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The Glory and the Fury

asimar – the frailty of human flesh imbued with the celestial blood of gods and their angelic hosts. Shining exemplars of the possibilities, strength and wisdom of the power of good, they can also be cautionary tales about the dangers of hubris and temptation. With the divine power of the Seven Heavens flowing through your veins, will you make your world a better, safer, more enlightened realm? Or will you bring hell on earth through your missteps?

Blood of the Celestial Heavens

"The Angels of God saw the daughters of men were fair...and they took wives of all which they chose...when the Angels of God came unto the daughters of men, they bore the Angels children, who became the mighty of legend, the heroes of renown."

-Genesis 6:2-4

The aasimar have a great and terrible burden. They are children of both humankind and the gods and angels of the Seven Heavens. Thus they carry the strength and weaknesses of both the mortal and the divine. They are infused with the ambition and energy and the hubris—of mankind. Likewise, the aasimar possess both the power and wisdom of the angelic hosts and most high gods, but also their fury and righteousness.

An aasimar is a creature of two worlds, with a foot in both, but not truly of either. Often feared and even reviled in mortal realms for their otherworldliness and power, they are the least of the heavenly cohort, too often ignored or abandoned by the very gods, demigods and angels who fathered their lines.

It is the nature of the aasimar, as it is with any mortal, to reach for the divine. Indeed, the aasimar can be seen as amplification, a magnification, of all the qualities, great and severe, of humankind. Their reach is prodigious, but the depths to which they can fall are also therefore greater.

Aasimar do not always have a celestial parent. Often the divine bloodline will lay dormant for generations, and then an aasimar is miraculously born to seemingly "normal"



parents. Those with a divine parent as well as a mortal one are the mightiest of heroes, demigods who can ascend to the thrones of the Gods themselves. Great disturbances in the firmament, such as comets, falling stars, aurorae, eclipses, or a combination of these, will frequently accompany or portend these mythic births, which often take the life of the mortal parent.

Aasımar ın Midgard

The gods are especially active in the lives of mortals in the realms of Midgard, and the aasimar, like their fiendish cousins the tieflings, are not uncommon there. Through their masks, their divine servants (the angels and archons, among others) and their mortal aasimar agents, the gods interact with humanity and the other races of Midgard on an almost daily basis. With this proximity, dalliances often occur. Some of these are part of a celestial plan to advance the goals and aims of the Shining Host, or perhaps a momentary temptation with lasting consequences.

Regions where mortals first ascended to divinity (the harsh Northlands, the ancient Southlands) are bastions for the children of the Shining Hosts.

SOUTHLANDS (Ishadia and Nuria-Natal)

In these ancient lands of the South, the gods and their forebears have walked among—and dallied with—mortals for untold thousands of generations. The blood of the divine runs deep and powerful in these lands of legend and myth. All aasimar here trace their family line back to a mighty god, dead or alive, even if the claims are specious.

Many unfortunate aasimar have a celestial bloodline descended from a god now dead, killed and devoured in the ancient War in the Heavens (Ra, Isis, Nut or Ptah, among others), before Veles spoke the Words of Peace. Often these celestial orphans must seek a living deity or angelic patron to protect and expand their power. These individuals may well seek to wrest the stolen power of their deposed and formerly divine ancestor from a dire enemy, such as jealous Aten, the Murderer of Pantheons and Toppler of Thrones.

NORTHLANDS

In the cruel expanses of the North, there are realms where Wotan, Thor, Loki, Freyr and Freyja first learned the divine secret of rune magic and wrested their godheads from the firmament. Both before and after achieving their divine ascendance, these heroes and gods of legend lay with beautiful mortals who took their fancy. Many heroes here trace their bloodlines back to the great gods of the North, claiming that their power and right of rule comes directly from Valhalla.

CROSSROADS

Aasimar are less common in the steaming fog and coal smoke of Zobeck and the rolling hills of the Magdar Kingdom than in the other, less "enlightened," realms of Midgard, but they do exist here. Perun's Daughters trade and hire out as mercenaries. A handful of the kobold kings in the kobold ghetto claim to be descended from Clutchmaw and Deftsnare, the mated kobold gods, but this claim never seems to increase their power or extend their longevity.

Some of the Zobeck Kariv insist that they are descended from Lada or Svarog, but the Kariv are known dissemblers and outright liars.

Some scholars at Zobeck's Arcane Collegium posit that the gearforged are the aasimar of Rava. They believe that these divine clockwork descendants will eventually overthrow the old gods, replacing their Ways of Blood, Earth, and Wood with the Word of Brass, Steam, and Steel.

Shuppurak: City of Lions, City of Heaven

Shuppurak, the dragon-besieged city, is the still-beating militant heart and spiritual center of what remains of the ancient empires of Ishadia. Here travelers are regaled with tales of the avatars of the old gods walking the streets of the city. Astarte, the goddess of love and fertility, floats on a golden cloud, whisking herself to a mysterious errand or assignation in the depths of the desert; or Ailuros, moon goddess of beasts, charms and lust, peers into seemingly random market stalls with a childlike curiosity.

Aasimar here number in the thousands, common as their mortal brethren. All serve the Army of the Four Gates, the military of Ishadia, in one capacity or another (sergeant, quartermaster, castellan, et al). Gates and doors here have wards on them, allowing only the passage of one with divine blood in their veins.

Despite its military bearing, there is a surprising

amount of art and culture in this besieged city. Shuppurak is known for its sculpture gardens, poetry guildhalls and crowded amphitheaters, all honoring the glory of the gods. Bas-relief, tracery and shining glass mosaics seem to ornament every home, temple and municipal building here.

At the physical and spiritual heart of the city (and Ishadia) is a mighty temple, the Basilica of the Golden Lion, said to hold all the greatest secrets of the Old Gods of the South, as well as the Portal of the Heavens. The Portal is a mighty arch of shining, translucent white stone, an artifact said to predate the creation of Midgard by untold millennia. The Portal is the reason for the strong local divine presence. It is said to lead to at least the first level of the Seven Heavens, and is guarded by a maze of divine wards and a series of challenges by deva guardians.

PERUNALIA

The most famous aasimar in Midgard is Vasilka Soulay, the Duchess of Perunalia, known as Perun's Daughter (LN female aasimar oracle 22/10th mythic tier). So ascendant in divine power, she is more demigod than mere half-breed aasimar. Her father is Perun, the fearsome War God of the East, and her mother is the mysterious and near mythic Mother Illyena (who some legends say is Baba Yaga herself, disguised as a comely priestess of Lada, who seduced the great god for ends of her own).

While Vasilka is a publicly avowed virgin who only takes eunuchs as lovers, some say her vaunted purity is a sham, and many of her cousins, who are mighty paladins in the Order of the White Lion, are secretly her fostered daughters. It is often observed how many of her cousins, such as Aglaii Soulay (LG white lion paladin 14) and Grand Maiden Countess Marquerra Zorin (LN ranger 17) have martial and divine skills surpassing mere mortal ability.

Aasımar Feats and Traits

As a race, the aasimar have access to celestial powers, as reflected in their racial traits, feats, and traits. They are also often the bearers of Mythic power, and they frequently display mythic traits or feats as well.

ALTERNATE RACIAL TRAITS

The following traits can be selected in place of one or more standard racial traits.

AIRY SPIRIT Your divine ancestor came from the Heaven of Buoyant Skies. You gain the ability to use gaseous form as a spell-like ability, for three rounds for every five character levels you possess. The rounds do not need to be consecutive, and you may change form as a swift action. This replaces the daylight racial trait.

ALTERNATE CELESTIAL RESISTANCE You were raised on a fiery plane or are the descendant of a fire godling. This gives you a resistance to fire. You may exchange one of your celestial resistances (acid, cold, or electricity) for fire resistance 5.

CELESTIAL AWARENESS You were trained to use all your senses and avoid surprise attacks and assassinations. You gain the blindsense extraordinary ability within ten feet. This replaces the darkvision, skilled, and spell-like ability (daylight) racial traits.

FIERY LIGHT OF HEAVEN You have been trained to focus the light and righteousness of the Seven Heavens upon its enemies as a weapon. You gain the ability to use searing light once per day as a spell-like ability. This replaces the daylight racial trait.

HOLY INTERDICTION You have been trained to fight evil wizards and sorcerers and deny them the use of their arcane powers. You gain the ability to use dispel magic once per day as a spell-like ability. This replaces the daylight and skilled racial traits.

SPLENDOR OF THE DIVINE Your celestial ancestor was a leader of angelic hosts, and you can summon their divine aura and captivate those who behold you. You gain the ability to use eagle's splendor once per day as a spell-like ability, with double the normal duration. A shining halo or nimbus forms around your head when you use this ability, revealing your divine nature (-20 on all disguise checks to appear as anything other than an aasimar or other celestial humanoid). In dark or dim environments, the glow from the halo is considered a dim light with a ten foot radius and does not affect creatures impacted by daylight. This replaces the daylight racial trait.

TRAITS

The following new traits can only be selected by aasimar.

Allure of Heaven (Race)

You have always moved with ease and grace through the societies of both the mortal and the divine.

Benefit: Your racial bonus to Diplomacy increases by one and Diplomacy is a class skill for you.

BLACK MOON BORN (MAGIC)

You were born under an eclipsed new moon.

Benefit: Whenever you cast spells with the light descriptor in conditions of dim light or darkness, your caster level is increased by one.

BLOOD MOON BORN (MAGIC)

You were born under a blood-red moon.

Benefit: Once per night, when under the light of a full moon, you may cast one spell as if it had the Maximize Spell feat applied to the casting. This does not affect the level of the memorized spell.

CHAMPION OF HEAVEN (COMBAT)

You have been trained from birth to fight the creatures of the Eleven Hells.

Benefit: You gain a +1 bonus all damage rolls and Will saving throws made against attacks, spells, and other abilities used by evil outsiders.

CHILD OF THE LIVING GOD (SOCIAL)

You were raised in a temple, acknowledged as the child of a god or mighty archangel.

Benefit: You gain a +2 bonus on all Intimidate rolls, and a +3 bonus against creatures with divine, profane or channeling abilities. Intimidate is a class skill for you.

Mythic Traits

These are optional mythic traits for characters with mythic tiers. When a PC gains mythic tiers, the player may, with the game master's permission, exchange one or two existing traits for one of these mythic traits. These traits can be taken by any character with mythic tiers; they are not limited to aasimar.

Mythic Allure (Mythic)

You have unearthly charm, beauty and grace.

Benefit: All animals and magical beasts with an Intelligence of 1-3 are automatically moved one level of attitude in your favor (i.e. Indifferent to Friendly). You gain a +2 bonus to all Diplomacy checks against non-mythic creatures, and a +1 bonus with all mythic creatures.

MYTHIC CALM (MYTHIC)

Your calming touch heals the afflicted.

Benefit: Once per day you are able to touch a willing non-mythic creature and remove one of the following conditions: cowering, fatigued, frightened, nauseated, shaken or sickened. You may instead choose to use this power to touch a dying non-mythic creature, automatically stabilizing it.

Mythic Mark (Mythic)

Your personal emblem strikes fear in the heart of your enemies.

Benefit: Once per day, you are able write your own permanent, personal mythic sigil on any surface, marking your presence or possession, similar in effect to an arcane mark. When you create your sigil, you decide whether it is visible only to mythic creatures, visible with detect magic or read magic, or visible to all creatures. It can only be erased by another mythic creature with the same ability, or who is employing a spell that can remove an arcane mark. All non-mythic enemies within 30 feet of your sigil are uneasy, whether they can perceive the mark or not, and their DCs on rolls to resist fear and Intimidate effects are increased by 2.

Mythic Sense (Mythic)

You sense the presence of the divine.

Benefit: You are able to sense whether there is a source of Mythic Power within 30 feet of you. If you are 11th level and/or 4th mythic tier or higher, the range triples to 90 feet. At this level, you can also sense the type of mythic source (creature, object or spell) and whether it is a higher or lower mythic tier than you are.

ORPHAN OF THE DIVINE (SOCIAL)

You were abandoned by your celestial parent in a squalid and dangerous environment, such as a crime-ridden ghetto or the midst of a civil war.

Benefit: You gain a +2 bonus to all Survival rolls and Survival is a class skill for you.

FEATS

DENY THE SKY (COMBAT)

Your superhuman strength and accuracy allows you to throw down mounted and flying opponents from a distance.

Prerequisites: Dex 19, Str 19, Greater Bull Rush, Improved Bull Rush, Improved Precise Shot, Overthrow, Precise Shot, BAB +13.

Benefit: You gain the ability to overthrow a flying or mounted opponent (see Overthrow feat text, below), but with a ranged weapon. You may use this feat if the target is within two range increments for a thrown weapon, or five range increments for a projectile weapon. Use the same CMB and CMD modifiers and scores as if it were a standard bull rush attempt.

If the maneuver is successful, the opponent is knocked to the ground in a space in the direction you were facing when you made the attempt, and the distance the opponent is knocked back from its original space is five feet, plus five feet for every five points rolled over the opponent's CMD. The opponent cannot be more than one size category larger than you.

IMPROVED CELESTIAL RESISTANCE (RACIAL)

Your celestial lineage grants you a powerful vigor and resistance to damage.

Prerequisites: Aasimar, Con 13, BAB +6.

Benefit: Your racial energy resistances all increase by 5.

OVERTHROW (COMBAT)

Your massive strength grants you the ability to throw down mounted and flying opponents.

Prerequisites: Str 13, Greater Bull Rush, Improved Bull Rush, Power Attack, BAB +6.

Benefit: If you have the Unarmed Strike ability or are using a weapon with a reach greater than five feet, you gain the ability to throw down a mounted or flying opponent within your reach, even when you are not charging or are on foot. You must decide to use this ability before you make your attack roll.

Resolve the melee attack normally. If you successfully cause either hit point or stunning damage to the opponent, you may immediately make a free bull rush



attempt against an opponent who is no more than one size category larger than you. If successful, the opponent is knocked to the ground in a space in the direction you were facing when you made the attempt, and the distance the opponent is knocked back is five feet plus five feet for every five points rolled over the opponent's CMD.

Special: Normal falling rules apply if the opponent is knocked down from a height of ten feet or more. If you have the Lunge feat, you can initiate an Overthrow maneuver with a weapon with a five foot reach or less in the same attack in which you Lunge. In this case, your AC penalty is increased to -4 until your next turn.

SUPREME CELESTIAL RESISTANCE (RACIAL)

Your growing celestial power gives you the ability to resist or ignore many types of damage.

Prerequisites: Aasimar, Improved Celestial Resistance, BAB +12.

Benefit: Your racial energy resistances all increase to 15.

MYTHIC FEATS

ANGELIC SCION (RACIAL)

You are the ascendant progeny of an angel and a mortal. The power of the divine blazes throughout your body.

Prerequisites: Aasimar, Con 13, Str 13, Adamant Resolve, BAB +9, 6th mythic tier.

Benefit: You become immune to non-mythic poison and petrification effects. You are able to use *alter self* as a supernatural ability at will. You gain truespeech as an extraordinary ability. When unarmed you may make two slam attack slam attacks per round (1d8 +Str/1d8 + Str). If you successfully strike an opponent twice in one round with your slam attacks or two attacks with a bludgeoning (B) weapon, the opponent must make a DC 25 Fortitude save or become stunned for 1d6 rounds. The save DC is Strength based.

ADAMANT RESOLVE (COMBAT)

You have a divine strength, allowing you to shrug off damage deadly to most mortals.

Prerequisites: Aasimar, Con 13+, 1st mythic tier.

Benefit: You gain DR 2/epic. Your damage resistance increases by two for each four character levels and for every two mythic tiers you possess (for a maximum of DR 20/epic at 20th level/10th mythic tier)

Adamant Spirit (Combat)

Your divine strength allows you to ward off deadly, smiting blows from other divine warriors.

Prerequisites: Aasimar, Adamant Resolve, 3rd mythic tier.

Benefit: Your DR applies against smite attacks. Creatures with the smite ability never double their damage on their first successful attack against you.

ANGEL'S FURY (COMBAT)

You embody the flames of the Heaven of Righteous Fire, in order to cleanse the field of your enemies.

Prerequisites: Aasimar, Adamant Resolve, Adamant Spirit, Fires of Heaven, 5th mythic tier.

Benefit: You gain the use of *fiery body* as a supernatural ability for a number of rounds equal to your level. The rounds need not be consecutive.

BORN OF AIR AND SEA (GENERAL)

Your divine ancestor came from the Heaven of Pure Waters. You are at home at both sea and land.

Prerequisites: Aasimar, Adamant Resolve, BAB +5, 2nd mythic tier.

Benefit: You gain the amphibious template as an extraordinary ability.

CLEAVING SMITE

Your divine wrath cleaves through your enemies.

Prerequisites: Str 17, Dex 15, Power Attack, Cleave, Great Cleave, Smite Evil Ability, BAB +9, 6th mythic tier.

Benefit: You can combine your smite ability with your Cleave attacks. Each opponent you cleave is also subject to smite bonuses, effects and damage in the same attack.

FIRES OF HEAVEN (COMBAT)

You bring righteous fire down upon the heads of the Seven Heaven's enemies.

Prerequisites: Aasimar, Adamant Resolve, BAB +11, 3rd mythic tier.

Benefit: Any weapon you are holding and actively wield gains the flaming burst special ability. This silvery, celestial fire and the damage it causes ignore the fire resistance and fire immunity of non-mythic creatures. Mythic creature's fire resistance and immunity are unaffected.

GREATER SMITE (COMBAT)

Your mythic power allows you hammer evil creatures with smiting blows, inflicting mighty damage.

Prerequisites: Str 17, Smite evil ability, BAB +9, 4th mythic tier.

Benefit: You double your first damage bonus against all evil creatures when using your smite evil ability (not just evil outsiders, dragons and undead). You triple the damage bonus (3 points per level) when you reach the 7th mythic tier, and quadruple the damage (4 points per level), when you reach the 10th mythic tier.

PURITY OF HEAVEN (RACIAL)

Your celestial blood protects you from the frailties or mortal health.

Prerequisites: Aasimar, Adamant Resolve, Adamant Spirit, Improved Celestial Resistance, 5th mythic tier.

Benefit: You are immune to all non-mythic diseases and poisons (such as mummy rot).

Aasımar Archetypes

The aasimar are great warriors, but they also command great powers of summoning and persuasion, as found in the Celestial Rhymer and the Celestial Summoner archetypes. Their darker and more wrathful side is found in the Purifier archetype of the Inquisitor class.

CELESTIAL RHYMER (Bard Archetype)

A celestial rhymer plays the music of the celestial spheres, and can charm mortal and immortal alike. A celestial rhymer has the following class features:

- **Special**: The celestial rhymer uses his Wisdom modifier instead of his Charisma modifier for all class features and spellcasting based on Charisma. All spells cast by the rhymer are considered to be divine, not arcane, in origin and effect. The rhymer may select from the paladin spell list, as well as the bard spell list, for his known spell list. If the spell is listed on two lists at different levels, the rhymer may choose the lower level version. Everything else (spell lists, et al) remain the same as the original bard class, except as noted below.
- **Cantrips & Orisons:** The celestial rhymer may choose orisons from the cleric and druid spell lists, as well as the bard list. Any orison he casts is considered to be divine in nature and origin.

- **Bardic Knowledge (Ex):** When making a Knowledge (planes) skill check, the celestial rhymer adds his class level to the roll (not half).
- Healing Harmonies (Sp): Beginning at 2nd level, the rhymer can sacrifice a spell slot to spontaneously cast a cure spell, as per the spontaneous casting clerical ability. The spell has to be on the bard list and he has to be of sufficient level to be able to cast it, though he need not have the spell on his known spells list. The rhymer must sing or perform to use this ability, so it has a verbal or somatic component, although the target(s) of the effect do not need to be able to hear to be affected. This replaces the versatile performance ability.
- Verses of Hope (Sp): Starting at 2nd level, the rhymer may choose a single domain and gains the benefits of the domain, as per the clerical domain ability. Just like a cleric, the bard can cast each of the domain spells once per day. At 12th level, the rhymer may choose a second domain and gain its bonus spells and benefits as well. The rhymer must sing or perform to cast the domain spells or use the domain abilities (where appropriate), so they have a verbal or somatic component, although the target(s) of the effect do not need to be able to hear to be affected. This replaces the well-versed ability.
- **Music of the Spheres (Su)**: At 5th level, the rhymer gains the ability to channel energy, as per the cleric ability. The rhymer's level for this effect is four levels lower than his bard class level. The rhymer must sing or perform to use this ability, although the target(s) of the effect do not

The Golden Tablets of Ishadia

The *Golden Tablets* are the holy books of the aasimar of the Southlands and the Old Gods of the South, including some now dead and gone. Despite the name, they are normally found printed on vellum and papyrus scrolls, or perhaps the rare book-bound Northern translation.

According to legend, the original tablets were handed down to the aasimar clergy of Ishadia by Ptah himself in a golden age far gone, and they currently reside in the Basilica of the Golden Lion, the mighty temple at the heart of the holy city of Shuppurak. The various translations and versions diverge greatly in their representations of the original scriptures. The worshippers of Horus have their version; the worshippers of Aten have a much more warlike and intolerant version of the ancient manuscripts.

The oldest and rarest versions, copied from the original holy tablets themselves, are rumored to contain the secrets of angelic magic: the use of angelic seals, conjuring crowns and chariots of divine glory and power, and much more (See *Deep Magic* for more information regarding angelic magic spells and seals).



need to be able to hear to be affected. This replaces the lore master ability.

- **Dirge of Doom (Su)**: The range on dirge of doom doubles to sixty feet, and can cause a creature to become frightened for panicked, if already shaken. If the rhymer has any mythic tiers, the range triples.
- **Soothing Performance (Su):** The soothing performance creates an effect equivalent to a *mass cure critical wounds* spell, using the rhymer's level as the caster level. If the rhymer has any mythic tiers, the effect also removes any cowered, fatigued, frightened, nauseated, sickened and shaken conditions from the targets affected.

CELESTIAL SUMMONER (Summoner Archetype)

A celestial summoner deals with angelic creatures much more powerful, and fickle, than eidolons. A celestial summoner has the following class features:

- Alignment: Any Good. All celestial summoners must be of Good alignment, or the angelic hosts will not deal with them.
- **Special**: The celestial summoner uses her Wisdom modifier instead of her Intelligence modifier to determine bonus spells known as well as any relevant bonuses and modifiers derived from the summoner class that ordinarily use Intelligence, and all spells cast by the summoner are considered to be divine, not arcane, in origin and effect. Everything else remains the same as the original summoner class, except as noted below.
- **Celestial Compact**: At 1st level, the celestial summoner has formed a holy compact with the divine hosts of the Seven Heavens and is able to individually summon a small number of celestials whose true names only she knows. As the celestial summoner increases in level, she learns the true names of more powerful celestials, and she is able to unlearn old true names and gain new ones.

A celestial summoner can summon a celestial with a silent prayer using its true name. This action takes one full minute. The celestial remains until dismissed by the summoner as a standard action. The celestial cannot be sent back to the Seven Heavens by dispel magic, but spells such as dismissal and banishment work normally. If the celestial summoner is unconscious, asleep or killed, the celestial is free to return to the heaven it was summoned from, or remain to protect the summoner, as it sees fit.

A celestial can telepathically communicate with the summoner, as long as the celestial and summoner are on the same planet and plane. A celestial only returns to the Seven Heavens when the celestial summoner dismisses it or when it is reduced to a number of negative hit points equal to or greater than its Constitution score. When the celestial is returned to the Heavens due to loss of hit points, it cannot be conjured back by the celestial summoner for 24 hours, or until the celestial summoner gains a new summoner level, whichever occurs first. If the celestial was injured while summoned within the last week, it returns with the same hit points it had when dismissed (one hit point per HD, if it was slain); after a week, it is able to reform itself from the materials and energies of the Seven Heavens and is considered completely healed. While summoned, the celestial can only be healed by divine magic; arcane healing spells have no effect on the summoned creatures. profane spells, such as inflict spells, cause double damage to the summoned creature.

Due to its holy compact with the celestial summoner, the celestial can touch or attack creatures shielded by protection from good, protection from law, and similar effects normally preventing contact with summoned creatures, except for spells and effects created by a mythic spell or ability. A celestial summoner may cast a spell with a range of personal on her celestial (as a touch spell) instead of on herself. A celestial summoner may cast spells on her celestial even if the spells do not normally affect creatures of the celestial's type (outsider). Such spells' durations end immediately if the celestial is dismissed. Summoned celestials do not have the ability to summon other celestials or other good outsiders.

A celestial summoner starts out knowing a number of true names of celestials equal to one plus her Wisdom modifier. Starting at third level and every three levels after, the celestial summoner gains another true name and she can choose to forget one true name she knew before to gain a new true name of any type of celestial she can know based on her level (refer to the table below)

Each creature the celestial summoner knows by its true name has its own personality and goals, and is therefore controlled by the game master as an NPC. A celestial summoner can never share true names she knows with other creatures, or she will lose the ability to summon the creature whose true name she has shared.

TABLE 1:Celestial Compacts and True Names

PC Level	True Names Known	Compacts Available by Celestial Breed
1-2	1+Wis Modifier	Cassisian, Harbinger, Lantern, Lyrakien, Silvanshee
3-5	2+Wis Modifier	Bralani (Azata), Hound (Archon), Vulpinal, (Agathion)
6-8	3+Wis Modifier	Legion (Archon), Lillend (Azata);
9-11	4+Wis Modifier	Avoral (Agathion), Shield (Archon)
12-14	5+Wis Modifier	Ghaele (Azata), Leonal (Agathion), Monadic Deva
15-17	6+Wis Modifier	Astral Deva, Movanic Deva, Trumpet (Archon)
18-20	7+Wis Modifier	Brijindine (Azata), Cetaceal (Agathion, Water), Planetar

A celestial summoner can only summon one celestial at a time. She must dismiss a summoned celestial before she can pray and summon another celestial (until 18th level—see the Dual Manifestation ability, below). This ability replaces the eidolon ability.

Angelic Mercies (Su): Starting at 1st level, a celestial summoner has formed a compact of mutual aid with the angelic hosts. If a summoned celestial within 100 feet of the celestial summoner takes enough damage to send it back to the Seven Heavens, the summoner can, as an immediate action, sacrifice any number of her own hit points. Each hit point she sacrifices restores one hit point to the celestial.

Furthermore, in times of desperate need, the celestial summoner can pull divine energy from a summoned celestial to heal herself. Up to three times per day, as a standard action (provoking attacks of opportunity), the celestial summoner can siphon the energy from her summoned celestial to heal a number of hit points up to a maximum of twice her summoner level. The celestial must be within 100 feet of the summoner performing this action. For each hit point the summoner heals herself, the celestial takes two hit points of damage. If the damage to the celestial is enough to slay its bodily form, then this is considered an evil act and the summoner must perform an act of atonement before she can summon the same celestial again. This replaces the life link ability.

Summon Monster (Su): The celestial summoner uses this ability normally, with the following exceptions. She uses her Wisdom modifier instead of her Charisma modifier for determining the number of summonings she can cast per day, and all summoned creatures are considered good in alignment regarding the effects of *banishment*, *dispel good*, and other spells dependent on alignment. Their actual alignment does not change.

The celestial summoner may choose to cast a lower level version of a *summon monster* spell in order to add the celestial template to it. For example, the summoner could use a 4th level spell slot to cast *summon monster III* with the celestial template. The spell is still considered a 4th level spell for purposes of spell level. If she uses the *gate* ability at 19th level or above, she does not pay any material component costs.

Righteous Light of Heaven (Sp): At 6th level, as a standard action, a celestial summoner can conjure and focus the light and power of the Seven Heavens upon her enemies as a weapon. The summoner gains the ability to use *searing light* a number of times per day equal to her Wisdom modifier + 1 for every six levels. She also gains a sacred bonus to the damage roll equal to the total of her Wisdom modifier plus her summoner levels plus any mythic tiers she possesses. If the summoner has mythic tiers, and the target does not, then this ability ignores all non-mythic resistances and immunities. This replaces the maker's call ability.

Angelic Aspect (Su): At 10th level, the link between the celestial summoner and her celestials becomes so great the celestial summoner begins to take on angelic attributes. The summoner's racial energy resistances increase by 10. If the summoner has mythic tiers, the celestial summoner gains immunity to all non-mythic poisons. This replaces the aspect ability.

- **Greater Angelic Aspect (Su)**: At 16th level, a celestial summoner becomes even more angelic in her appearance and abilities, and her racial energy resistances increase by 10 (this stacks with the increases from Angelic Aspect). She also gains truespeech as an extraordinary ability and the ability to use *daylight* as a supernatural ability at will as a free action. She also gains a +2 natural bonus to her AC. If she has mythic tiers, she becomes immune to non-mythic electricity and petrification as well. This ability replaces merge forms.
- **Dual Manifestations (Su):** At 18th level, a celestial summoner can summon and control up to two known celestials at one time, except for solars and other epic celestials (see Thrones of the Seven Heavens, below), unless she has six mythic tiers or more. This replaces the greater aspect ability.
- Thrones of the Seven Heavens (Su): At 20th level, a celestial summoner gains the true name of, and forms a compact with, a Star Archon, Draconal Agathion, Solar Deva, or a CR 21 Animal Lord, at the game master's discretion. This is in addition to the true names and compacts she already has due to her level. The epic celestial is summoned and performs as per all the celestial summoning rules above, with one exception: if the epic celestial is dismissed due to damage, it cannot be summoned again by the summoner again for a period of eleven years. This period is reduced by one year for every mythic tier the summoner possesses to a minimum of one year.

The summoner may attempt to learn the true name of another epic celestial during this period, but the game master may first require massive sacrifices to their deity, an atonement spell, or an epic quest to uncover the name. The game master may require a combination of all three, and possibly other epic requirements as well. This ability replaces twin eidolon.

PURIFIER (Inquisitor Archetype)

A purifier seeks to cleanse the world of evil and the scourge of aberrations and undead. A purifier has the following class features:

Lore of the Dark (Ex): The purifier adds ½ her level as well as her Wisdom and Intelligence modifiers to all Knowledge skill checks, when identifying the strengths and weaknesses of an aberration, ooze, outsider or undead. This replaces the monster lore ability.



- **Fires of Purification (Sp):** At 3rd level, the purifier can use *scorching ray* as a spell-like ability a number of times per day equal to her Wisdom modifier. This replaces the solo tactics ability.
- **Blessing of the Divine (Sp):** At 3rd level, the purifier can choose a second domain from her deity's or order's portfolio, and gains the special abilities and bonus spells that accompany it. This replaces the teamwork feat ability.
- **Divine Fire (Sp):** Starting at 11th level, the purifier can call down a column of divine fire from the sky a number of times per day equal to her Wisdom modifier, as per the *flame strike* spell. All damage is considered divine, so is not reduced or removed by fire resistance or immunity. Creatures vulnerable to fire damage still take double damage, however. This replaces the stalwart ability.
- **Doom of the Dark:** At 12th level, the purifier gains the ability to summon one or more angelic allies a number of times per day equal to her Wisdom modifier as a standard action. They remain for a number of rounds equal to her level and they and their equipment vanish if they are killed. The purifier can summon one Lillend Azata, two Bralani Azata, three Hound Archons, four Lantern Archons or five Harbinger Archons (player's choice). At 17th level, the purifier can summon one additional creature of each type (two Lillend, three Bralani, etc). This replaces the greater bane and slayer abilities.





Aasımar Maguc

Able to wield great power with an ease that others can only envy, the aasimar have access to holy and angelic magic rarely found anywhere else.

NEW SUBDOMAINS

The aasimar are the best and perhaps only adherents to gods that grant the Angel and Radiance subdomains.

ANGEL (DEVA) SUBDOMAIN

Associated Domain: Good

- **Replacement Power** The following granted power replaces the holy lance power of the Good domain.
- **Aura of Heroism (Su):** At 8th level, you can emit a thirty foot aura as swift action, granting a +2 morale bonus to all allies' attack, damage, saving throw and skill check rolls. In addition, each ally in the area of affect gains the benefits of a protection from evil spell-like effect (the AC and saving throw bonuses do not stack). You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells 2nd—*aid*, 6th—*planar ally*

RADIANCE SUBDOMAIN

Associated Domain: Glory

- **Replacement Power** The following granted power replaces the touch of glory power of the Glory domain.
- **Glorious Radiance (Su)**: You can cause your body and equipment to shine and shimmer with divine radiance. This duplicates the effect of a *daylight* spell in a thirtyfoot radius. Use your class level for the caster level and DCs. If you possess any mythic levels, the radiance immediately negates any non-mythic darkness spells or effects permanently, but also ends the daylight effect at the same time. You may use this ability a number of times per day equal to your Wisdom modifier.
- Replacement Domain Spells 2nd—consecrate, 6th—heroes' feast

SPELLS

ANGELIC POLYMORPH

School transmutation (polymorph); Level cleric/oracle 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. +5 ft. /2 levels)
Target 1 living creature
Duration 1 min. /level
Saving Throw none; Spell Resistance yes (harmless)

This spell temporarily transforms a willing creature into an angelic form. The target is transformed into the caster's choice of a hound archon), bralani (azata), legion archon, lillend (azata) or vulpinal (agathion). The creature's physical statistics and abilities are replaced with those of the chosen creature (including flight), and the creature gains the resistances and immunities of the new form, but the creature does not gain the supernatural and spell-like abilities of the angelic creature.

The creature retains its own identity and memories, as well as any equipment it is carrying, so long as it fits a bipedal humanoid. Any inappropriate equipment (such as a centaur's barding) is absorbed into the new form for the duration of the spell. Such equipment is not transformed into the appropriate shape, nor does the creature acquire any angelic equipment, such as an archon's greatsword

Mythic If you expend one use of mythic power, you may also choose to transform the target creature into an avoral (agathion), leonal (agathion), monadic deva (angel) or shield archon.

Augmented (9th) If you expend three uses of mythic power, you may also choose to transform the target into an astral or movanic deva (angel), a ghaele azata or a trumpet archon.

BASTION OF THE SEVEN HEAVENS

School conjuration (creation); Level cleric/oracle 8 Casting Time 1 standard action Components V, S, DF Range close (25 ft. +5 ft./2 levels) Effect conjures a magical fortress, up to four 10-ft. cubes/level (S) Duration 3 hours/level (D) Saving Throw none; Spell Resistance yes (against damage to evil outsiders and undead— see text)

This spell temporarily conjures a small fortress made of divine magical stone. This shining white granite casts the equivalent of a *daylight* spell 60 feet in all directions (up, down and sideways) from the walls of the magical keep. The bastion's only entrance faces the caster and is delineated by a golden outline four feet wide and eight feet high.

Only the caster and those the caster designates may enter, and the portal is shut and made invisible after they enter. Anyone inside may open the portal and exit at will. The lower level has no windows, but is fully illuminated by *continual flame* spells. The fortress contains enough hearty rations to feed two dozen Medium creatures per caster level.

The fortress also contains one each of each type of simple and martial weapon (including ranged weapons but not exotic weapons) per caster level. It also contains 100 rounds of ammunition for each type of common ranged weapon (bows, crossbows, slings), including firearms, if black powder weapons are used in the game.

The higher levels of the tower have arrow slits all around, providing visibility and improved cover. There is a one-way force effect across the entrance and arrow slits, so no gases or other environmental effects may cross into the tower. At the end of the spell's duration, all unused food, ammunition and weapons disappear along with the tower, and anyone inside the tower is deposited softly and safely on the ground. The caster may dismiss the tower at any time as a standard action, but cannot recall it without casting the spell again.

Mythic: If you expend one use of mythic power, you give the bastion the ability to move at a speed of 10 feet per round. The tower can traverse difficult ground, but it cannot jump chasms, climb walls, pass through or smash through large solid objects (such as cliff faces or walls taller than five feet), or traverse slopes steeper than a thirty degree angle.

Augmented (9th): If you expend three uses of mythic power, the entire area affected by the *daylight* effect becomes consecrated, with the fortress acting as the consecrated fixture, doubling the bonuses and penalties in the area of effect. In addition, any evil outsider or undead entering the area of effect takes 5d8 hp damage per round (Fortitude save for half damage, spell resistance applies).

CELESTIAL MESSENGER

School conjuration (summoning); Level bard 5, cleric/ oracle 4, druid 4, witch 4 Casting Time 1 standard action Components V, S, DF Range close (25 ft. +5 ft./2 levels) Target 1 angel or archon Duration: 3 days/level Saving Throw none (see text); Spell Resistance yes (harmless)

This spell summons a harbinger archon to carry a message for you, anywhere on the same plane. It can carry a verbal or written message, as well as any Small objects weighing less than 25 lbs. total. It can communicate with any creature with an Intelligence score of three or higher with its truespeech

Mythic If you expend one use of mythic power, you can send a message to a neighboring plane (typically astral, elemental or ethereal).

Augmented (6th) If you expend two uses of mythic power, it can carry a message or objects weighing 50 lbs. or less to any location on any plane, even to a deity. Whether the deity chooses to respond, or even acknowledge the message, is another matter entirely.

CHORDS OF ATONEMENT

School abjuration; Level bard 6 Casting Time 1 hour Components V, S Range touch Target living creature touched Duration instantaneous Saving Throw none; Spell Resistance yes (harmless) This bardic spell has the same effects as a standard



atonement spell, but there are no material components required. Instead, the bard must make a Perform check against a DC 25 at the end of the casting time, or the spell fails.

CONVERSION

School abjuration; Level inquisitor 6 Casting Time 3 hours Components V, S, M, DF (burning incense and sacred powders worth at least 5,000 gp) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes

This spell is a stronger and more forceful form of *atonement*, and is used by inquisitors for forced conversions. It does not require the subject to be willing, but the target still retains its Will save and spell resistance to resist the effect of the spell. At the end of the casting, the target rolls its Will save (and SR, if applicable).

If the target succeeds on its saving throw or the caster fails to pierce the target's spell resistance, or if the target leaves the range of the spell during the lengthy ritual, the spell fails and the spell slot is lost for the day. The caster may not move from the space they start in after beginning the ritual until it is completed, or the spell automatically fails.

Use of this spell on any mythic creature automatically fails, unless the caster is at least two mythic tiers higher than the subject.

Mythic You may spend one use of mythic power to increase the DCs on the target's Will by +4 and gain a +4 bonus on the check to pierce the target's spell resistance.

Augmented (8th) By spending three uses of your mythic power, you deny the target a Will save. Spell Resistance still applies.

HAMMER OF RIGHTEOUSNESS

School evocation [lawful]; Level cleric/oracle 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area 20-ft.-radius burst Duration instantaneous (1d6 rounds); see text Saving Throw Will partial (see text); Spell Resistance yes

You unleash the power of law to smite your chaotic enemies. The attack takes the form of a silvery network of

brilliant rays filling the area of effect. Only chaotic and neutral (not lawful) creatures are harmed by the spell. The spell deals 1d8 hit points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and they become paralyzed if they fail a Will save.

The spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not paralyzed.

Neutral creatures can further reduce the damage by half again (down to one-quarter of the original roll) with a successful Will save.

HOLYBERRY

School transmutation; Level druid 3 Casting Time 1 standard action Components V, S, M (freshly picked berries) Range touch Targets 2d4 fresh berries touched Duration 1 hour/level Saving Throw none; Spell Resistance yes

Casting *holyberry* makes 2d4 freshly picked berries magical. You (as well as any other druid of 4th or higher level can immediately discern which berries are affected. The holyberry cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

The holyberry also allows a saving throw to remove one of the following conditions (even when a saving throw would not normally be allowed; player's choice of which condition is removed, if affected by more than one condition): dazzled, deafened, fatigued, shaken, sickened and stunned. The save DC to remove the effect is identical to the one that caused the effect in the first place. If the originating effect didn't allow the save, it's up to the DM's discretion to determine if the effect can be removed and what the save DC is. The subject can only benefit from an additional saving throw from this spell once during a 24 hour period, regardless of the number of holyberries ingested or the number of times the spell has been cast.

IMBUE WITH DIVINE POWER

School evocation; Level cleric/oracle 4, druid 4, paladin 4, ranger 4 Casting Time 1 minute Components V, S, DF Range touch Target creature touched; see text Duration permanent until discharged (D) Saving Throw Will negates (harmless) Spell Resistance

yes (harmless)

You transfer one of your currently prepared divine spells or a single use of your ability to channel energy to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9, and is of the same general alignment (good, neutral, evil) can receive this boon. Only one spell or one use of channel energy can be transferred to a single creature.

The creature can use the channel energy ability only to turn or rebuke undead (whichever form you use), regardless of whether or not you are able to do other things with that ability. Multiple castings of the spell on the same creature automatically fail. The transferred spell or channel's variable characteristics (range, duration, area, and the like) function according to your level, not according to the level of the recipient.

Once you cast *imbue with divine power*, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spell or channel attempt or is slain, or until you dismiss the imbue with spell ability spell. If you used this spell to imbue the target with the ability to channel energy, you can channel energy one less time per day until the ability is used, the target is slain, or you dismiss this spell.

In the meantime, you remain responsible to your deity or your principles for the use to which the spell or channel attempt is put. If the number of 4th-level spells you can cast decreases, and the number drops below your current number of active *imbue with divine power* spells, the more recently cast imbued spells are dispelled. You cannot cast this spell to imbue the ability to channel energy if you have no uses of channel energy remaining in the day. The subject must satisfy all normal verbal, somatic, material and focus requirements of an imbued spell to cast it. **Mythic** If you expend one use of mythic power, you can transfer one other use of your mythic power to another mythic creature, or to a mythic container, such as a samara (see text below)

Augmented (4th) If you expend two uses of mythic power, you can transfer one mythic tier and one use of mythic power to another creature. The target creature does not need to be mythic before the transfer. When it uses the one mythic power, it loses the mythic tier and the tier reverts to you. You do not get the use of the power back automatically; it can only be refreshed normally.

Mythic Mount

School conjuration (summoning); Level bard 3, cleric/ oracle 3, druid 3, paladin 3, ranger 3, sorcerer/wizard 3, witch 3 Casting Time 1 round



Components V, S, M (a bit of horse hair and a rose quartz crystal)
Range close (25 ft. + 5 ft./2 levels)
Effect 1 mount
Duration 2 hours/level (D)
Saving Throw none; Spell Resistance no

This spell creates a mount equipped with saddle and tack, just like a *mount* spell, but the mount has the simple celestial template and comes with masterwork barding and a masterwork lance.

Mythic If you expend one use of mythic power, the horse becomes a large warhorse and the lance becomes a +1 *defending lance.*

Augmented (4th) If you expend two uses of mythic power, the warhorse acquires the half-celestial template instead of the simple celestial template.

RADIANCE OF HEAVEN

School evocation [light]; Level bard 4, cleric/oracle 4, paladin 4 Casting Time 1 standard action Components V, S Range personal Target self Duration 10 min/level (D) Saving Throw Fortitude negates (see text); Spell Resistance yes

You touch an object when you cast this spell, causing the object to shed bright light in a 90-foot radius. This illumination is the equivalent of daylight for the purposes of creatures damaged or destroyed by daylight. Any undead or evil outsiders in the area of effect take a -2 sacred penalty on all attack rolls and saves. *Radiance of heaven* brought into an area of magical darkness (or vice versa) of an equal or higher level is temporarily negated, so the original (non-magical) light conditions prevail. *Radiance of heaven* counters or dispels any darkness spell of lower level, such as *darkness* or *deeper darkness*.

Strength of Faith

School enchantment (compulsion) [mind-affecting]; Level cleric 4, bard 4, inquisitor 4 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft. /level) Targets one living creature/level, no two of which may be more than 30 ft. apart Duration 1 min./level Saving Throw Will, negates (harmless); Spell Resistance yes (harmless)

This spell divinely inspires each target. Each affected creature gains a +2 sacred bonus on saving throws, attack rolls, and weapon damage rolls. Each affected creature also gains the benefits of a *protection of evil* spell for the duration of the spell. If the caster is evil aligned, then the

affected creatures gain a profane bonus and the benefits of a *protection from good* spell.

SUMMON ANGELIC HOST

School conjuration (summoning); Level bard 6, cleric/ oracle 6, inquisitor 6 Casting Time 1 round Components V, S, DF Range close (25 ft. + 5 ft. /2 levels) Effect 1d2 einherjar/4 levels Duration 1 min. /level (D) Saving Throw none; Spell Resistance no

This spell summons the sacred warriors of Valhalla to fight at your side. Use the statistics of hound archons for the einherjar, with the barbarian rage ability replacing the shape change, magic circle and teleport abilities of the archons.

SUMMON ANGELIC SWARM

School conjuration (summoning); Level bard 4, cleric/ oracle 4, druid 4, inquisitor 4, paladin 4, ranger 4, sorcerer/wizard 4 Casting Time 1 round Components V, S, DF Range close (25 ft. + 5 ft. /2 levels) Effect 1 swarm of angelic creatures Duration concentration + 2 rounds Saving Throw none; Spell Resistance no

You summon a swarm of harbinger archons to harass and confound your enemies. While swarming, they may only use their melee attack as their swarm attack (no spelllike abilities or wrath attacks), but they retain their AC, movement, resistances and saving throws.

SUMMON DIVINE INSTRUMENT

School conjuration (summoning); Level bard 2 Casting Time 1 round Components V, S Range 0 ft. Effect 1 summoned sacred masterwork musical instrument Duration 1 min./level (D) Saving Throw none; Spell Resistance no

This spell summons one sacred masterwork musical instrument of your choice. This instrument appears instantly in your hands. The instrument grants a +2 sacred bonus to all Perform checks until the spell lapses and the instrument vanishes.

MYTHIC MAGIC ITEMS

Mythic magic is glorious, but also rare and difficult to create. All of these items require special components to construct, such as the bones and ashes of a dead deity or the tears of a Solar Deva. This is what gives them their mythic abilities (such as a potion/salve with three magical effects instead of one).

The game master should require a quest to obtain the components and rituals necessary before allowing a player character to construct any of the following items in the game. Although purchase prices are listed for these mythic items, acquiring these near-artifacts should require a mythic-level quest or trial, at a minimum.

ASHEN SHIELD

Price 65,050 gp Slot None CL 17th Weight 5 lbs. Aura strong necromancy

These +1 absorbing bone shields are said to be made from the bones and ashes of slain angels, perhaps even the bones of dead gods such as Nut and Ptah. When wielding these shields, the users gain a +4 sacred bonus to all saves vs. necromantic spells and effects. The wielder gains a saving throw to negate such effects, even if one is not normally allowed. The wielder is immune to energy drain and ability damage effects while holding the shield. The shield does not remove negative levels the subject has already incurred, but it does suppress the penalties from them while it is being held.

Construction Craft Magic Arms and Armor/Master Craftsman, *death ward, disintegrate.* Cost 32,525 gp

SALVE OF THE CELESTIAL SPHERES

Price 1,850 gp (per dose—see text) Slot None CL 5th Weight 1/2 lb. Aura moderate conjuration (healing)

This pearlescent lotion or cream is said to be made from the tears of angels (although some say it is made from the bodily fluids of unicorns, lammasu or shedu). When a single dose is taken orally, or spread on the skin of an injured or afflicted creature, it grants the effects of *cure moderate wounds, remove curse*, and *lesser restoration*. Vials of salve normally contain one to six doses. The price listed above is per dose.

 Construction Brew Potion/Master Craftsman, cure moderate wounds, remove curse, and lesser restoration.
 Cost 925 gp (per dose)

SAMANA

Price 48,700 gp + (10,000 gp per additional use, maximum 3 total)
Slot None
CL 15
Weight 7 lbs.
Aura strong enchantment

Samana are holy vessels, divine urns containing uses of mythic power. *Samana* normally can hold between one and three uses of mythic power indefinitely. This allows a mythic creature or character to store unused uses of mythic power for use at a later date, above and beyond their normal daily uses. Using the stored mythic power is an immediate action and can be used so long as the *samana* is within 30 feet of the mythic creature who last touched it. The price above is for a *samana* which can store one mythic power use; add 10,000 gp for each additional use it can store (maximum 3).

Samana take many forms, from white Boreal crystal vials to small dragonfire-blackened urns to runic adamantine lamps. They are all surprisingly heavy and resistant to damage (hardness 25, 80 hp, 35 break DC). If the samana is broken, the stored power is released, and all creatures within a 30 foot burst take 5d8 hit points of damage for each mythic power use stored in the samana. Those affected must also make a DC 25 Fortitude save or lose their ability to use mythic power for one minute per mythic power use released. If broken, the pieces of the samana can only be permanently destroyed by a critical hit from a mythic creature or damage from a mythic artifact.

There are stories in the Southlands of legendary (artifact-level) *samanas*, ones holding more than three uses or which can even steal uses of mythic power. Some of the legends speak of *samanas* containing angels or jinni who can be summoned and commanded, or have *magic jar*-like capabilities, or even a combination of these abilities...and more.

Construction Craft Wondrous Item/Master Craftsman, *imbue with divine power, magic jar.*Cost 24,350 gp (per power use capacity)



TRANSCENDENT ARTIFACTS

Transcendent items are legendary artifacts able to gift mythic power to non-mythic creatures. They are always intelligent artifacts and grant mythic tiers in a specific mythic path. Most can also grant additional powers and abilities to characters that follow the special purpose or quest to which the artifact is dedicated. As with all intelligent magic items, the "owner" runs the risk of being denied some of his abilities or even being controlled by an item with a high Ego score, if the artifact is in any way unhappy with its wielder or his actions and behaviors.

Lugalbanda "Sword of the Young King" (Major Artifact)

Slot none; CL 20th; Weight 7 lbs.; Aura Overwhelming (all schools); Alignment neutral good

Senses 30 ft., darkvision; Intelligence 12; Wisdom 15; Charisma 16; Ego 22; Language empathy, telepathy, truespeech

This+5 dancing ghost touch holy shortsword was given by the god Horus to his first herald, the original king of Nuria-Natal, whose name has been lost to antiquity, but the sword and its legendary powers remain. The sword seeks a warrior who will defend the glory and might of Nuria-Natal from all those who would bring harm to the ancient kingdoms.

- **Transcendent Power** The Sword seeks a worthy warrior who will fight mighty battles, especially against the servants and allies of the dark gods, such as Addrikah, Chernovog and Mordiggian. A bearer of the Sword gains great power from the artifact:
 - The wielder gains 3 mythic tiers in the marshal path.
 - The wielder gains the lay on hands and mercy special abilities as if he were a paladin of the same level. If the character already has paladin levels, then his mythic tiers are added to their paladin levels to determine their number of daily uses and effects of their lay on hands and mercy abilities
 - The wielder gains the Combat Reflexes feat. If he already possesses the feat, he doubles the number of attacks of opportunity he can make in one round.
 - The wielder gains the clarion call, greater surge and aura of perseverance path abilities.
 - The wielder gains a +4 bonus to Diplomacy and Intimidation checks while wielding the Sword.
- **Special Purpose** The Sword has the special purpose of defeating the dark enemies of Nuria-Natal, especially ghouls, evil mummies and other profane undead. When engaged in the special purpose of the Sword, the wielder gains the following benefits:
 - The wielder gains a +4 sacred bonus to AC and to saving throws made vs. spells, spell-like and supernatural abilities cast by undead and evil spellcasters.
 - The wielder can use *greater angelic seal* once per day and *gate* once per week as a spell like ability.

Destruction The Sword must be touched by three *rods of cancellation* simultaneously, and then fed to the mythic guardian dracolich in the temple of Vardesain in the city of Darakhan, in the Empire of the Ghouls.

PANOPLY OF DUSHAR, LORD OF THE UNDERMOUNTAINS (MINOR ARTIFACT)

Slot armor/helm; CL 19th; Weight 35 lbs.; Aura Overwhelming (all schools); Alignment lawful good
Senses 30 ft., darkvision; Intelligence 10; Wisdom 12; Charisma 12; Ego 18; Language empathy

This +3 dragonhide invulnerability luck armor was worn by one of the founding heroes of the Free Cantons of the Ironcrags, known as "Dushar, Lord of the Undermountains". It seeks a warrior who will defend the Cantons from all enemies, especially derro, duergar or drow.

- **Transcendent Power** The Panoply seeks a worthy warrior who will defend the free dwarven cantons from evil underground races and monsters. Normally found as a dwarven sized set of brass dragonhide banded armor with matching helm, it will change size to fit any non-dwarven warrior it finds worthy to wear the Panoply. A non-mythic wearer of the Panoply can gain great power from the artifact.
 - The wearer gains two mythic tiers in the guardian path.
 - The wearer may use the *iron body* spell as a spell-like ability one minute per day for each point of the wearer's Wisdom modifier (minimum one). The ability can be used in one round increments, and they need not be consecutive. The ability can be activated or dismissed as a swift action.
 - The wearer gains Diehard as a bonus feat.
 - The wearer gains the adamantine mind and borrow elements mythic path abilities.
 - The wearer gains a +4 bonus to Constitution while wearing the Panoply.

Special Purpose The Panoply has the special purpose of defeating the enemies of the Cantons, especially derro, duergar and drow. When a wearer of the Panoply engages in the special purpose of the artifact, she gains the following benefits:

- The wearer gains the tremorsense extraordinary ability within a thirty-foot radius.
- The wearer gains energy resistance 15 to acid, cold, electricity, fire and sonic attacks.

Destruction The Panoply must be melted to slag by the fire breath of a mythic red dragon, and the chunks of slag must then be fed to a derro fetal savant (see *Midgard Bestiary for Pathfinder RPG*).

Scabbard of Jubal of the Golden Hand (Minor Artifact)

Slot belt; CL 18th; Weight 3 lbs.; Aura strong abjuration, conjuration and transmutation; Alignment lawful good Senses 30 ft., darkvision; Intelligence 8; Wisdom 11; Charisma 14; Ego 18; Language empathy

This+3 scabbard of protection was given by the great god Ra to his first herald, Jubal of the Golden Hand. It seeks a warrior who will defend the lands of Ishadia and Nuria-Natal from all those who would harm them (such as the wyrms of the Dragon Empire).

Transcendent Power The Scabbard seeks a worthy warrior who will fight mighty battles, especially against the ancient wyrms of the Empire, their servants and allies. A non-mythic wielder of the scabbard can gain great power from the artifact.

- The wielder gains a mythic tier in the guardian path.
- Any non-mythic sword of any size (poniard to greatsword) residing in the magical gird for more than 24 hours gains the *flaming burst, ghost touch, holy* and *keen* special abilities (if it does not already possess those abilities). The weapon must be replaced in the Scabbard for at least one hour in every 24 thereafter to retain these abilities, or it loses one ability at random every day until it returns to normal.
- The wielder gains the Improvised Weapon Mastery and Throw Anything feats as bonus feats. The Scabbard can be used as an epic improvised weapon for the purposes of penetrating damage reduction.
- The wielder gains the mythic companion and quick recovery (use as if selected twice) path abilities.
- The wielder gains a +2 bonus to Charisma and Wisdom while wearing the Scabbard.

Special Purpose The Scabbard has the special purpose of defeating the enemies of Ishadia and Nuria-Natal, especially dragons and dragonborn. When the bearer of the Scabbard engages in the special purpose of the artifact, he gains the following benefits:

- The wearer gains a +4 sacred bonus to all saves made vs. draconic attacks and spells, including breath weapons. The wearer is considered to have Improved Uncanny Dodge vs. all draconic breath weapons.
- The wearer can store two mythic uses in the Scabbard; as if it were a samana (see samana text, above).
- **Destruction** The Scabbard must be chopped into pieces by a mythic *vorpal* axe, and then the pieces must be dropped in the volcanic pit in the Fane of Mechuiti, on the Isle of Hungers.

WINGS OF THE FIRST HERALD (MAJOR ARTIFACT)

Slot shoulders; CL 20th; Weight 17 lbs.; Aura

Overwhelming (all schools). Alignment lawful good Senses 30 ft., darkvision; Intelligence 14; Wisdom 16;

Charisma 15; Ego 22; Language empathy, telepathy, truespeech

These +5 protection and resistance wings appear as golden angelic wings mounted on a mithral spine and ribcage. They are donned like a cloak and mold themselves to a worthy hero's body. They were given by the god Ptah to his first herald, the founding emperor of Ishadia, whose name has been lost to antiquity, but the wings and their legendary name, continue through the annals of legend.

The wings seek a hero who will defend the glory and might of Ishadia from all those (especially dragons) who would bring harm to the glorious remains of the ancient empire.

- **Transcendent Power** The wings seek a worthy hero who will fight against the servants and allies of the dragons of the Empire and the aberrations of Kush. The wearer of the wings gains great power from the artifact:
 - The wearer gains a fly speed of 60 ft. per round, with perfect maneuverability.
 - The wearer gains 2 mythic tiers in the archmage or heirophant path (player's choice).
 - The wielder gains Maximize Spell as a bonus feat. Any affected spell is memorized at its level +2 instead of +3.
 - The wearer gains the extra mythic power, mythic sustenance and pierce the darkness path abilities.
 - The wearer gains a +2 bonus to Intelligence and Wisdom while wearing the Wings.

Special Purpose The Wings have a special purpose of defeating the profane enemies of Ishadia, especially aberrations, dragons and giants. When the wearer engages in the special purpose of the Wings, he gains the following benefits:

- The wielder gains a +4 sacred bonus to AC and to all saving throws made vs. spells, spell-like and supernatural abilities of aberrations, dragons and giants.
- The wielder can use *angelic seal*, *crown of empyreal glory*, and *deva's wings* each once per day as spell-like abilities (See *Deep Magic* for these three spells).

Destruction The wings must be swallowed by a mythic white dragon, then the dragon must be killed by hand (no weapons or spells) and finally the dragon's body must be burned in the sacrificial fires of the Seat of Mavros, temple of the warrior god.

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