

Anointed Guardian

The heavenly hosts do not often interfere in the affairs of mortals. Some, however, are given the duty to be bound as partners to people of pure heart and strong faith. These people are trained in the art of war, honed as instruments of the gods against the forces of evil upon the material plane. They are then given a divine eidolon that can be summoned to fight by their side. Together, celestial and mortal fight as one: the anointed guardian.

Role: The anointed guardian and her divine eidolon form an elite fighting unit, using their teamwork feats to provide formidable offense, especially against evil foes.

Alignment: Any good.

Hit Die: d10.

Parent Classes: Paladin and summoner (unchained).

Starting Wealth: 4d6 x 10 gp (average 140 gp).

Class Skills

The anointed guardian's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Table: Anointed Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of good, detect evil, divine eidolon, life link	—	—	—	—
2nd	+2	+3	+0	+3	Smite evil 1/day	—	—	—	—
3rd	+3	+3	+1	+3	Lay on hands	—	—	—	—
4th	+4	+4	+1	+4	Tactician	0	—	—	—
5th	+5	+4	+1	+4	Share smite, smite evil 2/day	1	—	—	—
6th	+6/+1	+5	+2	+5	Mercy	1	—	—	—
7th	+7/+2	+5	+2	+5	Bonus feat	1	0	—	—
8th	+8/+3	+6	+2	+6	Smite evil 3/day	1	1	—	—
9th	+9/+4	+6	+3	+6	Mercy	2	1	—	—
10th	+10/+5	+7	+3	+7	Bonus feat	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Share smite 2, smite evil 4/day	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Mercy	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Bonus feat	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Smite evil 5/day	3	2	1	1

15th	+15/+10/+5	+9	+5	+9	Mercy	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Smite evil 6/day	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Smite evil 7/day	4	4	3	3

Class Features

The following are class features of the anointed guardian.

Weapon and Armor Proficiency: Anointed guardians are proficient with all simple and martial weapons. They are also proficient with light and medium armor and shields (except tower shields).

Aura of Good (Ex): The power of a anointed guardian's aura of good (see the *detect good* spell) is equal to her anointed guardian level.

Detect Evil (Sp): At will, a anointed guardian can use *detect evil*, as the spell. An anointed guardian can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the anointed guardian does not detect evil in any other object or individual within range.

Divine Eidolon: An anointed guardian begins play with the ability to summon to her side a powerful good outsider. The divine eidolon forms a link with the anointed guardian, who forever after summons an aspect of the same creature. Each divine eidolon has a subtype, chosen when the divine eidolon is first summoned, that determines its origin and many of its abilities. A divine eidolon is always good, but may be within one alignment step away along the law-chaos axis from the anointed guardian who summoned it (so a neutral good anointed guardian can call a lawful good, neutral good, or chaotic good divine eidolon) and can speak all of her languages. A divine eidolon is treated as a summoned creature, except it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to its anointed guardian, a divine eidolon can touch and attack creatures ward by *protection from good* and similar effects that prevent contact with summoned creatures.

An anointed guardian can summon her divine eidolon in a ritual that takes 1 minute to perform. When summoned this way, the divine eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if the divine eidolon was slain, in which case it returns with half its normal hit points. The divine eidolon does not heal naturally. The divine eidolon remains until dismissed by the anointed guardian (a standard action). If the divine eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The divine eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* function normally. If the anointed guardian is unconscious, asleep, or killed, her divine eidolon is immediately banished.

The divine eidolon takes a form shaped by the anointed guardian's desires. The divine eidolon's Hit Dice, saving throws, skills, and abilities are tied to the anointed guardian's level and increase as the anointed guardian gains levels. In addition, each divine eidolon gains a pool of evolution points based on the anointed guardian's class level that can be used to give the divine eidolon different abilities and powers. Whenever the anointed guardian gains a level, she must decide how these points are spent, and they are set until she gains another

level of anointed guardian.

The divine eidolon's physical appearance is up to the anointed guardian, but it always appears as some sort of celestial creature appropriate to its subtype. This control is not fine enough to make the divine eidolon appear like a specific creature. The divine eidolon also bears a glowing celestial symbol that is identical to a symbol that appears on the anointed guardian's forehead as long as the divine eidolon is summoned. While this symbol can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it for as long as the spell lasts).

Life Link (Su): At 1st level, an anointed guardian forms a close bond with her divine eidolon. Whenever the divine eidolon takes enough damage to send it back to its home plane, as a reaction to the damage, the anointed guardian can sacrifice any number of hit points she has without using an action. Each hit point sacrificed in this way prevents 1 point of damage to the divine eidolon. This can prevent the divine eidolon from being sent back to its home plane.

In addition, the divine eidolon and the anointed guardian must remain within 100 feet of one another for the divine eidolon to remain at full strength. If the divine eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the divine eidolon is more than 1,000 feet away but closer than 10,000 feet away, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the divine eidolon gets closer to its anointed guardian, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Smite Evil (Su): At 2nd level, once per day, an anointed guardian can call out to the powers of good to aid her in her struggle against evil. As a swift action, the anointed guardian chooses one target within sight to smite. If the target is evil, the anointed guardian adds her Charisma bonus (if any) to her attack rolls and adds her anointed guardian level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the anointed guardian possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the anointed guardian gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the anointed guardian targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the anointed guardian rests and regains her uses of this ability. At 5th level, and at every three levels thereafter, the anointed guardian may smite evil one additional time per day, to a maximum of seven times per day at 20th level.

Lay on Hands (Su): Beginning at 3rd level, an anointed guardian can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her anointed guardian level plus her Charisma modifier. With one use of this ability, an anointed guardian can heal 1d6 hit points of damage, plus an additional 1d6 for every three levels thereafter (to a maximum of 6d6 at 18th level). Using this ability is a standard action, unless the anointed guardian heals herself, in which case it is a swift action. Despite its name, an anointed guardian only needs one free hand to use this ability.

Spells: Beginning at 4th level, an anointed guardian gains the ability to cast a small number of divine spells which are drawn from the anointed guardian spell list featured here. An anointed guardian must choose and prepare her spells in advance.

To prepare and cast a spell, an anointed guardian must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an anointed guardian's spell is 10 + the spell level + the anointed guardian's Charisma modifier.

Like other spellcasters, an anointed guardian can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Anointed Guardian. In addition, she receives bonus spells per day if she has a high Charisma score. When Table: Anointed Guardian indicates that the anointed guardian receives 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

An anointed guardian must spend 1 hour per day in quiet prayer and meditation to regain her daily allotment of spells. An anointed guardian may prepare and cast any spell on the anointed guardian spell list, provided that she casts spells of that level, but must choose which spells to prepare during her daily meditation.

Through 3rd level, an anointed guardian has no caster level. At 4th level or higher, her caster level is equal to her anointed guardian level – 3.

Tactician (Ex): At 4th level, an anointed guardian receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. As a swift action, the anointed guardian can grant any teamwork feat she possesses to her divine eidolon, so long as it is within 30 feet of the anointed guardian. The divine eidolon retains the use of this bonus feat for 3 rounds plus 1 round for every two levels the anointed guardian possesses. The divine eidolon does not need to meet the prerequisites of any teamwork feat granted to it by its anointed guardian. The anointed guardian can use this ability once per day at 4th level, plus one additional time per day at 7th level and for every 3 levels thereafter.

Share Smite (Su): At 5th level, when an anointed guardian uses her smite evil ability, she can share a portion of the power with her divine eidolon if it is adjacent to her when she activates the ability. The divine guardian gains half the anointed guardian's bonuses (minimum +1) to attack, damage, and deflection to AC against the same opponent for as long as the smite evil ability is in effect.

At 11th level, the divine eidolon shares the full bonuses from the anointed guardian's smite evil ability if it is adjacent to her when she activates the ability.

Mercy (Su): At 6th level, and every three levels thereafter, an anointed guardian can select one mercy. Each mercy adds an effect to the anointed guardian's lay on hands ability. Whenever the anointed guardian (or her divine eidolon, see the Divine Eidolons section,) uses lay on hands to heal damage to a target, the target also receives the additional effects from all the mercies possessed by the anointed guardian. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

At 6th level, the anointed guardian can choose from the following initial mercies.

- *Fatigued:* The target is no longer fatigued.
- *Shaken:* The target is no longer shaken.
- *Sickened:* The target is no longer sickened.

At 9th level, an anointed guardian adds the following mercies to the list of those that can be selected.

- *Dazed:* The target is no longer dazed.
- *Diseased:* The anointed guardian's lay on hands ability also acts as remove disease, using the anointed guardian's level as the caster level.

- *Staggered*: The target is no longer staggered, unless the target is exactly at 0 hit points.

At 12th level, an anointed guardian adds the following mercies to the list of those that can be selected.

- *Cursed*: The anointed guardian's lay on hands ability also acts as remove curse, using the anointed guardian's level as the caster level.
- *Exhausted*: The target is no longer exhausted. The anointed guardian must have the fatigue mercy before selecting this mercy.
- *Frightened*: The target is no longer frightened. The anointed guardian must have the shaken mercy before selecting this mercy.

At 15th level, an anointed guardian adds the following mercies to the list of those that can be selected.

- *Blinded*: The target is no longer blinded.
- *Deafened*: The target is no longer deafened.
- *Paralyzed*: The target is no longer paralyzed.
- *Stunned*: The target is no longer stunned.

These abilities are cumulative. For example, a 12th level anointed guardian's lay on hands ability heals 4d6 points of damage and might also cure the shaken and frightened conditions, as well as removing diseases. Once a condition or spell effect is chosen, it cannot be changed.

Bonus Feat: At 7th level, and every three levels thereafter, an anointed guardian gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The anointed guardian must meet the prerequisites for these bonus feats.

Ex-Anointed Guardians

An anointed guardian who ceases to be good, who willfully commits an evil act, or who violates the code of conduct loses all anointed guardian spells and class features (including the service of her divine eidolon, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as an anointed guardian. She regains her abilities and advancement potential if she atones for her violations (see the *atonement* spell description) as appropriate.

Anointed Guardian Spell List

Anointed Guardians gain access to the following spells.

1st-Level Anointed Guardian Spells—*bleed*, *bleed water*, *bleed weapon*, *blessed fist*, *bowstaff*, *challenge evil*, *compel hostility*, *create water*, *cure light wounds*, *detect poison*, *detect undead*, *diagnose disease*, *divine favor*, *endure elements*, *ghostbane dirge*, *grace*, *hero's defiance*, *life conduit*, *magic fang*, *magic weapon*, *protection from evil*, *rejuvenate eidolon* (lesser), *restoration* (lesser), *shield of fortification*, *tactical acumen*, *veil of heaven*, *veil of positive energy*, *virtue*.

2nd-Level Anointed Guardian Spells—*arrow of law*, *bestow grace*, *bestow weapon proficiency*, *blessing of courage and life*, *blessing of luck and resolve*, *blinding ray*, *bull's strength*, *bullet ward*, *corruption resistance*, *delay disease*, *delay poison*, *divine arrow*, *eagle's splendor*, *effortless armor*, *endure elements* (communal), *evolution surge* (lesser), *fire of entanglement*, *holy shield*, *instant armor*, *light lance*, *litany of defense*, *litany of eloquence*, *litany of entanglement*, *litany of righteousness*, *litany of warding*, *magic siege engine*, *owl's wisdom*, *protection from evil* (communal), *remove paralysis*, *righteous vigor*, *sacred bond*, *sacred space*, *shield companion*, *shield other*, *summon eidolon*, *undetectable alignment*, *vestment of the champion*, *weapon of awe*.

3rd-Level Anointed Guardian Spells—*blade of bright victory*, *blessing of the mole*, *burst of speed*, *cure moderate wounds*, *daybreak arrow*, *daylight*, *deadly juggernaut*, *delay poison* (communal), *discern lies*, *dispel magic*, *divine transfer*, *evolution surge* (greater), *fire of judgment*, *ghostbane dirge* (mass), *heroic fortune*, *holy*

whisper, life conduit (improved), litany of escape, litany of sight, magic circle against evil, magic fang (greater), magic weapon (greater), mantle of calm, marks of forbiddance, prayer, remove blindness/deafness, remove curse, resist energy (communal), sanctify armor, shield of fortification (greater), wrathful mantle.

4th-Level Anointed Guardian Spells—*blaze of glory, blessing of luck and resolve (mass), break enchantment, cure serious wounds, death ward, dispel evil, evolution surge (greater), fire of vengeance, forced repentance, guardian of faith, holy sword, king's castle, life conduit (greater), litany of thunder, litany of vengeance, magic siege engine (greater), mark of justice, neutralize poison, oath of peace, paragon surge, planeslayer's call, purified calling, reprobation, resounding blow, restoration, sacrificial oath, stay the hand, symbol of healing, transmute.*

Divine Eidolons

A divine eidolon's abilities are determined by the anointed guardian's level and by the choices made using its evolution pool. Table: Divine Eidolon Base Statistics determines many of the base statistics of the divine eidolon. Each divine eidolon possesses a base form that modifies these base statistics. Divine eidolons are good outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's anointed guardian level.

HD: This is the total number of 10-sided (d10) Hit Dice the divine eidolon possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the divine eidolon's base attack bonus. A divine eidolon's base attack bonus is equal to its Hit Dice. Divine eidolons do not gain additional attacks using their natural weapons for a high base attack bonus.

Good Saves and Poor Save: These are the divine eidolon's base saving throw bonuses. A divine eidolon possesses two good saving throws and one poor saving throw, determined by the creature's base form.

Skills: This lists the divine eidolon's total skill ranks. A divine eidolon can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Divine eidolons with Intelligence scores above the base value modify these totals as normal (a divine eidolon gains a number of skill ranks equal to 6 + its Intelligence modifier per Hit Die). A divine eidolon cannot have more ranks in a skill than it has Hit Dice. Eidolon skill ranks are set once chosen, even if the creature's evolutions change when the anointed guardian gains a new level.

Feats: This is the total number of feats possessed by the divine eidolon. Divine eidolons can select any feat they qualify for, but they must possess the appropriate appendages to use some feats. Divine eidolon feats are set once chosen, even if the creature's evolutions change when the anointed guardian gains a new level. If, due to such changes, the divine eidolon no longer qualifies for a feat, the feat has no effect until the eidolon once more qualifies for the feat.

Armor Bonus: The number noted here is the divine eidolon's base total armor bonus. This bonus can be split between an armor bonus and a natural armor bonus, as decided by the anointed guardian. This number is modified by the divine eidolon's base form and some options available through its evolution pool. A divine eidolon cannot wear armor of any kind, as the armor interferes with the anointed guardian's connection to the divine eidolon.

Str/Dex Bonus: Add this modifier to the divine eidolon's Strength and Dexterity scores, which are determined by the divine eidolon's base form. Some options available through the divine eidolon's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the divine eidolon's evolution pool. Points in this pool can be spent on a variety of modifications and upgrades that add new abilities, attacks, and powers to the divine eidolon. (Use the Evolutions list for the Unchained Summoner.) Whenever the anointed guardian gains a level, the number of points in this pool increases and the anointed guardian can spend these points to change the abilities of the divine eidolon. These choices are not set—the anointed guardian can change them whenever she gains a level (and through the *transmogrify* spell).

Max. Attacks: This indicates the maximum number of attacks that the divine eidolon is allowed to possess at the given level. If the divine eidolon is at its maximum, it cannot take evolutions that grant additional attacks. Attacks made with weapons, including those granted by a high base attack bonus, are counted against this maximum.

Special: This includes a number of abilities gained by all divine eidolons as they increase in power (see the table below). Each of these bonuses is described below.

Darkvision (Ex): The divine eidolon has darkvision with a range of 60 feet.

Link (Ex): An anointed guardian and her divine eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the anointed guardian to give orders to her divine eidolon at any time. In addition, magic items interfere with the anointed guardian's connection to her divine eidolon. As a result, the anointed guardian and her divine eidolon share magic item slots. For example, if the anointed guardian is wearing a ring, her divine eidolon can wear no more than one ring. In the case of a conflict, the items worn by the anointed guardian remain active, and those used by the divine eidolon become dormant. The divine eidolon must possess the appropriate appendages to use a magic item.

Share Spells (Ex): The anointed guardian can cast a spell with a target of “you” on her divine eidolon (as a spell with a range of touch) instead of on herself. An anointed guardian can cast spells on her divine eidolon even if the spells normally do not affect creatures of the divine eidolon's type (outsider). Spells cast in this way must come from the anointed guardian spell list. This ability does not allow the divine eidolon to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If the divine eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.

Deliver Mercy (Su): The divine eidolon can use the anointed guardian's lay on hands ability—including mercies—at the same level of ability. Any use of this ability counts towards the anointed guardian's total number of uses for the day. Otherwise, it functions just as described under the lay on hands ability, taking a standard action or a swift action if the divine eidolon heals itself.

Ability Score Increase (Ex): The divine eidolon adds 1 to one of its ability scores.

Devotion (Ex): A divine eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: A divine eidolon gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks (or it is reduced to fewer than three attacks) the divine eidolon instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the divine eidolon later gains three or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex save for half damage, a divine eidolon takes no damage if it succeeds at its saving throw and only half damage if it fails.

Divine Eidolon Skills

The following skills are class skills for divine eidolons: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the anointed guardian can choose four additional skills to be class skills for her divine eidolon. Note that divine eidolons with a fly speed gain Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Eidolon Base Statistics

Class Level	HD	BAB	Good Saves	Poor Save	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max. Attacks	Special
1st	1	+1	+2	+0	4	1	+0	+0	1	3	Darkvision, link, share spells
2nd	2	+2	+3	+0	8	1	+2	+1	2	3	Evasion
3rd	3	+3	+3	+1	12	2	+2	+1	3	3	—
4th	3	+3	+3	+1	12	2	+2	+1	3	4	Deliver mercy
5th	4	+4	+4	+1	16	2	+4	+2	4	4	Ability score increase
6th	5	+5	+4	+1	20	3	+4	+2	5	4	Devotion
7th	6	+6	+5	+2	24	3	+6	+3	6	4	—
8th	6	+6	+5	+2	24	3	+6	+3	6	4	—
9th	7	+7	+5	+2	28	4	+6	+3	7	5	Multiattack
10th	8	+8	+6	+2	32	4	+8	+4	8	5	Ability score increase
11th	9	+9	+6	+3	36	5	+8	+4	9	5	—
12th	9	+9	+6	+3	36	5	+10	+5	9	5	—
13th	10	+10	+7	+3	40	5	+10	+5	10	5	—
14th	11	+11	+7	+3	44	6	+10	+5	11	6	Improved Evasion
15th	12	+12	+8	+4	48	6	+12	+6	12	6	Ability score increase
16th	12	+12	+8	+4	48	6	+12	+6	12	6	—
17th	13	+13	+8	+4	52	7	+14	+7	13	6	—
18th	14	+14	+9	+4	56	7	+14	+7	14	6	—
19th	15	+15	+9	+5	60	8	+14	+7	15	7	—
20th	15	+15	+9	+5	60	8	+16	+8	15	7	—

Eidolons and Alignment

Generally, the anointed guardian controls the actions of her divine eidolon, even during combat, either through

verbal commands or the link ability, but this does not mean that the divine eidolon is a puppet that follows every command without question. Even more so than a summoner's eidolon, a divine eidolon will refuse actions that are against their ethos or alignments, and quick to chide the anointed guardian about such requests and warn of the consequences of straying down such paths. See the Ex-Anointed Guardians section for specific details.

Eidolon Subtypes

The first time an anointed guardian calls her divine eidolon, she must decide on its subtype. The divine eidolon's subtype determines a number of its base statistics and abilities, as well as its overall look and theme. The subtype also determines what sort of evolutions the anointed guardian can select for her divine eidolon using the evolution pool. Once the choice of subtype is made, it cannot be changed.

As an anointed guardian gains levels, her divine eidolon gains specific evolutions based on its subtype. Each subtype entry below includes the following information.

Name: This is the name of the divine eidolon's subtype. The divine eidolon gains this as a subtype, but unless otherwise noted, it does not gain any of the features, abilities, or weaknesses of that subtype.

Description: This gives a basic overview of divine eidolons of this subtype, including general guidelines on appearance and personality.

Alignment: The divine eidolon alignment is a creature of this alignment. If its alignment is chaotic or lawful, it gains that subtype. All divine eidolons have the good subtype.

Base Form: Divine eidolons of some subtypes are restricted in their choice of base form. Restrictions are spelled out here. The evolutions listed here are gained automatically, and do not cost points from the divine eidolon's evolution pool.

Base Evolutions: This describes the base evolutions possessed by all divine eidolons of this subtype. Following the entry is a list of evolutions gained as the anointed guardian gains levels; these evolutions are gained automatically, and do not cost points from the divine eidolon's evolution pool. In some cases, divine eidolons of certain subtypes will gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules.

Agathion

Patient and enlightened liaisons of the good-aligned Outer Planes, agathion divine eidolons seek to vanquish evil and protect that which is good. Agathion divine eidolons always have aspects of a single animal or creature, rather than a hodgepodge of several. Though they have patience for anointed guardians with unorthodox methods, they will not brook their powers being used for evil ends. An agathion divine eidolon seeks to bring its anointed guardian closer to its own enlightenment.

Alignment: Neutral Good.

Base Form: Biped (claws, limbs [arms], limbs [legs]) or quadruped (limbs [legs, 2], bite).

Base Evolutions:

- Starting at 1st level, agathion divine eidolons gain the resistance (electricity) evolution. They also gain a +4 bonus on saving throws against poison and petrification.
- At 4th level, agathion divine eidolons gain cold resistance 10 and sonic resistance 10.
- At 8th level, agathion divine eidolons gain lay on hands as paladins with levels equal to their Hit Dice.

- At 12th level, agathion divine eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the agathion subtype).
- At 16th level, agathion divine eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain the agathion's speak with animals ability (see the agathion subtype).
- At 20th level, agathion divine eidolons gain detect thoughts as a spell-like ability at will and also increase their damage reduction to DR 10/evil.

Angel

Hailing from the higher planes, angel divine eidolons are creatures of exquisite beauty. They usually appear in idealized humanoid forms, with smooth skin, shining hair, and bright eyes. Angel divine eidolons are impeccably honorable, trustworthy, and diplomatic, but they do not shy away from confrontation when facing off against evil and its minions.

Alignment: Any good.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions:

- At 1st level, angel divine eidolons gain the resistance (acid) and resistance (cold) evolutions. They also gain a +4 bonus on saving throws against poison.
- At 4th level, angel divine eidolons gain electricity resistance 10 and fire resistance 10.
- At 8th level, angel divine eidolons grow large, feathery wings, gaining the flight evolution.
- At 12th level, angel divine eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the angel subtype).
- At 16th level, angel divine eidolons lose the resistance (acid) and resistance (cold) evolutions, and instead gain the immunity (acid) and immunity (cold) evolutions.
- At 20th level, angel divine eidolons gain the protective aura ability (see the angel subtype).

Archon

Summoned from heaven, archon divine eidolons are the embodiments of righteousness. They often take on powerful, graceful forms, rippling with muscles but refined in their movements. Archon divine eidolons are totally dedicated to the cause of good, and have little patience with those that violate their oaths and ideals. Archons will do whatever it takes to stop the advance of evil and protect the innocent.

Alignment: Lawful good.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions:

- At 1st level, archon divine eidolons gain the resistance (electricity) evolution and the skilled (Intimidate) evolution. They also gain a +4 bonus on saving throws against poison.
- At 4th level, archon divine eidolons add 1 point to their evolution pools.
- At 8th level, archon divine eidolons gain the ability increase evolution, applied to an ability score the anointed guardian chooses.
- At 12th level, archon divine eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the archon subtype).
- At 16th level, archon divine eidolons lose the resistance (electricity) evolution and skilled (Intimidate) evolution, and instead gain the immunity (electricity) evolution. In addition, they gain the aura of menace ability (see archon subtype).

- At 20th level, archon divine eidolons gain the ability to use *greater teleport* at will, as the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

Azata

Embodiments of the untameable beauty and noble passion of Elysium, azata divine eidolons have wild and beautiful features. They often take graceful forms reminiscent of elves or fey, but they occasionally appear like lillends, with serpentine tails. Azata divine eidolons are flighty and independent, and they often have their own ideas about how to defeat evil or have a good time. Thus, an azata divine eidolon is likely to balk if its anointed guardian commands it to perform offensive or nefarious actions. On the other hand, an azata divine eidolon in sync with its anointed guardian is a passionate and devoted companion.

Alignment: Chaotic Good.

Base Form: Biped (limbs [arms], limbs [legs]) or serpentine (limbs [arms], tail, tail slap).

Base Evolutions:

- At 1st level, azata divine eidolons gain the resistance (electricity) evolution and the 4-point weapon training evolution (proficiency in martial weapons).
- At 4th level, azata divine eidolons gain cold resistance 10 and fire resistance 10.
- At 8th level, azata divine eidolons grow large, feathery wings, gaining the flight evolution.
- At 12th level, azata divine eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the azata subtype).
- At 16th level, azata divine eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain the ability increase evolution, applied to an ability score of the anointed guardian's choice.
- At 20th level, an azata divine eidolon gains the ability to switch between its normal form and an energy form as a standard action. In its energy form, an azata divine eidolon is incorporeal and doubles its fly speed, but it can't make natural attacks or manufactured weapon attacks; it can, however, activate any spell-like ability evolutions it possesses.

Celestial Beasts

These are great and noble creatures that act as protectors of the weak, ever-vigilant champions waiting to meet evil when it inevitably comes. The majestic lamassu and the noble shedu and the wise couatl are examples of such creatures. They come in many other forms, but typically have an animals body, a humanoid head, and immense wings. Implacable defenders of good, these celestial beasts brook no ill will or malice against their charges.

Alignment: Any good.

Base Form: Quadruped (limbs [legs, 2], bite or claws or gore) or serpentine (bite, tail, tail slap).

Base Evolutions:

- At 1st level, celestial beast divine eidolons gain the resistance evolution against two of the following energy types: acid, cold, electricity, or fire.
- At 4th level, celestial beast divine eidolons add 1 point to their evolution pools.
- At 8th level, celestial beast divine eidolons grow large, feathery wings, gaining the flight evolution.
- At 12th level, celestial beast divine eidolons gain DR 5/evil. They also gain *detect evil* as an at-will spell-like ability.
- At 16th level, lose the resistance evolutions gained at 1st level, and instead gain immunity to those same energy types. They also gain telepathy with a 100-foot range (see the Universal Monster Rules).

- At 20th level, a celestial beast eidolon's DR increases to 10/evil. It also gains the prescience ability, which grants the celestial beast eidolon an insight bonus to its AC and on initiative checks and Reflex saves equal to its Wisdom bonus.

New Eidolon Evolution

The following evolution costs 1 point from an eidolon's evolution pool.

Hooves (Ex): The eidolon's legs end in hooves, which it can use to attack foes, giving it two hoof attacks. These attacks are secondary attacks. The hooves deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be applied to any number of limbs (legs) evolutions, but only provide two hoof attacks, no matter the number of legs the eidolon possesses.