

Weekly • Wonders

Angelic



Corruption

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



*Necromancers
of the Northwest*

Credits

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Introduction

Players have long wanted a chance to play as monsters, and GMs are always on the lookout for new and creative ways to torment their player characters. *Pathfinder Roleplaying Game: Horror Adventures* provided new rules for corruptions as a potential way to kill both of those birds with one stone, giving players access to exciting and monstrous abilities, while simultaneously tainting them and eroding their humanity and sense of self. While the eleven corruptions presented in *Horror Adventures* provide a wide array of options to choose from, there are far more things that can strip away humanity than those presented in that book.

This book focuses on a new source of corruption, or, in this case, one could say purification, in the form of the angelic corruption. While being touched by an angel seems like it wouldn't be a particularly horrifying experience, there are plenty of examples in popular media where angels turn out to not be that nice after all, taking hosts in the mortal world much like demons do, and often with little regard for what happens to them. Other angels are disgusted by the minor impurities that every human possesses, and wish to purge all humans in order to truly root evil from the world. It is these angels that have inspired this corruption, in which a host's body and soul are scoured of all impurities so that they can serve as a host to a member of the heavenly forces.

Angelic Corruption

Your body and soul are being scoured of all impurities, to make you the perfect host for an angelic being.

Catalyst

You have been selected by the forces of the heavens as a potential host for an angelic being, such as an archon or angel. Such unions of the divine and the earthly allow the forces of good to do great works in the multiverse, and for the devout, serving as such a host is a great honor. However, in order to better serve as a host, your mortal imperfections must first be scoured away by divine power, a process which unfortunately restricts the mortal host's free will, and may erase undesirable portions of his personality. While the celestial registries are usually careful to ensure that only those who would be glad to serve are selected as hosts, occasionally clerical errors lead to the wrong mortal being selected, or those with stained souls who make dramatic conversions may be deliberately chosen to serve as hosts, to prevent them from backsliding.

Progression

As your mind and soul are scoured clean in order to make way for an angelic host to inhabit your body, the angelic corruption progresses through you. Whenever you would perform a significant selfish action (typically, but not necessarily, an evil one), you must succeed on a Will save (DC = 15 + your manifestation level), or be compelled to pass up the opportunity, and take a more selfless route, instead. What counts as significant is up to the GM, but the action should be one that would be of notable benefit to you, and at least some minor detriment to at least one other individual. Additionally, for each month that passes without you taking at least one significant selfish action, you must succeed

on a Will save (DC = 15 + your manifestation level) or your corruption advances one stage.

Corruption Stage 1: The first time you fail, your eyes begin to glow with a golden light, and your alignment shifts one step closer to lawful good.

Corruption Stage 2: The second time you fail, your alignment shifts to lawful good.

Corruption Stage 3: The third time you fail, the process is complete, and your body becomes inhabited by an angel or archon of some kind (typically a dominion archon, see page 4) under the GM's control.

Removing the Corruption

Ending an angelic corruption usually requires petitioning an archon or angel to release you from the corruption's effects. Doing so is difficult, as few angels have the authority to do so, and most such creatures are sternly unsympathetic to the afflicted, viewing anyone who would wish to be free of an angelic corruption as inherently flawed and evil, and therefore most in need of the angelic corruption in the first place. The corruption can also be ended by selling one's soul to a devil or similar evil outsider, but often this results only in exchanging the angelic corruption for the accursed or hellbound corruption.

Manifestations

The following are manifestations of the angelic corruption.

Aura of Menace

When your righteous anger is awakened, evildoers quake.

Prerequisites: Manifestation level 3rd, true faith.

Gift: You can project an aura of righteous fury as a swift action. The aura has a radius of 5 feet per manifestation level you possess. Evil creatures that enter the aura, or begin their turn within it, must succeed on a Will save or suffer a -2 penalty on attacks, AC, and saving throws. This penalty lasts until you stop projecting the aura, or until the creature successfully damages you. You can project this aura for a number of minutes each day equal to 1/2 your manifestation level. These minutes do not need to be used all at once, but must be used in increments of at least 1 minute.

Stain: You cannot suffer any evil deed to go unanswered. Whenever you witness a creature performing an evil act, you must succeed on a Will save (DC = 15 + your manifestation level) or immediately confront the creature, either verbally or physically.

Divine Protection

Your connection to the divine protects you from the forces of evil.

Prerequisite: True faith.

Gift: As an immediate action, you can gain the benefits of *protection from evil*. You can use this ability for a number of minutes each day equal to your manifestation level. These minutes do not need to be used all at once, but must be used in increments of at least 1 minute. At manifestation level 5th, you can instead cause this to function as a *magic circle against evil*. If you do, each minute that you use the ability counts as two minutes for the purposes of determining how many minutes per day you can use the ability.

Stain: Your body naturally resists the influence of evil, even

when it is beneficial. Whenever you are subject to a spell or spell-like ability cast by an evil creature, you must attempt a saving throw to resist it, if one is offered, and cannot choose to fail this saving throw. Additionally, you cannot benefit from the aid another action if used by an evil creature, nor can you benefit from flanking if the creature you are flanking with is evil.

Divine Touch

Your touch gives succor to the needy, but is harmful to those who are impure.

Prerequisite: True faith.

Gift: As a standard action, you can touch a living creature in order to channel divine energy into them. If the creature is not evil, and has not committed any evil acts in the last week, she heals a number of hit points equal to twice your manifestation level, and is cured of your choice of one of the following conditions: fatigued, shaken, or sickened. If the creature is not evil, but has committed at least one evil act in the last week, she instead heals a number of hit points equal to your manifestation level, and is not cured of any conditions. If the creature is evil, regardless of whether or not she has committed any evil acts in the last week, she instead suffers an amount of damage equal to your manifestation level, and is sickened for 1d4 rounds. You can use this ability a number of times per day equal to 1/2 your manifestation level.

Stain: You feel strong compulsions to avoid romantic contact. Any time you would perform an act of passion (such as a kiss), you must succeed on a Will save (DC = 15 + your manifestation level) or be unable to carry through, and take whatever actions necessary to resist the act. If the reason you would be performing the act of passion is due to a charm or compulsion effect, and you fail this saving throw, the source of the charm or compulsion effect must succeed on a Charisma check (DC = 11 + your manifestation level), or this effect overrides the charm or compulsion effect.

Fearless Faith

There is no room in your heart for fear, and you will gladly sacrifice yourself for the greater good.

Prerequisites: Manifestation level 3rd, true faith.

Gift: You gain a +4 bonus on saving throws made to resist fear and pain effects.

Stain: You have little sense of self-preservation, assigning little value to your own life, by comparison to those who need you. In order to willingly retreat from or avoid combat against evil creatures (including escape by magical means, such as *teleport*), you must succeed on a Will save (DC = 10 + your manifestation level, or 15 + your manifestation level if the evil creatures in question include dragons, outsiders, or undead). You can still be forced to retreat or prevented from combat against your will.

Halo

You can create a brilliant halo of divine light above your head.

Gift: As a swift action, you can cause a halo to appear above your head. This increases the light level to normal in a 20-foot-radius centered on you, and increases it by one step, to a maximum of normal light, for a further 20 feet. At manifestation level 3rd, the halo increases the light level to bright in a 20-foot radius, and increases it by two steps, to a



maximum of normal light, for a further 20 feet. As long as the halo is active, you gain a +2 sacred bonus on Diplomacy checks made against non-evil creatures, and a +2 sacred bonus on Intimidate checks made against evil creatures. You can use this ability for a number of minutes per day equal to your manifestation level. This time need not be used all at once, but must be spent in increments of at least one minute.

Stain: You have difficulty empathizing with others and appreciating their hardships and difficulties. You suffer a penalty equal to your manifestation level on Sense Motive checks, as well as on Diplomacy checks made to influence a creature's attitude.

Heavenly Smite

You channel the wrath of heaven into a single destructive blow.

Prerequisite: True faith.

Gift: As a swift action, you can choose a single target within sight. If the target is evil, you add your manifestation level to the next attack roll you make against that creature, and if that attack hits, you add twice your manifestation level to the damage roll. Further, this attack bypasses any DR that the creature might possess. You can use this ability a number of times per day equal to 1/2 your manifestation level (minimum 1).

Stain: You are more vulnerable to profane attacks. If you possess damage reduction, that damage reduction can always be overcome by evil creatures or weapons, in addition to the normal means of bypassing it. Additionally, whenever you suffer damage from an attack that counts as evil for the purposes of bypassing damage reduction, you suffer additional damage equal to twice your manifestation level.

Purity of Body

Your body is a temple, and impurities are not tolerated.

Gift: You gain a sacred bonus equal to 1/2 your manifestation level (minimum 1) on saving throws made to resist disease, petrification, and poison. At manifestation level 5th, you no longer need to eat or drink.

Stain: Your body is highly intolerant of anything impure. Whenever you consume drugs or alcohol of any kind, you are nauseated for 1d4 rounds, and sickened for 1d4 minutes, in addition to their normal effect. At manifestation level 5th, this effect applies whenever you consume any foods or liquids (including potions).

True Faith

Your sense of right and wrong are inviolate, and you know intuitively when you would perform any action that might violate your beliefs.

Gift: You can easily become aware of any action or item that could adversely affect your alignment and your standing with your deity, including magical effects. If you have levels in a class with a code of conduct or similar restrictions, you are also aware of any action that could adversely affect your standing in your class, as well. You acquire this information prior to performing such an action or becoming associated with such an item if you take a moment to contemplate the act (a swift action).

Stain: Each time you attempt to perform an evil action, righteous pain jolts through your body, inflicting 1d4 points of nonlethal damage per manifestation level you possess. This only applies to actions that are evil in and of themselves (for example, it would not apply if you donned a *helm of opposite alignment*). The damage occurs before you take the action, and if it is sufficient to cause you to fall unconscious, then you do not complete the action.

Truespeech

You can speak in tongues.

Gift: You are constantly affected as though by *comprehend languages*. At manifestation level 4th, you are constantly affected as though by *tongues*, instead.

Stain: Your voice echoes with a divine mandate, which is unsettling for others to hear. You gain a +2 bonus on Intimidate checks involving speech, but suffer a -3 penalty on Bluff and Diplomacy checks, as well as all Perform checks involving speech. At manifestation level 4th, this penalty increases to -6.

Wings of the Pure

In times of need, you can sprout wings of golden light that hold you aloft.

Gift: You can use *feather fall* and *jump* as spell-like abilities. You can use them in any combination a total number of times per day equal to your manifestation level. At manifestation level 3rd, you can expend two uses of this ability to cast *fly* as a spell-like ability, instead. When using these spell-like abilities, you can only target yourself, even if the spell would normally allow you to target other creatures. Additionally, as long as you are benefitting from any of these spell-like abilities, you manifest visible wings of golden light, which are easily discernible to anyone watching you.

Stain: You suffer a strong compulsion to clean yourself, and must ritually bathe at least twice each day, for at least 20 minutes at a time. If it has been more than 12 hours since the last time you bathed in this way, you are sickened until the next time you do so.

Archon, Dominion

This glowing, golden creature appears more or less humanoid from the waist up, although its body is completely smooth, and the space where its face should be is featureless. Beneath its waist is a horizontal wheel of gold, from which four spokes protrude a foot or so. The wheel spins slowly through the air, and seems to keep the golden thing aloft somehow.

DOMINION ARCHON

CR 12

XP 19,200

LG Medium outsider (archon, good, extraplanar, incorporeal, lawful)

Init +5; **Senses** darkvision 60 ft., *detect evil*, *discern lies*, low-light vision; Perception +21

Aura aura of menace (DC 24), *magic circle against evil*

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 175 (14d10+98)

Fort +12, **Ref** +14, **Will** +15; +4 vs. poison; +2 resistance vs. evil

Defensive Abilities incorporeal; **DR** 10/evil; **Immune** electricity, fear, petrification; **SR** 23

OFFENSE

Speed fly 60 ft. (perfect)

Melee 4 slams +20 touch (2d6 plus 2d6 fire and purge sin)

Special Attacks purify vessel

Spell-Like Abilities (CL 14th; concentration +21)

Constant—*detect evil*, *discern lies*, *magic circle against evil*
At Will—*forbid action*^{UM} (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *prayer*, *spiritual weapon*

3/day—*atonement*, *dispel magic*, *greater possession*^{OA} (DC 25), *holy word* (DC 24)

1/day—*dominate person* (DC 22), *hallow*, *serenity*^{UM} (DC 23)

STATISTICS

Str —, **Dex** 21, **Con** 22, **Int** 14, **Wis** 19, **Cha** 25

Base Atk +14; **CMB** +19; **CMD** 42

Feats Ability Focus (purify vessel), Combat Reflexes, Dodge, Great Fortitude, Iron Will, Toughness, Weapon Focus (slam)

Skills Bluff +24, Intimidate +24, Knowledge (planes) +19, Knowledge (religion) +19, Perception +21, Sense Motive +21, Spellcraft +19, Stealth +22

Languages Celestial, Infernal; truespeech

SQ take host

ECOLOGY

Environment any

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Purge Sin (Su): A dominion archon's slam attack drives sinful thoughts from its victims, and can even strip them of their free will. Each time a non-good creature is struck by the dominion archon's slam attack, it must succeed on a Will save (DC 24) or suffer 1d2 points of ability score damage to the higher of its Intelligence or Charisma scores (note that which score is higher may change as ability damage accrues).

If the creature is evil, it suffers 1d4 points of ability score damage, instead. A creature whose Intelligence or Charisma score is reduced to 0 in this way does not fall unconscious, but instead enters a catatonic and suggestive state, in which they are compelled to obey any commands that are directed to them to the best of their ability, as though affected by *dominate monster*, except that they obey commands issued by any creature. If two creatures give opposing commands, they must make opposed Charisma checks to determine which command is followed.

Purify Vessel (Sp): As a full-round action, a dominion archon can touch a helpless or willing creature and infuse it with divine energy, marking it as a potential host. The creature must succeed on a Will save (DC 26) or gain the angelic corruption. If a creature gains the angelic corruption in this way, the dominion archon may choose the first manifestation that creature receives. The saving throw DC is Charisma-based, and includes a +2 bonus from Ability Focus.

Take Host (Su): A dominion archon can take possession of creatures that have been purified by its purify vessel ability. Such creatures suffer a penalty on saving throws made to resist the dominion archon's *greater possession* spell-like ability equal to the number of manifestations they possess for the angelic corruption. Additionally, a dominion archon can use its *greater possession* ability on a creature that has progressed to stage 3 of the angelic corruption from any distance, or even when on another plane, as long as it is aware of that creature and its condition. Further, whenever a dominion archon uses its *greater possession* ability on a creature that has progressed to stage 3 of the angelic corruption, the spell's duration increases to permanent (although the dominion archon can still end the effect at any time), and the dominion archon can activate the host's extraordinary and supernatural abilities, as well as any spell-like abilities it possesses. Finally, the dominion archon can use its purge sin and purify vessel abilities even when using *greater possession*, when possessing a creature that has progressed to stage 3 of the angelic corruption.

Ecology

One answer to the age-old question of why there is evil in the world is that it is created by men and women on the Material Plane, and that the forces of the various upper planes cannot eradicate it without also eradicating mortals' free will. While this answer vastly underestimates the various forces of the lower planes, it does serve to point out that there are some who believe that the only way to truly rid the world of evil is to strip away choice and create a benevolent and omnipotent dictatorship. This belief has led to the rise of various cults and sects on the Material Plane, but it is also championed by some celestial creatures as well, not least of which are the archons known as the dominions.

Dominions claim that they have been tasked with the governance of lesser creatures, and that it is their responsibility to step in when certain mortals prove that they cannot be trusted with the gift of free will. For centuries, they pushed for more intervention by archons and angels in the Material Plane, arguing that mortal governments are

incapable of creating societies that foster goodness in their subjects, and that it is the moral duty of the enlightened celestials to step in and begin to clean up the mess that thousands of years of self-governance by humanoid races has created.

Eventually, a compromise was reached between the dominions and the various celestial factions that prefer not to interfere as heavily in such matters: dominions would be free to do as they will in the Material Plane, but only if they could find mortals who were willing to set aside their own minds and spirits and surrender their bodies to the dominions to serve as their hands in the world. Although such individuals were rare, the dominions did find them soon enough, and have been working to bring divine order to the Material Plane ever since. However, they found that the evil here was more resistant than they expected, and the number of willing hosts much smaller than they anticipated. Over time, they began to become less and less discerning in their hosts, using coercion, and, eventually, simply erasing all sin and selfishness from potential hosts in order to mold them into obedient vessels.



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Corruptions, from *Pathfinder Roleplaying Game: Horror Adventures*, give players a new way to indulge their dark fantasies and take the role of gothic monsters, infecting themselves with some taint or darkness, and presenting the tantalizing question of whether to struggle against the corruption, or embrace it, and allow themselves to bask, however briefly, in its dark power. While *Horror Adventures* presents 11 different corruptions to choose from, there are many more potential sources of corruption that could potentially be explored.

This book presents the angelic corruption, a brand new corruption featuring unique progression rules, and 10 new manifestations that are flavorfully connected to angels and archons. Further, the book introduces the dominion archon, a new CR 12 archon which inhabits the bodies of mortals in order to do good in the world, and which can inflict the angelic corruption on those that it deems deserve it.

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