

HYBRID CLASSES OF NEOEXODUS:

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 (*planes*) (*Int*), Knowledge (*religion*) (*Int*), Profession (*Wis*), Ride (*Dex*), Sense Motive (*Wis*), and Spellcraft (*Int*).

Skill Ranks per Level: 2 + *Int* modifier.

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, an 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 warded 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.

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	Benedictions, grace	—	—	—	—
3rd	+3	+3	+1	+3	—	—	—	—	—
4th	+4	+4	+1	+4	Tactician	0	—	—	—
5th	+5	+4	+1	+4	Benedictions	1	—	—	—
6th	+6/+1	+5	+2	+5	—	1	—	—	—
7th	+7/+2	+5	+2	+5	Bonus feat	1	0	—	—
8th	+8/+3	+6	+2	+6	Benedictions	1	1	—	—
9th	+9/+4	+6	+3	+6	—	2	1	—	—
10th	+10/+5	+7	+3	+7	Bonus feat	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Benedictions	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	—	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Bonus feat	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Benedictions	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	—	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	Benedictions	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	—	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	Apotheosis	4	4	3	3

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.

Grace (Su): At 2nd level, the anointed guardian and her divine eidolon receive the *blessings* of whatever gods of good to whom they are devoted. This power allows them to perform miraculous actions in combat. At the start of each day, an anointed guardian gains a number of grace points equal to her Charisma modifier (minimum 1), though feats and magic items can increase this maximum. The anointed guardian and her divine eidolon can tap this pool to perform benedictions (see below). The anointed guardian or her divine eidolon can regain grace points in the following ways.

Critical Hit on an Evil-aligned Enemy: Each time an anointed guardian or her divine eidolon confirms a critical hit against an enemy with an evil component to its alignment, she regains 1 grace point. Confirming

a critical hit on a helpless or unaware creature, or a creature that has fewer Hit Dice than the anointed guardian's character level (or the divine eidolon's Hit Dice, if it is the one confirming the critical hit) doesn't restore grace.

Killing Blow on an Evil-aligned Enemy: When an anointed guardian or her divine eidolon reduces a creature to 0 or fewer hit points while in combat, she regains 1 grace point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the anointed guardian's character level (or the divine eidolon's Hit Dice, if it is the one dealing the blow) doesn't restore grace.

Benedictions: Anointed guardians spend grace points to gain benedictions. Most benedictions grant the anointed guardian a momentary bonus or effect, but some provide longer-lasting effects. Some benedictions remain in effect while the anointed guardian has at least 1 grace point, but do not require the expenditure of grace points to be maintained. An anointed guardian can only perform benedictions of her level or lower. Unless otherwise noted, a benediction can be gained multiple successive times, as long as the anointed guardian spends the required grace points to gain the benediction.

Unless noted otherwise in a benediction's description, any benediction can also be called upon by the anointed guardian's divine eidolon, so long as there are sufficient



grace points left in the pool to do so. A divine eidolon can gain the effects of a benediction even while its anointed guardian is using the same. For example, both an anointed guardian and its eidolon can use smite evil, so long as each spends the prerequisite grace point to enact the ability.

Smite Evil (Su): At 2nd level, an anointed guardian can spend 1 grace point, 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. If the divine eidolon uses this benediction, it gains bonuses to attack rolls equal to the anointed guardian's Charisma bonus or its own, whichever is higher, and uses its Hit Dice as its damage bonus.

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 grace points. If the divine eidolon is using the smite evil grace, it also ends if the divine eidolon is killed and returns to its home plane.

Lay on Hands (Su): At 2nd level, an anointed guardian can heal wounds (her own or those of others) by touch. By spending 1 grace point, 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 17th level). Using this ability is a standard action, unless the anointed guardian heals herself or her divine eidolon, in which case it is a swift action. Likewise, a divine eidolon can use this ability to heal its anointed guardian as a swift action, or another creature as a standard action. Despite its name, an anointed guardian only needs one free hand to use this ability.

Divine Protection (Su): At 5th level, as long as at least 1 point remains in the anointed guardian's grace pool, she gains a bonus equal to her Charisma bonus on all saving throws. The divine eidolon receives a bonus equal to its own Charisma bonus or the anointed guardian's, whichever is higher.

Mercy (Su): At 5th 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) 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 5th 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 8th 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 11th 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.
- **Nauseated:** The target is no longer nauseated. The anointed guardian must have the sickened mercy before selecting this mercy.

Poisoned: The anointed guardian's lay on hands ability also acts as neutralize poison, using the anointed guardian's level as the caster level.

At 14th 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 11th 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.

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.

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.

Apotheosis (Su): At 20th level, an anointed guardian can merge with her divine eidolon, becoming a bipartite being. If they are adjacent to one another, the anointed guardian can merge with her divine eidolon as a swift action. This composite being has all the limbs of both the character and the eidolon, two faces, and wields any weapons both have in hand when the their two forms merge.

The composite form's size is Medium, unless the divine eidolon is of a bigger size category, in which case it is considered that size category instead. In this composite form, they are considered a single being for the purposes of being a target for spells, abilities, or items. Use the best bonuses from both forms when determining AC for the composite form. The composite being uses any and all senses of both component beings. The composite form uses the highest attributes of either form as well as the highest saving throws. The composite form counts as both the anointed guardian's original type, as well as an outsider (and any subtypes the divine eidolon possesses) for any effect related to type, whichever is worse.

Keep track of the hit point totals of the anointed guardian and the divine eidolon separately, using the current hit points of both when the merging occurs. When the composite being takes damage from an attack or effect, the anointed guardian chooses how the damage applies. She can take the damage off either her own or the divine eidolon's current hit points, or split them between the two in any way she desires. Likewise, healing may go to one or the other total, or be divided between the two as she sees fit. If the divine eidolon's hit points drop to a number of negative hit points equal to or greater than its Constitution score during the merging, it is sent back to its home plane and the anointed guardian returns to her normal form. If the anointed guardian's hit points drop below 0, then the merging ends and she falls prone in a square of her choice adjacent to the eidolon. In the composite form, the anointed guardian is not staggered when reduced to 0 hit points, so long as she remains in this form.

The composite form can use all the gear and abilities of both forms. For purposes of combat, on a given round the anointed guardian can choose to use either her own melee or ranged attacks, as well as one of the divine eidolon's natural attacks (as a secondary attack), or to use the eidolon's attacks. The anointed guardian can cast spells as normal, but gains no extra attacks or actions during around in which she casts.

The anointed guardian can maintain apotheosis for a number of minutes equal to her anointed guardian level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The divine guardian can end this effect as a free action.

EX-ANOINTED GUARDIANS

An anointed guardian who ceases to be good or who willfully commits an evil act 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—*bless, bless water, bless 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, transmogrify.*

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, unless the eidolon has the armor training evolution.

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

DIVINE 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	–
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	–

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.

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.

DIVINE 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 BASE FORMS

These additional base forms are available, depending upon the type of eidolon chosen.

AQUATIC

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 20 ft.; **AC** +2; **Saves** Fort (good), Ref (good), Will (bad);

Attack bite (1d6), tail slap (1d6); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

AVIAN

Starting Statistics: **Size** Medium; **Speed** 30 ft., fly 30 ft.(good); **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

HORROR

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (poor), Will (good); **Attack** bite (1d6), 2 tentacles (1d4); **Ability Scores** Str 14, Dex 12, Con 15, Int 7, Wis 10, Cha 11.

MUSHROOM

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6), 2 claws (1d4); **Special Attack** poison (bite); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

NEW 1-POINT EVOLUTIONS

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

Armor Training: The eidolon can wear armor and becomes proficient in light armor. Armor made to be worn by eidolons is always considered to be armor for an unusual creature when determining its cost (see the *armor section of the Pathfinder RD*). Starting at 6th level, the eidolon can spend 1 additional evolution point to become proficient in medium armor, and at 10th level it can spend instead spend an additional 2 evolution points to become proficient in heavy armor. An eidolon with the improved natural armor evolution cannot select this evolution.

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). The eidolon must have the limbs (legs) evolution to take this evolution. This evolution can be selected more than once, up to the number of limbs (legs) evolutions the eidolon possesses.

Increased Speed (Ex): The eidolon's movement speeds for all of its movement types increase by 10 feet. This evolution can be selected more than once.

Manifest Weapon: The eidolon gains a weapon that is always in hand when the eidolon is summoned. This is a weapon of the anointed guardian's choice, but usually of a type consistent with the eidolon's subtype. The weapon is sized appropriately for the eidolon (Medium for a Medium-sized creature, Large for a Large-sized creature, etc.). The weapon can be disarmed normally, but disappears when the eidolon returns to its own plane, returning to the eidolon's possession. Like the eidolon's natural attacks, this weapon is considered good or evil, (as well as any other subtypes the divine eidolon possesses, such as Chaotic or Lawful,) based on the eidolon's alignment, for purposes of overcoming damage reduction. Starting at 6th level, the eidolon can spend 1 additional evolution point to add a +1 enhancement bonus to the weapon, and at 10th level the eidolon can instead spend an additional 2 evolution points to increase the enhancement bonus to +2.

Mount (Ex): The eidolon is properly skilled and formed to serve as a combat-trained mount. The eidolon must be at least one size category larger than its rider. By spending 3 additional evolution points, an eidolon can choose this evolution regardless of its base form. Requirements: quadruped or serpentine base form. Note: This evolution replaces the evolution of the same name found in Pathfinder Roleplaying Game: Pathfinder Unchained.

NEW 4-POINT EVOLUTION

The following evolution costs 4 points from an eidolon's evolution pool.

Spore Cloud (Ex): The eidolon's body produces millions of tiny, toxic spores that it can unleash upon its foes. Upon selecting this evolution, the eidolon must choose one of the following toxins: mycotoxin, necrotoxin, or neurotoxin. As a standard action, the eidolon exhales a cloud of toxic spores laced with the chosen toxin in a 30-foot cone. Creatures within the area are subject to the corresponding poison listed below:

Mycotoxin—inhaled; *save* Fort (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier); *frequency* 1/round or 4 rounds; *effect* 1d6 Str damage; *cure* 2 saves.

Necrotoxin—inhaled; *save* Fort (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier); *frequency* 1/round for 4 rounds; *effect* 1d6 Dex damage; *cure* 2 saves.

Neurotoxin—inhaled; *save* Fort (DC 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier); *frequency* 1/round for 4 rounds; *effect* 1d6 Wis damage; *cure* 2 saves.

The eidolon can use this ability once per day. The eidolon can gain additional uses of this ability by spending 2 evolution points per additional use (to a maximum of three total uses per day). Requirements: Clippoth subtype.

DIVINE 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 eidolons gain the resistance (electricity) evolution. They also gain a +4 bonus on saving throws against poison and petrification.
- At 4th level, agathion eidolons gain cold resistance 10 and sonic resistance 10.
- At 8th level, agathion eidolons gain lay on hands as paladins with levels equal to their Hit Dice.
- At 12th level, agathion eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the agathion subtype).
- At 16th level, agathion 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 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 eidolons grow large, feathery wings, gaining the flight evolution.
- At 12th level, angel eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the angel subtype).

- At 16th level, angel eidolons lose the resistance (acid) and resistance (cold) evolutions, and instead gain the immunity (acid) and immunity (cold) evolutions.
- At 20th level, angel 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 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 eidolons add 1 point to their evolution pools.
- At 8th level, archon eidolons gain the ability increase evolution, applied to an ability score the anointed guardian chooses.
- At 12th level, archon eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the archon subtype).
- At 16th level, archon 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 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 eidolons gain the resistance (electricity) evolution and the 4-point weapon training evolution (proficiency in martial weapons).
- At 4th level, azata eidolons gain cold resistance 10 and fire resistance 10.
- At 8th level, azata eidolons grow large, feathery wings, gaining the flight evolution.
- At 12th level, azata eidolons gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the azata subtype).
- At 16th level, azata 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 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 animal's body, a humanoid head, and immense wings. Implacable defenders of good, these celestial beasts brook no ill will or malice against their charges. This form of divine eidolon can also cover mortal beings with divine bloodlines, such as celestial beasts.

Alignment: Any good.

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

BASE EVOLUTIONS:

- At 1st level, celestial beast eidolons gain the resistance evolution against two of the following energy types: acid, cold, electricity, or fire.
- At 4th level, celestial beast eidolons add 1 point to their evolution pools.
- At 8th level, celestial beast eidolons grow large, feathery wings, gaining the flight evolution. Those

with an avian base form double their existing flight speed.

- At 12th level, celestial beast 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.

FOO CREATURE

Guardians over that which is sacred and holy, foo creatures are extraplanar beings that use their stony skin to imitate statues. Despite their often intimidating appearance, aggression is not in a foo creature's nature, and they instead act as protectors rather than aggressors. Anointed guardians bound to protect sacred sites often have a foo creature as their divine eidolon.

Alignment: Any good.

Base Form: Aquatic (bite, gills, tail, tail slap, swim), avian (bite, flight, limbs [legs]), biped (limbs [arms], limbs [legs], slam), quadruped (bite, limbs [legs, 2]), serpentine (bite, climb, grab [tail slap], tail, tail slap), or tauric (limbs [arms], limbs [legs, 2], slam).

BASE EVOLUTIONS:

- At 1st level, foo eidolons gain the freeze and improved natural armor evolutions.
- At 4th level, foo creature eidolons gain a +2 bonus on Will saves.
- At 8th level, foo creature eidolons gain paired protectors (see the foo creature entry in Pathfinder Roleplaying Game Bestiary 3). A foo creature eidolon treats its summoner as if it were a foo creature for the purpose of determining if it gains a benefit from this ability. Its summoner, however, doesn't gain any benefits from paired protectors unless he is also a foo creature.
- At 12th level, foo creature eidolons gain DR 5/bludgeoning. In addition, they gain the improved natural armor evolution.
- At 16th level, foo creature eidolons gain stony defense (see the foo creature entry in Pathfinder Roleplaying Game Bestiary 3).
- At 20th level, foo creature eidolons ascend into imperial foo creature eidolons, granting them limited spellcasting ability. Imperial foo creature eidolons gain the ability to cast sorcerer spells as if they were 11 HD creatures with the sorcerer

PROFANE MARAUDER

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 evil, detect good, fiendish eidolon, life link	—	—	—	—
2nd	+2	+3	+0	+3	Execrations, malice	—	—	—	—
3rd	+3	+3	+1	+3	—	—	—	—	—
4th	+4	+4	+1	+4	Tactician	0	—	—	—
5th	+5	+4	+1	+4	Execrations	1	—	—	—
6th	+6/+1	+5	+2	+5	—	1	—	—	—
7th	+7/+2	+5	+2	+5	Bonus feat	1	0	—	—
8th	+8/+3	+6	+2	+6	Execrations	1	1	—	—
9th	+9/+4	+6	+3	+6	—	2	1	—	—
10th	+10/+5	+7	+3	+7	Bonus feat	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Execrations	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	—	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Bonus feat	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Execrations	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	—	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	Execrations	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	—	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	Apotheosis	4	4	3	3

simple class template (see the modifying monsters appendix in Pathfinder Roleplaying Game Monster Codex). Imperial foo creature eidolons gain no other benefit from the sorcerer simple class template, and they cannot cast spells with the evil descriptor or use spell completion or spell trigger items of sorcerer/wizard spells.

MANASAPUTRA

Benevolent and compassionate beyond mortal understanding, the enigmatic beings known as the manasaputras are entities comprised entirely of Cosmic Fire. Formed from souls not yet born fused with the potential of those who have learned from lifetimes of reincarnation, Manasaputras seek oneness with the universe. Manasaputra eidolons bond with anointed guardians that they can teach to overcome the challenges that are inherent in a world overrun by cruelty and chaos and do what they can to assist and better those privileged individuals.

Alignment: Lawful Good.

Base Form: Biped (ability increase [Wisdom], limbs [arms], limbs [legs])

BASE EVOLUTIONS:

- At 1st level, manasaputra eidolons add their Wisdom bonus (if any) to their AC and CMD. For every 4 Hit Dice they attain, manasaputra eidolons gain an additional +1 bonus to AC and CMD. These bonuses function like those from the monk's AC bonus class

ability. In addition, manasaputra eidolons gain the monk's unarmed strike class ability, using their Hit Dice as their effective monk level.

- At 4th level, manasaputra eidolons can adapt quickly to energy damage. Anytime they take acid, cold, fire, electricity, negative energy, or sonic damage, a manasaputra eidolon can grant itself the resistance evolution against energy damage of that type for a number of rounds equal to its Wisdom bonus (minimum 1 round). Using this ability is an immediate action.
- At 8th level, manasaputra eidolons gain immunity to disease and poison. In addition, they gain the no breath evolution and a +2 racial bonus on saves against enchantment spells.
- At 12th level, manasaputra eidolons gain the magic attacks evolution. In addition, they gain subjective appearance (see the manasaputra subtype in Pathfinder Roleplaying Game Bestiary 5).
- At 16th level, manasaputra eidolons gain positive energy affinity (see the manasaputra subtype in Pathfinder Roleplaying Game Bestiary 5). In addition, they gain telepathy (100 ft.).
- At 20th level, manasaputra eidolons gain formless (see the manasaputra subtype in Pathfinder Roleplaying Game Bestiary 5). In addition, they gain the ability to create an effect similar to *limited wish*

as a spell-like ability once per day. Unlike limited wish, manasaputra eidolons can only use limited wish to duplicate psychic class spells of 7th level or lower, and if the duplicated spell has a material component, that material component must be provided.

PROFANE MARAUDER (ALTERNATE CLASS)

As the forces of good choose anointed guardians to protect and preserve, so do the forces of evil have their own chosen minions. Mortals with dark hearts and great inner strength are guided onto darker roads with promised power. Given a lesser spirit of evil to assist them, these unholy warriors become terrible forces of wickedness in the lands they wander.

Role: The profane marauder and his fiendish eidolon form an elite fighting unit, using their teamwork feats to provide formidable offense, especially against good-aligned foes.

Alignment: Any evil.

Hit Die: d10.

Parent Classes: Anti-paladin and unchained summoner.

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

CLASS SKILLS

The profane marauder's class skills are Bluff (Cha), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

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 Evil (Ex): The power of a profane marauder's aura of evil (see the *detect evil* spell) is equal to his profane marauder level.

Detect Good (Sp): At will, a profane marauder can use *detect good*, as the spell. A profane marauder can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, 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.

Fiendish Eidolon: A profane marauder begins play with the ability to summon to his side a powerful evil outsider. The fiendish eidolon forms a link with the profane marauder, who forever after summons an aspect of the same creature. Each fiendish eidolon has a subtype, chosen when the fiendish eidolon is first summoned, that determines its origin and many of its abilities. A fiendish eidolon is always evil, but may be within one alignment step away along the law-chaos axis from the profane marauder who summoned it (so a neutral evil profane marauder can call a lawful evil, neutral evil, or chaotic evil fiendish eidolon) and can speak all of his languages. A fiendish 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 profane marauder, a fiendish eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.

A profane marauder can summon his fiendish eidolon in a ritual that takes 1 minute to perform. When summoned this way, the fiendish eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if the fiendish eidolon was slain, in which case it returns with half its normal hit points. The fiendish eidolon does not heal naturally. The fiendish eidolon remains until dismissed by the profane marauder (a standard action). If the fiendish eidolon is sent back to its home plane due to death, it cannot be summoned again until the following day. The fiendish 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 profane marauder is unconscious, asleep, or killed, his fiendish eidolon is immediately banished.

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

The fiendish eidolon's physical appearance is up to the profane marauder, but it always appears as some sort of evil creature appropriate to its subtype. This control is not fine enough to make the fiendish eidolon appear like a specific creature. The fiendish eidolon also bears a glowing profane symbol that is identical to a symbol that appears on the profane marauder's forehead as long as the fiendish 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, a profane marauder forms a close bond with his fiendish eidolon. Whenever the fiendish eidolon takes enough damage to send it back to its home plane, as a reaction to the damage, the profane marauder can sacrifice any number of hit points he has without using an action. Each hit point sacrificed in this way prevents 1 point of damage to the fiendish eidolon. This can prevent the fiendish eidolon from being sent back to its home plane.

In addition, the fiendish eidolon and the profane marauder must remain within 100 feet of one another for the fiendish eidolon to remain at full strength. If the fiendish eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the fiendish 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 fiendish 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 fiendish eidolon gets closer to its profane marauder, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Malice (Su): At 2nd level, the profane marauder and his fiendish eidolon receive the *blessings* of whatever gods of evil to whom they are devoted. This power allows them to perform miraculous actions in combat. At the start of each day, a profane marauder gains a number of malice points equal to his Charisma modifier (minimum 1), though feats and magic items can increase this maximum. The profane marauder and his fiendish eidolon can tap this pool to perform execrations (see below). The profane marauder or his fiendish eidolon can regain malice points in the following ways.

Critical Hit on a Good-aligned Enemy: Each time a profane marauder or his fiendish eidolon confirms a critical hit against an enemy with a good component to its alignment, he regains 1 malice point. Confirming a critical hit on a creature that has fewer Hit Dice than the profane marauder's character level (or the fiendish eidolon's Hit Dice, if it is the one confirming the critical hit) doesn't restore malice.

Killing Blow on a Good-aligned Enemy: When a profane marauder or his fiendish eidolon reduces a creature to 0 or fewer hit points while in combat, he regains 1 malice point. Destroying an unattended object or reducing a creature that has fewer Hit Dice than half the profane marauder's character level (or the fiendish eidolon's Hit Dice, if it is the one dealing the blow) doesn't restore malice.

Execrations: Profane marauders spend malice points to gain execrations. Most execrations grant the profane marauder a momentary bonus or effect, but some provide longer-lasting effects. Some execrations

remain in effect while the profane marauder has at least 1 malice point, but do not require the expenditure of malice points to be maintained. A profane marauder can only perform execrations of his level or lower. Unless otherwise noted, an execration can be gained multiple successive times, as long as the profane marauder spends the required malice points to gain the execration.

Unless noted otherwise in an execration's description, any execration can also be called upon by the profane marauder's fiendish eidolon, so long as there are sufficient malice points left in the pool to do so. A fiendish eidolon can gain the effects of an execration even while its profane marauder is using the same. For example, both a profane marauder and its fiendish eidolon can use smite good, so long as each spends the prerequisite malice point to enact the ability.

Smite Good (Su): At 2nd level, a profane marauder can spend 1 grace point, and call out to the powers of evil to lay low his good opponent. As a swift action, the profane marauder chooses one target within sight to smite. If the target is good, the profane marauder adds his Charisma bonus (if any) to his attack rolls and adds his profane marauder level to all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per level the profane marauder possesses. Regardless of the target, smite good attacks automatically bypass any DR the creature might possess. If the fiendish eidolon uses this benediction, it gains bonuses to attack rolls equal to the profane marauder's Charisma bonus or its own, whichever is higher, and uses its Hit Dice as its damage bonus.

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

The smite good effect remains until the target of the smite is dead or the next time the profane marauder rests and regains his grace points. If the fiendish eidolon is using the smite good execration, it also ends if the fiendish eidolon is killed and returns to its home plane.

Touch of Corruption (Su): At 2nd level, a profane marauder surrounds his hand with fiendish flame by spending a malice point, causing terrible wounds to those he touches. As a touch attack, he can inflict 1d6 hit points of damage, plus an additional 1d6 for every three levels thereafter (to a maximum of 6d6 at 17th level). Using this ability is a standard action that draws no attacks of opportunity. Alternately, the profane marauder can use this ability to heal undead, restoring

the same amount of hit points as the touch attack deals damage.

Unholy Resilience (Su): At 5th level, as long as at least 1 point remains in the profane marauder's grace pool, he gains a bonus equal to his Charisma bonus on all saving throws. The fiendish eidolon receives a bonus equal to its own Charisma bonus or the profane marauder's, whichever is higher.

Cruelty (Su): At 5th level, and every three levels thereafter, a profane marauder can select one cruelty. Each cruelty adds an effect to the profane marauder's touch of corruption ability. Whenever the profane marauder (or his fiendish eidolon) uses touch of corruption to damage a target, the target also receives the additional effects from one of the cruelties possessed by the profane marauder. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes damage as normal, but not the effects of the cruelty. The DC of this save is $10 + \frac{1}{2}$ the profane marauder's level (or $\frac{1}{2}$ the fiendish eidolon's Hit Dice) + the profane marauder's Charisma modifier.

At 5th level, the profane marauder can choose from the following initial cruelties.

- **Fatigued:** The target is no fatigued.
- **Shaken:** The target is shaken for 1 round per level of the profane marauder.
- **Sickened:** The target is sickened for 1 round per level of the profane marauder.

At 8th level, a profane marauder adds the following cruelties to the list of those that can be selected.

- **Dazed:** The target is dazed for 1 round.
- **Diseased:** The target contracts a disease, as if the profane guardian had cast contagion, using his profane marauder level as the caster level.
- **Staggered:** The target is staggered for 1 round per two levels of the profane marauder.

At 11th level, a profane marauder adds the following cruelties to the list of those that can be selected.

- **Cursed:** The target is cursed, as if the profane marauder had cast bestow curse, using the profane marauder's level as the caster level.
- **Exhausted:** The target is exhausted. The profane guardian must have the fatigue cruelty before selecting this cruelty.
- **Frightened:** The target is frightened for 1 round per two levels of the profane marauder. The profane marauder must have the shaken cruelty before selecting this cruelty.
- **Nauseated:** The target is nauseated for 1 round per three levels of the profane marauder. The profane marauder must have the sickened cruelty before selecting this cruelty.

- **Poisoned:** The target is poisoned, as if the profane marauder had cast poison, using the profane marauder's level as the caster level.

At 14th 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 not cumulative. For example, a 11th level profane marauder's touch of corruption ability inflicts 4d6 points of damage and might also cause the target to become fatigued, dazed, poisoned, or diseased. Once a cruelty is chosen, it cannot be changed.

Spells: Beginning at 4th level, a profane marauder gains the ability to cast a small number of divine spells which are drawn from the profane marauder spell list featured here. A profane marauder must choose and prepare his spells in advance.

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

Like other spellcasters, a profane marauder can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Profane Marauder. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Profane Marauder indicates that the profane marauder receives 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A profane marauder must spend 1 hour per day in quiet prayer and meditation to regain his daily allotment of spells. A profane marauder may prepare and cast any spell on the profane marauder spell list, provided that he casts spells of that level, but must choose which spells to prepare during his daily meditation.

Through 3rd level, a profane marauder has no caster level. At 4th level or higher, his caster level is equal to his anointed guardian level – 3.

Tactician (Ex): At 4th level, a profane marauder receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a swift action, the profane marauder can grant any teamwork feat he possesses to his fiendish eidolon, so long as it is within 30 feet of the profane marauder. The fiendish eidolon retains the use of this bonus feat for 3 rounds plus 1 round for every two levels the profane marauder possesses. The fiendish eidolon does not need to meet the prerequisites of any teamwork feat granted to it by its profane marauder. The profane marauder 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.

Bonus Feat: At 7th level, and every three levels thereafter, a profane marauder 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 profane marauder must meet the prerequisites for these bonus feats.

Apotheosis (Su): At 20th level, a profane marauder can merge with his fiendish eidolon, becoming a bipartite being. If they are adjacent to one another, the profane marauder can merge with his fiendish eidolon as a swift action. This composite being has all the limbs of both the character and the eidolon, two faces, and wields any weapons both have in hand when the their two forms merge.

The composite form's size is Medium, unless the fiendish eidolon is of a bigger size category, in which case it is considered that size category instead. In this composite form, they are considered a single being for the purposes of being a target for spells, abilities, or items. Use the best bonuses from both forms when determining AC for the composite form. The composite form uses any and all senses of both component beings. The composite form uses the highest attributes of either form as well as the highest base saving throws. The composite form counts as both the profane marauder's original type, as well as an outsider (and any subtypes the fiendish eidolon possesses) for any effect related to type, whichever is worse.

Keep track of the hit point totals of the profane marauder and the fiendish eidolon separately, using the current hit points of both when the merging occurs. When the composite being takes damage from an attack or effect, the profane marauder chooses how the damage applies. He can take the damage off either his own or the fiendish eidolon's current hit points,

or split them between the two in any way he desires. Likewise, healing may go to one or the other total, or be divided between the two as he sees fit. If the fiendish eidolon's hit points drop to a number of negative hit points equal to or greater than its Constitution score during the merging, it is sent back to its home plane and the anointed guardian returns to his normal form.. If the fiendish eidolon's hit points are brought to a negative number equal to or greater than its hit points, it is sent back to its home plane and the ability ends. If the profane marauder's hit points drop below 0, then the merging ends and he falls prone in a square of his choice adjacent to the eidolon. In the composite form, the profane marauder is not staggered when reduced to 0 hit points, so long as he remains in this form.

The composite form can use all the gear and abilities of both forms. For purposes of combat, on a given round the fiendish marauder can choose to use either his own melee or ranged attacks, as well as one of the fiendish eidolon's natural attacks (as a secondary attack), or to use the eidolon's attacks. The profane marauder can cast spells as normal, but gains no extra attacks or actions during around in which he casts.

The profane marauder can maintain apotheosis for a number of minutes equal to his profane marauder level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The profane marauder can end this effect as a free action.

EX-PROFANE MARAUDERS

A profane marauder who ceases to be evil or who willfully commits a good act loses all profane marauder spells and class features (including the service of his fiendish eidolon, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a profane marauder. He regains his abilities and advancement potential if he atones for his violations (see the atonement spell description) as appropriate.

PROFANE MARAUDER SPELL LIST

Profane marauders gain access to the following spells.

1st-Level Profane Marauder Spells—*bane, blood blaze, cause fear, command, bowstaff, compel hostility, curse water, death candle, death knell, demand offering, detect poison, disguise self, doom, inflict light wounds, ironbeard, life conduit, linebreaker, litany of sloth, litany of weakness, longshot, magic fang, magic weapon, murderous command, protection from good, read magic, rejuvenate eidolon (lesser), restoration (lesser), savage maw, sentry skull, wartrain mount.*

2nd-Level Profane Marauder Spells—*agonizing rebuke, bestow weapon proficiency, blindness/deafness, blood scent, bull's strength, bullet ward, corruption resistance, darkness, darkvision, desecrate, eagle's splendor, enemy's heart, evolution surge (lesser), hold person, improve trap, inflict pain, invisibility, ironskin, litany of defense, litany of eloquence, litany of entanglement, litany of righteousness, litany of warding, magic siege engine, pernicious poison, protection from good (communal), scare, sickening strikes, silence, summon eidolon, toxic gift, unadulterated loathing, undetectable alignment, vestment of the champion.*

3rd-Level Profane Marauder Spells—*adjustable disguise, animate dead, battle trance, bestow curse, burst of speed, contagion, darkvision (communal), daylight, deadly juggernaut, deeper darkness, defile armor, dispel magic, evolution surge (greater), inflict moderate wounds, isolate, litany of escape, litany of sight, magic circle against good, magic fang (greater), magic weapon (greater), nondetection, utter contempt, vampiric touch.*

4th-Level Profane Marauder Spells—*bloatbomb, darkvision (greater), dispel good, evolution surge (greater), eyes of the void, fear, foster hatred, inflict pain (mass), inflict serious wounds, invisibility (greater), life conduit (greater), litany of madness, litany of thunder, litany of vengeance, magic siege engine (greater), nondetection (communal), poison, resounding blow, slay living, transmogrify, unholy sword.*

FIENDISH EIDOLONS

A fiendish eidolon's abilities are determined by the profane marauder's level and by the choices made using its evolution pool. Use Table: Divine Eidolon Base Statistics to determine the base statistics of the fiendish eidolon. Each fiendish eidolon possesses a base form that modifies these base statistics. Fiendish eidolons are evil outsiders for the purpose of determining which spells affect them.

FIENDISH EIDOLONS AND ALIGNMENT

Generally, the profane marauder controls the actions of his fiendish eidolon, even during combat, either through verbal commands or the link ability, but this does not mean that the fiendish eidolon is a puppet that follows every command without question. Even more so than a summoner's eidolon, a fiendish eidolon will

refuse actions that are against its ethos or alignment, and quick to deride the profane marauder about about merciful or good acts, and warn of the consequences of developing a conscience or disobeying their dark masters. See the Ex-Fiendish Marauder section for specific details.

FIENDISH EIDOLON SUBTYPES

The first time a profane marauder calls his fiendish eidolon, he must decide on its subtype. The fiendish 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 profane marauder can select for his fiendish eidolon using the evolution pool. Once the choice of subtype is made, it cannot be changed.

As a profane marauder gains levels, his fiendish eidolon gains specific evolutions based on its subtype. Each subtype entry below includes the following information.

Name: This is the name of the fiendish eidolon's subtype. The fiendish 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 fiendish eidolons of this subtype, including general guidelines on appearance and personality.

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

Base Form: Fiendish 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 fiendish eidolon's evolution pool.

Base Evolutions: This describes the base evolutions possessed by all fiendish 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 fiendish eidolon's evolution pool. In some cases, fiendish eidolons of certain subtypes will gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules.

ACHAIERAI

Beasts that roam Hell's blasted plains, achainerai are intelligent, malicious predators. Used to cooperative hunting, an achainerai can be a useful companion for a profane marauder.

Alignment: Lawful evil.

Base Form: Quadruped (bite, claws, limbs [legs, 2])

BASE EVOLUTIONS:

- Starting at 1st level, achaierai eidolons gain the increased speed evolution as a bonus evolution.
- At 4th level, achaierais can breathe a black cloud of toxic fumes three times a day. All creatures within 10 feet immediately take 2d6 points of damage as their flesh melts and rots away. Any creature taking damage from the black cloud must also make a Fortitude save (DC = 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier) or become confused. Each round, an affected creature may make another Fortitude save to remove the confused condition, which lasts until a successful saving throw is made. This is a poison effect, and the confusion element of the black cloud is a mind-affecting effect. Achaierais, other achaierai eidolons, and profane marauders with achaierai eidolons are immune to this effect.
- At 8th level, achaierai eidolons gain DR 5/good. They receive large as a bonus evolution. (If an achaierai eidolon already has the large evolution, then it instead gains the reach evolution for its claw attacks as a bonus evolution.)
- At 12th level, achaierai eidolons gain the spell resistance evolution as a bonus evolution.
- At 16th level, the damage from achaierai eidolons' black cloud ability increases to 4d6.
- At 20th level, achaierai eidolons DR increases to 10/good, and the damage from their black cloud ability increases to 6d6.

DAEMON

The agents of horrible deaths, daemon eidolons desire the utter annihilation of all things. Their forms vary wildly depending on which type of death they embody, and daemon eidolons sometimes represent a more obscure kind of death than the most famous daemons. Daemon eidolons wish to sow death and misery through a variety of means.

Alignment: Neutral evil.

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

BASE EVOLUTIONS:

- Starting at 1st level, daemon eidolons gain the resistance (acid) evolution as well as a +4 bonus on saving throws against death effects, disease, and poison.
- At 4th level, daemon eidolons gain cold resistance 10, electricity resistance 10, and fire resistance 10.
- At 8th level, daemon eidolons add 1 point to their evolution pools.

- At 12th level, daemon eidolons gain DR 5/good. They also gain immunity to death effects, disease, and poison.
- At 16th level, daemon eidolons lose the resistance (acid) evolution, and instead gain the immunity (acid) evolution. They also gain telepathy.
- At 20th level, as a standard action, a daemon eidolon can devour a portion of the soul of a dying creature or a creature that died no earlier than 1 round ago. This kills the creature and provides the daemon eidolon a profane bonus on attack rolls, saving throws, and skill checks for 24 hours. The bonus is equal to +1 per 5 Hit Dice the slain creature possessed. A creature whose soul was devoured in this way requires *resurrection* or more powerful magic to return from the dead.

DEMODAND

Cruel and hideous spawn of the thanatotic titans, these brutish fiends share their progenitors' hatred for the divine. Demodands take foul delight in causing pain and misery to the devout, especially clerics and paladins, hoping to break their faith before destroying them.

Alignment: Chaotic evil.

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

BASE EVOLUTIONS:

- Starting at 1st level, demodand eidolons gain the resistance (acid) evolution as well as a +4 bonus on saving throws against poison. In addition, they also gain the heretical soul ability (see the demodand subtype in Pathfinder Roleplaying Game Bestiary 3).
- At 4th level, demodand eidolons gain cold resistance 10 and fire resistance 10.
- At 8th level, demodand eidolons lose the +4 bonus on saving throws against poison and gain immunity to poison instead. They also gain the energy attacks (acid) evolution.
- At 12th level, demodand eidolons gain DR 5/good. They also add 1 point to their evolution pools.
- At 16th level, demodand eidolons lose the resistance (acid) evolution and instead gain the immunity (acid) evolution. They also gain the faith-stealing strike ability (see the demodand entry in Pathfinder Roleplaying Game Bestiary 3). The saving throw DC is 10 + 1/2 the demodand's Hit Dice + the demodand Charisma modifier.
- At 20th level, demodand eidolons gain detect good, detect magic, and see invisibility as constant spell-like abilities.

DEMON

Raw destruction given material substance, demon eidolons form out of the Abyss's stew of soul energy.

Demon eidolons revel in causing destruction and inflicting suffering, and they will do so for their profane marauder without question, taking pleasure in whatever havoc they can create.

Alignment: Chaotic evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved damage [bite], reach [bite], tail, tail slap).

BASE EVOLUTIONS:

- Starting at 1st level, demon eidolons gain the resistance (electricity) and resistance (fire) evolutions as well as a +4 bonus on saving throws against poison.
- At 4th level, demon eidolons gain acid resistance 10 and cold resistance 10.
- At 8th level, demon eidolons lose the +4 bonus on saving throws against poison and gain immunity to poison. They also add 1 point to their evolution pools.
- At 12th level, demon eidolons gain DR 5/good. They also gain the ability increase evolution in an ability score of the summoner's choice.
- At 16th level, demon eidolons lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain telepathy.
- At 20th level, demon eidolons gain *true seeing* as a constant spell-like ability.

DEVIL

Corruptors, tempters, and despoilers, devil eidolons often serve their summoners obediently and efficiently, all in a long-term attempt to damn the summoner's soul to the deepest depths of Hell. While some types of devils have truly unusual forms, devil eidolons have found that the more traditional bipedal form allows them to build up a strong rapport with their summoners—and consequently to corrupt them—more easily than if they possessed a more monstrous appearance.

Alignment: Lawful evil.

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

BASE EVOLUTIONS:

- Starting at 1st level, devil eidolons gain the resistance (fire) evolution and the skilled (Bluff) evolution. They also gain a +4 bonus on saving throws against poison.
- At 4th level, devil eidolons gain acid resistance 10 and cold resistance 10.
- At 8th level, devil eidolons gain the skilled (Diplomacy) evolution and gain immunity to poison.

- At 12th level, devil eidolons gain DR 5/good. They also gain see in darkness (see the devil subtype on page 311 of the *Bestiary*).
- At 16th level, devil eidolons lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy.
- At 20th level, devil eidolons gain regeneration 5 (good weapons, good spells). They are still banished to Hell as normal for eidolons if they take enough damage.

DIV

Formed of hatred and spite, div eidolons seek to despoil and ruin all things beautiful and joyous. Div eidolons particularly resent having mortal masters, and seek to doom their summoners to existences full of suffering and loss. Each div eidolon has a unique compulsion it must follow—usually something similar to the *doru's* obsession with secrets—that leads it to bargain its loyalty for something the summoner provides. The div's summoner uses his eidolon's compulsion to entrap and control the eidolon. Still, div eidolons never fully give in, and continue to plot ways they might corrupt that which their masters hold dearest.

Alignment: Neutral evil.

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

BASE EVOLUTIONS:

- Starting at 1st level, div eidolons gain the resistance (fire) evolution. They also gain a +4 bonus on saving throws against poison.
- At 4th level, div eidolons gain acid resistance 10 and electricity resistance 10.
- At 8th level, div eidolons add 1 point to their evolution pools and immunity to poison.
- At 12th level, div eidolons gain DR 5/good. They also gain see in darkness (see the div subtype).
- At 16th level, div eidolons lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy.
- At 20th level, div eidolons gain the ability to use *greater teleport* at will, as per the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

HELL HOUND

These ubiquitous beasts are efficient hunters. A hell hound can serve as a vicious and loyal eidolon for a profane marauder. Their unholy bond gives these beasts greater might than typical examples of their kind.

Alignment: Lawful evil.

Base Form: Quadruped (bite, limbs [legs, 2], scent)

BASE EVOLUTIONS:

- Starting at 1st level, hell hound eidolons gain the resistance (fire) evolution.
- At 4th level, hell hound eidolons gain the ability to breathe a 10-ft. cone of fire every 2d4 rounds, dealing 2d6 fire damage. A successful Reflex saving throw (DC = 10 + 1/2 the eidolon's Hit Dice + the eidolon's Constitution modifier) reduces the damage by half. They also gain the energy attacks evolution, applied solely to their bite attack.
- At 8th level, hell hound eidolons increase the damage of their breath weapon to 4d6. They also gain the skilled (Stealth) evolution as a bonus evolution.
- At 12th level, hell hound eidolons increase the damage of their breath weapons to 8d6. The fire damage from their bite attacks increases to 2d6. They gain DR 5/good.
- At 16th level, hell hound eidolons increase the damage of their breath weapons to 10d6. They lose the resistance (fire) evolution and instead gain the immunity (fire) evolution.
- At 20th level, hell hound eidolons increase their damage reduction to 10/good and their breath weapon gains the burn ability, catching enemies on fire and doing 3d6 fire damage each round for the next 1d4 rounds. The DC for the burn ability is equal to 10 + 1/2 the hell hound eidolon's Hit Dice + the hell hound eidolon's Constitution modifier.

KYTON

Kytons are a race of lawful evil outsiders native to the Plane of Shadow who feed on fear and pain. Unlike other outsider races, kyton possess few gradiose goals for the multiverse and its inhabitants; they strive solely for self-perfection, and do so by vivisecting body parts off of other creatures and incorporating them into themselves. They are typically found in the company of the most depraved profane marauders, for whom causing pain and torment is the greatest joy found in life.

Alignment: Lawful Evil.

Base Form: Avian (bite, claws, flight, limbs [legs]), biped [bite, claws, limbs [arms], limbs [legs], or horror (claws [2], limbs [arms, 2]).

BASE EVOLUTIONS:

- At 1st level, kyton eidolons gain the resistance (cold) evolution. They also gain a +4 armor bonus to their AC as their hide becomes wrapped in chains, covered by scarred calluses, or evolves some other equally horrific defense.
- At 4th level, kyton eidolons gain the unnerving gaze ability (see the kyton subtype in Pathfinder Roleplaying Game Bestiary 2). A kyton eidolon's unnerving gaze causes one of the following effects,

chosen when the evolution is gained: shaken for 2d4 rounds, sickened for 1d6 rounds, or staggered for 1d3 rounds. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day. This ability is a mind-affecting fear effect. Whenever the summoner changes the kyton eidolon's evolutions, he can also change the condition inflicted by its unnerving gaze ability.

- At 8th level, kyton eidolons gain Improved Critical as a bonus feat, ignoring its prerequisites. Whenever the summoner changes the kyton eidolon's evolutions, he can also change which natural attack that this feat is assigned to.
- At 12th level, kyton eidolons gain DR 5/good and silver. They lose the resistance (cold) evolution and gain the immunity (cold) evolution.
- At 16th level, kyton eidolons gain regeneration 5 (good spells, good weapons, or silver weapons). They are still banished to the Shadow Plane as normal for eidolons if they take enough damage.
- At 20th level, kyton eidolons gain an improved version of the unnerving gaze ability. They can target a creature with uncanny gaze as often as they please each day, and creatures that fail their Will save against unnerving gaze take a –4 penalty on attack rolls against the kyton eidolon for the condition's duration and for 2d4 minutes after it ends. Additionally, the conditions caused by a kyton eidolon's unnerving gaze can stack in severity as follows: shaken to frightened, sickened to nauseated, and staggered to paralyzed.

NIGHTMARE

Harbingers of death, these fiends roam the dark places of the multiverse and bring woe to those whose paths they cross. A profane marauder that summons a nightmare eidolon has not just a mount, but a partner ready to engage in wanton destruction.

Alignment: Neutral evil.

Base Form: Quadruped (bite, hooves [2], large, limbs [legs, 2])

BASE EVOLUTIONS:

- Starting at 1st level, nightmare eidolons gain the mount evolution as a bonus evolution.
- At 4th level, nightmare eidolons gain the energy attacks (fire) evolution, applied to their hoof attacks only.
- At 8th level, nightmare eidolons gain a fly speed of 90 feet. A nightmare eidolon can also use plane shift, once per day, as a spell-like ability, affecting itself and 1 rider. Finally, a nightmare eidolon gains the smoke special attack, as per the nightmare entry in the Pathfinder Roleplaying Game Bestiary.
- At 12th level, nightmare eidolons gain DR 5/good.

- At 16th level, the fire damage of nightmare eidolons' hoof attacks increases to 2d6.
- At 20th level, the DR of nightmare eidolons increases to DR 10/good. A nightmare eidolon gains ethereal jaunt as a spell-like ability it can use once per hour, affecting itself and 1 rider. Plane shift also becomes available once per hour.

QLIPPOTH

Qlippoths are outsiders from the Abyss' primeval past, now forced to reside within the deepest, most dangerous parts of their former dominion. Fueled by an intense hatred of demons, qlippoth conspire to stop the flow of sinful souls from which all demons spring. Qlippoth consider the elimination of all mortal life the most expedient path to this goal. Qlippoth fiendish eidolons loathe their profane marauders, but revel in the opportunity such a bond presents to destroy mortal life.

Alignment: Chaotic evil.

Base Form: Quadruped (bite, claws, limbs [legs, 2]), horror (tentacle [2], grab [tentacle], reach [tentacle, 2]), mushroom (bite, claws, limbs [arms], poison [bite]), or serpentine (bite, climb, improved damage [bite], reach [bite], stinger, tail).

BASE EVOLUTIONS:

- At 1st level, qlippoth eidolons gain the resistance (cold) evolution, as well as a +4 bonus on saving throws against mind-affecting effects and poison.
- At 4th level, qlippoth eidolons gains acid resistance 10, fire resistance 10, and electricity resistance 10.
- At 8th level, qlippoth eidolons gain horrific appearance (see the qlippoth subtype in Pathfinder Roleplaying Game Bestiary 2). A qlippoth eidolon's horrific appearance causes one of the following effects of the summoner's choice: confused for 1d4 rounds, nauseated for 1 round, shaken for 2d4 rounds, sickened for 2d4 rounds, or stunned for 1 round. Whenever the summoner changes the qlippoth eidolon's evolutions, he can also change the effect caused by horrific appearance.
- At 12th level, qlippoth eidolons gain DR 5/good. They also lose the +4 bonus on saving throws against poison and gain immunity to poison.
- At 16th level, qlippoth eidolons lose the +4 bonus on saving throws against mind-affecting effects and gain immunity to mind-affecting effects. They also gain the monster ability telepathy (100 ft.).

- At 20th level, qlippoth eidolons add the following effects to the list of effects that they can choose for their horrific appearance ability to inflict: bleed for 2d6 points of damage, confused for 2d4 rounds, nauseated for 1d4 rounds, paralyzed for 1 round, shaken for 1 minute, sickened for 1 minute, or stunned for 1d4 rounds. Bleed damage caused by horrific appearance doesn't stack.

EX-PROFANE MARAUDERS

A profane marauder who ceases to be evil or who willfully commits a good act loses all profane marauder spells and class features (including the service of his profane eidolon, but not weapon, armor, and shield proficiencies). He may not progress any further in levels as a profane marauder. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell description) as appropriate.

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