

3 New spell described in Chapter 6 of this book.

Daylight (Sp): Alygaros can use daylight as the spell once per day (caster level 6th).

Nature-Friendly Spells (Su): This ability allows Alygaros to change the composition of any energy-based spell he casts to something that is not destructive to nature. The spell must have the acid, cold, electricity, or fire descriptor, and Alygaros may choose to deal nonlethal damage instead of lethal damage against animals and plants targeted or otherwise affected by the spell.

Personality Traits: Humble, respectful, and melancholy.



Frost, Alygaros's Familiar: Owl; CR —; Tiny magical beast; HD special; hp 9; Init +3; Spd 10 ft., fly 40 ft. (average); AC 20, touch 15, flat-footed 17; Base Atk +2; Grp -9; Atk +7 melee (1d4-3, talons); Full Atk +7 melee (1d4-3, talons); Space/Reach 2 1/2 ft./0 ft.; SA deliver touch spells; SQ empathic link, improved evasion, low-light vision, share spells, speak with master; SV Fort +2, Ref +5, Will +8; AL NG; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4.

Skills and Feats: Concentration +8, Knowledge (arcana) +7, Knowledge (nature) +7, Knowledge (the planes) +7, Listen +14, Move Silently +14, Spellcraft +7, Spot +6 (+14 in shadowy illumination), Survival +6; Weapon Finesse.

THE COURT OF STARS

The noble, passionate, and mercurial eladrins call the Olympian Glades of Arborea their home. Shifting between its three layers is a demiplane known as the Court of Stars—the seat of power of the eladrin people. The Court of Stars drifts about Arborea like an autumn leaf on a pool and can only be reached when the eladrin monarch, Queen Morwel, wishes it so. Portals leading to and from the Court of Stars can manifest anywhere—within the halls of Corellon Larethian's Court on Arvandor, beneath the eternal sea of Aqualor, somewhere in the white deserts of Mithardir, or any other location Morwel fancies. No power on Arborea seems capable of opening or closing a portal without Morwel's consent. Rumor has it that one of Arborea's fabled attractions, the Fountain of Beauty, which has the power to temporarily improve one's Charisma, can only be reached from the Court of Stars, and that Morwel requires some kind of gift before granting passage.

Morwel's demiplane resembles an autumnal sylvan forest under a starlit sky. Time does not pass here, so creatures living in the demiplane (including plants) never age, hunger, or thirst. They do eat, drink, and sleep, but purely for enjoyment. Fey creatures living in the forest lead visitors to Morwel's palace, which thrusts up from the heart of the woodland, its spires breaking through the forest canopy. Within the crystalline walls of her palace, Morwel entertains guests, hosts parties, and discusses pressing issues with her eladrin advisors and consorts.

Queen Morwel can seem flighty and pretentious at times, but she has the best interests of her people at heart. She does not rule alone, relying heavily on the counsel of her dear consorts. Over the centuries, Morwel has taken many consorts. Currently, she has two: a male tulani named Faerinaal and a female bralani named Gwynharwyf. Her affection for both is beyond measure.

Faerinaal is a master politician and a shrewd judge of character. Morwel relies on his guidance to handle serious matters affecting her darling subjects. Gwynharwyf is a fierce and devastating warrior whose tireless crusade against evil helps to unite the eladrin people.

SPECIAL QUALITIES

Queen Morwel, Faerinaal, and Gwynharwyf share the following special qualities:

Bardic Music (Su): They can use the bardic music ability as 20th-level bards. Each can use or maintain concentration on one such ability per round as a free action, requiring no instrument other than his or her unearthly voice.

Protective Aura (Su): As a free action, Morwel or one of her consorts can generate a 20-foot-radius nimbus of light. This acts as a double-strength *magic circle against evil* and as a *minor globe of invulnerability* (caster level 20th). The aura can be dispelled, but Morwel or any of her consorts can create it again as a free action on its next turn.

Tongues (Su): Queen Morwel and her consorts can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

MORWEL, QUEEN OF STARS

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 39d8+351 (526 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 90 ft. (perfect)

Armor Class: 50 (+8 Dex, +20 natural, +10 deflection, +12 insight), touch 30, flat-footed 42

Base Attack/Grapple: +39/+45

Attack: +6 brilliant energy rapier +53 melee (1d6+12/18–20 plus 2d6 positive energy) or prismatic light ray +47 ranged (special)

Full Attack: +6 brilliant energy rapier +53/+48/+43/+38 melee (1d6+12/18–20 plus 2d6 positive energy); or prismatic light ray +47/+42/+37/+32 ranged (special)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, blinding beauty, gaze, prismatic light ray, spells, spell-like abilities, sword of light, unearthly beauty

Special Qualities: Alternate form, damage reduction 25/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, spell resistance 45, tongues

Saves: Fort +30, Ref +29, Will +31

Abilities: Str 22, Dex 26, Con 28, Int 35, Wis 30, Cha 39

Skills: Appraise +12 (+16 weaving), Bluff +56, Concentration +51, Craft (weaving) +54, Diplomacy +64, Escape Artist +50, Handle Animal +56, Hide +50, Intimidate +60, Knowledge (arcana) +54, Knowledge (nature) +54, Knowledge (the planes) +54, Knowledge (religion) +54, Listen +54, Move Silently +50, Perform (dance) +56, Ride +54, Search +54, Sense Motive +52, Spellcraft +58, Spot +54, Survival +10 (+14 on other planes or aboveground natural environments, +14 following tracks), Use Rope +8 (+12 bindings)

Feats: Alertness, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Craft Wondrous Item, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Purify Spell-Like Ability, Spell Penetration, Weapon Finesse, Words of Creation

Environment: Olympian Glades of Arborea

Organization: Solitary, or Morwel plus Faerinaal and 1d3 tulani (50% chance), 1d4 shiradis (30% chance), 1d6 ghaeles (20% chance), and 1d6 firres (10% chance)

Challenge Rating: 31

Treasure: Triple standard

Alignment: Chaotic good

Advancement: —

This woman bears a passing resemblance to an elf, although her beauty is awesome and otherworldly. She wears a shimmering mantle of stars that flicker out before touching the ground, and she slices her brilliant rapier through the air with playful confidence.

Morwel (MOR-wel) has always ruled the eladrins. No eladrin can recall any monarch coming before her, and no eladrin can imagine the Court of Stars without her. To them, she has always been. Since time does not pass in the Court of Stars, it is conceivable that Morwel is many thousands of years old, although no one dares ask her to reveal her age.

Morwel never leaves her demiplane, and some fear that if she did leave, the demiplane would collapse and be destroyed forever. However, she welcomes and entertains a steady stream of visitors and ardent admirers.

Although she usually appears in humanoid form, Morwel can take the form of a 4-foot-diameter globe of scintillating, multi-colored light.

Combat

Morwel wields her brilliant rapier with blinding speed and incredible finesse.

Any weapon Morwel wields is treated as chaos-aligned and good-aligned for the purpose of overcoming damage reduction.

Blinding Beauty (Su): This ability operates continuously, affecting all humanoids within 60 feet of Morwel. Those who look directly at her must make a DC 43 Fortitude save or be blinded permanently as though by the blindness spell. Morwel can suppress or resume this ability as a free action. The DC is Charisma-based.

Gaze (Su): Slay evil creatures of 8 HD or fewer, range 60 feet, DC 43 Will save negates. The DC is Charisma-based.

Prismatic Light Ray (Su): In globe form, Morwel can project a ray of light with a range of 300 feet (caster level 20th). Morwel must choose the color of the ray before making each attack roll. During rounds when she makes multiple attacks, Morwel can change the color of the ray after every attack. A creature struck by a ray must make an appropriate saving throw (DC 43) and suffers the effects listed below (the save DC is Charisma-based).

Red: 20d6 points of fire damage (Reflex half)

Orange: Ray of enfeeblement (as the ray of enfeeblement spell; no save)

Yellow: Flesh to stone (as the flesh to stone spell; Fortitude negates)

Green: Disintegrate (as the disintegrate spell; Fortitude partial)

Blue: 20d6 points of cold damage (Reflex half)

Indigo: Insanity (as the insanity spell; Will negates)

Violet: Sent to another plane of Morwel's choosing (Will negates)

Spells: Morwel casts spells as a 20th-level sorcerer.

Spells Known (6/10/10/9/9/9/9/8/8/8; save DC 24 + spell level, DC 25 + spell level for Enchantment spells): 0—acid splash, arcane mark, detect poison, ghost sound, light, mage hand, message, prestidigitation, read magic; 1st—charm person, expeditious retreat, mage armor, magic missile, obscuring mist; 2nd—continual flame, see

invisibility, spectral hand, Tasha's hideous laughter, touch of idiocy; 3rd—clairvoyance/clairaudience, deep slumber, displacement, dolorous motes*, protection from energy; 4th—confusion, dancing web*, dimensional anchor, rainbow pattern; 5th—break enchantment, feeblemind, hold monster, sending; 6th—geas/quest, greater dispel magic, starmantle*; 7th—banishment, greater scrying, spell turning; 8th—discern location, maze, mind blank; 9th—dominate monster, summon monster IX, weird.

*New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—chain lightning (DC 30; damage increased by one-half as if affected by the Empower Spell metamagic feat), cure serious wounds (DC 27), dancing lights, detect thoughts (DC 26), dispel magic, divine favor, haste (DC 27), greater invisibility (DC 28), major image (DC 27), mass charm monster (DC 30), polymorph any object (DC 32), righteous smite* (DC 31), greater teleport (self and 50

pounds of gear only), telekinesis (DC 29), wall of force; 1/day—heal (DC 30), meteor swarm (DC 33), power word kill, time stop. Caster level 20th.

The save DCs are Charisma-based.

The following abilities are always active on Morwel (caster level 20th): blessed sight*, detect law, detect magic, magic circle against evil (20-foot radius), and true seeing. These abilities may be dispelled, but Morwel can reactivate them as a free action.

*New spell described in Chapter 6 of this book.

Sword of Light (Su): Morwel can create a +6 brilliant energy rapier at will as a free action.

The rapier deals an additional 2d6 points of positive energy damage to evil creatures. If Morwel dies or loses physical contact with the rapier, it disappears instantly.

Unearthly Beauty (Su):

Morwel can evoke this ability once per day. Any noncladrin within 30 feet of Morwel who looks directly at her must make a DC 45 Will save or die. The DC is Charisma-based and includes a +2 racial bonus.

Alternate Form (Su): Queen Morwel can

shift between her humanoid and globe forms as a standard action. In humanoid form, she cannot fly or use her prismatic light rays, but she can use her gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, she can fly, use her prismatic light rays, and use spell-like abilities, but she cannot cast spells or use her gaze attack. The globe form is incorporeal, and Morwel has no Strength score while in that form. While incorporeal, Morwel can be harmed only by other incorporeal creatures, +1 or better magic weapons (though her damage reduction still applies as well), and spells, spell-like abilities, or supernatural abilities. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, she has a 50% chance to ignore any



Morwel, Queen of Stars, and Faerinaal, her consort

Illustration by R. Spencer

CHAPTER 7
CELESTIAL
PARAGONS

damage from a corporeal source (except for positive energy, negative energy, force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Morwel remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does Morwel revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Sample Champion of Morwel: Krune

Krune is a half-celestial androsphinx dedicated to Queen Morwel who can be called using the *planar ally* or *planar binding* spell. A frequent visitor to the Court of Stars, Krune thinks the world of Morwel and can't stop talking about her beauty and wisdom. He keeps a small, harmless white rat named Argyn as a traveling companion and plaything. During combat, Argyn hides under Krune's armor, giving it 100% cover against melee and ranged attacks and protecting it against Krune's roar.

Krune's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Krune, champion of Morwel

Krune: Half-celestial androsphinx; CR 12; Large outsider (extraplanar, chaotic, good); HD 12d10+72; hp 154; Init +0; Spd 50 ft., fly 80 ft. (poor); AC 31, touch 9, flat-footed 31; Base Atk +12; Grp +25; Atk +20 melee (2d4+9, claw); Full Atk +20 melee (2d4+9, 2 claws); Space/Reach 10 ft./5 ft.; SA pounce, rake 2d4+4, roar (DC 21), smite evil, spell-like abilities; SQ damage reduction 10/magic, darkvision 60 ft., *daylight*, immunity to disease, low-light vision, resistance to acid 10, cold 10, and electricity 10, spell-like abilities, spell resistance 22; SV Fort +14 (+18 against poison), Ref +9, Will +9; AL CG; Str 29, Dex 12, Con 23, Int 18, Wis 21, Cha 21.

Skills and Feats: Appraise +16, Bluff +17, Diplomacy +23, Handle Animal +17, Intimidate +19, Knowledge (arcana) +16, Knowledge (architecture and engineering) +16, Knowledge (nobility and royalty) +16, Knowledge (religion) +16, Knowledge (the planes) +16, Listen +17, Search +16, Sense Motive +17, Spot +17, Survival +17 (+19 when tracking); Alertness, Cleave, Great Cleave, Flyby Attack, Power Attack, Track.

Rake (Ex): Attack bonus +20 melee, damage 2d4+4.

Roar (Su): Will DC 21 negates.

Smite Evil (Su): Once per day, Krune can make a normal melee attack to deal 12 points of extra damage against an evil foe.

Spells: Krune casts spells as a 6th-level cleric from the cleric spell list and from the Good and Protection domains.

Spells Prepared (5/6/5/4; save DC 15 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*; 1st—*divine favor*, *sanctuary*¹, *shield of faith*, *remove fear*, *summon monster I*, *vision of heaven*²; 2nd—*bull's strength*, *remove paralysis*, *shield other*¹, *spiritual weapon*, *summon monster II*; 3rd—*daylight*, *invisibility purge*, *protection from energy*¹, *searing light*.

1 Domain spell. Domains: Good (cast good spells at +1 caster level), Protection (protective ward 1/day; grants creature touched a +6 resistance bonus on next save).

2 New spell described in Chapter 6 of this book.

Spell-Like Abilities: 1/day—*aid*, *bless*, *cure serious wounds* (DC 18), *detect evil*, *dispel evil* (DC 20), *holy smite* (DC 19), *holy word* (DC 22), *neutralize poison* (DC 18), *remove disease* (DC 18); 3/day—*protection from evil* (DC 16). Caster level 12th. The save DCs are Charisma-based.



Daylight (Sp): Krune can use a daylight effect (as the spell) at will.

Possessions: +1 exalted banded mail.

Personality Traits: Forgiving, proud, and domineering.

FAERINAAL, THE QUEEN'S CONSORT

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 32d8+256 (400 hp)

Initiative: +13

Speed: 40 ft. (8 squares), fly 90 ft. (perfect)

Armor Class: 45 (+9 Dex, +20 natural, +6 deflection, +10 insight), touch 25, flat-footed 36

Base Attack/Grapple: +32/+39

Attack: +4 brilliant energy holy longsword +43 melee

(1d8+11/19–20 plus 2d6 holy) or dream ray +41 ranged touch (1d6 Cha)

Full Attack: +4 brilliant energy holy longsword +43/+38/+33/+28 melee (1d8+11/19–20 plus 2d6 holy) or dream ray +41 ranged touch (1d6 Cha)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, dream ray, gaze, spell-like abilities, spells, sword of light

Special Qualities: Alternate form, damage reduction 20/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, low-light vision, protective aura, resistance to cold 10 and fire 10, spell resistance 43, tongues

Saves: Fort +26, Ref +27, Will +26

Abilities: Str 24, Dex 28, Con 27, Int 37, Wis 27, Cha 32

Skills: Bluff +46, Concentration +43, Decipher Script +48,

Diplomacy +54, Escape Artist +44, Gather Information +46,

Hide +44, Intimidate +50, Knowledge (arcana) +48,

Knowledge (nature) +48, Knowledge (the planes) +48,

Knowledge (religion) +48, Listen +43, Move Silently +44,

Perform (dance) +46, Ride +44, Search +48, Sense Motive +43,

Sleight of Hand +48, Spellcraft +52, Spot +43, Survival +8

(+12 on other planes or aboveground natural environments, +12 following tracks), Use Rope +9 (+13 bindings)

Feats: Dodge, Greater Spell Focus (Enchantment), Greater

Spell Penetration, Improved Initiative, Mobility, Power

Attack, Purify Spell-Like Ability, Spell Focus

(Enchantment), Spell Penetration, Spring Attack, Words of Creation

Environment: Olympian Glades of Arborea

Organization: Solitary

Challenge Rating: 29

Treasure: Triple standard

Alignment: Chaotic good

Advancement: —

This breathtakingly handsome, elflike man moves with otherworldly grace and casts a mischievous smile in your direction. He wears an elaborate midnight-blue robe adorned with silver stars and arcane symbols.

As Morwel's consort, Faerinaal (FAY-reh-nayl) provides company and counsel to the queen. He also oversees the defense of the Court of Stars should it ever fall under attack. Faerinaal's last sworn duty is to liberate any eladrins captured by the forces of evil. (It was during such a mission to the Abyss that Faerinaal's predecessor, Vaeros, perished.)

Faerinaal adores Morwel more than any other creature and would gladly give his life to protect hers. His alternate form is that of a 4-foot-radius scintillating sphere of rainbow-hued light.

Combat

Faerinaal wields a +4 brilliant holy longsword in battle. Any weapon Faerinaal wields is treated as chaos-aligned and good-aligned for the purpose of overcoming damage reduction.

Dream Ray (Su): In globe form, Faerinaal can fire a coruscating ray of light with a range of 300 feet. The ray deals 1d6 points of temporary Charisma damage with a successful hit. Any nonevil creature reduced to 0 Charisma by the dream ray falls into a dream-filled coma. An evil creature reduced to 0 Charisma falls into a nightmare-wracked coma and takes 1d10 points of damage plus an additional 1d10 points of damage per hour spent in the comatose state. A creature awakens from its coma if its Charisma is raised to 1 or higher. This is a mind-affecting effect.

Gaze (Su): Slay evil creatures of 5 HD or fewer, range 60 feet, Will DC 37 negates. The DC is Charisma-based.

Spells: Faerinaal casts spells as an 18th-level wizard.

Spells Prepared (4/8/7/7/7/7/6/5/5/4; save DC 23 + spell level, DC 25 + spell level for Enchantment spells): 0—detect poison, ghost sound, mage hand, message; 1st—alarm, expeditious retreat, mage armor, magic missile (3), obscuring mist, shield; 2nd—darkness, fox's cunning, mirror image, scorching ray, see invisibility, spectral hand, touch of idiocy; 3rd—displacement, hold person, fireball, keen edge, protection from energy, stars of Arvandor*, suggestion; 4th—dimension door, Otiluke's resilient sphere, phantasmal killer, radiant fog*, scrying, wall of fire, wall of ice; 5th—break enchantment, cloud-kill, cone of cold, contact other plane, overland flight, mind fog, vanishing weapon*; 6th—disintegrate, greater dispel magic (2), Mordenkainen's lucubration, touch of adamantite*, veil; 7th—amber sarcophagus*, banishment, forcecage, Mordenkainen's sword, plane shift; 8th—Bigby's clenched fist, maze, mind blank, power word stun, screen; 9th—blinding light, mass hold monster, Mordenkainen's disjunction, time stop.

*New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—chain lightning (DC 27; damage increased by one-half as if affected by the Empower Spell metamagic feat), cure serious wounds (DC 24), dancing lights, detect thoughts (DC 23), dispel magic, divine favor, haste (DC 24), greater invisibility (DC 25), major image (DC 24), mass charm monster (DC 27), polymorph any object (DC 29), righteous smite* (DC 28), greater teleport (self and 50 pounds of gear only), telekinesis (DC 26), wall of force; 1/day—heal (DC 27), meteor swarm (DC 30), power word kill, time stop. Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on Faerinaal (caster level 20th): blessed sight*, detect law, detect magic, magic circle against evil (20-foot radius), and true seeing. These abilities may be dispelled, but Morwel can reactivate them as a free action.

*New spell described in Chapter 6 of this book.

Sword of Light (Su): Faerinaal can create a +4 brilliant energy holy longsword at will as a free action. If he dies or loses physical contact with the sword, the sword disappears instantly.

Alternate Form (Su): Faerinaal can shift between his humanoid and globe forms as a standard action. In humanoid form, he cannot fly or use his dream rays, but he can use his gaze

attack and spell-like abilities, make physical attacks, and cast spells. In globe form, he can fly, use his dream rays, and use spell-like abilities, but he cannot cast spells or use his gaze attack. The globe form is incorporeal, and Faerinaal has no Strength score while in that form. While incorporeal, Faerinaal can be harmed only by other incorporeal creatures, +1 or better magic weapons (though her damage reduction still applies as well), and spells, spell-like abilities, or supernatural abilities. He is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, he has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Faerinaal remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does Faerinaal revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Sample Champion of Faerinaal: Karasel

Karasel (KAR-ah-sel) is a lillend troubadour of stars dedicated to Faerinaal. She can be called using the *greater planar ally* or *greater planar binding* spell.

When not providing musical accompaniment for Morwel's and Faerinaal's frequent dances, Karasel entertains the fey creatures that live in the Morwel's forest demiplane. Occasionally, Faerinaal sends her to the Material Plane to search for Hwyr, the Clarion Harp (see *Intelligent Items* in Chapter 6: Magic).

Karasel wears golden barrettes shaped like treble clefs in her flowing golden-brown hair and has a silver teardrop tattoo under her right eye. She is rarely seen without her *silver flute* and her celestial familiar (a pretty, butterfly-winged *coure eladrin* named Twilight).

Karasel: Lillend sorcerer 8/troubadour of stars 3; CR 18; Large outsider (chaotic, extraplanar, good); HD 7d8+14 plus 8d4+16 plus 3d6+6; hp 96; Init +8; Spd 20 ft., fly 70 ft. (average); AC 26, touch 15, flat-footed 22; Base Atk +13; Grp +22; Atk +20 melee (1d8+8/19–20, +3 *short sword*) or +17 melee (2d6+7, tail slap); Full Atk +20/+15/+10 melee (1d8+8/19–20, +3 *short sword*) and +12 melee (2d6+2, tail slap); Space/Reach 10 ft./10 ft.; SA bardic music, constrict 2d6+5, holy cacophony, improved grab, spells, spell-like abilities; SQ celestial spells, darkvision 60 ft., immunity to poison, resistance to fire 10, *starmantle*; SV Fort +10, Ref +16, Will +17; AL CG; Str 20, Dex 18, Con 15, Int 14, Wis 16, Cha 20.

Skills and Feats: Appraise +12, Bluff +16, Concentration +23, Diplomacy +24, Intimidate +7, Knowledge (arcana) +23, Knowledge (nature) +4, Listen +18, Perform (stringed instruments) +18, Sense Motive +16, Sleight of Hand +6, Spellcraft +24, Spot +15, Survival +17, Swim +8; Alertness (granted by familiar), Celestial Familiar, Combat Casting, Improved Initiative, Lightning Reflexes, Knight of Stars, Silent Spell, Words of Creation.

Bardic Music: Karasel has the bardic music ability of a 9th-level bard.

Constrict (Ex): Karasel deals 2d6+5 points of damage with a successful grapple check. Constricting uses her entire lower body, so she cannot take move actions when constricting, though she can still attack with her sword.

Holy Cacophony: As an additional bardic music effect, Karasel can create a song that hampers evil creatures. Any evil

creature within 30 feet of Karasel must succeed on a Concentration check (DC 15 + spell level) to cast a spell or use a spell-like ability. Using the Words of Creation with this effect increases the save DC to 20 + spell level and deals 8d4 points of nonlethal damage to Karasel. Holy cacophony is a sonic, mind-affecting ability.

Improved Grab (Ex): To use this ability, Karasel must hit with a tail slap attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict.

Spells: Karasel can cast spells as a 6th-level bard.

Bard Spells Known (3/4/3; save DC 16* + spell level): 0—*detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *summon instrument*; 1st—*cure light wounds*, *disguise self*, *lesser confusion*, *remove fear*; 2nd—*blur*, Faerinaal's hymn², *mirror image*.

*Includes +1 bonus to save DC for *silver flute*.

2 This spell is described in Chapter 6: Magic.

Sorcerer Spells Known (6/7/7/7¹/5¹; save DC 15 + spell level): 0—*arcane mark*, *daze*, *ghost sound*, *mending*, *open/close*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*expeditious retreat*, *magic missile*, *silent image*, *protection from evil*, *shield*; 2nd—*detect thoughts*, *eagle's splendor*, *see invisibility*, *yoke of mercy*²; 3rd—*dolorous motes*², *haste*, *warcry*²; 4th—*greater invisibility*, *rainbow pattern*.

1 Includes bonus spells for the troubadour of stars prestige class (see Chapter 5: Prestige Classes).

2 This spell is described in Chapter 6: Magic.

Spell-Like Abilities: At will—*detect evil*; 3/day—*darkness*, *hallucinatory terrain* (DC 19), *knock*, *light*; 1/day—*charm person* (DC 16), *speak with animals*, *speak with plants*. Caster level 10th. The save DCs are Charisma-based.

Celestial Spells: Karasel can learn and cast any spell described in Chapter 6 that has a celestial component, as long as she can otherwise cast the spell.

Starmantle (Sp): Karasel can cast *starmantle* once per day (see Chapter 6: Magic). Caster level 18th.

Possessions: Bracers of armor +6, aurorum +3 *short sword* (see Chapter 3: Exalted Equipment for the special properties of aurorum), ring of protection +2, *silver flute* (adds +1 to the save DCs of bard spells).

Personality Traits: Imaginative, obliging, and romantic.

Twilight, Karasel's Celestial Familiar: *Coure eladrin*; CR —; Tiny outsider (chaotic, eladrin, extraplanar, good); HD 2d8+2 (special); hp 48; Init +7; Spd 20 ft., fly 60 ft. (perfect); AC 27, touch 18, flat-footed 19; Base Atk +13; Grp +3; Atk +22 melee (1d2–2, dagger); Full Atk +22 melee (1d2–2, dagger); Space/Reach 2 1/2 ft./0 ft.; SA spell-like abilities; SQ alternate form, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, resistance to acid 10, cold 10, and fire 10, tongues; SV Fort +9 (+13 against poison), Ref +17, Will +14; AL CG; Str 6, Dex 24, Con 12, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +11, Bluff +13, Climb +10, Concentration +22, Diplomacy +17, Escape Artist +12, Hide +24, Knowledge (arcana) +22, Knowledge (the planes) +6, Listen +15, Move Silently +16, Perform (stringed instruments) +15, Sense Motive +13, Spellcraft +21, Spot +12, Survival +14, Swim +1; Weapon Finesse.

Spell-Like Abilities: At will—*dancing lights*, *detect evil*, *detect magic*, *faerie fire*; 3/day—*magic missile*, *sleep* (DC 14). All save DCs are Charisma-based.

Alternate Form (Su): Twilight can assume the form of an incorporeal ball of light at will. This transformation counts as a standard action. In this form, she can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. In this form, Twilight has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. In this form, Twilight can pass through solid objects, but not force effects, at will. While incorporeal, her attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. In this form, she always moves silently and cannot be heard with Listen checks if she doesn't wish to be. While incorporeal, Twilight sheds light if she wishes, providing illumination with any radius she wishes up to 30 feet. Changing the amount of light she sheds is a free action that Twilight can perform once per round.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds Twilight, as the *magic circle against evil* spell (caster level 8th). The effect can be dispelled, but Twilight can create it again during her next turn as a free action. (The defensive benefits of the circle are not included in Twilight's statistics above.)

Skills: Coures have a +4 racial bonus on Hide and Move Silently checks (included in the statistics above).

Possessions: Dagger.

Personality Traits: Faithful, shy, and standoffish.



*Gwynharwyf,
the Whirling Fury*

Full Attack: +3 holy keen scimitar +41/+36/+31/+26 melee (1d6+15/15–20 plus 2d6 holy) or slam +38/+33/+28/+23 melee (1d6+18) or +3 holy keen scimitar +37/+32/+27/+22 melee (1d6+15/15–20 plus 2d6 holy) and +2 holy banishing scimitar +37/+32/+27 melee (1d6+14/18–20 plus 2d6 holy and banishment)

Space/Reach: 5 ft./5 ft.

Special Attacks: Mighty rage, spell-like abilities, whirlwind blast

Special Qualities: Alternate form, damage reduction 20/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, improved uncanny dodge, low-light vision, resistance to cold 10 and fire 10, spell resistance 39, tongues, uncanny dodge

Saves: Fort +25, Ref +24, Will +23

Abilities: Str 35, Dex 25, Con 30, Int 23, Wis 23, Cha 29

Skills: Climb +41, Concentration +39, Diplomacy +40, Escape Artist +36, Handle Animal +38, Hide +36, Intimidate +38, Jump +43, Listen +37, Move Silently +36, Ride +38, Sense Motive +35, Spot +37, Tumble +38, Use Rope +36 (+38 with bindings)

Feats: Alertness, Blind-Fight, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Quick Draw, Two-Weapon Fighting

Environment: Olympian Glades of Arborea

Organization: Solitary

Challenge Rating: 26

Treasure: Triple standard

Alignment: Chaotic good

Advancement: —

A short, stocky elf stands ready for battle. Her hair is a wild silver-white mane, and her eyes are as green as jade. She has a tanned complexion and clutches a pair of gleaming scimitars that seem to reflect every color of the rainbow.

A patron of good barbarians, Gwynharwyf (gwin-HAR-wif) is Queen Morwel's loyal champion and a barbarian of unparalleled ferocity. As one of Morwel's consorts, she attends to the queen's desires when not leading barbarian hordes in the eternal struggle against evil.

GWYNHARWYF, THE WHIRLING FURY

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 26d8+260 (377 hp)

Initiative: +11

Speed: 50 ft. (10 squares), fly 100 ft. (perfect)

Armor Class: 47 (+7 Dex, +12 natural, +9 deflection, +9 insight), touch 35, flat-footed 40

Base Attack/Grapple: +26/+38

Attack: +3 holy keen scimitar +41 melee (1d6+15/15–20 plus 2d6 holy) or slam +38 melee (1d6+18)

Gwynharwyf can also assume the form of a whirlwind of glittering sand.

Combat

Gwynharwyf rages before entering battle, cutting her foes to ribbons with her *holy scimitars*.

Gwynharwyf's natural attacks and any weapons she wields are treated as chaos-aligned and good-aligned for the purpose of overcoming damage reduction.

Mighty Rage (Ex): Gwynharwyf can rage 6 times per day, but no more than once in a given encounter. During her rage, she gains a +8 bonus to her Strength and Constitution, and a +4 morale bonus on Will saves; she also takes a -2 penalty to AC. Gwynharwyf does not become fatigued at the end of her rage; otherwise, this ability functions as the barbarian's rage ability.

Spell-Like Abilities: At will—*blur* (DC 21), *charm person* (DC 20), *gust of wind* (DC 21), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 22), *cure serious wounds* (DC 22). Caster level 20th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, Gwynharwyf can attack with a scouring blast of wind, dealing 12d6 points of damage in a 20-foot line (Reflex DC 33 half). The save DC is Constitution-based.

Alternate Form (Su): Gwynharwyf can shift between her humanoid and whirlwind forms as a standard action. In humanoid form, she cannot fly or use her whirlwind blast, but she can use her spell-like abilities and her weapons. In whirlwind form, she can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

Gwynharwyf remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does Gwynharwyf revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Improved Uncanny Dodge (Ex): Gwynharwyf cannot be flanked except by a rogue of at least 30th level (see the *Epic Level Handbook*).

Uncanny Dodge (Ex): Gwynharwyf can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Sample Champion of Gwynharwyf: Sirocco

Sirocco (SEER-ah-koh) is a bralani dedicated to Gwynharwyf. He can be called using the *lesser planar ally* or *lesser planar binding* spell.

Sirocco throws himself into battle with verve. In particularly bloody fights, he tries to lighten the mood with a few jokes or jibes, usually at his enemy's expense. He is easily smitten with women who enjoy a good fight as much as he does.

Sirocco: Male bralani; CR 6; Medium outsider (chaotic, eladrin, extraplanar, good); HD 6d8+18; hp 53; Init +8; Spd 40 ft., fly 100 ft. (perfect); AC 22, touch 14, flat-footed 18; Base Atk +6; Grp +10; Atk +11 melee (1d6+4/18–20, +1 *holy scimitar*) or +11 ranged (1d8+5/x3, +1 *holy composite longbow* [+4 Str bonus]) or +10 melee (1d6+4, slam); Full Atk +11/+6 melee (1d6+4/18–20, +1 *holy scimitar*) or +11/+6 ranged (1d8+5/x3, +1 *holy composite longbow* [+4 Str bonus]) or +10/+5 melee (1d6+4, slam);

Space/Reach 5 ft./5 ft.; SA spell-like abilities, whirlwind blast; SQ alternate form, damage reduction 10/cold iron or evil, dark-vision 60 ft., immunity to electricity and petrification, low-light vision, outsider traits, resistance to cold 10 and fire 10, spell resistance 17, tongues; SV Fort +8, Ref +9, Will +7; AL CG; Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14.

Skills and Feats: Concentration +12, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings); Alertness, Blind-Fight, Improved Initiative.

Spell-Like Abilities: At will—*blur* (DC 16), *charm person* (DC 15), *gust of wind* (DC 16), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 17), *cure serious wounds* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, Sirocco can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 16 half). The save DC is Constitution-based.

Alternate Form (Su): Sirocco can shift between humanoid and whirlwind forms as a standard action. In humanoid form, he cannot fly or use his whirlwind blast, but he can use his spell-like abilities and weapons. In whirlwind form, he can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

Sirocco remains in one form until he chooses to assume a new one. A change in form cannot be dispelled, nor does Sirocco revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Possessions: Bracers of armor +2, +1 *holy scimitar*, +1 *holy composite longbow* (+4 Str bonus), quiver of 30 normal arrows.

Personality Traits: Charming, mischievous, and impetuous.

CELESTIAL PLANAR ALLIES

Here's a quick-reference chart listing the various celestial planar allies presented in this chapter.

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Karasel (lillend sorcerer 8/troubadour of stars 3, CG)	154



Illus. by D. McEvans

The creatures in this section are not monsters in the traditional sense and only rarely appear as adversaries to player characters, unless those player characters are evil or pursuing evil ends. Much more often, they serve as allies or advisors to good-aligned player characters, whether summoned to the Material Plane by means of a *planar ally* spell, acquired with the Celestial Familiar feat, or through more traditional means.

THE DEATHLESS TYPE

Deathless is a new creature type, describing creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death for a short time in order to accomplish a righteous purpose. While undead draw their power from the Negative Energy plane, the deathless are strongly tied to the Positive Energy plane, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

Features

- 12-sided Hit Dice.
- Base attack bonus equal to 1/2 of total Hit Dice (as wizard).
- Good Will saves.

- Skill points equal to (4 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die.

Traits

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, or ability drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution) as well as fatigue and exhaustion effects. Unlike undead, the deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.
- Immunity to any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects.
- Cannot use the run action.
- Uses Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hp or less, it is immediately destroyed.

- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect the deathless if they are willing. These spells turn deathless creatures back into the living creatures they were before becoming deathless.
- Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.
- Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow*, and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* also reveal deathless, and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the "undead" line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water as undead are by holy water. Deathless are not affected by disrupting weapons. Spells that have greater than normal effect against undead creatures—including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire*—do not have these enhanced effects against deathless creatures. Deathless take only 1d6 points of damage per two caster levels from *searing light*. Spells such as *command undead*, *control undead*, *create undead*, *create greater undead*, and *halt undead* do not affect or create deathless creatures.
- Proficient with its natural weapons and any weapons mentioned in its entries.
- Proficient in whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Deathless not listed as wearing armor are not proficient with armor.
- Deathless do not breathe, eat, or sleep.

ALEAX

Physical manifesting vengeance, a deity sends forth an aleax to punish and redeem those who stray from the dictates of their alignments, who fail to make the proper sacrifices, or who

otherwise enrage the deity. An aleax looks like its intended victim except that its eyes glow bright gold or silver.

An aleax does not exist until it is called into being by a deity. The deity imbues the aleax with a fragment of his or her consciousness before sending it to the location of its intended victim. When it appears, the aleax may utter a few brief words in the language of the deity (which may or may not be understandable to the victim), stating the nature of the transgression and insisting that its victim submit to punishment. After the decree is spoken, the aleax attacks without quarter or mercy. No discussion or plea is heeded.

A deity may have only one aleax at any given time, and an aleax cannot be sent after more than one creature. A deity cannot send a new aleax to exact vengeance against a character who has killed the deity's aleax once before.

CREATING AN ALEAX

An aleax has all of the statistics, abilities, qualities, racial traits, and possessions of its intended victim (referred to hereafter as the "base creature") except as noted below:

Type: Changes to construct.

Hit Dice: Changes to 10-sided Hit Dice. An aleax of Small size or larger gains a number of additional hit points based on its size: Small 10, Medium 20, Large 30, Huge 40, Gargantuan 60, or Colossal 80. These bonus hit points do not change when the aleax shapechanges into a larger or smaller form.

Initiative: The aleax gains a +1 insight bonus on initiative checks.

Armor Class: The aleax gains a +2 perfection bonus to AC.

Special Abilities: The aleax gains all of the intended victim's special abilities plus the following:

Searing Light (Sp): Once per round, as a standard action, an aleax may fire rays of light from its eyes. The rays duplicate the effect of a *searing light* spell (caster level equals the aleax's Hit Dice).

Shapechange (Sp): An aleax can *shapechange* at will, as the spell. An aleax typically has one or two favored alternate forms reflective of the deity it serves. (For example, Bahamut's aleax has been known to take the form of a gold dragon.) The aleax retains its extraordinary and spell-like abilities regardless of the new form. Caster level 20th.



Sudden Death (Ex): If the aleax kills its intended victim, the victim's spirit is instantly transported to the aleax's deity, who gives the fallen character one last chance to barter for its life. The deity can demand a service, a sworn oath, a magic item or other precious item, or some similar sacrifice. If the character does not pay, his spirit is destroyed, and the character cannot be returned to life by any means.

If the intended victim destroys the aleax in battle, the aleax and all of its equipment vanishes. However, some portion of the divine essence infusing the aleax merges with the character, who immediately gains the following benefits: a +2 bonus to Wisdom, a +1 insight bonus on all initiative checks, a +2 perfection bonus to AC, and spell resistance equal to the aleax's Hit Dice. The deity's wrath is annulled, and no more attacks will be made against that character for whatever offense begot the aleax (regardless of whether that character is now acting in an appropriate manner).

Special Qualities: The aleax gains all of the intended victim's special qualities plus the following:

Construct Traits: An aleax has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. An aleax is immediately destroyed when reduced to 0 hp or less. Since it was never alive, an aleax cannot be raised or resurrected. Darkvision 60 ft. and low-light vision.

Fast Healing 5 (Ex): The aleax heals 5 points of damage per round. Fast healing is otherwise like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the aleax to regrow or reattach severed body parts.

Singular Enemy (Ex): Although the aleax is visible to all, only its intended victim can harm it. Attacks made by other creatures are rebuffed, dealing no damage and hindering the aleax in no way.

Spell Resistance (Ex): The aleax has spell resistance equal to 10 + its Hit Dice or the spell resistance of its intended victim, whichever is higher.

True Seeing (Sp): An aleax can use *true seeing* at will, as a free action. Caster level 20th.

Abilities: An aleax has no Constitution score.

Skills and Feats: An aleax has the skills and feats of the base creature.

Challenge Rating: As the base creature +3.

ARCHON

When a lawful good deity wishes to interact with its subjects in the Material Plane, it most often does so through angelic intermediaries known as archons. Lantern, hound, and trumpet archons appear in the *Monster Manual*, for these archons are the most frequently encountered by mortal adventurers. Those who venture to the Seven Mounting Heavens of Celestia or those with access to *planar ally* spells might come into contact with the more powerful archons presented here.

Archons speak Celestial, Infernal, and Draconic. However, they can communicate with almost any creature, thanks to their tongues ability.

Combat

Archons never attack without provocation. They avoid harming other good creatures if they can, using nonlethal spells or subdual attacks if possible. An angry archon can be wrath incarnate, however.

Archons prefer to meet a foe head-on if it is prudent to do so. If outmatched, they do what they can to even the odds (often employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee).

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—**Aura of Menace (Su):** A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with their type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

—Immunity to electricity and petrification.

—+4 racial bonus on saves against poison.

—**Magic Circle against Evil (Su):** A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

—**Outsider Traits:** An archon cannot be raised, reincarnated, or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

—**Teleport (Su):** Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—**Tongues (Su):** All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

OWL ARCHON

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 10d8+40 (85 hp)

Initiative: +9

Speed: 30 ft. (6 squares), fly 90 ft. (good)

Armor Class: 24 (–1 size, +5 Dex, +10 natural), touch 14, flat-footed 19

Base Attack/Grapple: +10/+18

Attack: Claw +13 melee (1d8+3)

Full Attack: 2 claws +13 melee (1d8+3) and 1 bite +8 melee (1d6+1/19–20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Eye rays, spell-like abilities, swoop

Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, outsider traits, spell resistance 25, *stone to flesh*, teleport, tongues

Saves: Fort +11 (+15 against poison), Ref +14, Will +14

Abilities: Str 16, Dex 20, Con 18, Int 17, Wis 25, Cha 15
Skills: Concentration +15, Diplomacy +16, Escape Artist +17, Heal +19, Hide +13, Knowledge (the planes) +15, Listen +19, Move Silently +17, Search +15, Sense Motive +19, Spellcraft +15, Spot +23*, Survival +7 (+9 following tracks or on other planes), Use Rope +5 (+7 bindings)

Feats: Flyby Attack, Improved Critical (bite), Improved Initiative, Lightning Reflexes

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary, pair, or swoop (3-5)

Challenge Rating: 11

Treasure: No coins; double goods; standard items

Alignment: Always lawful good

Advancement: 11-20 HD (Large); 21-30 HD (Huge)

Level Adjustment: +8

This large owl stands slightly over 9 feet tall and has a mixture of snow-white and charcoal-gray feathers. Its wicked talons, sharp beak, and wide eyes all possess a silvery gleam.

Owl archons patrol the skies of Celestia and other good-aligned planes. They primarily serve as airborne scouts, messengers, and spies for the throne archons. They can also serve as airborne infantry when needed. Beyond their duties to their superiors, owl archons also protect lesser celestial creatures—animals in particular. Harming a celestial creature on the Upper Planes is one quick way to earn an owl archon's wrath.

Owl archons rarely announce their presence. When they spot a potential threat, they alert their superiors before confronting the threat directly, although they are quite capable of dealing with most problems on their own. They do not require sleep and spend most of their time in flight. They periodically leave the skies to consort with allies on land or visit the courts of the celestial paragons. They are expected to give daily reports to their superiors, apprising them of possible threats on whatever plane they happen to reside.

Owl archons stand 8 feet tall and weigh 300 pounds. They speak Celestial, Draconic, Infernal, and Sylvan.

Combat

Battle is not the first choice for an owl archon. However, when negotiations fail, an owl archon takes to the air and uses its eye rays and spell-like abilities against opponents. In numbers, owl archons are quite bold and often strafe their enemies with swoop attacks.

An owl archon's natural weapons, as well as any weapons it wields, are treated as having the good and lawful alignments for the purpose of overcoming damage reduction. Its claws and beak are also treated as silvered weapons for purposes of overcoming damage reduction.

Eye Rays (Su): Six times per day, an owl archon can shoot twin beams of silvery light from its eyes, striking an opponent within 120 feet. The owl archon must succeed on a ranged touch attack to hit, and any creature struck by the eye rays must make a DC 20 Fortitude save or be turned to stone. This ability's save DC is Constitution-based.

Spell-like Abilities: At will—*calm animals* (DC 13), *charm animal* (DC 13), *dispel magic*, *faerie fire*, *freedom of movement* (self only; always active), *Speak with animals*; 3/day—*dismissal* (DC 16), *find the path* (DC 18), *greater dispel magic*, *neutralize poison* (DC 16); 1/day—*divine power*, *reincarnate*. Caster level 12th. The save DCs are Charisma-based.

Swoop (Ex): The owl archon can execute a swoop attack that is similar to a charge action in all respects, except as noted here. The owl archon must fly toward its target for a minimum of 40 feet in a straight line. If the swoop attack succeeds, the owl archon can attempt to grapple the target without provoking an attack of opportunity or deal double claw damage (2d8+8 points) instead.

Aura of Menace (Su): Will save DC 17.

Stone to Flesh (Sp): An owl archon can use *stone to flesh* at will, as the spell (Fortitude DC 18 negates). When cast on a creature turned to stone by the archon's own eye rays (see above), the spell does not require the target to make a Fortitude save to survive the transformation. Caster level 12th.

Skills: An owl archon's keen vision gives it a +4 racial bonus on Spot checks. *In areas of shadowy illumination, the bonus increases to +8.

SWORD ARCHON

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 11d8+22 (71 hp)

Initiative: +7

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 26 (-1 size, +3 Dex, +14 natural), touch 12, flat-footed 23

Base Attack/Grapple: +11/+22

Attack: Armblade +20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire)

Full Attack: 2 armblades +20 melee (1d8+9/19-20 plus 2d6 holy plus 1d6 fire)

Space/Reach: 10 ft./10 ft.

Owl archon



Special Attacks: Armblades, disincorporating dive, spell-like abilities

Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, spell resistance 26, teleport, tongues

Saves: Fort +9 (+13 against poison), Ref +10, Will +9

Abilities: Str 25, Dex 17, Con 14, Int 12, Wis 14, Cha 17

Skills: Balance +14, Concentration

+13, Decipher Script +12,

Diplomacy +17, Disguise

+14, Gather Information

+15, Hide +12,

Knowledge (religion)

+12, Knowledge (the

planes) +12, Search +12,

Sense Motive +14,

Survival +2 (+4 follow-

ing tracks or on other

planes)

Feats: Cleave, Flyby

Attack, Improved

Initiative, Power Attack

Environment: Seven

Mounting Heavens of Celestia

Organization: Solitary, pair, or

squad (3–5)

Challenge Rating: 11

Treasure: No coins; double

goods; standard items

Alignment: Always lawful

good

Advancement: 12–21 HD

(Large); 22–33 HD (Huge)

Level Adjustment: +9

This creature resembles a ruggedly handsome, oversized human with glorious, feathered wings. Before entering battle, it transforms its forearms into sharp, fiery blades that ripple the air around them.

The paragons of the Seven Heavens use sword archons as enforcers of the heavenly laws, a pursuit to which the canny sword archons seem perfectly suited.

Sword archons dress in simple garments of patterned cloth, covering themselves in great cloaks when attempting to blend in with their surroundings. Most make little effort to conceal themselves, however, believing that the justness of their mission would be compromised by subterfuge. The beauty of a sword archon's feathered wings rivals that of the most stunning giant eagles. When angered or in combat, the forearms of a sword archon shift form to take on the quality of holy flaming longswords.

Sword archons speak Celestial and Infernal. They stand 10 feet tall and weigh 550 pounds.

Combat

Unless the situation requires a specific weapon, sword archons generally prefer to use their armblades in combat. While most sword archons revel in battle, they understand the heavy burden of the magic abilities available to them. Accordingly, sword archons use their powerful disincorporating dive only against those enemies they know to have transgressed the laws of Mount Celestia or against the sworn enemies of lawful good deities.

A sword archon's natural weapons, as well as any weapons it wields, are treated as having the good and lawful alignments for the purpose of overcoming damage reduction.

Armblades (Ex): As a free action, a sword archon can mold the flesh of its forearms, hardening and sharpening organic matter into the form of powerful magic blades. The archon wields the blades like longswords, and they gain the properties of +2 holy flaming longswords.

Sword archons can shift back to their "normal" hands as a free action. The armblades cannot be disarmed or sundered, and they automatically assume limb form upon the archon's death.

Disincorporating Dive (Su): Three times per day, a sword archon can attempt to destroy a living enemy with a powerful dive attack, literally flying through its opponent armblades-first, tearing apart its body and sending its soul to imprisonment in the Seven Heavens.

Resolve a flying charge as normal. If the archon fails to damage its opponent, the disincorporating dive attack is wasted. If damaged, however, the target must make a DC 17 Fortitude save. Those who succeed on the Fortitude save suffer no further effect beyond the damage of the attack.

If the save fails, the attack utterly annihilates the victim's body, killing it instantly. Further, the victim's soul is bound to a great prison in the Seven Heavens of Celestia, where it remains until the archons that manage the celestial donjon see fit to release it.

Release generally involves bartering with a throne archon (see Chapter 7: Celestial Paragons), with some quest for the cause of law and goodness being the most common price. Such agents of Heaven never release the soul of an unredeemed evil creature.

Spell-Like Abilities: At will—*aid*, *continual flame*, *divination*, *locate creature*, *locate object*, *message*; 3/day—*commune*, *dispel chaos*



Sword archon

(DC 18), mark of justice, wages of sin*(DC 19); 1/day—touch of adamantite*(DC 19). Caster level 11th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will save DC 20.

Skills: A sword archon's innate understanding of law, detection, and the taint of sin grants it a +8 racial bonus on Gather Information and Sense Motive checks.

THRONE ARCHON

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 14d8+42 (105 hp)

Initiative: +11

Speed: 30 ft. in full plate armor (6 squares); base 40 ft.

Armor Class: 40 (–1 size, +7 Dex, +12 natural, +12 +4 full plate), touch 16, flat-footed 33

Base Attack/Grapple: +14/+24

Attack: Large +1 vorpal greatsword +21 melee (2d8+10/17–20)

Full Attack: Large +1 vorpal greatsword +21/+16/+11 melee (2d8+10/17–20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Penitentiary gaze, spell-like abilities

Special Qualities: Aura of menace, channeling, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, spell resistance 30, teleport, tongues

Saves: Fort +12 (+16 against poison), Ref +16, Will +12

Abilities: Str 22, Dex 24, Con 17, Int 18, Wis 16, Cha 22

Skills: Concentration +20, Diplomacy

+25, Heal +20, Intimidate +31,

Knowledge (history) +21,

Knowledge (religion) +21,

Knowledge (the planes)

+21, Listen +20, Search

+21, Sense

Motive +28,

Spellcraft

+21, Spot

+20,

Survival +3 (+5 following tracks or on other planes)

Feats: Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword), Words of Creation

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or court (1 throne archon plus 1d4 sword archons and 1d4 owl archons)

Challenge Rating: 15

Treasure: Double standard

Alignment: Always lawful good

Advancement: 15–29 HD (Large); 30–42 HD (Huge)

Level Adjustment: +10

This towering, regal figure has fair hair, flawless golden skin, and glowing blue eyes that fill you with love and warmth. Its sublime yet stoic facial expression bears an unshakable countenance that suggests great wisdom and conviction. Although this glorious being has no wings, it

wears an ornate suit of golden full plate and carries a massive greatsword etched with runes.

The spirits of the Seven Heavens of Celestia congregate in magnificent cities throughout the plane's seven layers. Throne archons, powerful embodiments of law and good, command these cities with stern attention to order and unyielding dedication to the power of benevolence. They serve as the judges of the Heavens, occasionally tasking themselves with meting out justice to the particularly vile or corrupt. Such duties require the utmost patience and attention, so most resent being called to the Material Plane. Nonetheless, if bargained with carefully, a throne archon can be a devastatingly effective ally.

Throne archons stand tallest among their race, the largest reaching 10 feet or more. Unlike most archons, thrones bear no wings. However, their belief in the

causes they represent gives them the natural ability to soar through the air. Their faces reflect the human ideal of beauty, though all bear a regal, somewhat cold expression that hints at the ability to make difficult decisions. Their eyes glow with the glorious love of the Upper Planes.

Throne archons speak Abyssal, Celestial, Common, Draconic, and Infernal.

They stand 12 feet tall and weigh 700 pounds.

Combat

Throne archons let others (particularly sword archons and owl archons, who serve them directly) bloody themselves in the ceaseless battle against evil, preferring

instead to lead the angelic archons by example, keeping their focus on the affairs of Celestia. When forced to confront their enemies,

however, thrones make fearsome foes. They prefer to wade into combat, dispatching victims of their penitentiary gaze with their +1 vorpal greatswords. Known throughout the Outer Planes, such weapons are considered a part of the throne that wields them, and anyone who has stolen one soon finds himself the target of countless attacks from the throne's allies and servants.

Any weapons a throne archon wields are treated as having the good and lawful alignments for the purpose of overcoming damage reduction.

Penitentiary Gaze (Su): Any nonlawful good creature within 30 feet of a throne archon that meets the creature's glow-



Throne archon

ing blue eyes must succeed on a Will saving throw (DC 23) or temporarily fall under its influence. Such a being becomes filled with remorse over the distance his life's actions have taken him from the ideals of law or goodness (even if such distance would ordinarily make him proud). The intensity of the remorse (and the relevant game effect) varies depending upon the creature's alignment. Compare the victim's alignment to the chart below, adding any game effects that apply. This ability's save DC is Charisma-based.

The victim is free to act (even to attack the throne archon) while under the effects of the penitentiary gaze. The effects persist each round until the victim makes a successful Will saving throw. Throne archons can disable or enable this ability as a free action. The gaze cannot be disabled during the same round in which it was enabled (and vice versa).

Law/Chaos Axis

Neutral: The victim is beset by religious visions in which angelic legions berate him for straying from the true path of law and goodness. As a result, he becomes fatigued.

Chaotic: Blistering mental hellscapes scald the victim's consciousness, causing so much psychological damage that the victim becomes exhausted.

Good/Evil Axis

Neutral: Pangs of self-regret over past evil deeds result in blood-red psychosomatic blisters and boils. The victim takes 10 points of damage.

Evil: The victim's guilt and misery creates a psychosomatic meltdown that results in painful rashes and explosive skin abrasions. The victim takes 20 points of damage.

Spell-Like Abilities: At will—*atonement*, *break enchantment*, *bless weapon*, *blessed sight**, *cure critical wounds* (DC 20), *detect evil*, *discern lies* (DC 20), *greater dispel magic*, *hallow*, *mark of justice*, *neutralize poison* (DC 20), *restoration* (DC 18), *see invisibility*, *sending*, *vision of heaven** (DC 17); 3/day—*banishment* (DC 22), *death ward* (DC 20), *dictum* (DC 23), *divine favor*, *find the path* (DC 22), *heal*

(DC 23), *heroes' feast*, *holy sword*, *raise dead*, *greater restoration* (DC 22), *righteous smite** (DC 23), *shield of the archons**, *true seeing* (DC 21); 1/day—*resurrection*. Caster level 14th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will save DC 25.

Channeling (Sp): Throne archons can invest mortals with their power. See Channeling in Chapter 2: Variant Rules for details about this process.

Skills: Throne archons command the cities of the Seven Heavens and to mete out justice to mortals and petitioners alike. They enjoy a +8 racial bonus on Intimidate and Sense Motive checks.

WARDEN ARCHON

Large Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 8d8+24 (60 hp)

Initiative: +4

Speed: 30 ft. in full plate armor (6 squares); base 40 ft.

Armor Class: 30 (−1 size, +12 natural, +9 +1 full plate of light fortification), touch 9, flat-footed 30

Base Attack/Grapple: +8/+20

Attack: Claw +15 melee (1d8+8)

Full Attack: 2 claws +15 melee (1d8+8) and bite +10 melee (2d6+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d8+12, spell-like abilities

Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, magic circle against evil, outsider traits, scent, spell resistance 25, teleport, tongues, uncanny dodge, unerring assay

Saves: Fort +9 (+13 against poison), Ref +6, Will +7

Abilities: Str 27, Dex 11, Con 17, Int 16, Wis 12, Cha 12

Skills: Climb +14, Concentration +14, Diplomacy +14, Jump +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +22, Search +14, Sense Motive +12, Spot +22, Survival +1 (+3 following tracks or on other planes), Swim +9, Tumble −3

Feats: Alertness, Improved Initiative, Power Attack

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary, pair, or squad (3–5)



Warden archon

Illustration by M. Nelson

Challenge Rating: 8**Treasure:** No coins; double goods; half items**Alignment:** Always lawful good**Advancement:** 9–18 HD (Large); 19–24 HD (Huge)**Level Adjustment:** +7

Standing as tall as an ogre, this hulking creature has white fur, a bear-like head, and eyes like gleaming black opals. Its broad white paws end in razor-sharp, jet-black claws. The creature is clad in fearsome full plate engraved with faintly glowing symbols of holiness and virtue.

The solemn warden archons guard the gates of the Seven Heavens, standing ever vigilant should that bastion of law and order fall under siege. Since such attacks seldom occur, the wardens have a secondary task of observing the affairs of the Material Plane through great magical scrying pools located near the gates.

A warden archon's bearlike head and gentle nature sometimes lead its enemies to assume it possesses an ursine disposition to laziness, a conclusion soon proven wrong by powerful jaws and claws once combat has begun.

Wardens never sleep, spending all of their time observing their assigned pools or gates. Many mortals hence refer to wardens as "Watchers." They have more interactions with and a keener understanding of the mortal world than any other archons, a point of pride they bear openly (occasionally too openly, leading to some chafing among the other archons). Perhaps because of the temptations they view daily, more warden archons fall to the vices of evil than any other type of celestial.

Warden archons never speak aloud, preferring to communicate via telepathy. They stand 10 feet tall and weigh 650 pounds.

Combat

Most warden archons abhor battle, but take to it with relish when protecting the gateways of Celestia from interlopers or

when tasked to carry out some important deed in the name of the deities of good. Wardens generally use their unerring assay ability to locate potential targets before wading into melee and attempting to grab, constrict, and rend as many opponents as possible. Their powerful muscles and razor-sharp claws make them stunning, if reluctant, hand-to-hand fighters.

A warden archon's natural weapons, as well as any weapons it wields, are treated as having the good and lawful alignments for the purpose of overcoming damage reduction.

Rend (Ex): If a warden archon hits a single target with both claws, it latches onto the opponent's body and tears the flesh.

This attack deals 2d8+12 points of damage.

Spell-Like Abilities: At will—aid, continual flame, detect scrying, detect thoughts (DC 13), locate creature, scrying (DC 16), see invisibility, true strike; 3/day—shield of the archons*, true seeing (DC 16). Caster level 11th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Aura of Menace (Su): Will save DC 12 + 1/2 archon's HD from class levels + archon's Charisma modifier.

Scent (Ex): A warden archon can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Uncanny Dodge (Ex): A warden archon retains its Dexterity bonus to AC even when flat-footed and cannot be flanked except by a 12th-level or higher rogue.

Unerring Assay (Su): A warden archon instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as misdirection or nondetection, have no effect upon a warden archon's unerring assay.

Skills: A warden archon's keen senses give it a +8 racial bonus on Listen and Spot checks.

**ASURA****Medium Outsider (Chaotic, Extraplanar, Good)****Hit Dice:** 8d8+16 (52 hp)**Initiative:** +2**Speed:** 30 ft. (6 squares), fly 60 ft. (good)**Armor Class:** 26 (+2 Dex, +6 natural, +6 +1 mithral breastplate, +2 +1 buckler), touch 12, flat-footed 24

Base Attack/Grapple: +8/+10

Attack: +1 flaming scimitar +13 melee (1d6+4/18–20 plus 1d6 fire) or claw +11 melee (1d8+3/19–20) or masterwork composite longbow +11 ranged (1d8+3/×3)

Full Attack: +1 flaming scimitar +13/+8 melee (1d6+4/18–20 plus 1d6 fire) or 2 claws +11 melee (1d8+3/19–20) and +1 flaming scimitar +8 melee (1d6+2/18–20 plus 1d6 fire) or masterwork composite longbow +11/+6 ranged (1d8+3/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Burning wind, spell-like abilities

Special Qualities: Damage reduction 5/cold iron or evil, darkvision 60 ft., immunities, outsider traits, spell resistance 19 (23 against evil spells and spells cast by evil outsiders)

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

Abilities: Str 16, Dex 14, Con 15, Int 10, Wis 14, Cha 17

Skills: Concentration +13, Diplomacy +16, Escape Artist +9, Intimidate +14, Knowledge (the planes) +11, Listen +15, Sense Motive +13, Spot +15, Survival +2 (+4 on other planes), Use Rope +2 (+4 bindings)

Feats: Alertness, Exalted Spell Resistance, Improved Critical (claw)^B, Weapon Focus (scimitar)

Environment: Upper Planes

Organization: Solitary, pair, or host (3–12)

Challenge Rating: 8

Treasure: No coins or goods; double items

Alignment: Always chaotic good

Advancement: 9–12

(Medium); 13–18 (Large)

Level Adjustment: +6

You are drawn first to the being's fiery, piercing eyes, then to the long mane of coppery-red hair that crowns its pale head. Marble-white flesh covers the being's stately frame. Its legs end in birdlike talons with ruby-sharp claws, and wings of crackling flame spring from its narrow shoulders.

A noble warrior, the asura (ah-SOO-rah) is found throughout the Upper Planes, serving deities as messengers and heralds with righteous zealotry. Sometimes one or more asuras are sent on missions to other planes, carrying messages of revenge, punishment, and death to those who have challenged or angered one of the powers. Other celestial beings find them impertinent and needlessly violent; however, most asuras take great pride in their ability to intimidate and "correct" evildoers.

Asuras distrust angels (especially lawful ones) and see them as rivals for the attention of the good deities. Due to the nature of both types of beings, neither resorts to any sort of violence,

double-dealing, or underhanded measures, although the mutual feelings of contempt are obvious.

An asura stands about 6 1/2 feet tall and weighs 180 pounds. Asuras speak Celestial.

Combat

Asuras travel light and prefer the scimitar and bow. A typical asura will be encountered with the following equipment: +1 mithral breastplate, +1 buckler, +1 flaming scimitar, trumpet of doom (described in Chapter 6: Magic), masterwork composite longbow (+3 Str bonus), quiver of 20 normal arrows.

An asura's natural weapons, as well as any weapons it wields, are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Burning Wind (Su): An asura can beat its wings as a standard action and generate a searing wave of heat that deals 2d6 points of damage to all creatures within a 15-foot radius.

Spell-Like Abilities: At will—detect good, detect evil, discern lies (DC 15), true seeing; 1/day—holy smite (DC 16), magic circle against evil (self only), polymorph (self only; humanoid forms only).

Caster level 8th. The save DCs are Charisma-based.

Immunities: Asuras are immune to fire, petrification, charms, and compulsions.

Outsider Traits: An asura cannot be raised, reincarnated, or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

BARIAUR

The creature looks a bit like a centaur, but it mixes the forms of human and ram rather than a human and horse. From the waist down, it is indistinguish-

able from a powerful ram. From the waist up, it looks human, except for two curling horns emerging from the top of its forehead.

Bariaurs travel the rolling hills and woods of Ysgard, protecting all who call that plain their home. When evil is afoot, they track it to its source, then charge into glorious battle. Creatures of wanderlust, bariaurs rarely remain in one place for long. Their flocks follow a single leader who remains in charge as long as he or she can defeat opponents in a "clash of horns" (a sequence of charge attacks similar to a jousting competition). Bariaurs love contests, which tend to be sources of good-natured amusement rather than rigorous tests of fitness.



Bariaur defender
of Ysgard

Bariaurs revere Ehlonna, deity of the woodlands, and are strict herbivores. Only bariaur rangers tend to eat meat—generally from woodland creatures they've hunted themselves.

Bariaurs stand 6 feet tall at the shoulder and weigh 800 pounds. They speak Celestial and Common.

Combat

Bariaurs relish a good fight, charging into battle with their heads lowered. Once they've pounded their way through the

front ranks of their foes, they press the attack in melee while other bariaur archers pepper the defenders with a hail of arrows.

Powerful Charge (Ex): A bariaur often begins a battle by charging at an opponent, lowering its head to smash its horns against a foe. In addition to the normal benefits and hazards of a charge, this allows the bariaur to make a single gore attack that deals 2d6+2 points of bludgeoning damage.

Bariaur Traits (Ex): Bariaurs benefit from the following racial traits:

	Bariaur Large Outsider (Chaotic, Extraplanar, Good)	Bariaur Defender of Ysgard (ranger 6) Large Outsider (Chaotic, Extraplanar, Good)
Hit Dice:	3d8+3 (16 hp)	3d8+3 plus 6d8+6 (49 hp)
Initiative:	+0	+0
Speed:	30 ft. in scale mail barding (6 squares); base 40 ft.	40 ft. (8 squares)
Armor Class:	14 (–1 size, +4 scale mail barding, +1 buckler), touch 9, flat-footed 14	15 (–1 size, +4 +1 studded leather barding, +2 +1 light spiked wooden shield), touch 9, flat-footed 15
Base Attack/Grapple:	+3/+8	+9/+15
Attack:	Scimitar +4 melee (1d6+2/18–20) or composite longbow +2 ranged (1d8+1/19–20) or hoof +4 melee (1d6+2)	+1 scimitar +12 melee (1d6+3/18–20) or masterwork composite longbow +9 ranged (1d8+3/×3) or hoof +10 melee (1d6+2)
Full Attack:	Scimitar +3 melee (1d6+1/18–20) and 2 hooves –1 melee (1d6+2) or composite longbow +2 ranged (1d8+1/×3) or 2 hooves +4 melee (1d6+2)	+1 scimitar +12/+7 melee (1d6+3/18–20) or +1 scimitar +10/+5 melee (1d6+3/18–20) and +1 light spiked shield +10/+5 melee (1d4+1) or masterwork composite longbow +9/+4 ranged (1d8+3/×3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Powerful charge 2d6+2	Powerful charge 2d6+2, favored enemies (+4 against evil outsiders, +2 against evil humanoids), improved combat style (two-weapon combat)
Special Qualities:	Bariaur traits, spell resistance 11	Animal companion, spell resistance 17, wild empathy
Saves:	Fort +4, Ref +3, Will +3 (+5 against spells and spell-like qualities)	Fort +9, Ref +8, Will +5 (+7 against spells and spell-like qualities)
Abilities:	Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 9	Str 15, Dex 10, Con 13, Int 10, Wis 11, Cha 9
Skills:	Diplomacy +1, Handle Animal +5, Hide –1, Jump +5, Listen +8, Move Silently +3, Ride +2, Sense Motive +6, Spot +8, Survival +6, Tumble –1	Diplomacy +1, Handle Animal +9, Heal +9, Hide +8, Jump +8, Listen +8, Move Silently +11, Ride +2, Sense Motive +6, Spot +8, Survival +6, Tumble +2
Feats:	Point Blank Shot, Power Attack	Endurance ^B , Improved Two-Weapon Fighting ^B , Improved Two-Weapon Fighting ^B , Point Blank Shot, Power Attack, Precise Shot, Stealthy, Track ^B , Two-Weapon Fighting ^B , Weapon Focus (scimitar)
Environment:	Heroic Domains of Ysgard	Heroic Domains of Ysgard
Organization:	Solitary, patrol (3–12 plus 1 3rd-level sergeant and 1 leader of 3rd–6th level), or flock (10–40 plus 100% noncombatants plus 1 3rd-level sergeant per 10 adults, plus 2 5th- level lieutenants, and 2 7th-level captains)	Solitary or patrol (3–12)
Challenge Rating:	3	9
Treasure:	Standard	Standard
Alignment:	Often chaotic good	Always chaotic good
Advancement:	By character class	By character class
Level Adjustment:	+2	+2

Illustration by M. Nelson

- **Resistant to Spells:** +2 racial bonus on Will saves against spells and spell-like qualities.
- **Quadruped:** As quadrupeds, bariaurs gain a +4 bonus on checks to resist bull rush and trip attacks. They have a carrying capacity 1 1/2 times greater than normal for their Strength. They must wear barding instead of normal armor (see the *Armor for Unusual Creatures* sidebar in Chapter 7: Equipment of the *Player's Handbook*) and cannot wear boots designed for humanoids.

Spell Resistance (Ex): Bariaurs gain spell resistance equal to 11 + class level.

Skills: A bariaur's keen senses grant it a +2 racial bonus on Listen and Spot checks (already factored into the statistics given above).

Bariaur Defender of Ysgard

These bariaurs patrol the Heroic Domains of Ysgard, defending wilderness and settlements alike against evil's incursion. A typical defender of Ysgard has the following equipment and spell prepared.

Animal Companion (Ex): Bariaur defenders of Ysgard tend to have a badger, eagle, hawk, or owl as their companion.

Spell Prepared (1): 1st—*eyes of the avoral*. Caster level 1st; save DC 10 + spell level.

Wild Empathy (Ex): This ability works exactly as the ranger's wild empathy class feature.

Possessions: +1 studded leather barding, +1 light spiked wooden shield, +1 scimitar, masterwork composite longbow (+2 Str bonus) with 20 +1 arrows.

Bariaurs as Characters

Bariaurs possess the following racial traits.

- +4 Strength, +2 Constitution, -2 Charisma
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Space/Reach: 10 feet/10 feet.
- A bariaur's base land speed is 40 feet. Its speed drops to 30 feet when wearing medium or heavy armor.
- Quadruped: As quadrupeds, bariaurs gain a +4 bonus on checks to resist bull rush and trip attacks. They have a carrying capacity 1 1/2 times greater than normal for their Strength. They must wear barding instead of normal armor (see the *Armor for Unusual Creatures* sidebar in Chapter 7: Equipment of the *Player's Handbook*) and cannot wear boots designed for humanoids.

—Darkvision out to 60 feet.

—**Racial Hit Dice:** A bariaur begins with three levels of outsider, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—**Racial Skills:** A bariaur's outsider levels give it skill points equal to 6 × (8 + Int modifier). Its class skills are Handle Animal, Hide, Jump, Listen, Move Silently, Sense Motive, Spot, and Survival.

—A bariaur's outsider levels give it two feats.

Skill Bonuses: Bariaurs have keen senses and gain a +2 racial bonus on Listen and Spot checks.

—Automatic Languages: Celestial and Common.

—Favored Class: Ranger.

—Level adjustment +2.

CRYPT WARDEN

Medium Deathless

Hit Dice: 9d12 (58 hp)

Initiative: +1

Speed: 20 ft. in breastplate (4 squares); 30 ft. base

Armor Class: 21 (+1

Dex, +3 natural, +5 masterwork breastplate, +2 masterwork heavy steel shield), touch 11, flat-footed 20

Base

Attack/Grapple:

+4/+6

Attack: Masterwork bastard sword +8 melee (1d10+2 plus 1 holy)

Full Attack:

Masterwork bastard sword +8 melee (1d10+2 plus 1 holy)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Animate objects, holy smite

Special Qualities:

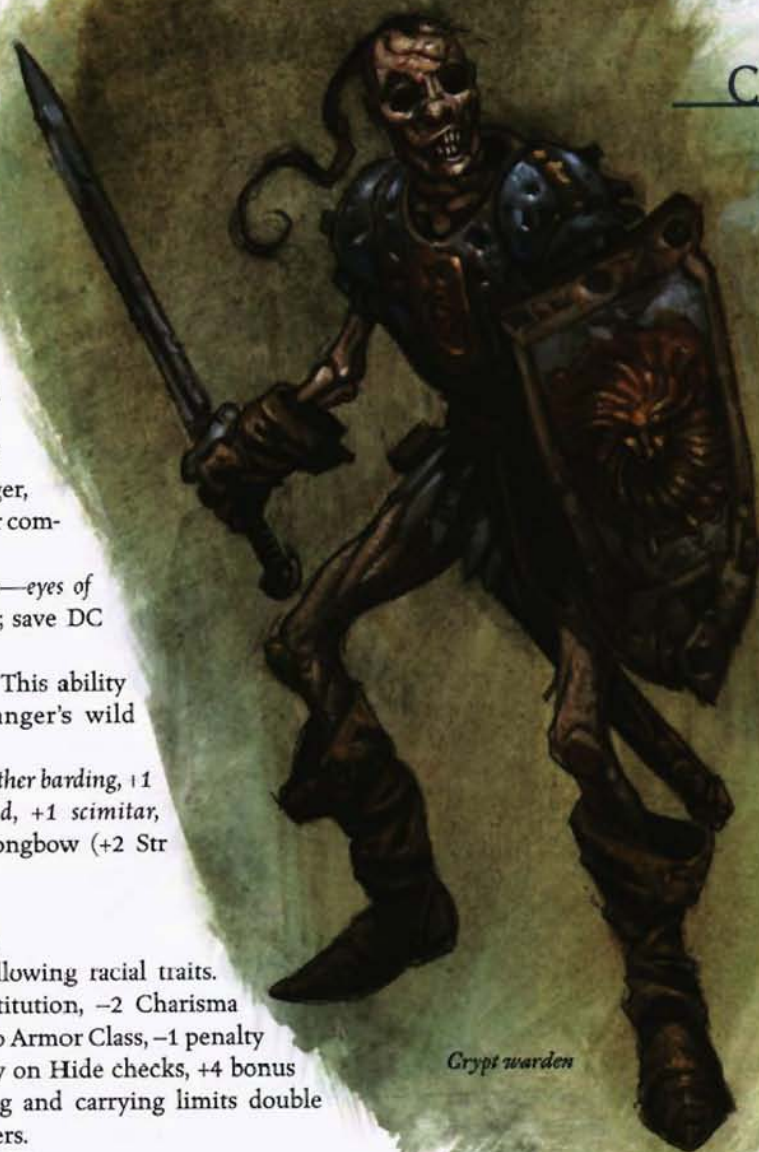
Damage reduction 5/bludgeoning, deathless traits, spell resistance 19

Saves: Fort +3, Ref +4, Will +7

Abilities: Str 15, Dex 12, Con —, Int 14, Wis 13, Cha 16

Skills: Climb +10, Diplomacy +17, Intimidate +15, Jump +10, Knowledge (religion) +14, Sense Motive +13, Tumble -1

Feats: Exotic Weapon Proficiency (bastard sword), Sanctify Martial Strike (bastard sword), Subduing Strike, Weapon Focus (bastard sword)



Crypt warden

Environment: Underground

Organization: Solitary

Challenge Rating: 8

Treasure: Double standard

Alignment: Always lawful good

Advancement: 10–13 HD (Medium); 14–27 HD (Large)

Evil undead are not the only creatures that guard ancient tombs: crypt wardens are protectors of the resting places of saints and heroes.

Unlike animated undead that stand eternal guard over their haunts, crypt wardens lie inanimate until their tombs are disturbed. When intruders enter, the crypt warden's spirit returns from its enjoyment of the Seven Mounting Heavens of Celestia, animating its corpse in deathless form to protect the holy ground it guards. When the threat is over, its soul returns to its rest.

A crypt warden's basic form is indistinguishable from a skeleton or similar creature. It wears a fine breastplate and carries a shield and sword to use in its tomb's defense. It speaks Common and Celestial.

Combat

Crypt wardens fight fearlessly, for they literally have nothing to lose—win or lose, their spirit returns to heavenly bliss when its task is done. They are far more intelligent than they appear, and quickly surprise tomb-robbers who assume them to be nothing more than mindless skeletons.

Animate Objects (Su): As a standard action, a crypt warden can cause a statue or another object within the tomb it guards to animate, as if affected by the *animate objects* spell. It can animate one object of Large size or smaller each

round; this ability otherwise works as the spell cast by a 10th-level cleric.

Holy Smite (Sp): A crypt guardian can use *holy smite* at will. Caster level 10th; Will save DC 17. The save DC is Charisma-based.

Deathless Traits: A crypt warden is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save, except for energy drain attacks, effects that also work on objects, and harmless effects. It is not subject to critical hits, nonlethal damage, ability drain, or death from massive damage. It is not subject to Strength, Dexterity, or Constitution damage. A crypt warden cannot be raised or resurrected. A crypt warden has darkvision (60-foot range).

ELADRIN

Eladrins are chaotic good celestials, distant cousins to the neutral good guardinals and lawful good archons. The ranks of the eladrins include the bralani and ghaele, which are described in the *Monster Manual*. Rules for making a ghaele character are also presented in *Savage Species*.

Like all celestials, eladrins are advocates of good throughout the planes and staunch enemies of fiends. Their favorite causes include opposition to organized evil and tyrannical regimes, as well as combating the influence of devils.

Eladrins are no less beautiful than other celestials, but have a fey, somewhat wild look in comparison, for example, to the stately beauty of the archons.

Combat

Of all celestials, eladrins might be the most ready to enter combat, for their ire is easily provoked whenever they witness injustice or oppression. Their chaotic bent also makes them somewhat unpredictable, though they can at least be relied upon to avoid any evil act. Unlike archons, however, they are not preoccupied with avoiding even the appearance of evil.

Immunities: Eladrins are immune to electricity and petrification.

Energy Resistance (Ex): Eladrins have resistance to acid 10 and cold 10.

Tongues (Su): Eladrins can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level cleric. This ability is always active.

COURE

Tiny Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 2d8+2 (11 hp)

Initiative: +7

Speed: 20 ft. (4 squares), fly 60 ft. (perfect)

Armor Class: 23 (+2 size, +7 Dex, +4 natural), touch 18, flat-footed 15

Base Attack/Grapple: +2/–8

Attack: Tiny dagger +11 melee (1d2–2)

Full Attack: Tiny dagger +11 melee (1d2–2)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: Alternate form, eladrin subtype, immunity to electricity and petrification, magic circle against evil, resistance to acid 10 and cold 10, tongues

Saves: Fort +4 (+8 against poison), Ref +10, Will +3

Abilities: Str 6, Dex 24, Con 12, Int 12, Wis 10, Cha 14

Skills: Concentration +6, Diplomacy +9, Escape Artist +12, Hide +24, Knowledge (the planes) +6, Listen +5, Move



Silently +16, Sense Motive +5, Spot +5, Survival +0 (+2 on other planes), Use Rope +7 (+9 bindings)

Feats: Weapon Finesse

Environment: Olympian Glades of Arborea

Organization: Solitary, pair, or squad (3–6)

Challenge Rating: 2

Treasure: Standard

Alignment: Always chaotic good

Advancement: 3–6 HD (Small)

Level Adjustment: +5

This sprightly creature appears as a tiny, slender elf clad in bright apparel with unruly, glistening hair and long, gossamer wings that trail from its shoulders.

The smallest of the eladrins, the spritlike coures embody carefree wandering, celebrating life as a joyous dance. They often serve more powerful beings as messengers and scouts, provided those they serve can tolerate their erratic humor and near endless pranks. Coures exist to laugh. They prefer a star-filled night in the open to any other time or place, preferring to reveal their pranks and dance only in their own faerie light.

Coure eladrins appear in a variety of improbable colors and are fond of wearing bright apparel of questionable taste. A coure can also assume the shape of an incorporeal ball of light at will.

Coures stand 2 feet tall and weigh 20 pounds. They speak Celestial and Common.

Combat

Coures avoid physical combat, knowing that their small frames and tiny weapons are no match for many larger foes. Unless directly confronting minor evil outsiders such as imps, coures see combat as a prompt to seek out and befriend larger and more powerful celestials.

Any weapons a coure wields are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*dancing lights*, *detect evil*, *detect magic*, *faerie fire*; 3/day—*magic missile*, *sleep* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Alternate Form (Su): A coure can assume the form of an incorporeal ball of light at will. This transformation counts as a standard action. In this form, the coure can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. In this form, the coure has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A coure in this form can pass through solid objects, but not force effects, at will. While incorporeal, its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. In this form, a

coure always moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, the coure sheds light if it wishes, providing illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the coure can perform once per round.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds the coure, as the *magic circle against evil* spell cast by an 8th-level sorcerer. (The defensive benefits of the circle are not included in the statistics above.)

Skills: Coures have a +4 racial bonus on Hide and Move Silently checks (included in the statistics above).

Firre

FIRRE

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 8d8+8 (44 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 90 ft. (perfect)

Armor Class: 24 (+2 Dex, +12 natural), touch 12, flat-footed 22

Base Attack/Grapple: +8/+13

Attack: +3 greatsword +16 melee (2d6+10/19–20) or slam +13 melee (1d6+7 and 1d6 fire) or +5 javelin +15 ranged (1d6+10)

Full Attack: +3 greatsword +16/+11 melee (2d6+10/19–20) or slam +13/+8 melee (1d6+7 and 1d6 fire) or +5 javelin +15/+10 ranged (1d6+10)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gaze, spell-like abilities, spells

Special Qualities: Alternate form, damage reduction 10/cold iron or evil, eladrin subtype, immunities, magic circle against evil, outsider traits, resistance to acid 10 and cold 10, song, spell resistance 27

Saves: Fort +7 (+11 against poison), Ref +8, Will +9

Abilities: Str 20, Dex 14, Con 12, Int 17, Wis 16, Cha 18

Skills: Bluff +11, Concentration +11, Diplomacy +11, Disguise +9 (+11 acting), Intimidate +6, Knowledge (the planes) +8, Perform (any one) +12, Sense Motive +8, Spellcraft +9, Survival +3 (+5 on other planes)

Feats: Flyby Attack, Improved Initiative, Skill Focus (Perform [selected skill])

Environment: Olympian Glades of Arborea

Organization: Solitary or troupe (2–5)

Challenge Rating: 10

Treasure: No coins; double goods; standard items

Alignment: Always chaotic good

Advancement: 9–16 HD (Medium); 17–24 HD (Large)

Level Adjustment: +10

The creature resembles a red-haired elf with brightly glowing eyes that hold flickering, dancing flames.



The firre (pronounced FEER) eladrins love nothing more than an evening spent dancing and singing around the campfire, but such frivolity masks their serious purpose as guardians of artistry and beauty. Devotees of all things precious and lovely, firres take up arms to protect works of art and the artists that create them. They're the mostly widely traveled of the eladrins, going far and wide to hear a noted bard, gaze at a particular dazzling sunset, or witness a finely acting drama.

Firres can also transform themselves at will into crackling, 8-foot-tall pillars of fire.

A firre stands about 6 feet tall and weighs 150 pounds. Firres speak Celestial, Common, Draconic, and Infernal.

Combat

Firres seek to disrupt a battle with their wide array of spells and spell-like abilities before a fight can begin in earnest. When possible, they protect any innocents and precious items in the vicinity from harm before turning their attention to the enemy. When they do fight, they maneuver as pillars of fire, then transform into humanoid form to use their gaze and spell attacks, and finally wade into combat with their +3 greatswords or throw their +5 javelins (most firres carry four).

A firre's natural weapons, as well as any weapons it wields, are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Gaze (Su): In humanoid form, the firre can gaze at a target within 60 feet and cause it to burst into flames. The gaze deals 2d6 points of fire damage and causes blindness (as the blindness/deafness spell). A successful DC 18 Fortitude save negates the blindness. The DC is Charisma-based.

Spell-Like Abilities: At will—detect thoughts (DC 16), fireball (DC 17), greater invisibility, persistent image (DC 19), polymorph, see invisibility, wall of fire; 1/day—prismatic spray (DC 21). Caster level 10th. The save DCs are Charisma-based.

Spells: A firre in humanoid form casts divine spells from the cleric list and the Chaos, Fire, Good, and Magic domains as a 12th-level cleric.

Typical Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; save DC 13 + spell level): 0—detect magic, detect poison, guidance, mending, read magic, resistance; 1st—bless, detect evil, divine favor, sanctuary, ray of hope, shield of faith; 2nd—align weapon, bear's endurance, eagle's splendor, hold person, resist energy; 3rd—continual flame, dispel magic, invisibility purge, prayer, searing light; 4th—dimensional

anchor, dismissal, tongues; 5th—break enchantment, dispel evil, flame strike; 6th—greater dispel magic, heal.

Alternate Form (Su): A firre can shift between its humanoid and fiery forms as a standard action. In humanoid form, it cannot fly or use its fiery slam attacks, but it can use its haze attack and spell-like abilities, make weapon attacks, sing, and cast spells. In the form of a pillar of fire, it can fly, make slam attacks, and use spell-like abilities, but cannot sing, cast spells, or use its gaze attack.

A firre remains in one form until it chooses to take the other form. A change in form cannot be dispelled, nor does a firre revert to any particular form when killed. A true seeing spell reveals both forms simultaneously.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds firres, as the spell cast by an 8th-level sorcerer. (The defensive benefits of the circle are not included in the statistics above.)

Song (Su): A firre has a captivating voice and can use bardic music just as a bard can, inspiring courage, fascinating, inspiring competence, or giving suggestions to those who hear it (see Bardic Music in Chapter 3 of the Player's Handbook). Unlike a bard, however, a firre can sing as often as it likes.



SHIRADI

Large Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 12d8+60 (114 hp)

Initiative: +3

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armor Class: 26 (–1 size, +3 Dex, +14 natural), touch 13, flat-footed 23

Base Attack/Grapple: +12/+23

Attack: Huge +1 holy spiked chain +19 melee (2d6+11 plus 2d6 holy) or +18 melee (2d6+10 plus lightshard strike)

Full Attack: Huge +1 holy spiked chain +19/+14/+9 melee (2d6+11 plus 2d6 holy) or +18/+13/+8 melee (2d6+10 plus lightshard strike)

Space/Reach: 10 ft./10 ft. (20 ft. with spiked chain)

Special Attacks: Lightshard strike, spell-like abilities

Special Qualities: Alternate form, damage reduction 10/cold iron or evil, enchantment awareness, eladrin subtype, immunity to electricity and petrification, protective aura, resistance to acid 10 and cold 10, spell resistance 30, tongues

Saves: Fort +13 (+17 against poison), Ref +11, Will +11

Abilities: Str 24, Dex 16, Con 20, Int 16, Wis 16, Cha 22

Skills: Concentration +20, Diplomacy +23, Gather

Information +23, Heal +18, Intimidate +21, Knowledge (local) +10, Knowledge (the planes) +18, Knowledge (religion) +11, Listen +18, Perform (any one) +21, Sense Motive +28, Spot +18, Survival +3 (+5 on other planes)

Feats: Combat Expertise, Combat Reflexes, Consecrate Spell-Like Ability, Exotic Weapon Proficiency (spiked chain), Improved Trip

Environment: Olympian Glades of Arborea

Organization: Solitary

Challenge Rating: 14

Treasure: No coins; double goods; standard items

Alignment: Always chaotic good

Advancement: 13–18 HD (Large); 19–36 HD (Huge)

Level Adjustment: +12

Standing 11 feet tall, this heavily muscled, statuesque figure has gleaming bronze skin, wild black hair that seemingly moves of its own accord, pointed ears with serrated lobes, and piercing black eyes. Its features are bold and striking, and its twin bronze wings shine brightly even in faint light. In its hands, it clutches a great spiked chain.

Shiradis battle for freedom across the planes, helping the oppressed, deceived, and less fortunate wherever they travel. They are in some ways the most morally flexible of all celestials, believing that all creatures are free to act as they see fit as long as their actions do not in turn impinge on the freedoms of others.

Although they often act on impulse, shiradis fight tirelessly on the side of good, seeking out those conflicts and areas where good creatures cannot act or think freely.

A shiradi exhibits none of the elflike frailty of other eladrins. In addition to its statuesque humanoid form, it can take the form of a swirling cloud of golden, triangular shards of light.

Shiradis weigh 400 pounds and speak Celestial, Common, Draconic, and Infernal.

Combat

Shiradi eladrins do not lightly engage in combat, but when moved to strike against injustice, they attack with unflinching courage and devotion. In the first few rounds of combat, shiradis try to keep their foes within the usually superior reach of their mighty spiked chains while casting beneficial spells such as *divine favor* and *bless weapon*. In this manner, they try to take advantage of their reach and multiple attacks of opportunity. Their creative and individualistic nature makes shiradis inventive tacticians, and they use their abilities to surprise foes whenever possible.

Any weapons a shiradi eladrin wields are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Lightshard Strike (Su): A shiradi that assumes the form of a cloud of light shards can slam an opponent for 2d6 points of damage. The slam is treated as a ghost touch attack for purposes of hitting incorporeal creatures. In addition, the light shards also act as a *greater dispel magic* spell targeted upon the creature (caster level 12th).

Spell-Like Abilities: At will—*aid*, *bless*, *bless weapon*, *detect poison*, *detect undead*, *greater dispel magic*, *divine favor*, *remove curse*

(DC 19), *remove fear* (DC 17), *remove paralysis* (DC 18); 3/day—*break enchantment*, *holy smite* (DC 20), *restoration* (DC 20); 1/day—*cloak of chaos* (DC 24), *heal* (DC 22). Caster level 12th. The save DCs are Charisma-based. Shiradis gain a +10 sacred bonus on caster level checks made to dispel Enchantment spells or effects when using *greater dispel magic* or *break enchantment*.

The following spell-like abilities are always active on the shiradi: *blessed sight**, *discern lies* (DC 20), and *see invisibility*. Caster level 14th.

*New spell described in Chapter 6 of this book.

Alternate Form (Su): A shiradi can shift between its humanoid and “cloud of light shards” forms as a standard action. In humanoid form, it cannot use its slam attack, but it can fly and use its spell-like abilities and its weapons. In cloud form, it can fly, make slam attacks, and use spell-like abilities, but it cannot use its weapons.

A shiradi remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the shiradi revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Enchantment Awareness (Su): Shiradis are automatically aware of Enchantment effects affecting creatures within 20 feet.

Protective Aura (Su): As a free action, a shiradi can surround itself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a cleric whose level equal to the shiradi's Hit Dice.

Skills: Shiradis get a +10 racial bonus on Sense Motive checks.

TULANI

Medium Outsider (Chaotic, Eladrin, Extraplanar, Good)

Hit Dice: 18d8+108 (189 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 90 ft. (perfect)

Armor Class: 36 (+6 Dex, +20 natural), touch 16, flat-footed 30

Base Attack/Grapple: +18/+23

Attack: +4 brilliant energy holy longsword +27 melee (1d8+9/19–20 plus 2d6 holy) or dream ray +24 ranged touch (1d6 Cha)

Full Attack: +4 brilliant energy holy longsword +27/+22/+17/+12 melee (1d8+9/19–20 plus 2d6 holy) or dream ray +24 ranged touch (1d6 Cha)

Special Attacks: Dream ray, gaze, spell-like abilities, sword of light

Special Qualities: Acid and cold resistance 10, alternate form, bardic music, eladrin subtype, damage reduction 15/cold iron or unholy, protective aura, spell resistance 30, tongues, +4 racial bonus on saves against poison

Saves: Fort +17 (+21 against poison), Ref +17, Will +18

Abilities: Str 20, Dex 22, Con 22, Int 24, Wis 24, Cha 26

Skills: Bluff +29, Concentration +27, Diplomacy +33, Disguise +8 (+10 acting), Gather Information +31, Hide +27, Intimidate +31, Knowledge (arcana) +17, Knowledge (local) +28, Knowledge (nature) +18, Knowledge (the planes) +28, Listen +28, Move Silently +27, Perform (any one) +29, Sense Motive +28, Sleight of Hand +8, Spellcraft +30, Spot +28,

Survival +7 (+9 in aboveground natural environments or on other planes)

Feats: Dodge, Improved Initiative, Mobility, Purify Spell-Like Ability, Spring Attack, Power Attack, Words of Creation

Environment: Olympian Glades of Arborea

Organization: Solitary or court (1 tulani plus 3–12 coures, 2–8 firres, and 1–4 ghaeles, with a 50% chance of 1–6 bralanis or 1 shiradi)

Challenge Rating: 18

Treasure: Double standard

Alignment: Always chaotic good

Advancement: 19–36 HD (Large); 37–54 HD (Huge)

Level Adjustment: +10

The being resembles a tall, stately elven noble dressed in shimmering robes of shifting color. It has pure, yellow-gold skin and bright purple eyes.

The tulanis, the ancient faerie lords of the eladrin, roam seeking peace, beauty, and solitude. These great beings favor peace, though the plights of good creatures can move them to fight evil. When stirred to battle, the beautiful tulanis can shatter entire armies of evil, wielding glowing swords of light and cascades of lightning.

Tulanis exude unearthly beauty and grace; their voices are living music, and their faces shine with purity and beauty. The most reclusive of the eladrins, tulanis rarely stray from the forests of the outer planes unless in answer to a dire summons. The tulanis, and through them all eladrins, answer to the Queen of Stars, the greatest of their kind.

Tulanis speak Auran, Celestial, Common, Draconic, Elven, Infernal, and Sylvan. They stand 6 feet tall and weigh 150 pounds.

Combat

Inventive tacticians and powerful spellcasters, the tulanis react well in both large engagements and small skirmishes. The reclusive tulanis are often underestimated by their foes. They use *dispel magic* to strip protections away from mortal foes, then shower them in repeated castings of their powerful *chain lightning*. Against fiends and other creatures resistant to lightning, the tulanis fight mobile battles combining their spell-like abilities and use of the Spring Attack feat.

A tulani's natural weapons, as well as any weapons it wields, are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

A tulani's alternate form is that of a 4-foot-radius scintillating sphere of rainbow-hued light.

Dream Ray (Su): In globe form, a tulani can fire a coruscating ray of light with a range of 300 feet. The ray deals 1d6 points of temporary Charisma damage with a successful hit. Any nonevil creature reduced to 0 Charisma by the dream ray falls into a dream-filled coma. An evil creature reduced to 0 Charisma falls into a nightmare-wracked coma and takes 1d10 points of damage plus an additional 1d10 points of damage per hour spent in the comatose state. A creature awakens from its coma if its Charisma is raised to 1 or higher. This is a mind-affecting effect.

Gaze (Su): Slay evil creatures of 5 HD or fewer, range 60 feet, Will DC 27 negates. The DC is Charisma-based.

Spell-Like Abilities: At will—*chain lightning* (DC 29) (damage increased by one-half as if affected by the Empower Spell metamagic feat), *mass charm monster* (DC 31), *cure serious wounds* (DC 26), *dancing lights*, *detect thoughts* (DC 25), *dispel magic*, *divine favor*, *haste* (DC 26), *greater invisibility* (DC 27), *major image* (DC 26), *polymorph any object* (DC 31), *righteous smite**(DC 30), *greater teleport* (self and 50 pounds of gear only), *telekinesis* (DC 28), *wall of force*; 1/day—heal (DC 29), *meteor swarm* (DC 32), *power word kill*, *time stop*. Caster level 18th. The save DCs are Charisma-based.

The following abilities are always active on the tulani's person, as the spells cast by an 18th-level sorcerer: *blessed sight**, *detect law*, *detect magic*, *magic circle against evil* (20-foot radius), and *true seeing*. These abilities may be dispelled, but the tulani can reactivate them as a free action.

*New spell described in Chapter 6 of this book.

Sword of Light (Su): A tulani can create a +4 brilliant energy holy longsword at will as a free action. If the tulani dies or loses physical contact with the sword, the sword disappears instantly.

Alternate Form (Su): A tulani can shift between its humanoid and globe forms as a standard action. In humanoid form, it cannot fly or use its dream rays, but it can use its gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, it can fly, use its dream rays, and use spell-like abilities, but it cannot cast spells or use its gaze attack. The globe form is incorporeal, and a tulani has no Strength score while in that form. While incorporeal, a tulani can be harmed only by other incorporeal creatures, +1 or better magic weapons (though its damage reduction still applies as well), and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

A tulani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the tulani revert to any particular form when killed. A *true seeing* spell, however, reveals both forms simultaneously.

Bardic Music: Tulanis use the bardic music ability as 18th-level bards. Tulanis can use or maintain concentration on one such ability per round as a free action, requiring no instrument other than their unearthly voices.

Protective Aura (Su): As a free action, a tulani can surround itself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a lesser globe of invulnerability, both as cast by a cleric whose level equal to the tulani's Hit Dice.

GUARDINAL

Guardinals are the native outsiders of Elysium, the living embodiment of goodness. Guardinals are one of seven varieties: the avoral and leonal described in the *Monster Manual*, the cervidal and lupinal detailed in the *Monster Manual II*, and the varieties described here: the lowly musteval, the equinal, and the mighty ursinal.

The guardinals are staunch opponents of evil wherever it is found. Left untroubled on their home plane, guardinals are as peaceful as Elysium itself, roaming its magnificent landscapes in small bands of companions. When evil threatens their home, however, the guardinals are as fierce as any archon, and numerous guardinals leave Elysium on righteous crusades to fight evil on the Material Plane or other realms.

Guardinals combine the features of handsome, noble humans and equally noble animals. Individuals vary in the degree to which the animal features dominate—some cervidals, for example, look like satyrs, while others seem almost human except for the curling horns on their heads. Guardinals who dwell on the Beastlands are the most animalistic, often moving about on all fours (which most other guardinals consider undignified).

Combat

Guardinals vary widely in their combat ability, from the small and weak mustevals to the mighty leonals. Ursinals are the real spellcasters of the guardinals, while lupinals value stealth and ambush. All guardinals prefer to subdue and incapacitate if necessary, but they readily kill evil outsiders, and other evil creatures if necessary.

Energy Resistance (Ex): Guardinals have resistance to acid 10 and cold 10.

Immunities: Guardinals are immune to electricity and petrification. They have a +4 racial bonus on saves against poison.

Speak with Animals (Sp): Guardinals can mentally communicate with animals as a free action. This works exactly like *Speak with Animals* as cast by an 8th-level druid but does not require sound.

Tongues (Su): Guardinals can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level cleric. This ability is always active.

EQUINAL

Large Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 6d8+18 (31 hp)

Initiative: +0

Speed: 60 ft. (12 squares)

Armor Class: 20 (-1 size, +11 natural), touch 9, flat-footed 20

Base Attack/Grapple: +6/+15

Attack: Slam +10 melee (1d8+5)

Full Attack: 2 slams +10 melee (1d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, whinny

Special Qualities: Damage reduction 10/evil or silver, guardinal subtype, immunity to electricity and petrification, lay

on hands, resistance to acid 10 and cold 10, *speak with animals*, spell resistance 18, *tongues*

Saves: Fort +8 (+12 against poison), Ref +5, Will +7

Abilities: Str 20, Dex 11, Con 16, Int 13, Wis 15, Cha 15

Skills: Balance +2, Concentration +12, Diplomacy +4, Hide +5, Jump +14, Knowledge (the planes) +10, Knowledge (religion) +10, Listen +11, Sense Motive +11, Spot +11, Survival +11 (+13 on other planes), Tumble +2

Feats: Improved Overrun, Improved Sunder, Power Attack, Run^B

Environment: Blessed Fields of Elysium

Organization: Solitary or band (2–12)

Challenge Rating: 6

Treasure: No coins; double goods; standard items

Alignment: Always neutral good

Advancement: 7–9 HD (Large); 10–18

HD (Huge)

Level Adjustment: +7

This creature resembles a human with some of the qualities of a draft horse. Its chest and shoulders are of heroic proportion, and its long arms end in thick, iron-hard fingers that make a creditable hoof when curled into a fist. Its legs are even more horselike, with a long foot ending in a true hoof. Its lower limbs are covered with short, bristly hair, and its face is long and narrow, with a long, wild mane running from the crest of its head down to the center of its back.

Along with cervidals, equinals are the most common guardinals. They are strong, boisterous, and generally good-natured champions of good.

Equinals stand just shy of 8 feet tall, but their chests are like barrels and they weigh 600 pounds or more. They speak Celestial and Common.

Equinal



Combat

In combat, equinals disdain the use of weapons and wade into melee with their iron-hard fists.

They embrace any reasonable opportunity to stand hoof-to-toe with evil creatures and beat them senseless. They never

back down from a fight, even when obviously outmatched.

An equinal's natural weapons, as well as any weapons it wields, are treated as having the good alignment for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid* (DC 14), *command* (DC 13), *detect evil*, *detect magic*, *dimension door* (DC 16), *dispel magic*, *fog cloud*, *light*, *magic circle against evil* (self only), *magic missile*,

and *see invisibility*; 1/day—slow (DC 15) and *wall of stone* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Whinny (Su): Once per hour, as a free action, an equinal can emit a piercing shriek that affects all nonguardinals in a 20-foot spread. Creatures with 4 HD or fewer are stunned for 1d6 rounds, while creatures with more than 4 HD are deafened for 1d6 rounds. A successful DC 16 Fortitude save negates either effect. This is a sonic effect. The save DC is Constitution-based.

Speak with Animals (Sp): An equinal can mentally communicate with animals as a free action. This works exactly like *Speak with Animals* as cast by an 8th-level druid but does not require sound.

Lay on Hands (Su): This works just like the paladin's ability, but the equinal can heal as much damage per day as its own undamaged hit point total.

MUSTEVAL

Tiny Outsider

(Extraplanar,
Good, Guardinal)

Hit Dice: 2d8+2

(11 hp)

Initiative: +4

Speed: 30 ft. (6 squares),
burrow 10 ft.

Armor Class: 20 (+2 size, +4
Dex, +4 natural), touch 16, flat-
footed 16

Base Attack/Grapple: +2/−8

Attack: Bite +8 melee (1d3−2)

Full Attack: Bite +8 melee (1d3−2)

Space/Reach: 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: Immunity to
electricity and petrification, focused movement,
resistance to acid 10 and cold 10, tongues

Saves: Fort +4 (+8 against poison), Ref +7, Will +5

Abilities: Str 7, Dex 18, Con 12, Int 11, Wis 14, Cha 13

Skills: Balance +7, Climb +7, Escape Artist +9, Hide +17, Jump
+0, Listen +7, Move Silently +9, Sleight of Hand +9, Survival
+7, Tumble +6, Use Rope +4 (+6 bindings)

Feats: Weapon Finesse

Environment: Blessed Fields of Elysium

Organization: Solitary or squad (2–6)

Challenge Rating: 2

Treasure: No coins; double goods; standard items

Alignment: Always neutral good

Advancement: 3 HD (Tiny); 4–6 HD (Small)

Level Adjustment: +5

This slim humanoid creature has the elongated snout, tufted ears, and furtive eyes of a ferret. It has slender limbs, white fur covering its body, and pink eyes.

Although the least powerful of the guardinals, mustevals nevertheless are unstinting foes against evil. They serve greater celestials as spies, and they often aid humanoid heroes by delivering information about powerful evil creatures. They are the only guardinal variety not represented among the Five Companions of Talisid, the Celestial Lion, and harbor some resentment over that fact, which they regard as a simple oversight bound to be corrected very soon.

Mustevals are agile and seldom remain still for long. Clever use of their *change self* ability usually keeps their animalistic features concealed when dealing with other creatures.

Mustevals stand 2 feet tall and weigh 30 pounds. They speak Celestial.

Combat

In combat, mustevals remain in constant motion, combining their focused movement and *magic missile* abilities to good effect.

A musteval's natural weapons, as well as any weapons it wields, are treated as having the good alignment for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*detect evil*, *detect magic*, *disguise self*, *magic missile*, *protection from evil* (self only) and *see invisibility*; 1/day—*invisibility* (DC 13). Caster level

3rd. The save DCs are Charisma-based.

Focused Movement: When moving, a musteval can take a move action and a standard action at any point during the move. The musteval cannot take a second move action during a round when it uses its focused movement ability. Mustevals almost always use this ability to move before and after using a spell-like ability during combat.

Skills: Mustevals have good claws for climbing and sharp hearing. They receive a +4 racial bonus on Climb and Listen checks.

URSINAL

Large Outsider (Extraplanar, Good, Guardinal)

Hit Dice: 10d8+30 (75 hp)

Initiative: +2

Speed: 30 ft. (6 squares)



Musteval

Armor Class: 24 (−1 size, +2 Dex, +13 natural), touch 11, flat-footed 22

Base Attack/Grapple: +10/+18

Attack: Claw +13 melee (1d8+4)

Full Attack: 2 claws +13 melee (1d8+4) and bite +8 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, spells, spell-like abilities

Special Qualities: Damage reduction 10/evil or silver, immunity to electricity and petrification, lay on hands, resistance to acid 10 and cold 10, *Speak with animals*, spell resistance 22, tongues, uncanny dodge

Saves: Fort +10 (+14 against poison), Ref +9, Will +10

Abilities: Str 19, Dex 14, Con 17, Int 18, Wis 17, Cha 18

Skills: Concentration +16, Diplomacy +19, Heal +16, Intimidate +17, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Profession (any one) +16, Search +17, Sense Motive +16, Spellcraft +19, Spot +16, Survival +3 (+5 on other planes)

Feats: Combat Casting, Purify Spell, Spell Focus (Enchantment), Spell Penetration

Environment: Blessed Fields of Elysium

Organization: Solitary or pair

Challenge Rating: 10

Treasure: No coins; double goods; standard items

Alignment: Always neutral good

Advancement: 11–15 HD (Large); 16–30 HD (Huge)

Level Adjustment: +8

This large biped has distinctive bearlike attributes. Its body is covered with fur that varies in color from light gold to red to golden-brown. The hair grows thick and long on its forearms, back, and lower legs but thin and fine on its torso and face. Its face, which has a pronounced muzzle and high-set ears, bears a kind expression.

Ursinals are the scholars and philosophers of the guardinals, benevolent and wise. They serve as advisors to the leonals and record-keepers of Elysium. They enjoy sharing their knowledge, often at great length with endless digressions.

Ursinals stand just over 8 feet tall and weigh close to 700 pounds. They speak Abyssal, Celestial, Common, Draconic, and Infernal.

Combat

Ursinals dislike combat and avoid physical confrontations as long as possible. They are as fierce once they enter melee as any dire bear, but they prefer to use their spell ability to break off combat before it gets started.

An ursinal's natural weapons, as well as any weapons it wields, are treated as having the good alignment for the purpose of overcoming damage reduction.

Improved Grab (Ex): If an ursinal hits an opponent that is at least one size category smaller than itself with a claw attack, it deals normal lethal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Thereafter, the ursinal has the option to conduct the grapple normally, or simply use one claw to hold the opponent (−20 penalty on grapple check, but the ursinal is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw damage.

Spells: An ursinal casts spells as a 12th-level wizard. They favor Divination and Enchantment spells, as well as those that mislead or confuse opponents rather than deal damage.

Typical Spells Prepared (4/5/5/5/4/3/2; save DC 14 + spell level; Enchantment save DC 15 + spell level): 0—*daze*, *detect poison*, *flare*, *light*; 1st—*charm person*, *color spray*, *eyes of the avoral**, *feather fall*, *hypnotism*; 2nd—*glitterdust*, *invisibility*, *locate object*, *touch of idiocy*, *yoke of mercy**; 3rd—*clairaudience*/*clairvoyance*, *daylight*, *elation**, *healing touch*, *suggestion*; 4th—*celestial brilliance**, *confusion*, *radiant fog**, *scrying*; 5th—*dismissal*, *Purified wall of fire*, *teleport*; 6th—*mass suggestion*, *wages of sin**.

*New spell described in Chapter 6 of this book.

Spell-Like Abilities: At will—*aid*, *daylight*, *deep slumber* (DC 17), *detect evil*, *detect magic*, *detect thoughts* (DC 16), *dimension door*, *dispel magic*, *hold monster* (DC 19), *magic circle against evil* (self only), *magic missile*, *polymorph*, see *invisibility*, *solid fog*; 3/day—*heal* (DC 20), *neutralize poison*, *remove disease*; 1/day—*holy word* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Lay on Hands (Su): This works just like the paladin's ability, but the ursinal can heal as much damage per day as its own undamaged hit point total.

Speak with Animals (Sp): Equinals can mentally communicate with animals as a free action. This works exactly like *Speak with animals* as cast by an 8th-level druid but does not require sound.

Uncanny Dodge (Ex): While on Elysium, ursinals can react to danger before their senses would normally allow them to do so. They retain their Dexterity bonuses to Armor Class even when caught flat-footed. They lose this ability on other planes.



Ursinal

Ursinal

	Winged Elephant Form Small Outsider (Extraplanar, Good)	Winged Mastodon Form Large Outsider (Extraplanar, Good)
Hit Dice:	6d8+6 (33 hp)	6d8+6 (33 hp)
Initiative:	+1	+1
Speed:	30 ft. (6 squares), fly 60 ft. (good)	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	24 (+1 size, +1 Dex, +9 natural, +3 deflection), touch 15, flat-footed 23	28 (-1 size, +1 Dex, +15 natural), touch 10, flat-footed 24
Base Attack/Grapple:	+6/+2	+6/+16
Attack:	Gore +7 melee (1d3)	Slam +11 melee (1d8+6)
Full Attack:	2 gores +7 melee (1d3)	2 slams +11 melee (1d8+6) and gore +6 melee (2d6+3)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Psionics, spell-like abilities, <i>summon celestial</i> , trumpet	Psionics, spell-like abilities, <i>summon celestial</i> , trumpet
Special Qualities:	Alternate form, damage reduction 10/cold iron or evil, immunity to, disease and poison, invulnerability, spell resistance 18 (22 against evil spells and spells cast by evil outsiders), telepathy	Alternate form, damage reduction 10/cold iron or evil, immunity to disease and poison, spell resistance 18 (22 against evil spells and spells cast by evil outsiders), telepathy
Saves:	Fort +6, Ref +6, Will +9	Fort +6, Ref +6, Will +9
Abilities:	Str 10, Dex 13, Con 12, Int 17, Wis 18, Cha 17	Str 22, Dex 13, Con 12, Int 17, Wis 18, Cha 17
Skills:	Concentration +10, Diplomacy +14, Heal +13, Hide +14, Knowledge (the planes) +12, Listen +13, Move Silently +10, Search +12, Sense Motive +13, Spellcraft +12, Spot +13	Concentration +10, Diplomacy +14, Heal +13, Hide +6, Knowledge (the planes) +12, Listen +13, Move Silently +10, Search +12, Sense Motive +13, Spellcraft +12, Spot +13, Survival +4 (+6 on other planes)
Feats:	Combat Casting, Exalted Spell Resistance, Improved Initiative	Combat Casting, Exalted Spell Resistance, Improved Initiative
Environment:	Wilderness of the Beastlands	Wilderness of the Beastlands
Organization:	Solitary or family (2-4)	Solitary or family (2-4)
Challenge Rating:	8	8
Treasure:	None	None
Alignment:	Always neutral good	Always neutral good
Advancement:	By character class	By character class
Level Adjustment:	+9	+9

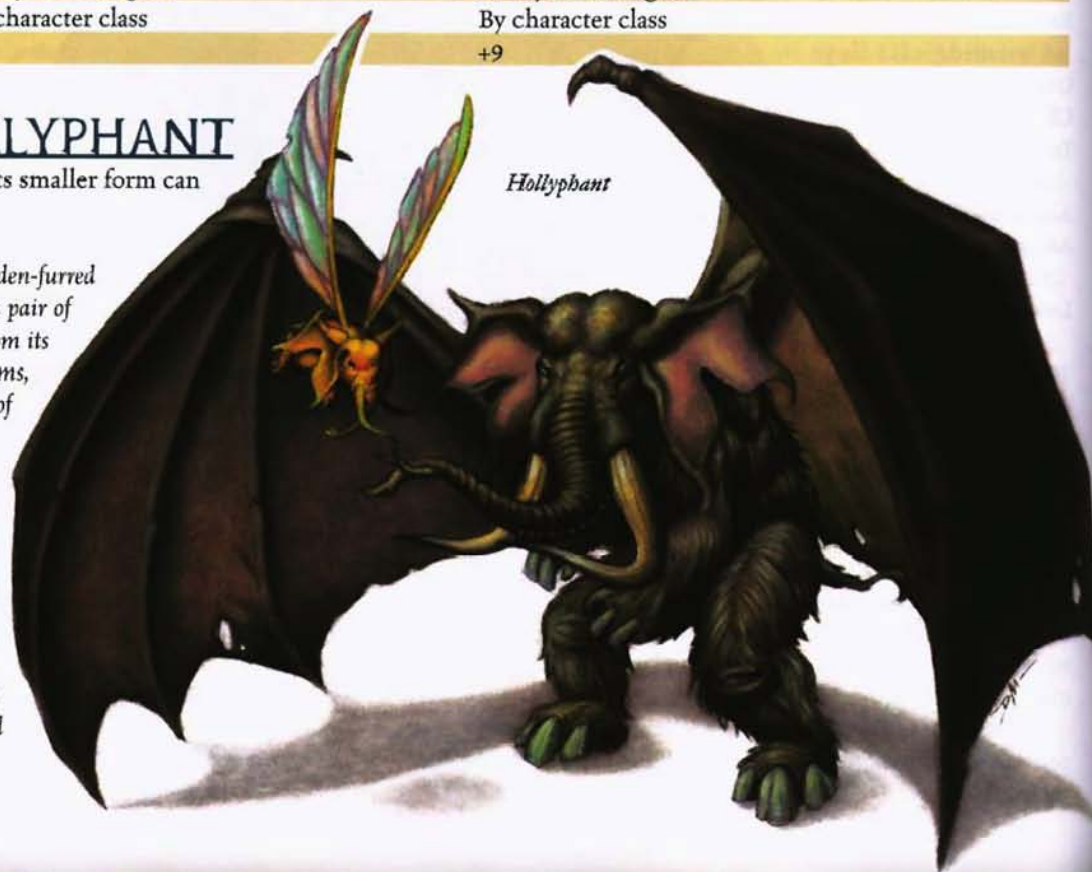
HOLLYPHANT

A hollyphant has two forms. Its smaller form can be described as follows:

This creature looks like a small, golden-furred elephant about 2 feet long, with a pair of shining white wings sprouting from its back. Its coat shimmers and gleams, and its eyes dance with a rainbow of colors.

The hollyphant's larger form can be described as follows:

Immense leathery wings sprout from the broad shoulders of this bipedal mastodon. It has bright eyes, shaggy black fur covering most of its great bulk, and curved tusks like gleaming scimitars.



Hollyphants are servants of the powers of good, found throughout the Upper Planes on missions for such exalted deities as Chaav and Lastai. They act as messengers and helpers for any good deity, carry messages to mortals, and help celestial agents in their tasks. Their harmless, even comical appearance has proven the downfall of many evil creatures that grossly underestimate their significant magical and psionic power.

A hollyphant has two forms—a Large bipedal mammoth with curved tusks and a small golden-furred elephant. In its Large form, the hollyphant stands 12 feet tall and weighs 1,200 pounds. In its Small form, the hollyphant measures 2 feet long and weighs 60 pounds. A hollyphant communicates telepathically.

Combat

Hollyphants make frequent use of their *blessed sight* to discern evil creatures and either harass them, attack them itself, or alert more powerful celestials to their location. They avoid physical confrontation because of their small size, but have a wide range of spell-like, supernatural, and psionic abilities to defend themselves.

Psionics (Sp): At will—*blessed sight**, *detect chaos*, *detect law*, *detect poison*, *detect thoughts* (DC 15), *invisibility*, *know direction*, *see invisibility*, and *suggestion* (DC 16). These effects are as the spells cast by a 6th-level sorcerer (save DCs, where applicable, are 13 + spell level). The save DCs for these abilities are based on Charisma.

*New spell described in Chapter 6 of this book.

Summon Celestial (Sp): Once per day, a hollyphant can attempt to summon another hollyphant, an asura, or an avoral guardinal with a 45% chance of success. The summoned creature automatically returns whence it came after 1 hour. A hollyphant that has just been summoned cannot use its own summon ability for 1 hour.

Trumpet (Su): Three times per day, a hollyphant can issue a blast of sound through its trunk, choosing one of the following effects each time:

- A 60-foot cone-shaped burst of sound forces creatures in its area to make a DC 14 Fortitude save or take 2d10 points of

sonic damage and be stunned for 2 rounds. Creatures that make a successful save take 1d10 points of sonic damage and are stunned for 1 round. This DC is Constitution-based.

- A 30-foot cone-shaped burst of sun sparkles. These motes of holy power deal 8d8 points of damage to evil outsiders, undead, and any other creature vulnerable to holy water. A successful DC 16 Fortitude save reduces the damage by half. This DC is Charisma-based.

Alternate Form (Su): A hollyphant can shift between its Small and Large forms as a standard action. In Large form, it loses the benefits of its invulnerability ability (see below) but gains the advantages of its new size and strength.

A hollyphant remains in one form until it chooses to assume the other form. A change in form cannot be dispelled, nor does the hollyphant revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Invulnerability (Su): A Small hollyphant's shimmering coat protects it as a continuous globe of invulnerability, but only the hollyphant is warded. In Large form, the hollyphant loses this ability.

Spell-Like Abilities: At will—*bless*, *light*, *greater teleport* (self and up to 20 pounds of objects only); 3/day—*cure moderate wounds* (DC 15), *protection from evil*; 1/day—*banishment* (DC 19), *flame strike* (DC 18), *heal* (DC 19), *raise dead*. Caster level 15th. The save DCs are Charisma-based.

Telepathy (Su): A hollyphant can communicate telepathically with any creature within 60 feet that has a language.



Three-headed
leskylor

LESKYLOR

This great tigerlike feline has snowy-white fur with bands of pale blue, icy-blue eyes that flicker with intelligence, and white-feathered wings. Its pearly white claws and teeth are long and razor-sharp.

Leskylors are intelligent creatures native to Eronia, the second layer of Elysium, which is characterized by sharp-toothed mountains, great windstorms, and extreme weather conditions. Leskylors generally hibernate in cool caves during the hot summers and emerge to hunt and ply the winds in the bitter-cold winters. They protect mountainous regions and forests from

	Leskylor Large Magical Beast	Three-Headed Leskylor Large Magical Beast
Hit Dice:	6d10+18 (51 hp)	10d10+50 (105 hp)
Initiative:	+4	+4
Speed:	40 ft. (8 squares), fly 80 ft. (average)	40 ft. (8 squares), fly 80 ft. (average)
Armor Class:	19 (-1 size, +10 natural), touch 9, flat-footed 19	21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+6/+16	+10/+20
Attack:	Claw +11 melee (1d8+6)	Claw +15 melee (1d8+6)
Full Attack:	2 claws +11 melee (1d8+6) and Bite +6 melee (2d6+3)	2 claws +15 melee (1d8+6) and 3 bites +15 melee (2d6+3)
Space/Reach:	10 ft./10 ft.	10 ft./10 ft.
Special Attacks:	Frost breath, improved grab, pounce, rake, spell-like abilities	Frost breath, improved grab, pounce, rake, spell-like abilities
Special Qualities:	Darkvision 60 ft., immunity to cold, spell-like abilities	Darkvision 90 ft., immunity to cold, spell-like abilities
Saves:	Fort +8, Ref +5, Will +3	Fort +12, Ref +7, Will +4
Abilities:	Str 22, Dex 11, Con 17, Int 15, Wis 13, Cha 14	Str 22, Dex 11, Con 21, Int 15, Wis 13, Cha 14
Skills:	Hide +2, Listen +7, Move Silently +6, Search +8, Spot +7, Swim +12	Hide +5, Listen +14, Move Silently +9, Search +14, Spot +14, Swim +14
Feats:	Flyby Attack, Improved Initiative, Touch of Golden Ice	Combat Reflexes, Flyby Attack, Improved Initiative, Multiattack ^B , Improved Multiattack ^B , Touch of Golden Ice
Environment:	Blessed Fields of Elysium	Blessed Fields of Elysium
Organization:	Solitary or pair	Solitary
Challenge Rating:	7	10
Treasure:	Standard	Standard
Alignment:	Usually neutral good	Usually neutral good
Advancement:	7–18 HD (Large); 19–36 HD (Huge)	11–22 HD (Large); 23–40 HD (Huge)
Level Adjustment:	+6	+9

evil. Though solitary by nature, they sometimes ally themselves with crusaders for good, often agreeing to serve as mounts or companions.

Leskylors are nearly 10 feet long, have a 30-foot wingspan, and weigh 700 pounds. They speak their own language as well as Celestial and Draconic.

Combat

When it spots an evil creature in its protected domain, the leskylor takes to the air, often hiding within the clouds until an opportune moment to strike presents itself. Unless the intruder is already known to it, the leskylor usually makes a single warning pass indicating its intention to rid the area of its presence. If the creature makes no effort to leave the area or stands its ground, the leskylor swoops in for the kill. The leskylor uses its frost breath first, then strikes with its claws and bite.

Frost Breath (Su): Cone-shaped burst of frost, 30 feet long, three times per day; damage 3d6; Reflex half DC 16.

Pounce (Ex): If a leskylor charges a foe, it can make a full attack, including two rake attacks.

rake(ex) Attack bonus +11 melee, damage 1d8+3.

spell-like abilities: 1/day—*blessed sight*^{*}, *cause fear* (DC 12), *cure moderate wounds* (DC 13), *eyes of the avoral*, *hold person* (DC 13), *obscuring mist*, *vision of heaven*^{*}. Caster level 6th. The save dc is wisdom-based.

^{*}New spell described in Chapter 6 of this book.

Improved Grab (Ex): To use this ability, the leskylor must hit with a claw or bite attack. If it wins the grapple check, it establishes a hold and can rake.

Three-Headed Leskylor

This creature has the multiheaded creature template, as presented in *Savage Species*.

Frost Breath (Su): The extra heads have breath weapons (3d6 damage; Reflex save DC 17). All three breath weapons activate on the same round but can aim in different directions.

Multiple Heads: Having multiple heads also makes the leskylor more able to survive otherwise lethal attacks; for example, a *vorpal sword* would have to remove all three heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as the leskylor) with a slashing weapon and dealing damage equal to the leskylor's original hit point total divided by 3 (the original number of heads). The attacker must declare an attack against the neck before making the roll. The severed head dies, and a natural reflex seals the neck shut to prevent blood loss. The leskylor can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

Bonus Feats: The three-headed leskylor gains the bonus feats Multiattack and Improved Multiattack from the multi-

headed creature template. The Improved Multiattack feat, introduced in *Savage Species*, removes the penalty on attack rolls for secondary attacks made with natural weapons.

MOON DOG

Medium Outsider (Extraplanar, Good)

Hit Dice: 9d8+9 (49 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armor Class: 20 (+2 Dex, +7 natural, +1 deflection), touch 13, flat-footed 18

Base Attack/Grapple: +9/+12

Attack: Bite +12 melee (1d8+4)

Full Attack: Bite +12 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Feats: Alertness, Dodge, Exalted Spell Resistance, Improved Initiative

Environment: Blessed Fields of Elysium

Organization: Solitary or pack (2–8)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral good

Advancement: 10–13 HD (Medium); 14–27 HD (Large)

Level Adjustment: +8

This man-sized mastiff strongly resembles a wolf hound with a shaggy, deep-black coat. It bears some striking humanlike characteristics, including front paws with opposable digits. Its haunting eyes resemble lustrous obsidian orbs.

Often confused with the baleful yeth hound, the moon dog might be considered that creature's good counterpart—a native of Elysium and champion of good. A moon dog is roughly the size of a large man on all fours. Its front paws have some limited capacity for manipulation, and a moon dog can stand and even walk (at half speed) on its hind legs in order to make use of the forepaws.

Moon dogs speak Celestial, Common, and Infernal, but they prefer to communicate telepathically.

Combat

Moon dogs are potent fighters and relentless in their pursuit of evil. They use their howl ability as soon as evil foes are within range, then use their vicious bite in melee.

Bark (Su): When a moon dog barks, as a standard action, it creates a *dispel evil* effect as cast by a 12th-level cleric. The save DC is Charisma-based.

Bay (Su): A moon dog can bay as a standard action. Its baying has the effect of a

fear spell cast by a 12th-level sorcerer (Will save DC 17), but it affects only evil creatures within an 80-foot radius of the moon dog. A creature that makes a successful Will save is immune to that particular moon dog's baying for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Howl (Su): When a moon dog howls, evil creatures within 40 feet of the moon dog take 1d4+4 points of damage per round, in addition to the fear effect of its baying. Evil extraplanar creatures within 40 feet of a howling moon dog are targeted by a *dismissal* effect as cast by a 12th-level caster. If more than one moon dog is howling within 40 feet of such a creature, the creature receives only one saving throw, and the effective caster level of



Moon dog

Special Attacks: Bark, bay, howl, soothing ministrations, spell-like abilities, whine

Special Qualities: Damage reduction 10/cold iron or evil, improved evasion, keen senses, luck, scent, shadow pattern, speak with canines, spell resistance 23 (27 against evil spells and spells cast by evil outsiders), telepathy

Saves: Fort +9, Ref +10, Will +11

Abilities: Str 16, Dex 15, Con 12, Int 15, Wis 16, Cha 17

Skills: Balance +4, Concentration +13, Diplomacy +17, Hide +18, Intimidate +15, Jump +15, Knowledge (the planes) +14, Listen +17, Move Silently +18, Sense Motive +15, Spot +17, Survival +3 (+5 on other planes), Tumble +4

the dismissal effect is increased by +2 for each additional moon dog beyond the first.

Soothing Ministrations (Su): By licking a wound, a moon dog can create any of the following effects, one time each per individual per day: cure light wounds, remove disease, and slow poison. The moon dog's caster level is 12th.

Spell-Like Abilities: Always active—arcane sight, blessed sight[®], detect snares and pits, see invisibility; at will—astral projection (self only), dancing lights, darkness, ethereal jaunt, fog cloud, greater invisibility (DC 17), light, nondetection (DC 16); 3/day—change self, mirror image; 1/day—greater shadow conjuration (DC 20). Caster level 12th. The save DCs are Charisma-based.

*New spell described in Chapter 6 of this book.

Whine (Su): A moon dog can whine as a standard action to automatically dispel any illusion effect within 50 feet.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a moon dog takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Keen Senses (Ex): A moon dog sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 60 feet.

Luck (Su): A moon dog receives a +2 luck bonus on all saving throws (reflected in the statistics above).

Scent (Ex): A moon dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Shadow Pattern (Su): When in shadowy light, a moon dog can move itself and manipulate the shadows around itself to create a special shadow pattern. Creating the pattern is a full-round action, and the pattern lasts only as long as the moon dog concentrates to maintain it, plus an additional 2 rounds. The pattern emanates in a 50-foot radius around the moon dog. Evil creatures within this effect are fascinated as though by a hypnotic pattern spell (Will save DC 17) cast by a 10th-level sorcerer. Good creatures within the effect are warded by a protection from evil effect and a remove fear effect for the duration of the pattern. The save DC for the hypnotic pattern effect is Charisma-based.

Speak with Canines (Sp): A moon dog can use speak with animals (as cast by a 12th-level druid) to communicate with any canine animal, including dogs and wolves. This ability functions at will.

Telepathy (Su): A moon dog can communicate telepathically with any creature within 50 feet that has a language.

Skills: A moon dog receives a +4 racial bonus on Hide and Move Silently checks.

Medium Construct (Extraplanar)

Hit Dice: 8d10+10 (54 hp)

Initiative: +7

Speed: 60 ft.

Armor Class: 20 (+3 Dex, +7 deflection), touch 20, flat-footed 17

Base Attack/Grapple: +6/+6

Attack: Slam +7 melee (1d6 plus 1d6 energy/19-20)

Full Attack: 2 slams +7 melee (1d6 plus 1d6 energy/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blinding radiance, consuming brilliance, searing burst

Special Qualities: Construct traits, damage reduction 10/adamantine, energy halo, fast healing 5, immunity to electricity and fire, spell resistance 18

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 11, Dex 16, Con —, Int 9, Wis 10, Cha 11

Skills: Spot +11

Feats: Improved Critical (slam), Improved Initiative, Weapon Focus (slam)

Environment: Blessed Fields of Elysium

Organization: Solitary or band (2–6)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral good

Advancement: 9–24 HD (Medium)

Level Adjustment: +9



This gaunt humanoid creature has blue skin and tall white hair. A slender torso joins two graceful arms, powerful legs, and a noble head. This form is obscured, however, by the incredible amounts of radiant energy emanating from the creature.

Like a star brought to ground, a quesar shines with blinding light that sears through evil creatures. Quesars are constructs crafted by angels, originally intended to serve as guardians over celestial treasures. In their benevolence, the angels gave their creations minds and free will, and the quesars refused to serve as slaves. Now they are independent—an isolated society of artificial life who still serve as mighty allies to the forces of good.

Quesars stand 6 feet tall and weight 160 pounds. They speak Celestial.

Combat

A quesar's most dangerous weapon is the energy that suffuses its frame. Though they never use weapons, quesars can disrupt flesh and bone with a simple touch, and their energy halo is a powerful manifestation of their terrifying might.

Blinding Radiance (Su): At will, a quesar can increase the brightness of its energy halo so that it radiates brilliant light to a radius of 120 feet (and shadowy illumination to 240 feet). Any

creature within this radius must make a DC 14 Fortitude save or be blinded for 1d10 rounds. The save DC is Charisma-based. Creatures with light sensitivity take double the normal penalties in this brilliant light.

Consuming Brilliance (Su): Three times per day, a qesar can create an instantaneous burst of energy so intense that it reduces all creatures and objects within 15 feet to a trace of fine dust, dealing 22d6 points of damage, as the *disintegrate* spell. A successful DC 14 Fortitude save means the creature resists disintegration, instead taking 5d6 points of damage. The save DC is based on Charisma.

Searing Burst (Su): After a qesar has had blinding radiance active for at least 1 round, it can increase its intensity still more, creating an instantaneous burst of searing energy similar in effect to a *sunburst* spell. All creatures within 30 feet of the qesar take 6d6 points of damage (Reflex save DC 14 for half). A qesar can use a searing burst 6 times per day. The save DC is based on Charisma.

Construct Traits: A qesar has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Energy Halo (Su): At all times, a qesar is surrounded by a radiant glow that sheds bright light to a radius of 20 feet and shadowy illumination to 40 feet.

Fast Healing (Ex): A qesar regains lost hit points at the rate of 5 per round as long as it is in daylight (including spells such as *daylight* and *celestial brilliance*, but not its own energy halo). It continues regaining hit points even when destroyed, as long as it remains in daylight. Fast healing does not allow the qesar to regrow or reattach lost body parts.

RHEK

This hulking humanoid combines the features of a human and a rhinoceros. Gleaming armor covers its leathery, pale-gray hide, and a great black horn juts from the middle of its forehead. Clutching a wicked halberd, it fixes its beady black eyes on you, as if to discern your intentions.

Although they reside on Arcadia, rheks are not native to that plane. They originally hail from somewhere on the Material Plane and were brought willingly to Arcadia by powerful members of a planar faction called the Harmonium. The rheks first appeared on Arcadia shortly after Menaus, formerly the third layer of Arcadia, dissolved and became one with the plane of

Mechanus. The rheks were helped to restore order in the wake of this cataclysmic event.

Rheks strive for harmony and perfection. They try to impose order upon a chaotic multiverse, doing their best to crush evil wherever they find it. They are meticulous in seeing that everything is kept in its proper place, and they have a low tolerance for unpredictable beings. They enforce order through violence, but they are not bloodthirsty.

Rheks stand 7 feet tall and weigh 350 pounds. They speak Common and their own language.

Rhek
chaosgrinder

Combat

Highly organized and well coordinated, rheks charge into battle with their horns lowered. Once in melee, they wade through the enemy, swinging their halberds and using their Power Attack and Resounding Blow feats.

Powerful Charge (Ex): A rhek typically begins a battle by charging at an opponent, lowering its head to bring its mighty horn into play. In addition to the normal benefits and hazards of a charge, this allows the rhek to make a single gore attack that deals double damage (2d8+8 points).

Smite Chaos (Su): Three times per day, the rhek can make a normal attack with a +2 bonus that deals an additional 5 points of damage against a chaotic foe.

Detect Chaos (Sp): A rhek can detect chaos three times per day, as the spell cast by a 5th-level cleric.

Instant Stability (Su): Rheks have redundant internal organs and rapidly congealing blood. They automatically stabilize when reduced to -1 to -9 hp; however, they still die when reduced to -10 hp.

Rhek Chaosgrinder

The rhek chaosgrinder is a highly focused rhek soldier trained in hand-to-hand combat. It uses its Improved Overrun feat to wade into combat, then unloads with a flurry of blows. Its gore attack deals 1d4 points of additional holy damage (instead of 1 point, as noted) against evil outsiders and evil undead because of the Sanctify Natural Attack feat.

Flurry of Blows (Ex): The rhek chaosgrinder may make a full attack unarmed and gain an extra attack at +14/+14/+9/+4.

Ki Strike (Su): A rhek chaosgrinder's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Unarmed Strike: The rhek chaosgrinder gains Improved Unarmed Strike as a bonus feat.

	Rhek Medium Monstrous Humanoid (Extraplanar)	Rhek Chaosgrinder (Monk 8) Medium Monstrous Humanoid (Extraplanar)
Hit Dice:	5d8+20 (42 hp)	5d8+20 plus 8d8+32 (110 hp)
Initiative:	+0	+0
Speed:	20 ft. in banded mail (4 squares); 30 ft. base	50 ft. (10 squares)
Armor Class:	23 (+7 natural, +6 masterwork banded mail), touch 10, flat-footed 23	25 (+1 Dex, +3 Wis, +1 monk, +7 natural, +2 bracers of armor, +1 deflection), touch 15, flat-footed 24
Base Attack/Grapple:	+5/+9	+11/+15
Attack:	Gore +9 melee (1d8+4)	Gore +15 melee (1d8+4 plus 1 holy) or unarmed strike +15 melee (1d10+4)
Full Attack:	Masterwork halberd +6 melee (1d10+4/x3) and gore +1 melee (1d8+2)	Unarmed strike +15/+10/+5 melee (1d10+4) and gore +10 melee (1d8+2 plus 1 holy); or unarmed flurry of blows +14/+14/+9/+4 melee (1d10+4) and gore +9 melee (1d8+2 plus 1 holy)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Powerful charge 2d8+8, smite chaos	Flurry of blows, ki strike (magic), powerful charge 2d8+8, smite chaos, unarmed strike
Special Qualities:	Detect chaos, darkvision 60 ft., instant stability	Detect chaos, darkvision 60 ft., evasion, instant stability, purity of body, slow fall, still mind, wholeness of body
Saves:	Fort +8, Ref +4, Will +3	Fort +14, Ref +10, Will +10 (+12 against enchantments)
Abilities:	Str 19, Dex 10, Con 19, Int 10, Wis 15, Cha 15	Str 19, Dex 12, Con 19, Int 10, Wis 17, Cha 15
Skills:	Intimidate +9, Listen +5, Search +3, Spot +5	Balance +3, Diplomacy +10, Intimidate +9, Jump +14, Listen +14, Search +3, Spot +14, Tumble +9
Feats:	Power Attack, Resounding Blow	Improved Grapple ^B , Improved Overrun, Improved Trip ^B , Improved Unarmed Strike ^B , Power Attack, Quell the Profane, Resounding Blow, Sanctify Natural Attack (gore)
Environment:	Peaceable Kingdoms of Arcadia	Peaceable Kingdoms of Arcadia
Organization:	Solitary, patrol (2–5), regiment (6–24 plus 1 6th-level sergeant) or battalion (25–48 plus 1d4 6th-level sergeants, plus 1 8th-level commander)	Solitary or pair
Challenge Rating:	4	12
Treasure:	Standard	Standard
Alignment:	Always lawful good	Always lawful good
Advancement:	6–8 HD (Medium); 9–16 HD (Large)	By character class
Level Adjustment:	+3	+3

Evasion (Ex): If the rhek chaosgrinder is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Fast Movement (Ex): Rhek chaosgrinders gain a +20 ft. enhancement bonus to their speed.

Purity of Body (Ex): A rhek chaosgrinder is immune to all diseases except for supernatural and magical diseases.

Slow Fall (Ex): When within arm's reach of a wall, a rhek chaosgrinder may treat the fall as if it were 40 feet shorter than it actually is.

Still Mind (Ex): A rhek chaosgrinder gains a +2 bonus on saving throws against spells and effects from the school of enchantment (already included in the above statistics).

Wholeness of Body (Su): A rhek chaosgrinder can cure its own wounds. It can cure up to 16 hp each day, and it can spread this healing out among several uses.

Possessions: Bracers of armor +2, ring of protection +1, gloves of Dexterity +2.

SACRED WATCHER

Medium Deathless (Augmented Humanoid)

Hit Dice: 5d12 (32 hp)

Initiative: +5

Speed: Fly 30 ft. (perfect) (6 squares)

Armor Class: 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11, or 21 (+1 Dex, +8 full plate, +2 large shield), touch 11, flat-footed 20

Base Attack/Grapple: +5/+8

Attack: Incorporeal touch +6 melee (1d6 and positive energy), or masterwork bastard sword +10 melee (1d10+4/19–20), or masterwork shortbow +7 ranged (1d6/×3)

Full Attack: Incorporeal touch +6 melee (1d6 and positive energy), or masterwork bastard sword +10 melee (1d10+4/19–20), or masterwork shortbow +7 ranged (1d6/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks:

Manifestation, positive energy touch

Special Qualities: Deathless, incorporeal, rejuvenation, +4 turn resistance, ward

Saves: Fort +4, Ref +2, Will +2

Abilities: Str 16, Dex 13, Con —, Int 10, Wis 12, Cha 12

Skills: Climb +11, Hide +9, Listen +11, Ride +9, Search +8, Spot +11

Feats: Blind-Fight^B, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative^B, Power Attack^B, Weapon Focus (bastard sword)

Environment: Any

Organization: Solitary, gang (2–4), or mob (7–12)

Challenge Rating: 7

Treasure: None

Alignment: Any good

Advancement: By character class

Level Adjustment: +5

When a character of great virtue dies while another person is in her care, she sometimes clings to a form of life as a sacred watcher. Not undead but deathless, a sacred watcher is very similar to a ghost. Rather than haunting the place of her death or otherwise harassing the living, however, a sacred guardian continues to watch over her ward until someone else can assume that responsibility.

Normally, a sacred watcher exists on the Ethereal Plane, where she can still watch over her ward but remain mostly out of sight. When the need arises, she can partially manifest on the Material Plane, enough to have some effect on her surroundings while remaining incorporeal. On the Ethereal Plane, a sacred watcher looks much as she did in life, except that she is surrounded with a softly glowing nimbus of silvery light. When manifested, she appears insubstantial and translucent, as though formed completely out of her silvery radiance.

This example uses a 5th-level human fighter as the base creature—in fact, a very similar fighter to the one used as the example for the ghost template in the *Monster Manual*.

Creating a Sacred Watcher

“Sacred watcher” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant of good alignment (referred to hereafter as the “base creature”).

Size and Type: The creature's type changes to “deathless.” Size is unchanged.

Hit Dice: All current and future hit dice become d12s.

Speed: Sacred watchers have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters. When the sacred watcher manifests (see below) its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: The sacred watcher retains all the attacks of the base creature, although those relying on physical contact do not affect non ethereal creatures.

Full Attack: The sacred watcher retains all the attacks of the base creature, although those relying on physical contact do not affect non ethereal creatures.

Damage: Against ethereal creatures, a sacred watcher uses the base creature's damage ratings. Against non ethereal creatures, the sacred watcher usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: The sacred watcher retains all the special attacks of the base creature, although those relying on physical contact do not affect non ethereal creatures. The sacred watcher also gains a manifestation ability plus 1 to 3 other special attacks described below. Saves have a DC of 10 + 1/2 sacred watcher's HD + sacred watcher's Charisma modifier unless noted otherwise.

Manifestation (Su): Every sacred watcher has this ability. A sacred watcher dwells on the Ethereal Plane and as an ethereal creature, it cannot affect or be affected by anything in the material world. When a sacred watcher manifests it partly enters the Material plane and becomes visible but incorporeal on the Material plane. The manifested sacred watcher can be harmed only by other incorporeal creatures, +1 or better magic weapons,

Sacred watcher



or magic, with a 50% chance to ignore any damage from a corporeal source. The manifested sacred watcher can pass through solid objects at will, and its own attacks pass through armor. The manifested sacred watcher can always move silently.

A manifested sacred watcher can strike with its touch attack or a ghost touch weapon. If it has a weapon with at least a +1 enhancement bonus, it can use this weapon against material creatures, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magical weapons can fail to harm the ghost). A manifested sacred watcher remains partially on the Ethereal Plane, where it is not incorporeal. Opponents on either the Material or Ethereal planes can attack a manifested sacred watcher. The sacred watcher's incorporeality helps protect it from foes on the Material plane, but not against foes on the Ethereal plane.

When a spellcasting sacred watcher is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting sacred watcher manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested sacred watcher's touch spells don't work on material targets.

A sacred watcher has two home planes, the Material and the Ethereal, and it is not considered extraplanar on either plane.

Positive Energy Touch (Su): A sacred watcher can make a hit with an incorporeal touch attack to infuse a target with positive energy. Undead foes (even incorporeal ones) take an additional 2d8+5 points of damage. The sacred watcher can channel this positive energy into living creatures as well, healing up to 2d8+5 points of damage. The sacred watcher can control its positive energy enough to avoid healing living foes (dealing only the base damage). This power can be used up to five times per day.

Special Qualities: A sacred watcher has all the special qualities of the base creature and those listed below, and gains the deathless type.

Rejuvenation (Su): In most cases, it's difficult to destroy a sacred watcher through simple combat. The "destroyed" spirit often restores itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A sacred watcher that would otherwise be destroyed returns to its mission with a successful level check (1d20 + sacred watcher's level or HD) against DC 16. As a rule, the only way to conclusively end a sacred watcher's existence is to ensure it fulfills the purpose that sustains it.

Turn Resistance (Ex): A sacred watcher has +4 turn resistance.

Ward (Su): A sacred watcher is constantly aware of her ward's precise location and status: whether he is unharmed, wounded, disabled, staggered, unconscious, dying, dead, and so on. She can move instantly to her ward's location as though using *greater teleport*, except that this ability allows her to cross planar boundaries. She can only transport herself and up to 50 pounds of ethereal objects. She can also scry on her ward at will (as though she had cast *scrying*), with no saving throw allowed and success guaranteed.

Abilities: Same as the base creature, except that the sacred watcher has no Constitution score, and its Charisma score increases by +4.

Skills: Sacred watchers receive a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Any good.

Level Adjustment: Same as the base creature +5.

SAINT

Medium Outsider (Augmented Humanoid, Native)

Hit Dice: 7d10+14 (57 hp)

Initiative: -1

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

Armor Class: 23 (-1 Dex, +9 +1 full plate, +2 heavy steel shield, +3 insight), touch 12, flat-footed 23

Base Attack/Grapple: +7/+9

Attack: +1 longsword +11 melee (1d8+3/17-20 plus holy); or masterwork composite longbow (+2 Str bonus) with +1 arrows +8 ranged (1d8+3/x3)

Full Attack: +1 longsword +11/+6 melee (1d8+3/17-20 plus holy); or masterwork composite longbow (+2 Str bonus) with +1 arrows +8/+3 ranged (1d8+3/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Holy power, holy touch, smite evil 2/day, spells, turn undead

Special Qualities: Aura of courage, damage reduction 5/magic, *detect evil*, divine grace, fast healing 3, immunity to acid, cold, disease, electricity, and petrification, keen vision, lay on hands, protective aura, *remove disease*, resistance to fire 10, special mount, tongues

Saves: Fort +11 (+15 against poison), Ref +5, Will +8

Abilities: Str 14, Dex 8, Con 14, Int 10, Wis 16, Cha 19

Skills: Concentration +12, Heal +13, Ride +9

Feats: Gift of Grace, Hands of a Healer, Improved Critical (longsword), Weapon Focus (longsword)

Environment: Any

Organization: Solitary

Challenge Rating: 9

Treasure: As NPC

Alignment: Lawful good

Advancement: By character class

Level Adjustment: +2

Mortal by birth, celestial by virtue: a saint is the epitome of exalted mortal nature. When a living creature lives her entire life as an exemplar of the principles of good, she may become a saint. See Sainthood in Chapter 2 for more information about the process of sanctification.

A saint looks no different than she did before achieving sanctification, though she is surrounded by a palpable aura of holiness that sometimes (though not always) takes visible form in her protective aura of light.

This example uses a 7th-level human paladin as the base creature.

Combat

This saint is a model of warrior virtue, fighting fairly, offering quarter, and defending the cause of good to the death.

Holy Power (Su): The save DCs of any and all of the saint's special attacks, including spells as well as spell-like, supernatural, and extraordinary abilities, increase by +2.

Holy Touch (Su): A saint's entire being is suffused with holy power, which likewise flows into any weapon the saint wields. A saint's melee attacks with any weapon (or unarmed) deal an additional 1d6 points of holy damage against evil creatures, and 1d8 points against evil undead and evil outsiders. Any evil creature that strikes a saint with a natural weapon takes holy damage as if hit by the saint's attack.

Smite Evil (Su): +4 to attack roll, +7 to damage.

Turn Undead (Su): As a 4th-level cleric.



Saint

Paladin's Mount: Heavy Warhorse, Large Magical Beast (Augmented Animal); HD 6d8+18; hp 45; Init +1; Spd 50 ft.; AC 14 (touch 10, flat-footed 13); Base Atk +6; Grp +14; Atk +6/+6 melee (1d6+4, two hooves) and +1 melee (1d4+2, bite); Space/Reach 10 ft./5 ft.; SQ Empathic link, improved evasion, scent, share saving throws, share spells; SV Fort +8, Ref +6, Will +3; Str 18, Dex 13, Con 17, Int 6, Wis 13, Cha 6. Skills: Listen +7, Spot +7.

Creating a Saint

"Saint" is an acquired template that can be added to any living creature of good alignment that is not an outsider or an elemental (referred to hereafter as the "base creature"). See Sainthood in Chapter 2 for more information about becoming a saint.

Size and Type: The creature's type changes to "outsider." The saint has the native subtype. Size is unchanged.

Armor Class:

A saint gains an insight bonus to AC equal to the character's Wisdom bonus.

Special Attacks: A saint retains all the character's special attacks and gains those listed below.

Holy Power (Su): The save DCs of any and all of the saint's special attacks, including spells as well as spell-like, supernatural, and extraordinary abilities, increase by +2.

Holy Touch (Su): A saint's entire being is suffused with holy power, which likewise flows into any weapon the saint wields. A saint's melee attacks with any weapon (or unarmed) deal an additional 1d6 points of holy damage against evil creatures, and 1d8 points against evil undead and evil outsiders. Any

evil creature that strikes a saint with a natural weapon takes holy damage as if hit by the saint's attack.

Spell-Like Abilities: At will—guidance, resistance, virtue, and bless. A saint's caster level is equal to its Hit Die total. The save DCs are Charisma-based.

Special Qualities: A saint retains all the character's special qualities and gains those listed below, as well as the outsider type.

Damage Reduction (Ex): Saints gain damage reduction according to their Hit Dice (including character level).

Aura of Courage (Su): Immune to fear, allies within 10 feet gain +4 morale bonus on saves against fear.

Detect Evil (Sp): At will.

Divine Grace (Su): Applies Charisma modifier as a bonus to all saving throws (included in the statistics above.)

Lay on Hands (Su): Cure 42 points of damage per day.

Remove Disease (Sp): Once per week.

Special Mount (Sp): Summon mount 1/day, duration 14 hours.

Paladin Spells Prepared: 1st—bless weapon, lantern light.

HD	Damage Reduction
1-3	—
4-7	5/magic
8-11	5/evil
12+	10/evil

If the base creature already has damage reduction, use the better value.

Fast Healing (Ex): Each round, a saint heals damage equal to half of its Hit Dice (including character levels, to a maximum of 10 points healed). If the base creature already has fast healing, use the better value.

Immunities (Ex): A saint is immune to acid, cold, electricity, and petrification attacks.

Keen Vision (Ex): Saints have low-light vision and 60-foot dark-vision.

Protective Aura (Su): As a free action, a saint can surround herself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a lesser globe of invulnerability, both as cast by a cleric whose level equal to the saint's Hit Dice.

Resistances (Ex): Saints have resistance to fire 10 and receive a +4 racial bonus on Fortitude saves against poison.

Tongues (Su): A saint can speak with any creature that has a language, as though using a *tongues* spell cast by a 14th-level cleric. This ability is always active.

Abilities: Modify the base creature as follows: Con +2, Wis +2, Cha +4.

Challenge Rating: Same as the base creature +2.

Level Adjustment: Same as the base creature +2.

SANCTIFIED CREATURE

When an evil creature is subjected to a *sanctify the wicked* spell, it gives up special qualities, attacks, and abilities that are inherently evil in exchange for more benevolent powers. The sanctified creature's appearance does not change to suit its new outlook, nor does it immediately find acceptance among other good creatures. For this reason, many sanctified creatures choose to have their form magically altered so that their good intentions and eager pursuit of repentance are not obscured by their vile appearance.

Many sanctified creatures feel a burning desire to purge their past evil deeds by performing selfless acts and heroic deeds. They pursue their newfound dedication to good with the zeal of an archon. Some strive to destroy evil where they find it, while others try to persuade other evil creatures to seek similar enlightenment. With their outlook having changed to good, many sanctified creatures feel compelled to take up arms to protect the good and the innocent. Sometimes they join with celestials and good-aligned adventurers to fight evil head-on.

A sanctified creature that reverts to evil, deliberately or not, loses all benefits of this template. Essentially, it is restored to its state prior to becoming a sanctified creature.

Sample Sanctified Creature
Sanctified Young Red Dragon
Large Dragon (Fire)
Hit Dice: 10d12+30 (95 hp)
Initiative: +4

Speed: 40 ft. (8 squares), fly 150 ft. (poor)

Armor Class: 18 (-1 size +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +10/+19

Attack: Bite +14 melee (2d6+5) or light ray +14 ranged touch (5d6 against evil foes)

Full Attack: Bite +14 melee (2d6+5) and 2 claws +10 melee (1d8+2) and 2 wings +10 (1d6+2) and tail slap (1d8+8); or light ray +14 ranged touch (5d6 against evil foes)

Space/Reach: 10 ft./5 ft. (10 ft. with bite)

Special Attacks: Breath weapon, light ray

Special Qualities: Aura of menace, blindsense 60 ft., dark-vision 120 ft., immunity to fire, low-light vision, magic circle against evil, spell resistance 23, tongues, vulnerability to cold

Saves: Fort +10, Ref +7, Will +8

Abilities: Str 21, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Skills: Bluff +14, Diplomacy +18, Disguise +1 (+3 acting),

Intimidate +16, Listen +16, Search +14, Sense Motive +14, Spot, +16, Survival +1 (+3 following tracks)

Feats: Alertness, Hover, Improved Initiative, Weapon Focus (claw)

Environment: Warm mountains

Organization: Solitary or clutch (2-5)

Challenge Rating: 6

Treasure: Triple standard

Alignment: Usually chaotic good

Advancement: By age category or character class

Level Adjustment: +7

A sanctified red dragon looks virtually identical in form from its evil kin, except its eyes glow like pools of golden radiance, and it keeps itself neatly groomed. Once a selfish, greedy creature, now it pursues higher goals, striving to help others and defeat evil.

Combat

The sanctified red dragon's natural weapons, and any weapons it wields, are considered good weapons for purpose of overcoming damage reduction.

Breath Weapon (Su): 40-ft. cone, 4d10 fire, Reflex save DC 18.

Light Ray (Su): Once per round, as a standard action, the sanctified red dragon can fire a ray of searing light from its eyes. The ray is treated as a ranged touch attack and has a maximum range of 60 feet. Against evil creatures, the ray deals 5d6 points of damage. The light has no harmful effect on nonevil creatures.

Aura of Menace (Su): A righteous aura surrounds the sanctified red dragon. Any hostile creature within a 20-foot radius of it must make a DC 20 Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for one day or until they successfully hit the sanctified red dragon. A creature that has resisted or broken the effect cannot be affected again by this sanctified red dragon's aura for one day.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds the sanctified red dragon, as the *magic circle against evil* spell. Caster level 10th.

Tongues (Su): The very young red dragon can speak with any creature that has a language, as though using a *tongues* spell cast by 10th-level sorcerer. This ability is always active.

Creating an Sanctified Creature

"Sanctified creature" is an acquired template that can be added to any evil creature except for outsiders with the evil subtype (referred to hereafter as "base creature"). The sanctified creature retains its creature type. Outsiders gain the good subtype and lose any of the following subtypes: baatezu (devil), tanar'ri (demon), and yugoloth. If the base creature had the fiendish creature template, it loses the template and all special attacks and special qualities granted by the template. It uses all the base creature's statistics or special abilities except as noted here.

Attacks: The sanctified creature retains all of its natural weapons and attack bonuses. A sanctified creature's natural weapons, and any weapons it wields, are considered good weapons for purpose of overcoming damage reduction.

Special Attacks: The sanctified creature loses all of its preexisting supernatural and spell-like abilities, but retains its extraordinary abilities. It also gains the light ray special ability (described below).

Light Ray (Su): Once per round, as a standard action, the sanctified creature can fire a ray of light from its eyes or hand. The ray is treated as a ranged touch attack and has a maximum range of 60 feet. Against evil creatures, the ray deals 1d6 points of

damage per 2 HD of the sanctified creature (maximum 10d6). The light has no harmful effect on nonevil creatures.

Special Qualities: The sanctified creature loses all of its preexisting supernatural and spell-like abilities, but retains its extraordinary abilities. If the base creature has damage reduction that can be bypassed with good weapons, the sanctified creature's damage reduction changes so that evil weapons bypass it instead.

A sanctified creature also gains the following special qualities:

Aura of Menace (Su): A righteous aura surrounds the sanctified creature. Any hostile creature within a 20-foot radius of the sanctified creature must make a Will save (DC 10 + 1/2 the sanctified creature's Hit Dice + the sanctified creature's Cha modifier) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for one day or until they successfully hit the sanctified creature that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that sanctified creature's aura for one day.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds the sanctified creature, as the *magic circle against evil* spell (caster level equals the sanctified creature's Hit Dice, maximum 14th).

Tongues (Su): A sanctified creature can speak with any creature that has a language, as though using a *tongues* spell (caster level equals the sanctified creature's Hit Dice, maximum 14th). This ability is always active.

Feats: The sanctified creature loses any vile feats the base creature possessed (see the *Book of Vile Darkness*). It does not get to replace these feats with new ones. However, if it has the good subtype, it gains access to exalted feats.

Environment: Same as base creature, although the plane of residence usually changes to a good-aligned outer plane.

Challenge Rating: Same as base creature +1.

Alignment: Always good. The sanctified creature's chaos/law axis does not change.

Level Adjustment: Same as base creature +2.



Sanctified red dragon

SWARM, DIVINE WRATH

When Kord, the deity of strength, wanted to punish Ezyk the barbarian king for an ignoble defeat on the field of battle, he sent a swarm of bronze locusts to burn down Ezyk's stronghold and devour the king's sons, ensuring the end of Ezyk's bloodline. When Thassel Tallstalk, a halfling paladin of the church of Pelor, returned home to find his family sucked dry by his vampiric nemesis, he prayed to his god to send a swarm of sunflies to reduce the vampire to ashes—a wish so unbridled in its hate that Pelor had no choice but to refuse.

Divine wrath swarms are instruments of vengeance used sparingly by deities to punish the wicked, the decadent, or the deceitful. They are also sent as harbingers of calamities and cataclysms prophesied by ancient seers and oracles. As manifestations of divine intervention, they are far deadlier than typical creature swarms.

Four types of divine wrath swarms are presented here, but other types exist. For rules on creating new swarms, consult the *Monster Manual*.

APOCALYPSE FROG SWARM

Diminutive Magical Beast (Swarm)

Hit Dice: 5d10 (27 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack/Grapple: +5/—

Attack: Swarm (1d6 plus eternal torpor)

Full Attack: Swarm (1d6 plus eternal torpor)

Space/Reach: 5 ft./0 ft.

Special Attacks: Distraction, eternal torpor

Special Qualities: Low-light vision, retributive aura, swarm traits

Saves: Fort +6, Ref +6, Will +3

Abilities: Str 1, Dex 14, Con 11, Int 1, Wis 14, Cha 4

Skills: Jump +12, Listen +4, Spot +4

Feats: Ability Focus (retributive aura), Great Fortitude

Environment: Any

Organization: Solitary, orchestra (2–5), or symphony (6–12)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: None

A sleek amphibian with glossy green skin, webbed toes, and black eyes, the apocalypse frog bears a golden starburst pattern on its back. Apocalypse frogs croak incessantly, and in large numbers their croaking can be heard for miles. Deities use them as harbingers of doom, sending apocalypse frog swarms to communities rife with evil or plagued by injustice as a warning of some greater calamity yet to come.

Combat

An apocalypse frog swarm can be a nuisance to good creatures, but it carries an affliction called eternal torpor that is detrimental to evil creatures.

Distraction (Ex): Any living creature that begins its turn with an apocalypse frog swarm in its square must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Eternal Torpor (Su): Any evil creature wounded by the swarm must make a DC 14 Fortitude save or succumb to eternal torpor (an affliction described in Chapter 3: Exalted Equipment).

Retributive Aura (Su): This effect is always active in a 30-foot-radius spread centered on the swarm. Whenever the apocalypse frog swarm takes damage from any source, every creature within the area immediately takes an equal amount of damage. A successful DC 14 Fortitude save halves the damage. Regardless of the source of the damage to the swarm, the damage dealt to other creatures by this effect is not subject to negation or reduction because of resistance, damage reduction, spell resistance, or the like. The save DC is Constitution-based.

Swarm Traits: A swarm of apocalypse frogs takes no damage from slashing and piercing weapons. It is immune to critical hits, flanking, and spells that target a certain number of creatures (such as *disintegrate*). The swarm takes a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

The swarm deals automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Skills: An apocalypse frog swarm receives a +8 racial bonus on Jump checks.

BRONZE LOCUST SWARM

Fine Construct (Swarm)

Hit Dice: 15d10 (82 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 60 ft. (good)

Armor Class: 27 (+8 size, +4 Dex, +5 natural), touch 22, flat-footed 23

Base Attack/Grapple: +11/—

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 5 ft./0 ft.

Special Attacks: Distraction, divine fire

Special Qualities: Construct traits, immunity to fire, spell resistance 24, swarm traits

Saves: Fort +5, Ref +9, Will +5

Abilities: Str 1, Dex 19, Con —, Int —, Wis 10, Cha 2

Skills: —

Feats: —

Environment: Any

Organization: Solitary, cloud (2–5 swarms), or plague (8–12 swarms)

Challenge Rating: 17

Treasure: None

Alignment: Always neutral

Advancement: None

Bronze locusts are miniature constructs meticulously crafted by artisans in the forges of the upper planes. Their gleaming carapaces and gemlike eyes hint at their artificial nature, but other-

wise they resemble ordinary locusts. Each bronze locust has its own minuscule furnace capable of generating white-hot goutts of flame. The locusts are also equipped with adamantine mandibles that allow them to chew through stone, metal, and other constructs as easily as they chew through flesh.

Combat

The bronze locust swarm surrounds and attacks anything that gets in its way, including fortifications. The swarm deals 3d6 damage to any creature or object whose space it occupies at the end of its move.

The bronze locusts are treated as adamantine weapons for the purpose of overcoming damage reduction.

Distraction (Ex): Any living creature that begins its turn with a bronze locust swarm in its square must make a DC 17 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Divine Fire (Su): Once every 1d4 rounds, as a free action, the bronze locusts can spew forth tiny goutts of divine fire that collectively deal 2d6 points of damage to any creature or object in the swarm's square. Half of the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. The fire also ignites combustibles.

Construct Traits: A bronze locust swarm has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, subdual damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Swarm Traits:

A swarm of bronze locusts is immune to weapon damage, critical hits, flanking, and spells that target a certain number of creatures (such as *disintegrate*). The swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead (however, see Construct Traits, above). Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

The swarm deals automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

DEATHRAVEN SWARM

Tiny Magical Beast (Swarm)

Hit Dice: 18d10 (99 hp)

Initiative: +8

Speed: 10 ft. (2 squares), fly 120 ft. (perfect)

Armor Class: 15 (+2 size, +3 Dex), touch 15, flat-footed 12

Base Attack/Grapple: +18/+18

Attack: Swarm (4d8 plus pluck eyes and touch of death)

Full Attack: Swarm (4d8 plus pluck eyes and touch of death)

Space/Reach: 10 ft./0 ft.

Special Attacks: Blind, distraction, touch of death

Special Qualities: Damage reduction 10/magic, darkvision 120 ft., swarm traits

Saves: Fort +11, Ref +16, Will +10

Abilities: Str 11, Dex 17, Con 11, Int 2, Wis 14, Cha 6

Skills: Listen +12, Spot +25

Feats: Ability Focus (distraction), Ability Focus (touch of death), Alertness, Improved Initiative, Improved Natural Attack (swarm), Iron Will, Lightning Reflexes

Environment: Any

Organization: Solitary, murder (2–4 swarms), or slaughter (6–9 swarms)

Challenge Rating: 20

Treasure: None

Alignment: Always neutral

Advancement: None

Deathravens are black crows with gleaming silver eyes and sharp black talons. They usually appear at dusk or just after midnight, bringing death and woe to all who encounter them.

Combat

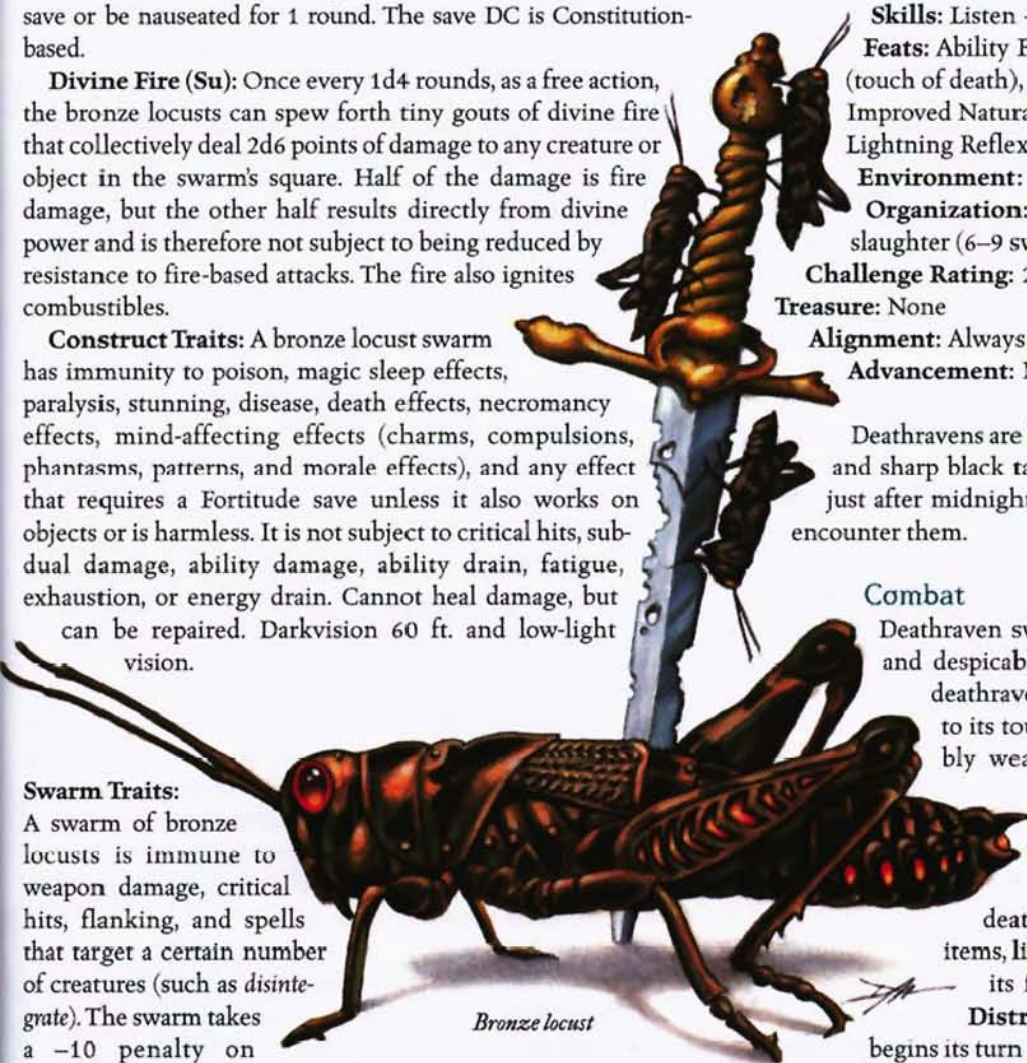
Deathraven swarms are sent to dispatch truly vile and despicable beings. Creatures enveloped by a deathraven swarm are more likely to succumb to its touch of death ability than its comparably weak claw and bite attacks, although deathravens sometimes feast on their victims' flesh, leaving nothing behind but bare bones.

Unlike most other swarms, a deathraven swarm can grapple foes and items, lifting a Medium or smaller creature off its feet and sweeping it up into the sky.

Distraction (Ex): Any living creature that begins its turn with a deathraven swarm in its square must make a DC 21 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Pluck Eyes (Ex): Each round the deathraven swarm deals damage to a creature, there is a 20% chance that it plucks out the creature's eyes, blinding it permanently. A *remove blindness/deafness* spell does not replace the lost eyes or cure the blindness. A *heal* spell restores both the creature's eyes and its vision.

Touch of Death (Su): Any living creature wounded by a deathraven swarm must make a DC 21 Fortitude save or die. A creature killed by a deathraven swarm cannot be raised, reincarnated, or resurrected. Only a *wish* or *miracle* spell can restore



Bronze locust

a life taken by this swarm. The save DC is Constitution-based.

Swarm Traits: A swarm of deathravens takes half damage from slashing and piercing weapons. It is immune to critical hits, flanking, and spells that target a certain number of creatures (such as *disintegrate*). The swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed.

The swarm deals automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Skills: A deathraven swarm gains a +8 racial bonus on Spot checks.

SUNFLY SWARM

Diminutive Outsider (Extraplanar, Good, Swarm)

Hit Dice: 9d8 (40 hp)

Initiative: +6

Speed: 10 ft. (2 squares), fly 60 ft. (perfect)

Armor Class: 20 (+4 size, +6 Dex), touch 20, flat-footed 14

Base Attack/Grapple: +9/—

Attack: Swarm (2d6)

Full Attack: Swarm (2d6)

Space/Reach: 5 ft./0 ft.

Special Attacks: Dazzling distraction, spell-like abilities, *sunburst*, *sundance*

Special Qualities: Immunity to light, outsider traits, swarm traits

Saves: Fort +6, Ref +14, Will +9

Abilities: Str 1, Dex 22, Con 10, Int 4, Wis 12, Cha 10

Skills: Hide +17, Listen +12, Move Silently +17, Search +5, Spot +12

Feats: Alertness, Iron Will, Lightning Reflexes, Stealthy

Environment: Any

Organization: Solitary, gathering (2–8 swarms), or rave (9–25 swarms)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: None

Sunflies are native to the planes of good. Individually, they are used as messengers and couriers by archons, planar petitioners, and clerics of Pelor. They are only dangerous in swarms, gnawing on evil creatures that are dazzled by their celestial radiance.

A sunfly resembles a large, golden dragonfly with an eldritch, otherworldly quality. Their legs are long and spindly, their eyes are bright and rainbow-colored, and their silvery wings are gossamer-thin. They also have mothlike antennae that catch sunlight like dew-coated spidersilk.

Combat

The sunfly swarm surrounds and attacks anything that gets in its way. The swarm deals 2d6 damage to any creature or object whose space it occupies at the end of its move.

The sunfly swarm's natural attacks are treated as good weapons for the purpose of overcoming damage reduction.

Dazzling Distraction (Ex): Any creature that begins its turn with a sunfly swarm in its square is automatically dazzled and, if living, must make a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Spell-Like Abilities: At will—*detect evil* (always active), *detect evil* (always active). Caster level 10th.

Sunburst (Sp): Three times per day, a sunfly swarm can duplicate the effects of a *sunburst* spell cast by a 20th-level cleric with access to the Sun domain. A successful DC 19 Reflex save halves the damage and negates the blindness effect. The swarm cannot deal damage during the same round it uses the *sunburst* ability. The save DC is Wisdom-based.

Sundance (Su): Once per round, a sunfly swarm can perform a dance that duplicates the effects of a *protection from evil* spell, affecting both the swarm and any creature occupying the same square. The swarm cannot deal damage during the same round it performs the *sundance*.

Immunity to Light: Sunfly swarms are immune to harmful or debilitating light spells and effects, including all spells with the light descriptor.

Outsider Traits: A sunfly swarm cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft. Sunflies do not need to eat or sleep.

Swarm Traits: A swarm of sunflies is immune to weapon damage, critical hits, flanking, and spells that target a certain number of creatures (such as *disintegrate*). The swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another.

The swarm deals automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

EXPANDED SUMMONING TABLES

Several of the monsters presented in this chapter can be added to the list of creatures that can be summoned using the *summon monster* spells.

Summon monster III: Bariaur (CG), coure eladrin (CG), musteval guardinal (NG)

Summon monster IV: Cervidal guardinal (NG), rhek (LG)

Summon monster V: Leskylor (NG)

Summon monster VI: Equinal (NG)

Summon monster VII: Asura (CG), three-headed leskylor (NG)

Summon monster VIII: Hollyphant (NG), lupinal guardinal (NG), warden archon (CG)

Summon monster IX: Firre eladrin (CG), moon dog (NG), owl archon (LG), quesar (N), sword archon (LG), ursinal guardinal (NG)

APPENDIX: INDEX OF CELESTIALS

The lists in this comprehensive index include all good outsiders published in official *DUNGEONS & DRAGONS* products up to the publication of this book. Indexed sources include the following volumes:

Book of Exalted Deeds (Exalted); *Deities and Demigods* (DDG); *Fiend Folio* (FF); *Miniatures Handbook* (MH); *Monster Manual* (MM); *Monster Manual II* (MMII); *Oriental Adventures* (OA)

CELESTIAL CREATURES

Celestial	Source
Astral Deva (Angel)	MM
Asura	Exalted
Bariaur	Exalted
Cervidal	MMII
Coure (Eladrin)	Exalted
Dwarf Einherjar	DDG
Elf Einherjar	DDG
Equinal (Guardinal)	Exalted
Firre (Eladrin)	Exalted
Hollyphant	Exalted
Hound Archon	MM
Human Einherjar	DDG
Lantern Archon	MM
Lillend	MM
Lupinal	MMII
Monadic Deva	FF
Moon Dog	Exalted
Movanic Deva	FF
Musteval (Guardinal)	Exalted
Owl Archon	Exalted
Planetar (Angel)	MM
Protector	MH
Ramadin	MH
Shiradi (Eladrin)	Exalted
Shirokinukatsukami	OA
Solar (Angel)	MM
Sword Archon	Exalted
Throne Archon	Exalted
Trumpet Archon	MM
Tulani (Eladrin)	Exalted
Ursinal (Guardinal)	Exalted
Warden Archon	Exalted

CELESTIAL-RELATED TEMPLATES

Template	Source
Aleax	Exalted
Celestial Creature	MM
Half-Celestial Creature	MM
Petitioners	DDG
Saint	Exalted
Sanctified Creature	Exalted

CELESTIALS BY CHALLENGE RATING

CR 2

Celestial	Source
Coure (Eladrin)	Exalted
Musteval (Guardinal)	Exalted
Protector	MH
Lantern Archon	MM

CR 3

Celestial	Source
Bariaur	Exalted
Cervidal	MMII

CR 4

Celestial	Source
Cervidal	MMII
Hound Archon	MM
Ramadin	MH

CR 5

Celestial	Source
Lupinal	MMII

CR 6

Celestial	Source
Equinal (Guardinal)	Exalted

CR 8

Celestial	Source
Asura	Exalted
Hollyphant	Exalted
Warden Archon	Exalted

CR 9

Celestial	Source
Bariaur Defender of Ysgard	Exalted
Movanic Deva	FF

CR 10

Celestial	Source
Firre (Eladrin)	Exalted
Ursinal (Guardinal)	Exalted

CR 11

Celestial	Source
Moon Dog	Exalted
Owl Archon	Exalted
Sword Archon	Exalted

CR 12

Celestial	Source
Monadic Deva	FF

CR 14

Celestial	Source
Astral Deva (Angel)	MM
Shirokinukatsukami	OA
Shiradi (Eladrin)	Exalted
Trumpet Archon	MM

CR 15

Celestial	Source
Throne Archon	Exalted

CR 16

Celestial	Source
Hound Archon Hero	MM
Planetar (Angel)	MM

CR 18

Celestial	Source
Tulani (Eladrin)	Exalted

CR 20

Celestial	Source
Dwarf Einherjar	DDG
Elf Einherjar	DDG
Human Einherjar	DDG

CR 23

Celestial	Source
Solar (Angel)	MM



Strike Down Evil with the Sword of Enlightenment

"Only those who are pure in word, thought, and deed may look upon the knowledge gathered within this blessed tome. For the blinding truths inscribed within offer nothing but redemption or destruction for the wicked. May these consecrated pages forever illuminate the path of the righteous."

—Raziel the Crusader, ruler of the Platinum Heaven

This sourcebook for the D&D® game is intended for mature audiences and provides players and Dungeon Masters with inspiring subject matter that will broaden any campaign. Included is a detailed look at the nature of good and the complex challenges that face those who join the eternal struggle on the side of the moral and just. Along with exalted feats, prestige classes, and spells, the *Book of Exalted Deeds* also provides descriptions and statistics for a host of creatures and celestial paragons to ally with virtuous characters.

To use this supplement, a Dungeon Master also needs the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. A player needs only the *Player's Handbook*.

