

AASIMAR: HEIRS OF GLORY

A Pathfinder Roleplaying Game Compatible PLAYER'S RESOURCE by Landon Bellavia



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Born as scions of celestial spirits, aasimar stand as proof that the mortal world is infused with touches of the divine. From relentless adversaries of evil to eccentric benefactors of justice, aasimars have developed many traits and techniques unique to the heirs of the upper planes. Using these abilities, aasimars strike out to make a place for themselves in the world, and now you can join their ranks! Filled with variant racial abilities, including aasimar bloodlines, new class features, feats and character traits, *Aasimar: Heirs of Glory* is an advanced guide to playing an aasimar. Using these tools, players and GMs can create an endless number of unique, memorable aasimar characters.



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Thank you for purchasing *Aasimar: Heirs of Glory*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *Aasimar: Heirs of Glory* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Landon is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and plans to eventually publish the work as a campaign resource when it finishes playtesting.

While gaming and writing are two of Landon's favourite activities, they are very difficult to make a living at, and currently hold the status of "hobbies that he can hopefully afford to pursue full time some day." In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant. Landon lives in North Carolina with his beautiful and wonderfully supportive wife, two dice-loving daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing, or gaming, Landon also enjoys eating, breathing, and (time permitting) sleeping.

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1/2	Quylest Mahran N male aasimar (jyoti-blooded) rogue 1	21
1/2	Raehahn Sunovere CG female aasimar oracle (life) 1	23
4	Lekka NG female aasimar (agathion-blooded) druid 5	24
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ALTERNATE CLASS FEATURES

Order of the Beacon: A new order for aasimar cavaliers.

Couatl Subdomain: A cleric subdomain of the Community domain.

Elysian Subdomain: A cleric subdomain of the Strength domain.

Jyoti Subdomain: A cleric subdomain of the Healing domain.

Triton Subdomain: A cleric subdomain of the Water domain.

Fist of Heaven: A new archetype for lawful good aasimar monks.

Caccisian Bonded Paladin: The aasimar paladin forges a divine bond with a caccisian angel.

Lantern Bonded Paladin: The aasimar paladin forges a divine bond with a lantern archon.

NEW FEATS

Appear Human: The aasimar appears human.

Celestial Aura: The aasimar knows when someone is trying to detect its alignment.

Celestial Companion: The animal companion gains the celestial creature template.

Emergent Magic: The aasimar gains access to an extra spell-like ability.

Energy Focus: The aasimar's channel energy is more potent.

Extra Magic: The aasimar gains an extra use of one spell-like ability.

Innate Talent: The aasimar gains an extra racial trait.

NEW CHARACTER TRAITS

Celestial Bloodline: The aasimar manifest a specific celestial bloodline.

Choir Member: The aasimar gains Perform (sing) as a class skill and a trait bonus to Knowledge (history), Knowledge (planes), Knowledge (religion) and Perform (sing).

Confident Healer: The aasimar magical healing is more potent.

Halo Control: The aasimar can control the illumination from his halo.

Inherent Resistance: The aasimar is more resistant to some forms of energy.

Merciful Blows: The aasimar deals extra nonlethal damage on a critical hit.

Winning Personality: The aasimar has excellent leadership and diplomatic skills.

AASIMAR

Legends tell of valiant heroes whose bravery and courage won the affections of a champion of Heaven, Nirvana or Elysium. Such glorious unions are seen as a blessing on a family, community or nation, and the resultant half-celestial offspring are beacons of hope and righteousness in the mortal world. Through the generations, celestial blood can continue to manifest for centuries following the union of the mortal and the sublime, giving rise to aasimars, the heirs of glory.

AASIMAR HERITAGE

Aasimar are born with the blessing of the outer planes, but the source of their otherworldly blood varies from individual to individual. Some may be born directly to a half-celestial and human coupling. Others are born to pairs of humans so far removed from the glorious days of their ancestors that the tales of celestial exploits have been all but forgotten. Yet others have a parent who is a less powerful good-aligned outsider such as a triton or lesser celestial, whose seed has not the power to spawn a half-celestial.

The surest way to create an aasimar child is through the union of a human and a half-celestial. In fact, it is nearly unheard of for such a union to not create an aasimar, and such an outcome is generally seen as an extremely bad omen. The only known cause for this (other than direct divine intervention) is if the human parent has a fiendish taint, the sort of corruption of the blood that could result in a tiefling child. Under such circumstances, the pure and corrupt outsider bloods effectively nullify each other.

The majority of aasimar are born to seemingly normal human parents, at least one of whom has celestial blood flowing through his or her veins. These families may or may not even know that celestial blood hides in their bloodline, waiting for a moment of need or a happenstance convergence of the stars to trigger the birth of an aasimar. Though the odds of an aasimar being born to such a family are relatively slim, there are countless mortal bloodlines that have, at some point in history, crossed paths with the celestial.

Yet other aasimar are born directly of a human and a good-aligned outsider whose blood is not strong enough to result in a true half-celestial. Human dalliances with native outsiders such as tritons and (occasionally) couatls sometimes directly result in an aasimar child, as do unions between humans and the celestial ranks of lantern archons, cassisian angels and lyrakien azata. These later couplings are most often the result of a human spellcaster becoming intimate with her or his familiar, a practice typically frowned upon by the forces of good and seldom allowed to continue for long.

PHYSIOLOGY AND APPEARANCE

The vast majority of aasimar appear essentially human, though they all develop some identifying trait that marks them as special (page 14). Some aasimar are born with this sign; others remain indistinguishable from their human peers through childhood and even into puberty. However, all adult aasimars manifest some form of identifying trait, be it metallic hair, inhumanly coloured eyes or even a glowing halo.

The time at which such a sign develops is not arbitrary. The subtle, intangible forces of good permeating the world often guard the vulnerable, and use the otherwise powerless to instill hope and faith. An orphaned child in the care of a cruel workhouse master might not manifest a sign until adulthood, if doing so would draw undue attention to his heritage and result in increased exclusion and suffering. Such a youth might even start to manifest such a sign first only at night, or when alone, granting a preview of things to come and a warning to flee.

On the other hand, a baby born to a serf of a cruel despot might appear with her eyes glowing golden from the first time they open. Such a birth could inspire the people of the land to hope for their ultimate deliverance from tyranny, even before the baby is old enough to speak.

AGE, HEIGHT & WEIGHT

AASIMAR RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	2d10	x5 lbs.

AASIMAR STARTING AGE

ADULTHOOD	BARBARIAN, ROGUE, SORCERER	BARD, FIGHTER, PALADIN, RANGER	CLERIC, DRUID, MONK, WIZARD
15	+1d6	+1d8	+2d8

AASIMAR AGING EFFECTS

MIDDLE AGE ¹	OLD ²	VENERABLE ³	MAX. AGE
45 years	63 years	90 years	+3d20 years

1 At middle age, -1 to Str, Dex and Con; +1 to Int, Wis and Cha.

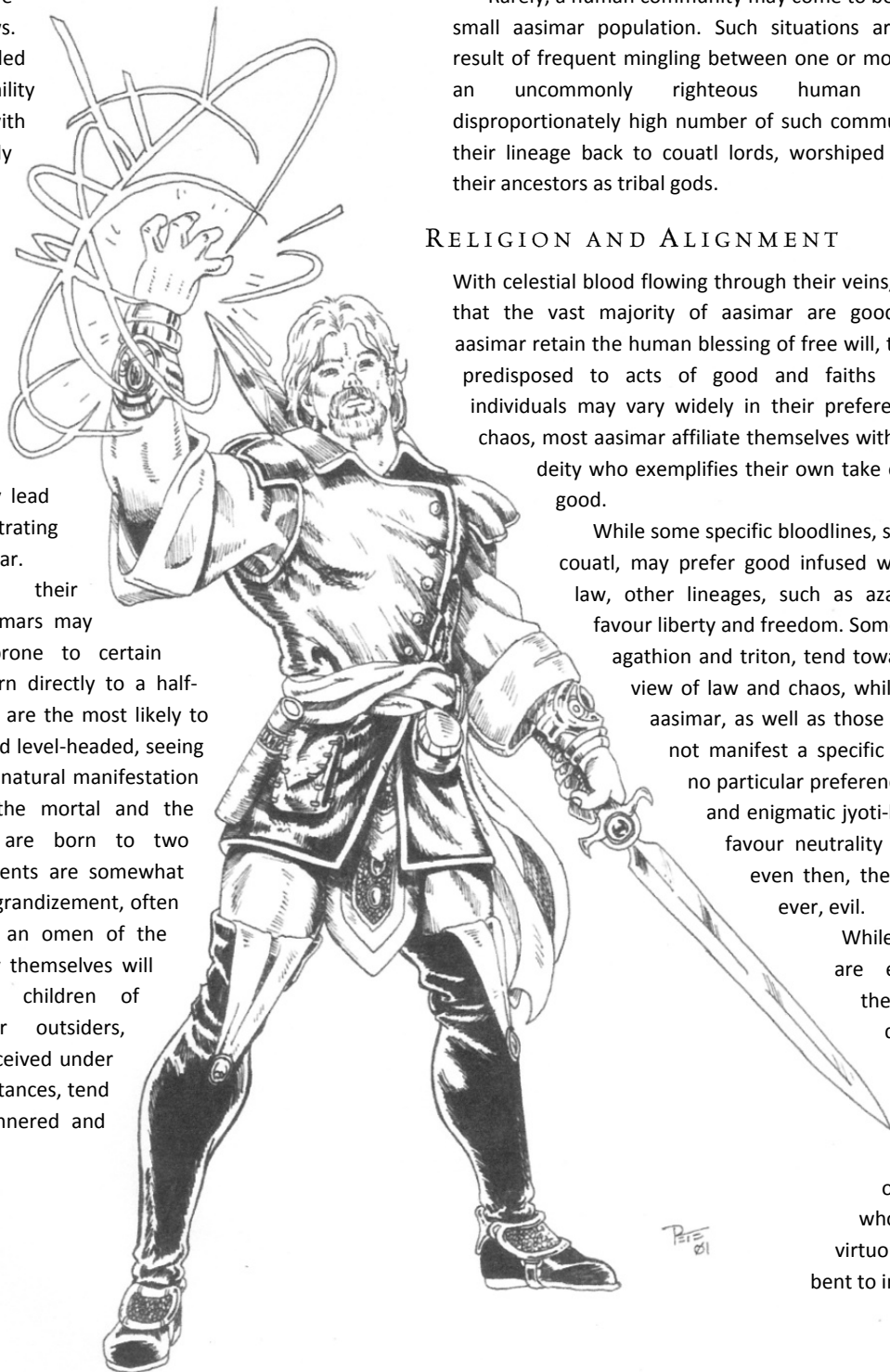
2 At old age, -2 to Str, Dex and Con; +1 to Int, Wis and Cha.

3 At venerable age, -3 to Str, Dex and Con; +1 to Int, Wis and Cha.

PSYCHOLOGY AND PERSONALITY

Aasimars are, for the most part, graced with the clarity and benevolence of their celestial forbearers. As such, they tend to be kind and good-hearted, offering succour to those in need and comfort to the downtrodden. Pride is their most common vice, as it is easy for one to consider himself particularly blessed by fate, and therefore superior to his fellows. However, the added measure of humility commonly inherited with celestial blood typically serves as a buffer against such hubris. The heirs of glory span the gamut of goodness from humble altruists to crusading zealots, but are generally found in the pursuit of noble causes. When they lead, they lead by example, demonstrating the ideals they hold dear.

Depending on their heritage, specific aasimars may be more or less prone to certain behaviours. Those born directly to a half-celestial and a human are the most likely to be straight-forward and level-headed, seeing their own lives as the natural manifestation of the mingling of the mortal and the divine. Those who are born to two seemingly human parents are somewhat more prone to self-aggrandizement, often seeing their birth as an omen of the great deeds that they themselves will accomplish. Aasimar children of humans and other outsiders, particularly those conceived under less than pure circumstances, tend to be more mild-mannered and subtle.



AASIMAR SOCIETY

Aasimar rarely form communities of their own, preferring to dwell within a human society. Occasionally, a small company of aasimar band together for a common cause, but such organizations rarely exist to exclude outsiders so much as to enhance the camaraderie of the like-minded members.

Rarely, a human community may come to be dominated by a small aasimar population. Such situations are generally the result of frequent mingling between one or more celestials and an uncommonly righteous human populace. A disproportionately high number of such communities can trace their lineage back to couatl lords, worshiped and revered by their ancestors as tribal gods.

RELIGION AND ALIGNMENT

With celestial blood flowing through their veins, it is no surprise that the vast majority of aasimar are good-aligned. While aasimar retain the human blessing of free will, they are strongly predisposed to acts of good and faiths of light. While individuals may vary widely in their preferences for law or chaos, most aasimar affiliate themselves with the church of a deity who exemplifies their own take on the nature of good.

While some specific bloodlines, such as archon or couatl, may prefer good infused with the force of law, other lineages, such as azata and elysian, favour liberty and freedom. Some bloodlines, like agathion and triton, tend towards a moderate view of law and chaos, while angel-blooded aasimar, as well as those aasimar who do not manifest a specific bloodline, show no particular preference. Only the rare and enigmatic jyoti-blooded aasimar favour neutrality over good, and even then, they are seldom, if ever, evil.

While evil aasimar are extremely rare, the forces of darkness devote significant time and resources to the corruption of an aasimar whose otherwise virtuous nature can be bent to iniquity.

ALTERNATE RACIAL TRAITS

Though most aasimar possess the traits described in the sidebar below, the following options may be used, with GM approval, to customize your aasimar character.

Variant racial traits are grouped into categories by the standard aasimar ability that they replace. If the GM is using this resource to create aasimar NPCs and wishes to add a random element to NPC generation, each ability within a given category is numbered, and each category has instructions for randomly determining a variant ability.

VARIANT AASIMAR BLOODLINES

Typically, the nature of the celestial blood that forms an aasimar is dilute to the point of merely hinting at an extraplanar heritage. However, particularly in the case of aasimar with a half-celestial or other pure-blooded outsider parent, a specific bloodline can manifest to the point of providing different racial modifiers and abilities than those common to most aasimar.

These bloodlines provide access to variant ability scores, and some alter the Skilled, Spell-Like Ability or Celestial Resistance racial traits of the standard aasimar.

An aasimar character with a particularly strong heritage may select one of the following bloodlines and pick from the associated racial abilities. Note that some bloodlines automatically replace a standard ability, such as Celestial Resistance or a character's available bonus languages.

THE AASIMAR

Aasimars are defined by class levels—they don't possess racial Hit Dice. Most Aasimars without a specific bloodline have the following racial traits, though alternatives to some of these traits and variant are presented on the following pages.

- +2 Charisma, +2 Wisdom: Aasimars are insightful, confident and personable.
- **Normal Speed:** Aasimars have a base speed of 30 feet.
- **Darkvision:** Aasimars can see in the dark up to 60 feet.
- **Skilled:** Aasimars have a +2 racial bonus on Diplomacy and Perception checks.
- **Spell-Like Ability:** Aasimars can use *daylight* once per day as a spell-like ability (caster level equals the aasimar's class level).
- **Celestial Resistance:** Aasimars have acid resistance 5, cold resistance 5 and electricity resistance 5.
- **Languages:** Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Gnome, Halfling and Sylvan.

1. **Agathion-Blooded Aasimar:** +2 Str, +2 Con. The descendants of the animal-aspect residents of Nirvana possess the strength and resilience of the beast.
2. **Angel-Blooded Aasimar:** +2 Str, +2 Cha. Angelic heirs are potent warriors and inspirational leaders.
3. **Archon-Blooded Aasimar:** +2 Con, +2 Wis. The descendants of the forces of Heaven have the resiliency to press the fight and the insight to know when to do so.
4. **Azata-Blooded Aasimar:** +2 Con, +2 Cha. The freedom-loving scions of Elysium are hearty and well suited to travel, making friends often and easily.
5. **Couatl-Blooded Aasimar:** +2 Str, +2 Wis. The children of the rainbow serpents are powerful, unwavering crusaders.
 - **Serpent Scales:** Couatl-blooded aasimar have a +1 natural armour bonus. This replaces Celestial Resistance.
6. **Elysian-Blooded Aasimar:** +2 Str, +2 Con: Elysian-blooded aasimar are uncommonly strong and durable.
 - **Elysian-blooded aasimar** stand on average 8 inches taller than most humans, and weigh about 40 lbs. more.
 - **Elysian Resiliency:** Elysian-blooded aasimar have a +1 natural armour bonus. This replaces Celestial Resistance.
7. **Jyoti-Blooded Aasimar:** +2 Dex, +2 Con. Jyoti-blooded aasimar are adept at avoiding danger and withstanding damage. The xenophobic jyoti virtually never consort with humans, making jyoti the rarest of all aasimar bloodlines. As jyoti are not themselves good-aligned, their descendants are the most likely of any aasimar to be non-good, and are only counted among the ranks of aasimar due to their progenitors' ties to the Positive Energy Plane.
 - **Languages:** Jyoti-blooded aasimars with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Ignan and Terran. This replaces the standard aasimar bonus languages.
8. **Triton-Blooded Aasimar:** +2 Con, +2 Int. Children of the tritons have remarkable endurance, and are natural craftsmen.
 - **Aquatic Movement:** A triton-blooded aasimar has a base speed of 20 feet and a swim speed of 20 feet. This replaces the standard aasimar's normal speed.
 - **Amphibious:** Triton-blooded aasimar breathe air or water. This ability replaces Celestial Resistance.

BALANCING AASIMAR ABILITIES

Aasimar are slightly more powerful than the usual base races and thus should fit into most campaigns easily. However, if a GM feels that the aasimar are significantly more powerful, he may determine that an aasimar PC must take the Celestial Bloodline trait (page 13).

SKILLED

While many aasimars are naturally diplomatic and perceptive, some choose to hone other skills or abilities. One of the following abilities may be selected to replace the skilled racial trait of the standard aasimar. To generate a random aasimar character, roll a d12 and use the corresponding trait; on a 12, the aasimar retains the skilled trait.

Eight of the abilities have a corresponding suggested bloodline; while it is not required that an aasimar have the associated bloodline to take a power, some abilities are thematically more appropriate for some bloodlines than others.

1. **Agathion Insight:** +2 racial bonus on Knowledge (nature) and Survival.
2. **Angelic Acrobatics:** +2 racial bonus on Acrobatics and Stealth.
3. **Archon Persuasion:** +2 racial bonus on Diplomacy and Intimidate.
4. **Azata Artfulness:** +2 racial bonus on Bluff and Perform (any one).
5. **Celestial Tongue:** +2 racial bonus on Linguistics and you learn two additional bonus languages (except secret languages such as Druidic).
6. **Couatl Sagacity:** +2 racial bonus on Spellcraft and Use Magic Device.
7. **Elysian Steadfastness:** +2 racial bonus to CMD when resisting a bull rush or overrun attempt.
8. **Insightful:** +2 racial bonus on Perception and Sense Motive.
9. **Jyoti Tenacity:** +2 racial bonus on saving throws against divine spells.
10. **Pious Student:** +2 racial bonus on Knowledge (religion) and Knowledge (planes).
11. **Triton Talents:** +2 racial bonus on Ride and Swim.

SPELL-LIKE ABILITY

While many aasimars can illuminate their surroundings with brilliant daylight, some derive other supernatural talents from their heritage. These abilities generally mimic powers possessed by one or more types of celestials. One of the following abilities may be selected to replace the *daylight* spell-like ability of the standard aasimar.

To generate a random aasimar character, determine its supernatural or spell-like ability by rolling a d12; on a roll of 12, the aasimar retains *daylight*.

Eight of the abilities have a corresponding suggested bloodline; while it is not required that an aasimar have the associated bloodline to take a power, these powers are typically versions of an ability possessed by a specific type of outsider, and are thematically more appropriate for some bloodlines than others.

The aasimar's caster level for any of these abilities equals its character level and the aasimar uses its Charisma modifier to determine the saving throw of its spell-like abilities.

1. **Aid (Sp):** You may use *aid* once per day as a spell-like ability.
2. **Aura of Menace (Su) (Archon):** You can briefly project an aura of menace similar to an archon. This ability may be activated once per day as a swift action, and remains active for a number of rounds equal to your character level. Any hostile creature within a 20-foot radius must succeed on a Will save to resist its effects. The save DC is 12 + 1/2 the aasimar's level + her Charisma modifier. Those who fail take a –2 penalty on attacks, AC and saves for 24 hours or until they successfully hit the aasimar that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same aasimar's aura for 24 hours.
3. **Beast Shape (Sp) (Agathion):** You may use *beast shape I* once per day (caster level equals the aasimar's class level). If you have the wild shape class feature, you may use this ability to gain one additional use of wild shape per day, but only to assume the form of an animal.
4. **Celestial Speed (Su):** You can use *expeditious retreat* once per day; at 10th-level, you may use *expeditious retreat* or *fly* once per day.
5. **Charm Monster (Sp) (Azeta):** You may use *charm monster* once per day (effective spell level 3rd).
6. **Detect Thoughts (Sp) (Couatl):** You may use *detect thoughts* once per day.
7. **Discern Lies (Sp) (Angel):** You may use *discern lies* once per day, but may only target a single creature with this effect.
8. **Dispel Magic (Sp) (Elysian):** You can use *dispel magic* once per day.
9. **Protection from Opposing Alignment (Sp):** You can use *protection from chaos/evil/good/law* once per day; at 10th-level, you may use either *protection from chaos/evil/good/law* or *magic circle against chaos/evil/good/law*. (You must be good to select *protection from evil*, evil to select *protection from good*, chaotic to select *protection from law*, and lawful to select *protection from chaos*.)
10. **Maximize Healing (Su) (Jyoti):** Once per day, you can choose to maximize one magical healing effect targeting you. You need not be the only target of the effect, but you are the only recipient of the maximized benefits.
11. **Summon Aquatic Ally (Sp) (Triton):** You can use *summon nature's ally II* once per day (summons a small water elemental or 1d3 dolphins only).

AASIMAR ADVENTURERS

Aasimars who choose to become adventurers tend to favour classes that compliment their disposition towards righteous crusades or altruistic intervention.

Antipaladin: The most loathsome of all aasimar, antipaladins are almost unheard of among the heirs of glory. Those who fall to such depths are typically hunted mercilessly by their own kind.

Barbarian: The primal ways of the barbarian, though often violent, can provide a most satisfying means of fulfilling an aasimar's inner drive to seek out and confront evil. Agathion- and elysian-blooded aasimar are the most likely bloodlines to pursue this path.

Bard: Many aasimars are natural leaders and inspirational figures. For such individuals, the path of the bard compliments their innate talents and inclinations. Freedom-loving azata-blooded aasimar are particularly likely to become bards.

Cavalier: As a natural choice for crusaders, the cavalier class draws many aasimars to its orders. Though the preferred order may vary from bloodline to bloodline, aasimar from all lineages can be found among the ranks of cavaliers.

Cleric: Perhaps the most common vocation for aasimar, the clergy of good-aligned deities naturally attracts the descendents of celestials. Whether peaceful missionaries or fearsome prophets of doom for the wicked, aasimar are at home in the priesthood.

Druid: The divine runs strong through the natural world, and many aasimar, particularly the agathion-blooded, choose to seek enlightenment and purpose in service to creation.

Fighter: Direct and straightforward, many aasimar of the more martially inclined bloodlines use their superior weapon training to confront their enemies and protect their allies.

Inquisitor: With the blessing of a divine cause and the skill to see their quest through to its end, many aasimar join the inquisition to defeat the encroaching darkness.

Magus: Although many aasimar avoid arcane magic in favour of the divine, those who take the path of the magus effectively use their magic to enhance their martial prowess.

Monk: The goal of self-perfection is well appreciated among the aasimar. The discipline and dedication of the monk provides a prime means of reflection and self improvement, and aasimar monks may choose an adventuring lifestyle as a means of self exploration.

Ninja: The stealth and subterfuge of the ninja appeals to relatively few aasimar, as these techniques are often seen by outsiders as less than honourable. However, those aasimar who

embrace this path understand that the best place from which to fight the darkness is from the shadows.

Oracle: The mysteries of the divine are many, and not all of them are best explored in the service of a deity. Extraplanar power runs through aasimar blood, and many find themselves drawn to explore the mysteries that lead to oracular powers.

Paladin: The ultimate manifestation of justice and good, many aasimar are born paladins. With a code that is above and beyond the tenets of any individual faith or doctrine, many aasimar see the noble ideals of paladinhood as the ultimate embodiment of what mortal beings should aspire to.

Ranger: Aasimar rangers are implacable hunters and trackers, and often select evil outsiders and undead as their favoured enemies. Agathion- and couatl-blooded aasimar are the most likely to take up this path.

Rogue: Often light-hearted and even jovial, aasimar rogues often put a lighter spin on life than many of their celestial fellows. While some use their skills to liberate and redistribute unjustly acquired wealth from tyrants and criminals, aasimar rogues have many different motivations. Azata-blooded aasimar are the most likely heirs of glory to become rogues.

Samurai: Bound by honour and fealty, good-aligned mortal lords can often attract the services of dedicated aasimar samurai. Such warriors fight for justice in the name of their lord rather than a divine power, but their goals are largely the same.

Sorcerer: Powerful celestial blood flows through aasimar veins, often resulting in sorcerers of the celestial bloodline. Despite being arcane casters, most aasimar sorcerers view their power as a gift from the divine, and use it with the level of responsibility that this entails. Though other bloodlines are possible, they are not common and infernal, abyssal and undead bloodlines are all but unheard of.

Summoner: Aasimar summoners have an inherent understanding of the power of extraplanar beings, and are adept at forging bonds with such creatures that enhance the summoner's power and ability to achieve her goals.

Witch: Aasimar witches are rare and generally seen as conduits through which darker powers may flow, and as such, are generally mistrusted. Hedge-witches are a notable exception to this, often bringing succour to those in need and communing with a celestial improved familiar.

Wizard: Aasimars often view wizards as too focused on esoteric obscurities at the expense of the big picture. Aasimar wizards are thus uncommon.

ALTERNATE FAVOURED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever a aasimar gains a level in a favored class, he can choose to instead gain the relevant ability listed below. Unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1 hit point to the cavalier's mount. If the aasimar ever replaces his mount, the new mount gains these bonus hit points. These bonuses only apply to a single mount gained as part of the cavalier's class, at any one time.

Cleric: Add +1 on caster level checks made to overcome the spell resistance of outsiders.

Druid: Gain energy resistance 1 against acid, cold, electricity or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type). This bonus stacks with any energy resistance the druid may have by virtue of her race.

Inquisitor: Add +1/2 to the inquisitor's effective class level when determining the bonus granted by a judgement.

Monk: Add 1/4 to the monk's *ki* pool.

Ninja: Add +1/4 *ki* points to the ninja's *ki* pool.

Oracle: Add +1/2 insight bonus on Knowledge (planes) checks and +1/2 on all saving throws made to resist the spells, spell-like abilities or supernatural abilities of outsiders.

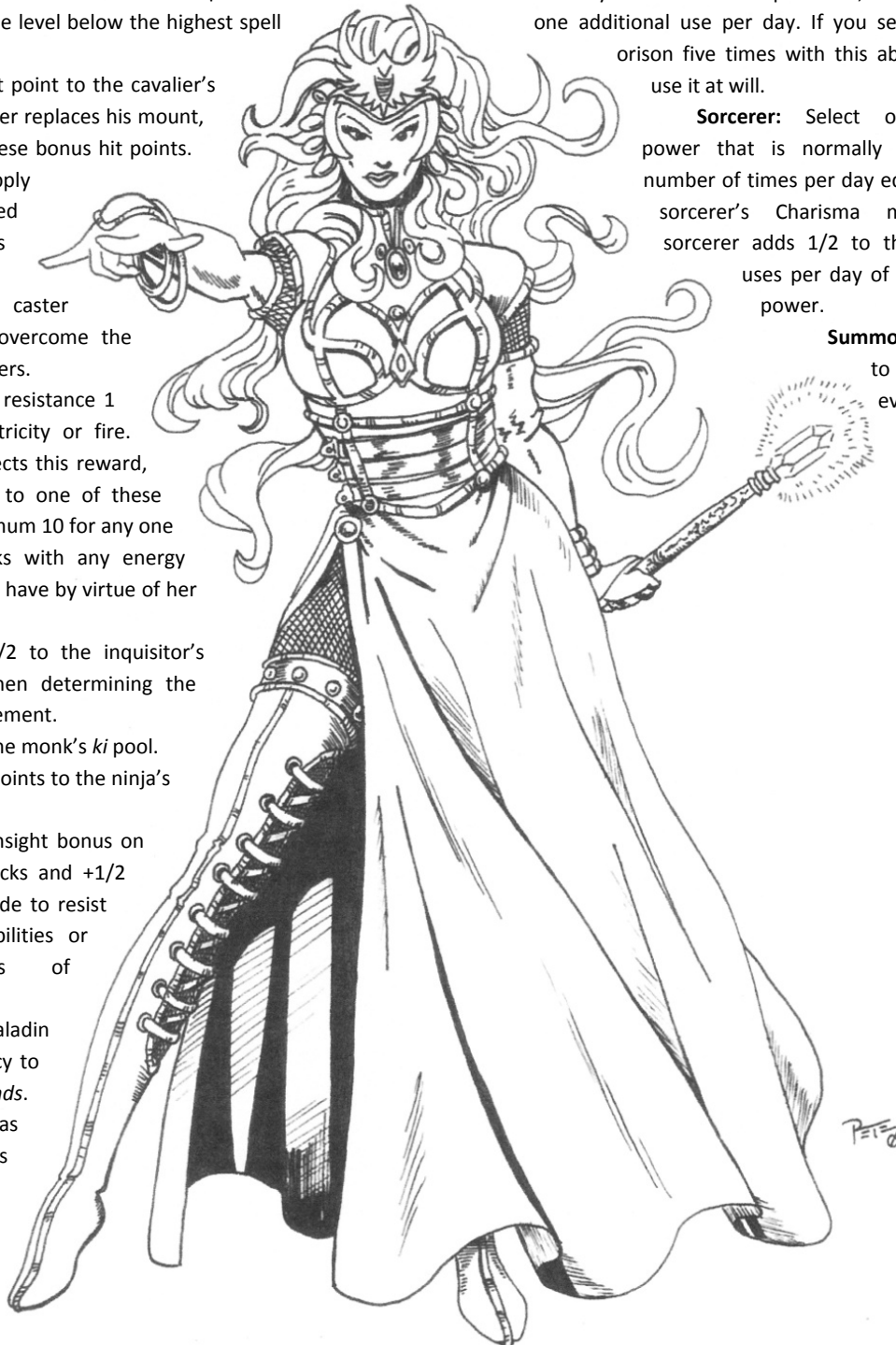
Paladin: The paladin gains 1/4 of a new mercy to add to his *lay on hands*. When the paladin has taken this favoured class option four times, he may select one additional mercy for which he qualifies.

Ranger: Add +1/2 on all saving throws made to resist the spells, spell-like abilities or supernatural abilities of the ranger's favoured enemies.

Rogue: Select an orison; you may use it once per day as a spell-like ability (caster level equal to your rogue level). The same orison may be selected multiple times, each time adding one additional use per day. If you select the same orison five times with this ability, you may use it at will.

Sorcerer: Select one bloodline power that is normally usable for a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds 1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1/4 to the eidolon's evolution pool.



ALTERNATE CLASS FEATURES

The aasimar have developed unique class features to aid them in their fight against evil.

CAVALIER

The cavalier class is presented in the *Advanced Player's Guide*. Members of this class pledge themselves to a specific order and are bound to uphold the order's edicts.

ORDER OF THE BEACON

Aasimar cavaliers may pledge themselves to the Order of the Beacon.

Edicts: The cavalier must work to purge the world of evil. He must pursue and confront any evil that he believes he has a reasonable chance of defeating, and must make note of any evil that drives him off or escapes so that he will recognize it if and when he encounters it again.

Challenge: Whenever an order of the beacon cavalier issues a challenge, his allies receive a +1 circumstance bonus to AC and CMD against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the beacon cavalier adds Knowledge (religion) (Int) and Knowledge (planes) (Int) to his list of class skills. Additionally, he may make a Sense Motive check to discern whether the target of his challenge is evil. The DC of this check is 15 + the target's HD.

Order Abilities: An order of the beacon cavalier gains the following abilities as he increases in level.

Dogged Pursuer (Ex): At 2nd-level, the cavalier gains +10 feet to his speed (or his mount's) when closing with the target of his challenge. This bonus increases to +30 feet if the target of his challenge used the withdraw action on its previous turn. Additionally, the cavalier need not meet the minimum Dexterity requirement for Step Up, Following Step and Step Up and Strike.

Coordinated Pursuit (Ex): At 8th-level, the cavalier gains Step Up as a bonus feat. If he already has Step Up, he gains Following Step; if he has Following Step, he gains Step Up and Strike. Additionally, allies threatening the target of the cavalier's challenge receive the benefit of Step Up against the same target as long as the cavalier threatens the target of his challenge.

Barred Retreat (Ex): At 15th-level, the cavalier can move to intercept fleeing foes. Whenever the target of the cavalier's challenge tries to transport itself via a spell, spell-like ability or supernatural ability (specifically, any effect that would be blocked by a *dimensional anchor*), the cavalier may, as an immediate action, move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. If the attack hits and deals damage, the spell or ability is interrupted and lost unless

the caster succeeds on a concentration check (DC 10 + damage dealt + spell level). Casting defensively does not affect this ability. A flat-footed cavalier cannot use this ability. A target may attempt to hide its intentions from the cavalier by making a Bluff check opposed by the cavalier's Sense Motive check. If the target wins, the cavalier cannot use this ability to interrupt the casting.

CLERIC

Subdomains (introduced in the *Advanced Player's Guide*) offer more specific focuses for clerical worship. Each subdomain replaces a granted power and a number of spells in the associated domain's granted spell list. If a cleric selects a subdomain, she cannot select its associated domain as her other domain choice. Subdomains are treated as equivalent to their associated domain for effect or prerequisites based on domains.

COUATL SUBDOMAIN

This subdomain may only be selected by clerics who are lawful good, lawful neutral or neutral good.

Associated Domain: Community.

Replacement Power: The following granted power replaces the unity power of the Community domain.

Communal Mind (Sp): At 8th-level, you can forge a telepathic bond between yourself and a number of allies as per the spell *telepathic bond*, with a caster level equal to your cleric level. You must be one of the targets of this effect. You can use this ability once per day at 8th-level, and one additional time per day for every four cleric levels beyond 8th.

Replacement Domain Spells: 3rd—*magic circle against evil*, 4th—*dismissal*, 6th—*banishment*, 8th—*summon monster VIII* (summons one couatl only).

ELYSIAN SUBDOMAIN

This subdomain may only be selected by clerics who are chaotic good, chaotic neutral or neutral good.

Associated Domain: Strength.

Replacement Power: The following granted power replaces the might of the god's power of the Strength domain.

Form of the Titan (Sp): At 8th-level, you can assume a form of the titan as a standard action. This functions as the spell *enlarge person* with a caster level equal to your cleric level, except that it only affects you, and it affects you regardless of your type. If the form you assume is Large or larger, the size bonus to strength granted by this ability increases to +8.

Replacement Domain Spells: 4th—*air walk*, 5th—*break enchantment*, 6th—*greater dispel magic*, 7th—*greater scrying*, 8th—*greater planar ally*, 9th—*freedom*.

JYOTI SUBDOMAIN

This subdomain can only be chosen by a jyoti-blooded aasimar (page 6).

Associated Domain: Healing.

Replacement Power: The following granted power replaces the healer's blessing power of the Healing domain.

Maximized Positive Energy (Su): At 8th-level, all of your prepared *cure* spells are treated as if they were maximized if they are used to cure. This does not apply to damage dealt to undead with a cure spell. This ability does not modify *cure* spells cast spontaneously.

Replacement Domain Spells: 7th—*mass cure serious wounds*.

TRITON SUBDOMAIN

This subdomain can only be chosen by a triton-blooded aasimar (page 6).

Associated Domain: Water.

Replacement Power: The following granted power replaces the cold resistance power of the Death domain.

Aquatic Movement (Ex): At 8th-level, you can move and attack normally underwater as if affected by *freedom of movement*. This ability only affects movement underwater; it does not grant any of the other benefits of *freedom of movement*. For every additional four cleric levels you possess, you may share this ability with one willing creature. As a standard action, you may impart this ability to one touched creature for one hour.

Replacement Domain Spells: 5th—*animal growth*, 6th—*summon nature's ally VI* (1d3 giant moray eels, 1d3 orcas, giant octopus, or water elemental(s) only), 8th—*summon nature's ally VIII* (1d3 dire crocodiles, 1d3 dire sharks, 1d3 giant squid or water elemental(s) only).

MONK

Aasimar monks are almost always devoted to the causes of good and law.

FIST OF HEAVEN ARCHETYPE

Aasimar monks devoted to the lofty goals of Heaven have developed several techniques for use against the forces of evil. These monks, known as Fists of Heaven, are sworn to abide by the dictates of good and law. So long as they maintain their lawful good alignment, these monks gain the benefits of the fist of heaven monk archetype. Should a Fist of Heaven ever cease to be lawful good, he loses all abilities granted by this archetype until he returns to a lawful good alignment and receives an *atonement* spell. (The archetype's abilities are replaced by the corresponding standard monk abilities until atonement is made.)

Ki Pool (Su): A 10th-level fist of heaven who uses his *ki* strike ability treats his unarmed strikes as good-aligned for the purpose of overcoming damage reduction. This replaces the monk's *ki* strike ability that treats his unarmed strikes as lawful for the purpose of overcoming damage reduction.

A 16th-level fist of heaven who uses his *ki* strike ability treats his unarmed strikes as silver and cold iron for the purpose of overcoming damage reduction. This replaces the monk's *ki* strike ability that treats his unarmed strikes as adamantite for the purpose of overcoming damage reduction and hardness.

Ascension: At 20th-level, a fist of heaven becomes a true being of heaven. He becomes an outsider with the extraplanar, good and lawful subtypes. He gains DR evil/10 and immunity to fire, electricity and petrification. An ascended fist of heaven does not need to eat or sleep and never dies of old age.

PALADIN

Aasimar paladins often find that their devotion to justice and righteousness manifests as a spiritual bond to Heaven or another good-aligned plane. Such a bond allows the paladin to attract the service of a lesser celestial rather than forging a divine bond with a special mount or a weapon. A paladin with one of the abilities below forms his divine bond with a lawful good outsider. The outsider functions as a wizard's familiar and increases in power as a familiar, using the paladin's level as his effective wizard level. If a paladin's bonded celestial is reduced to fewer than 0 hit points or subjected to an effect that would kill it, it is instead banished to its native realm. The celestial returns to the paladin's side after 24 hours. Such a familiar can only be destroyed by killing it on its home plane.

CASSISIAN BONDED PALADIN

The paladin forms his divine bond with a lawful good cassisian angel (*Bestiary* 2). For every four paladin levels beyond 5th, the cassisian angel's breath weapon deals an additional 1d6 damage, to a maximum of 4d6 at 17th-level. The save DC to halve the damage of this breath weapon is equal to 10 + 1/2 the paladin's level + the cassisian's Constitution modifier.

LANTERN BONDED PALADIN

The paladin forms his divine bond with a lantern archon. For every four paladin levels beyond 5th, the lantern archon's light rays deal an additional 1d6 damage, to a maximum of 4d6 at 17th-level. The save DC against the lantern archon's *aura of menace* is equal to 12 + 1/2 the paladin's level + the lantern archon's Charisma modifier. Being so closely bonded to a master from the material plane does have its drawbacks; the lantern archon loses its *gestalt* ability until the paladin is 10th-level, and its *greater teleport* ability until the paladin is 15th-level.

NEW FEATS

Heirs of Glory introduces a number of new feats utilised by the aasimar. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

HERITAGE FEATS

Heritage feats are a new kind of feat designed to reflect options open to aasimars based on their celestial heritage. These feats reflect some aspect of the aasimar's lineage that can impact the character's combat abilities, social aptitude, or magical prowess.

APPEAR HUMAN [HERITAGE]

Whereas most aasimar have a distinguishing feature that sets them apart from common humans, you appear human.

Prerequisites: Aasimar, must be taken at 1st-level.

Benefit: You are indistinguishable from a human and do not need to use the Disguise skill to appear human. You either receive no distinguishing aasimar features (page 14) or a feature (such as eyes) that glows but otherwise appears human; in the later case, you can suppress or activate the glow as a free action, and only gain the benefit of this feat while the glow is suppressed. A creature who observes you doing anything inhuman, such as (but not limited to) using a spell-like ability or resisting a form of energy damage, may make a DC 15 Knowledge (Planes) check to identify your true nature.

CELESTIAL AURA [HERITAGE]

The aura of your alignment is powerful, akin to that of a true outsider from the upper planes.

Prerequisites: Aasimar, aura (including *aura of good*) class feature or Knowledge (planes) 6 ranks.

Benefit: Spells that detect your alignment treat you as an aligned outsider with hit dice equal to your character level for purposes of determining your aura strength. If you are the subject of any spell or effect that would detect your alignment, you are immediately aware of it (though not its source) and which portion of your alignment will be detected. Once per day as a standard action, you may double the strength of your aura (that is, double your effective number of hit dice with respect to alignment-detecting effects) for three rounds.

CELESTIAL COMPANION [HERITAGE]

You have attracted a celestial companion to join you in your righteous works.

Prerequisites: Aasimar, character must have an animal companion, special mount or similar cohort.

Benefit: Your animal companion, special mount or other cohort that functions as a druid's animal companion gains the celestial creature template.

EMERGENT MAGIC [HERITAGE]

Your connection to the supernatural forces that flow through your veins is stronger than most.

Prerequisites: Aasimar.

Benefit: Select one spell-like ability available to aasimars (page 7). You gain access to this spell-like ability as if you had gained it by virtue of your race.

Special: You may select this feat multiple times. Each time, select a new spell-like ability to acquire.

ENERGY FOCUS [HERITAGE]

You can tap into your connection to the outer planes to increase the potency of your energy reserves.

Prerequisites: Aasimar, either channel energy or lay on hands.

Benefit: Whenever you use your channel energy or lay on hands class features, you heal 1 extra point of damage for every two levels in the relevant class you possess. This extra healing only applies to one target.

EXTRA MAGIC [HERITAGE]

You can manifest the innate supernatural powers of your race more often than others of your kind.

Prerequisites: Aasimar.

Benefit: Select one spell-like ability that you have access to by virtue of your race and that is usable once per day (page 7). You may use this spell-like ability one additional time per day.

Special: You may select this feat multiple times; each time select which spell-like ability to which it applies.

INNATE TALENT [HERITAGE]

You have honed the skills commonly used by your people, cultivating a wider repertoire than most.

Prerequisites: Aasimar.

Benefit: Select one ability listed as an alternative to the skilled racial trait (or the skilled trait itself) that you do not yet possess (page 7). You gain access to this ability as if you had gained it by virtue of your race.

Special: You may select this feat multiple times. Each time, select a new ability to acquire.

NEW CHARACTER TRAITS

Character traits are abilities that enhance your PC's skills, abilities or other statistics. Introduced in the *Advanced Player's Guide*, this optional rule provides mechanically significant ways of customizing a character's background. Using these rules, a PC receives two traits at 1st-level. Traits are generally considered to be equal to half a feat. They come in four basic types (combat, faith, magic and social), and may also include campaign, race, regional and religion traits. Traits marked as race traits are available only to aasimar; other basic traits may be used by any PC, but may be particularly useful to aasimar.

Celestial Bloodline (race, aasimar only): You manifest a specific aasimar bloodline. You base your ability scores on your chosen bloodline rather than receiving the standard aasimar ability scores. (Note, this trait may be required by some GMs to allow access to the increased versatility offered by the ability to select a bloodline.)

Choir Member (faith): You sang in a religious choir, either as a child or later in life, and learned the songs of many great religious heroes. You receive a +1 trait bonus on Perform (sing) checks, and Perform (sing) is always a class skill for you. You also receive a +1 trait bonus on Knowledge (history), Knowledge (planes), and Knowledge (religion) checks made to recall details about a person or being of religious significance.

Confident Healer (magic): You have studied the arts of magical healing, and are adept at supernaturally easing the suffering of others. Whenever you grant magical healing to a creature and roll to determine the amount of hit point damage that you heal, you may re-roll a single die that resulted in a 1. You must keep the result of the re-roll, even if it is another 1.

Halo Control (race, aasimar only): You are able to control the magic of your halo, eyes or other glowing manifestation of your celestial heritage. As a move action, you can suppress the glow of any such sign of your heritage, negating the penalty imposed on Stealth checks (Aasimar Features, page 14). The glow returns the next time you cast a spell or use a spell-like ability. If you cast a spell with the good

descriptor or use a racial spell-like ability while your halo or other glowing feature is suppressed, the light returns and grants you a +1 caster level bonus to that spell or ability.

Inherent Resistance (race, aasimar only): Your natural resistance to certain forms of energy damage compliment your class training. Select one class. Any time you gain energy resistance from this class (such as through a cleric domain or the *celestial resistances* power of the celestial bloodline sorcerer), it stacks with any energy resistance of the same type that you possess by virtue of your aasimar celestial resistance ability. Other forms of energy resistance, such as that granted by spells or magic items, do not stack.

Merciful Blows (combat): Though you are a competent combatant, you dislike killing, and have cultivated the ability to subdue your opponents.

Whenever you score a critical hit that deals

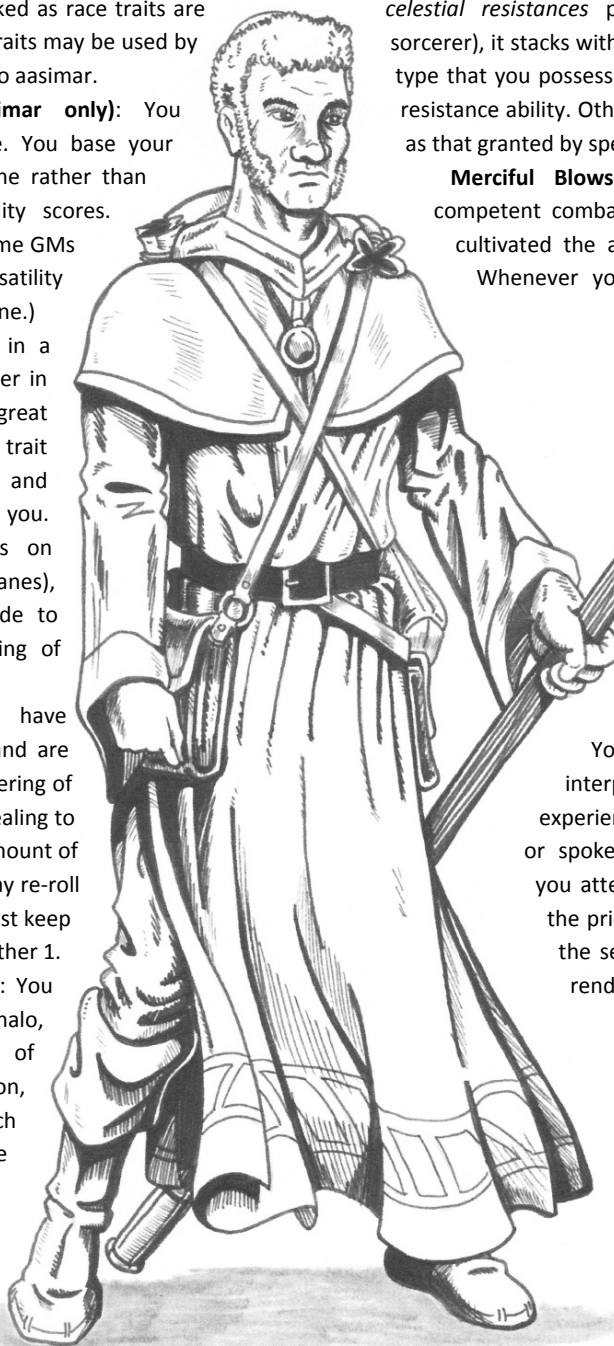
nonlethal damage, you deal extra damage equal to twice the critical multiplier of the weapon used. (For example, a weapon with a x2 critical multiplier inflicts an extra 2 damage).

This is a trait bonus.

Winning Personality (social):

You have excellent leadership and interpersonal skills, possibly due to experience as the leader of a large group or spokesman for an organization. When you attempt to hire a service, you reduce the price of the service by 25% (or 10% if the service involves spell casting) if you render the vendor friendly or better with a Diplomacy check.

If you take the Leadership feat, you gain a +1 trait bonus to your leadership score.



AASIMAR FEATURES

Aasimar are otherworldly creatures, often marked out as special beings by subtle features of obvious inhuman origin.

Presented here are several features that distinguish an aasimar from the normal folk around him. Aasimar characters may select one or more of the following distinguishing features (provided they do not conflict), or roll randomly and disregard incompatible results. Other than illumination, none of these features grant any additional powers in excess of the normal abilities possessed by an aasimar, though they may serve to identify him and make for interesting story points or role play opportunities.

ILLUMINATION

Features denoted with an asterisk (*) cause an aasimar to shed light as a candle. This is a supernatural ability and this glow has several effects:

- **Illumination:** The glow raises the light level in the aasimar's square by one step.
- **Stealth:** An aasimar with a glowing feature takes a –2 penalty to Stealth checks made in dim or dark illumination unless he conceals the glow (typically requiring the use of an appropriate object to cover the light source or a Disguise check opposed by observers' Perception checks).



D%	THE AASIMAR HAS...
1-2	Eyes: brass
3-4	Eyes: bronze
5-6	Eyes: copper
7-8	Eyes: glowing blue*
9-10	Eyes: glowing brass*
11-12	Eyes: glowing bronze*
13-14	Eyes: glowing copper*
15-16	Eyes: glowing golden*
17-18	Eyes: glowing green*
19-20	Eyes: glowing hazel*
21-22	Eyes: glowing platinum*
23-24	Eyes: glowing silver*
25-26	Eyes: golden
27-28	Eyes: moonlight*
29-30	Eyes: platinum
31-32	Eyes: silver
33-34	Eyes: starlight*
35-36	Hair: bald with radiant, flame-like pattern*
37-38	Hair: brass
39-40	Hair: bronze
41-42	Hair: copper
43-44	Hair: golden
45-46	Hair: iridescent blue and green
47-48	Hair: iridescent rainbow coloured
49-50	Hair: iridescent red and purple
51-52	Hair: moves as if constantly stirred by a breeze
53-54	Hair: platinum (metallic)
55-56	Hair: rainbow coloured
57-58	Hair: rainbow coloured feathers replace hair (recommended for couatl-blooded only)
59-60	Hair: silver (metallic)
61-62	Hair: smoulders with glowing patterns*
63-64	Halo: golden disk with pattern*
65-66	Halo: rainbow (only in normal or bright light)
67-68	Halo: silver disk with pattern*
69-70	Halo: single golden ring*
71-72	Halo: single ring of flame*
73-74	Halo: single silver ring*
75-76	Hands: gold fingernails
77-78	Hands: palms glow with a faint aura*
79-80	Hands: silver fingernails
81-82	Hands: tiny intangible flames at fingertips*
83-84	Hands: webbed fingers (triton-blooded only)
85-86	Scales: fine silver scales on back of hands and top of arms (recommended for triton-blooded only)
87-88	Scales: fine silver scales on cheeks and side of neck (recommended for triton-blooded only)
89-90	Shoulders: ridges where the base of the wings would be on a celestial being
91-98	Reroll twice, ignoring incompatible features
99-100	Reroll three times, ignoring incompatible features



AASIMAR ORIGINS

Presented here are several ideas for the origin of an aasimar character. You may select one of the concepts below, roll randomly to determine an appropriate background, or create one of your own.

D12 ORIGIN

- 1 Your mother was the half-celestial daughter of a noble ghaele azata and a priest of the God of Revelry. Your father was a renowned bard who sought to compose a song about pleasure, and in the process of interviewing your mother, fell in love with her, and her with him, through music.
- 2 Your father was the son of a silver-haired vulpinal agathion and a ranger entrusted with preventing the spread of evil through an ancient forest. He took up the family mantle to guard the forest from the darkness, and in so doing, met a young druid lass who would become your mother.
- 3 Your mother was the daughter of a trumpet archon and a valiant paladin. Your father was also a paladin, and many people have told you since your birth that you are destined to follow their path.
- 4 Your father was the son of an astral deva who consorted with a cleric of the goddess of healing to assist the sick and downtrodden...and much more. Your mother and father met at sea, meeting on the ship's deck while watching the aurora borealis.
- 5 For countless generations, your people have been guided and guarded by a benevolent couatl lord. Once a generation, he takes a human mate and mingles the human and celestial bloodlines. You are the latest result of this tradition.
- 6 Centuries ago, your ancestor was one of the mightiest warriors to walk the land. So great was his power that he fought alongside the elysian titans against their ancient foes, the thanatotic titans. Family fireside stories tell of how he was rewarded in the realm of Elysium, and these stories claim that the appearance of an elysian-blooded aasimar in the family every few generations is proof of the strength of the titan blood that now runs through your family.
- 7 Your mother was a cleric of healing and knowledge, but forswore any specific deities in favour of devoting herself to her chosen ideals. She ventured to the positive energy plane to seek contact with the mysterious jyoti. After waiting at the gates to their crystal city for days without admittance, she divined the approach of a sceaduinar spy and warned the guards of its arrival. In gratitude, the Jyoti allowed her access to their city for a day of study in their famous archives. Exactly how you came to be remains a mystery, at least to all except your mother. She refuses to give any details out of courtesy to her former hosts.

- 8 Your mother was a passenger on a ship that was caught in a hurricane and smashed apart. A group of tritons saved most of the passengers and crew, and your mother stayed with them in an underwater city for several weeks before another ship passed by and was able to take the survivors on board.
- 9 Your mother was a sorceress of the arcane bloodline who fell in love with a planetar angel. When he was slain in combat with a pit fiend, his essence and fragmented memories formed several cassisian angels. Your mother bonded with the cassisian that shared the planetar's memories of their time together, taking it as her familiar. You were conceived in what many angels considered a shameful indulgence of nostalgia and wistfulness.
- 10 You were orphaned at such a young age that you barely remember your mother, and know practically nothing about her. Placed in a harsh work house, you were forced to scrub floors and stitch clothing if you wanted your next meal. You would steal books from the headmaster's chamber and hide under your blankets at night to read. One night, you realized that it did not make any sense for you to be able to read in the dark. With an uneasy feeling, you snuck off to look at yourself in a polished piece of brass and realized your eyes were glowing with golden light.
- 11 Years of drought had taken their toll on a kingdom that seemed to perpetually be at war with its neighbours. Your parents were serfs under a local baron, and were forced to give a quota of their crops to support their lord. When it looked like an entire harvest failed, your parents feared that they would lose everything. This fear was intensified by your mother's gravid condition. The night of your birth, a gentle rain fell across the land as your mother was in labour. The next morning, the lord arrived to evict your parents, only to find that the field was dotted with tiny green sprouts. Entering the house, the lord saw you swaddled in your mother's arms with a golden halo around your head, and promptly allowed your family to remain in their home.
- 12 You are one of the few dark aasimar in the world, born of a sadistic lust for power and control. Your mother was a celestial, called and bound by an evil wizard of fell power who used her for his own devices. His goal was to find a means of creating fiends from celestials, which he believed would reveal the origins of the denizens of the lower planes. However, when you were born as a human-looking child, he abandoned you as a failed experiment and destroyed your mother in spite.

SAMPLE AASIMAR

The granddaughter of a legendary Astral Deva, Arela carries on the family tradition of fighting evil.

Background: Born to the half-celestial son of an Astral Deva and a human paladin, Arela grew up hearing stories of the valiant deeds of her family. There was never any doubt in her mind whether or not she would follow in their footsteps, and her single-mindedness (and the golden halo above her head that fuelled

an early superiority complex) led to conflicts with her childhood peers.

Though she eventually learned not only to get along with others, but to influence their attitudes and win them over to her cause, Arela's childhood left her convinced that most humans lack the capacity to truly understand her.

As soon as she was able, she threw herself into the training required to become a paladin – learning from her own father. When he deemed she was ready, she left home vowing to surpass even her legendary father's own accomplishments.

Personality: Arela has mastered the art of decisiveness and persuasiveness, making quick decisions about what she feels needs to be done and then convincing others to follow her as she executes her plans.

Her disdain for formal schooling and average insight into the world around her generally mean that she relies more on her charm and persuasiveness than on fact or reason when convincing others of the rightness of her ways.

She is fearless in battle, certain that her celestial heritage will provide the edge she needs to crush her enemies.

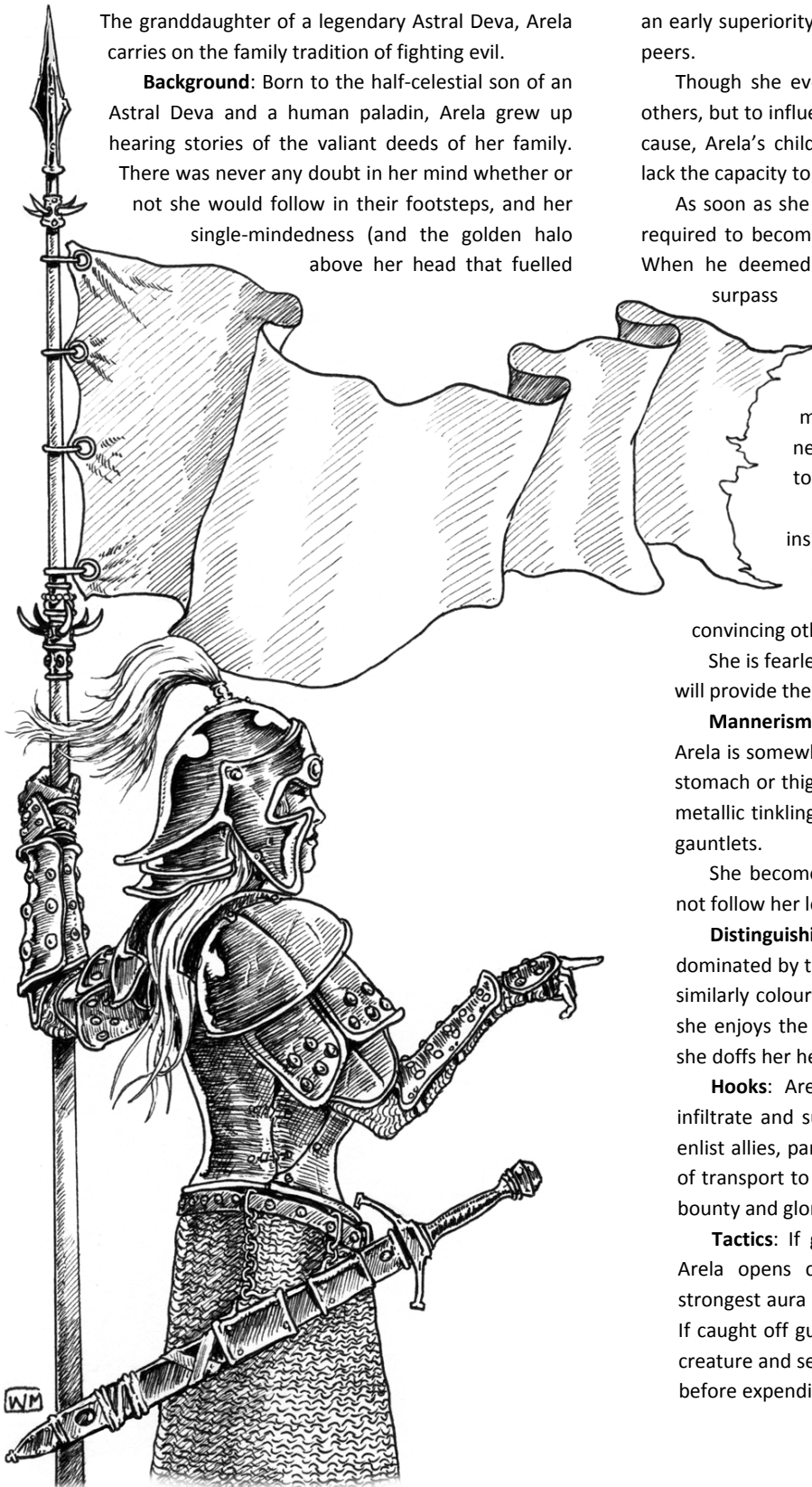
Mannerisms: Despite her otherwise personable nature, Arela is somewhat impatient, and given to drumming on her stomach or thigh when not in action, a habit which causes a metallic tinkling sound when she is wearing her armour and gauntlets.

She becomes quickly frustrated when her comrades do not follow her lead.

Distinguishing Features: Arela's appearance is largely dominated by the bright golden halo that radiates above her similarly coloured hair. Obscured when she wears a helmet, she enjoys the look of terror it instils in her enemies when she doffs her helmet.

Hooks: Arela is a sworn foe of the evil that would infiltrate and subvert the mortal world. She often seeks to enlist allies, particularly those with access to magical means of transport to other realms, promising them a share of the bounty and glory for driving back the darkness.

Tactics: If given a moment to size up her opponents, Arela opens combat by smiting the creature with the strongest aura of evil and then wading into melee against it. If caught off guard, she typically attacks the nearest hostile creature and see how true her *holy avenger* strikes against it before expending a smite.



Traits: If Arela serves as a PC in a game using the character traits rules, the following traits are recommended for her use

ARELA CHANDRIE

CR 14 (XP 38,400)

This stunning, radiant woman stands clad in polished full plate, wielding a glowing longsword and radiating holiness from beneath a golden halo.

Female aasimar (angel blooded) paladin 15

LG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +2
Speed 20 ft., base speed 30 ft.; Step Up **ACP** -5; Acrobatics -4 (-8 jumping)

AC 29, touch 11, flat-footed 28; **CMD** 34 (+44 vs. disarm) (+14 armour [+5 *adamantine full plate*], +2 deflection [*ring of protection* +2], +1 Dex, +2 natural [*amulet of natural armour* +2])

Immune charm, disease, fear; **Resist** acid 5, cold 5, electricity 5

Fort +18, **Ref** +11, **Will** +14; **SR** 20

hp 162 (15 HD); **DR** —/3

Space 5 ft. (auras of courage and resolve, faith 10 ft.); **Base Atk** +15; **CMB** +21

Auras of Courage and Resolve While Arela is conscious, allies within 10 ft. gain a +4 morale bonus on saving throws vs. fear and charm effects.

Aura of Faith (Su) Arela's weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while Arela is conscious.

Aura of Justice (Su [free]) Arela can expend two uses of smite evil to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of her next turn and the bonuses last for 1 minute. Evil creatures gain no benefit from this ability.

Melee *holy avenger* (Power Attack [-4/+12]) +23/+18/+13 (1d8+26 [+2d6 against evil targets]/17-20)

Ranged +1 *composite longbow* (range 110 ft.) +17/+12/+7 (1d8+7/x3)

Atk Options Blind-Fight, Critical Focus, Staggering Critical, smite evil (5/day, +5 attack, +15 damage, +5 AC)

Special Actions celestial heritage, celestial speed, lay on hands (aura of justice, channel positive energy)

Celestial Speed (Sp [standard; 1/day]) Arela use *expeditious retreat* or *fly*.

Celestial Heritage Arela is aware of the presence of any spell or effect that detects her alignment. Once per day (for 3 rounds) as a standard action, she may cause herself to be treated as a 30 HD good and lawful outsider for purposes of *detect* spells and effects.

Channel Positive Energy (Su) Arela can expend 2 uses of lay on hands to channel positive energy as a cleric (8d6, DC 22).

Lay on Hands (Su [standard; 12/day]) Arela can cure 7d6 damage and remove the fatigued, paralyzed, poisoned, staggered and stunned conditions. Healing herself is a swift action.

(but are not factored into her stat block): Halo Control (page 13) and Reactionary (*Advanced Player's Guide*).

Spell-Like Abilities (CL 15th)

At will—*detect evil*

Paladin Spells Prepared (CL 12th; concentration +17)

4th—*break enchantment*, *death ward*

3rd—*magic circle against evil* (DC 18), *remove blindness/deafness*, *remove curse*

2nd—*resist energy*, *shield other*, *zone of truth* (DC 17)

1st—*bleed*, *detect poison*, *detect undead*, *lesser restoration*, *protection from evil*

Combat Gear arrows (20), locked gauntlet, silver holy symbol

Abilities Str 23, Dex 12, Con 18, Int 8, Wis 10, Cha 20

SQ aura of good (overwhelming), Cassisian bonded paladin, divine grace, mercies (fatigued, paralyzed, poisoned, staggered, stunned)

Feats Alertness^B, Celestial Aura, Critical Focus, Improved Critical (longsword), Power Attack, Staggering Critical, Step Up, Toughness, Weapon Focus (longsword)

Skills as above plus Diplomacy +25

Languages Common, Celestial

Gear as above plus *belt of physical might* +4 (Strength and Constitution), *ring of sustenance*, *headband of alluring charisma* +4

CASSISIAN ANGEL COMPANION

This small angel appears to be little more than a helmet with a pair of dove-like wings.

LG Small outsider (angel, extraplanar, good)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5, Sense Motive +4

Speed fly 60 ft. (perfect); **ACP** 0; Fly +10, Stealth +8

AC 22, touch 11, flat-footed 22; **CMD** 20; +2 deflection vs. evil (lesser protective aura) (+1 size, +11 natural)

Immune cold, acid, petrification; **Resist** electricity 10, fire 10

Fort +10 (+14 vs. poison), **Ref** +5 (improved evasion), **Will** +11; **SR** 20

hp 81 (15 HD); **DR** cold iron or evil/5

Space 5 ft.; **Base Atk** +15; **CMB** +10

Melee slam +10 (1d3-4)

Atk Options breath weapon (15 ft. line; 3d6 cold or fire; DC 18 Reflex halves)

Special Actions change shape (small human-like angel or dog, *polymorph*)

Spell-Like Abilities (CL 3rd; concentration +3)

Constant—*detect evil*, *know direction*

1/day—*aid*, *daylight*

1/week—*commune* (six questions, CL 12th)

Abilities Str 3, Dex 11, Con 12, Int 13, Wis 11, Cha 10

SQ perfect memory

Feats Iron Will

Skills as above plus Diplomacy +15, Knowledge (planes) +5, Knowledge (religion) +5

Languages Celestial, Draconic, Infernal; truespeech

XAKRAN KESTU

The son of a Couatl lord in distant lands, Xakran serves as his father's eyes and ears abroad.

Background: In the distant jungles of Azerat, the Couatl lord Kesturan guides the Azeratan people down the narrow path of righteousness. Most of the people see him as a local god or spirit guardian and worship him accordingly. Each generation, Kesturan takes a mate from among his followers and strengthens the jungle dwellers bloodlines. Xakran is the son of such a union, trained and raised in the ways of his people. However, Kesturan recognizes the danger in allowing his progeny to believe that he is a god, lest they come to think of themselves as divine as well, and succumb to vanity or lust for power. He therefore sends his children out into the world to discover what lies beyond their community, with instructions to return when they understand and accept what Kesturan's true role is in their culture. Most children return after a few years and take up roles as community elders, shamans and priests. Xakran has been in the world beyond his jungle home for almost two years now, and is just starting to understand what his father's instructions truly implied.

Personality: Xakran is primal and superstitious, given to small, contained bouts of temper, and sees the world in the black and white of a society that survives through law and justice or perishes at the hands of chaos and iniquity.

XAKRAN KESTU

CR 7 (XP 3,200)

This tall, heavily muscled man stands proud and solemn with a colourful throng of feathers arrayed on his head.

Male aasimar (couatl-blooded) cleric 8

LG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +15

Speed 30 ft.; **ACP** -3

AC 21, touch 11, flat-footed 22; **CMD** 21

(+7 armour [+1 mithral breastplate], +1 deflection [ring of protection +1], +1 natural, +2 shield [+1 buckler])

Fort +7, **Ref** +2, **Will** +11

hp 47 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +10

Melee +1 keen scimitar +12/+7 (1d6+4/15–20)

Ranged +1 composite longbow (range 110 ft.) +7/+2 (1d8+5/x3)

Atk Options holy lance

Holy Lance (Su [standard; 1/day]) Xakran can give a weapon he touches the *holy* special weapon quality for 4 rounds.

Special Actions calming touch, channel positive energy, communal mind, touch of good

Calming Touch (Sp [standard; 8/day]) Xakran can touch a creature to heal it 1d6+8 nonlethal damage and remove the fatigued, shaken and sickened conditions.

Channel Positive Energy (Su [standard; 5/day]) Xakran can channel positive energy (4d6; DC 16 halves) within 30 feet. He can exclude up to two creatures from this effect.

Mannerisms: Ever ready to spring into action, the muscles in Xakran's neck and sword arm can often be seen flexing and relaxing unconsciously.

Distinguishing Features: Xakran boasts a tuft of brightly coloured feathers on the top of his head.

Hooks: Xakran is likely to be encountered in the public rooms of inns or taverns seeking "righteous" groups of adventurers to travel with them on their quests against agents of evil. However, Xakran has a relatively low tolerance for greed and often finds himself at odds with other adventurers over the disposition of loot. He believes that evil items, even those with an evil history, should be destroyed rather than sold or portioned out amongst the party, and considers profiting from such items to be a form of graft and corruption. This opinion has left him at odds with several groups in the past, and he often finds himself seeking a new group of adventurers, hopefully more pure of intent than his last.

Tactics: Xakran use his magical powers to bolster and protect his allies rather than directly engage his foes.

Traits: If Xakran serves as a PC in a game using the character traits rules, the following traits are recommended for his use (but are not factored into his stat block): Birthmark (*Advanced Player's Guide*) and Confident Healer (page 13).

Communal Mind (Sp [standard; 1/day]) Xakran can forge a telepathic bond between himself and up to two allies as telepathic bond.

Touch of Good (Sp [standard; 8/day]) Xakran can touch a creature and grant a +4 sacred bonus on attack rolls, skill checks, ability checks and saving throws for 4 rounds.

Cleric Spells Prepared (CL 8th; concentration +13 [+17 casting defensively or grappling]; Community [Couatl], Good; spontaneous casting [cure spells])

4th—*dimensional anchor* (DC 19), *dismissal*^D (DC 19), *freedom of movement*, *neutralize poison*

3rd—*invisibility purge*, *magic circle against evil*^D (DC 18), *remove blindness/deafness*, *remove curse*, *stone shape*

2nd—*aid*, *augury*, *consecrate*, *lesser restoration*, *shield other*^D

1st—*bless*, *comprehend languages*, *detect evil*, *detect undead*, *obscuring mist*, *protection from evil*^D (DC 16), *remove fear*

0—*create water*, *detect magic*, *detect poison*, *stabilize*

Combat Gear arrows (20), silver holy symbol, *wand of cure light wounds* (50 charges)

Abilities Str 18, Dex 10, Con 12, Int 8, Wis 20, Cha 14

SQ aura of good (strong), aura of law (strong)

Feats Combat Casting, Energy Focus, Selective Channelling, Weapon Focus (scimitar)

Skills as above

Languages Common, Celestial

Gear as above plus *belt of giant strength* +2, *handy haversack*, *headband of inspired wisdom* +2, *ring of sustenance*, 94 gp

QUYLEST MAHRAN

A cunning child of the street, Quylest takes what he needs to survive, hoping that some day he may uncover the mystery of his past.

Background: Quylest believes he is the son of a powerful wizard or priestess, though he has no direct proof of this. His earliest memory is of his mother leaving him with an elderly couple, possibly his grandparents. The city they were in was invaded and destroyed; he never saw the elder couple again. Quylest was carried off to another city as a slave, but escaped from the caravan and retreated into the sewers. Growing up on the streets, he learned to survive by taking what he needed and staying out of the reach of both the residents of the city and of the sewers. Eventually, he became familiar enough with the sewers to offer his services as a guide to those seeking to traverse the city undetected. On one such stint, a robed figure asked him casually what the son of a jyoti was doing in the sewers, sparking Quylest's curiosity in his heritage.

Personality: Sullen and untrusting, Quylest allies himself with useful individuals if they share a common goal. Such goals are usually related to survival and financial security, as he cares little for abstracts such as good or evil.

Mannerisms: Having not spent much time learning the social graces as a child, Quylest tends to pick his oversized nose and

blow air through it in a faint, whistling sound.

Distinguishing Features: Quylest has a hooked, beak-like nose and metallic silver hair. His shoulders appear stooped or misshapen beneath his armour, caused by vestigial stumps where wings would be on a creature of the outer planes.

Hooks: Quylest knows the sewers underneath the city quite well, and may be hired as a guide for those who seek to travel them. He may also be found at local temples and libraries, rifling through tomes or trying (with limited success) to engage scholars in a conversation on the jyoti or the positive energy plane.

Tactics: Quylest prefers to avoid fighting if he can, but is no stranger to combat. He is generally competent with a crossbow or blade, but his strength lies in getting the drop on his adversaries and landing quick, unexpected blows.

Traits: If Quylest serves as a PC in a game using the character traits rules, the following traits are recommended for his use (but are not factored into his stat block): Merciful Blows (page 13) and Reactionary (*Advanced Player's Guide*).

QUYLEST MAHRAN

CR 1/2 (XP 200)

This shrewd-looking, stooped-shouldered man has a large nose and thinning, prematurely silver hair.

Male aasimar (jyoti blooded) rogue 1

N Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +4 (+5 vs. traps; trapfinding), Sense Motive +4

Speed 30 ft.; **ACP** -2; Acrobatics +5, Climb +3, Escape Artist +5, Stealth +5

AC 17, touch 13, flat-footed 14; **CMD** 14

(+3 armour [studded leather], +3 Dex, +1 shield [buckler])

Resist acid 5, cold 5, electricity 5

Fort +2, **Ref** +5, **Will** +0; +2 vs. divine spells

hp 10 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee rapier +1 (1d6+1/18-20) or

Melee dagger +1 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Atk Options sneak attack (+1d6)

Combat Gear bolts (20)

Abilities Str 12, Dex 17, Con 15, Int 14, Wis 10, Cha 8

SQ jyoti tenacity

Feats Improved Initiative

Skills as above plus Appraise +6, Disable Device +5, Knowledge (dungeoneering) +6, Linguistics +6, Sleight of Hand +5,

Languages Common, Auran, Celestial, Terran

Gear as above plus backpack, bedroll, thieves' tools, trail rations (4 days), waterskin, 5 gp, 9 sp



MRAKAS RYLE

The son of a peasant family, Mrakas seeks fame and fortune in the world beyond his family's humble cottage.

Background: Mrakas was born to a humble farming family in a small hamlet. Rambunctious and uncommonly strong from an early age, he was as tall as his father by age ten and the largest man in the hamlet before he was twelve. Restless and spirited, Mrakas was taken on as a squire by a passing paladin who recognized the young man's potential. When they stopped in a city and Mrakas took his first bath in years, it became apparent that his hair was inhumanly brass coloured underneath all the dirt and grime. His master took him to a temple, where the priest recognized him as a distant descendent of an Elysian titan. After a brief stint as the paladin's squire, Mrakas's restlessness made following the stodgy old knight little better than life in the farming village, and he took his leave. After several odd jobs as a bodyguard and bouncer, he saved up enough money for armour and weapons. One day, just outside of the city, he found a riderless, unmarked horse. He found the mount naturally responsive to his commands and spend the last of his coin on a lance and barding for his new ally in preparation to ride out into the world in search of more information on his heritage.

Personality: Mrakas is buoyant and jovial, quick to make friends but also quick to take offense from strangers, particularly those who come across as not being entirely honest.

Mannerisms: Full of restless energy without the proper outlet, Mrakas is given to cracking his knuckles loudly, particularly when it is otherwise silent about.

Distinguishing Features: Mrakas is enormous by human standards, reaching just above seven feet tall. He has unruly brass hair that looks as if it regularly gets hacked by a sword or knife when it gets too long.

Hooks: Mrakas is likely to be encountered in a bar or tavern and to join in any honest barroom brawl that gets started.

FRAKAS (HORSE, SPECIAL MOUNT)

This large bay horse flares its nostrils impatiently from behind the faceguard of its worn but functional leather barding.

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6, Sense Motive +1

Speed 50 ft.; Run; **ACP** 0

AC 13, touch 11, flat-footed 11; **CMD** 16; (-1 size, +2 Dex, +2 armour [leather barding])

Fort +6, **Ref** +5, **Will** +1

hp 15 (2 HD)

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee 2 hooves +3 (1d4+3)

Abilities Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

SQ trained (attack, come, defend, down, guard, heel, stay)

Feats Endurance, Light Armour Proficiency, Run

Skills as above

Alternatively, he may be found looking for work as hired muscle.

Tactics: Subtlety is not Mrakas's strong point. In combat, he prefers to charge from the back of his mount, aptly named Frakas. In tighter spaces, he closes to melee with his longsword.

Traits: If Mrakas serves as a PC in a game using the character traits rules, the following traits are recommended for his use (but are not factored into his stat block): Winning Personality (page 13) and Courageous (*Advanced Player's Guide*).

MRAKAS RYLE

CR 1/2 (XP 200)

This large, hearty man with brass-coloured hair is clad in scale mail and sits astride an eager bay mount, holding a lance under his arm and has a sword and bow strapped to his back.

Male aasimar (elysian blooded) cavalier (order of the beacon) 1
CG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +4
Speed 20 ft., base speed 30 ft.; **ACP** -6; Acrobatics -7 (-11 jumping), Ride -1 (+5 on Frakas; Mounted Combat)

AC 19, touch 11, flat-footed 18; **CMD** 15

(+5 armour [scale mail], +1 Dex, +1 natural, +2 shield [large steel])

Fort +5, **Ref** +1, **Will** +0

hp 14 (1 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee lance (reach 10 ft.) +4 (1d8+3/x3) or

Melee longsword +4 (1d8+3/19-20)

Ranged shortbow (range 60 ft.) +2 (1d6/x3)

Atk Options Coordinated Manoeuvres

Coordinated Manoeuvres Whenever Mrakas are adjacent to an ally who also has this feat, he gains a +2 competence bonus on all combat manoeuvre checks. This bonus increases to +4 when attempting to break free from a grapple.

Special Actions challenge (1/day), tactician (1/day)

Challenge (Ex [swift]) Mrakas can challenge a single foe within sight. He deals +1 damage on melee attacks against that foe, but take a -2 penalty to AC against attacks by all creatures except the target of the challenge. Additionally, his allies receive a +1 circumstance bonus to AC and CMD against melee attacks and combat manoeuvres made by the challenge's target whenever Mrakas threatens the target.

Tactician (Ex [standard]) Mrakas grant the benefits of Coordinated Manoeuvres to all allies who can see and hear him within 30 ft. for three rounds.

Combat Gear arrows (20)

Abilities Str 17, Dex 12, Con 16, Int 8, Wis 10, Cha 13

SQ mount (horse)

Feats Coordinated Manoeuvres, Mounted Combat

Skills as above plus Handle Animal +5

Languages Common, Celestial

Gear as above plus backpack, bedroll, waterskin, trail rations (2 days), 4 sp

RAEHAHN SUNOVERE

Raehahn is trying to find her place in a world that would rather take advantage of her naïveté than help her reach her full potential.

Background: Raehahn was born to a minor priest of the Sun Goddess in a small and pleasant, but poor, human village. At the tender age of sixteen, while still a young acolyte, she healed a wounded village farmer. At the same time, her hazel eyes began to glow faintly with their own light, marking her as slightly more than human. It is debatable whether her parents believed that she had some great destiny beyond their tiny village, or if they simply did not want their daughter to become a small-town spectacle, but for whatever reason, they gifted Raehahn her father's old armour, blade and crossbow and sent her to the nearest large city with a temple of the Sun. Of course, being a teenager anxious to discover this newfound side of herself, she has taken her time (and a few interesting detours), and now

RAEHAHN SUNOVERE

CR 1/2 (XP 200)

This blonde lass stands in ill-fitting armour clearly not made for her, studying you through mysteriously glowing eyes.

Female aasimar oracle (life) 1

CG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +6

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping)

AC 18, touch 12, flat-footed 16; **CMD** 11

(+5 armour [scale mail], +2 Dex, +1 shield [buckler])

Resist acid 5, cold 5, electricity 5

Fort +1, **Ref** +2, **Will** +4

hp 9 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee dagger -1 (1d4-1/19-20)

Ranged light crossbow (range 80 ft.) +2 (1d8/19-20)

Special Actions channel positive energy (4/day; 1d6; DC 13)

Oracle Spells Known (CL 1st; concentration +4; safe curing, spontaneous casting [cure spells])

1st (4/day)—*bless*, *cure light wounds*, *remove fear*

0—*create water*, *detect poison*, *purify food and drink*, *stabilize*

Safe Curing (Su) Whenever Raehahn casts a spell that cures the target of hit point damage, she does not provoke attacks of opportunity for spellcasting.

Combat Gear bolts (20)

Abilities Str 8, Dex 14, Con 13, Int 10, Wis 14, Cha 17

SQ oracle's curse (tongues), revelation (channel), revelation (safe curing)

Tongues (Ex) Whenever Raehahn is in combat, she can only speak and understand Celestial. This does not interfere with spellcasting, but affects spells that are language dependent.

Feats Extra Revelation (safe curing)

Skills as above plus Diplomacy +7, Heal +6, Knowledge (religion) +4, Spellcraft +4

Languages Common, Celestial

Gear as above plus trail rations (1 day), 5 sp

finds herself running low on food and coin.

Personality: Raehahn is kind and goodhearted, willing to help strangers or friends in any way she can. However, despite having an insight into the world around her uncommon for her age and isolated upbringing, she is often short-sighted when it comes to her own needs.

Mannerisms: Ever conscious of her conspicuously glowing eyes, Raehahn fiddles with her hair to coax it into a position to obscure their glow.

Distinguishing Features: Raehahn's eyes glow with a soft hazel-coloured light.

Hooks: Raehahn is most likely encountered on a well-travelled road leading from the country to a larger city. She may offer her services to purify spoiled food or create water in exchange for food. She may also fall prey to roving bandits, and any assistance she might receive could result in a useful ally.

Tactics: Raehahn avoids direct confrontation whenever possible. If threatened, she flees and deters pursuit with her crossbow. She would try to talk her way out of trouble more often than she does, but she is cursed with the inability to speak any language other than Celestial while in combat.

Traits: If Raehahn serves as a PC in a game using the character traits rules, the following traits are recommended for her use (but are not factored into her stat block): Confident

Healer (page 13) and courageous
(*Advanced Player's Guide*).



LEKKA OF THE WOODS

Adrift following the destruction of her woodland home, Lekka seeks to ensure that no other innocent creatures or lands suffer a similar fate.

Background: Lekka is the great-granddaughter of a leonal agathion, born and raised in the druidic traditions of a small group of woodland protectors. Her beloved forest was razed by a band of orcs and most members of her order were killed defending it while she was on a meditative retreat at the top of a nearby crag. When she woke the next morning, she saw the smoke and rushed home, but it was too late. Lekka is conflicted, partially blaming herself for not being there to protect her home, but also knowing that she likely would have died in the process. She now wanders the land, offering comfort and protection to creatures of nature and sometimes to good-aligned humanoid.

Personality: Lekka has a kind-hearted and generous spirit, though she comes off as somewhat curt and bitter in light of recent events. She prefers the company of animals to that of people, though she travels with others if it increases her chances of being able to protect the natural world.

Mannerisms: Always somewhat uncomfortable outside her home forest, Lekka often glances around and over her shoulder, sometimes seeming mildly paranoid.

Distinguishing Features: Lekka's eyes glow faintly of pale moonlight and her hands have a gentle, shimmering aura, barely discernible in the day but clearly present in dim or dark light.

Hooks: Lekka may be found trying (with limited success due to her difficulty relating to people) to gather information on the orc band that destroyed her home. If she has tracked them successfully, she may instead attempt to recruit able-bodied adventurers to help her hunt them down so that no other innocent creatures share the fate of her woodland friends. She may attempt to lure such adventurers to her cause with tales of the treasures that the orcs looted off from her comrades.

Tactics: Since the fall of her order, Lekka has become more aggressive in her confrontation with the forces of destruction. When in combat, she uses her full arsenal of spells and abilities to thwart her foes. Against enemies on open ground, she often wild shapes into a bird and launches spells on them from above, while against enemies with cover, she prefers to wild shape into a quick, opportunistic predator such as a large cat and combine melee strikes with judicious spellcasting.

Traits: If Lekka serves as a PC in a game using the character traits rules, the following traits are recommended for her use (but are not factored into her stat block): Confident Healer (page 13) and Devotee of the Green (*Advanced Player's Guide*).

LEKKA

CR 4 (XP 1,200)

This lanky figure stands before you in an aura of moonlight, hands and eyes faintly shining with a supernatural glow.

Female aasimar (agathion-blooded) druid 5

NG Medium outsider (native)

Init +1; **Senses** darkvision 60 ft; Perception +11, Sense Motive +3

Speed 30 ft., woodland stride, trackless step; **ACP** -1; Fly +8 (+9 wild shape)

Trackless Step (Ex) Lekka leaves no trail in natural surroundings (unless she wishes to) and cannot be tracked.

Woodland Stride (Ex) Lekka can move through any sort of undergrowth at her normal speed and without taking damage or suffering impairment. Areas magically manipulated to impede motion, however still affect her.

AC 16, touch 12, flat-footed 15; **CMD** 18

(+1 armour [*bracers of armour* +1], +1 Dex, +1 deflection [*ring of protection* +1], +3 shield [+1 *large wooden*])

Resist acid 5, cold 5, electricity 10

Fort +7, **Ref** +3, **Will** +8; +4 vs. spell-like and supernatural abilities of fey

hp 36 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mw shortspear +7 (1d6+3)

Ranged shortspear (range 20 ft.) +4 (1d6+3)

Atk Options storm burst

Storm Burst (Sp [standard; 6/day]) Lekka can create a storm burst targeting a foe within 30 feet (ranged touch attack (+4, 1d6+2 nonlethal damage). In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round.

Special Actions beast shape, wild shape (1/day; Natural Spell)

Beast Shape (Sp [standard; 1/day]) Lekka can use *beast shape I* or can expend this ability to gain one additional use of wild shape.

Druid Spells Prepared (CL 5th; concentration +8 [+12 casting defensively or grappling]; weather; spontaneous casting [*summon nature's ally* spells])

3rd—*call lightning*^D, *neutralize poison*, *wind wall*

2nd—*flaming sphere*, *fog cloud*^D, *summon swarm*, *warp wood* (DC 15)

1st—*cure light wounds*, *entangle* (DC 14), *obscuring mist*^D, *magic fang*, *produce flame*

0—*create water*, *detect poison*, *know direction*, *purify food and drink*

Combat Gear *amulet of mighty fists* +1

Abilities Str 16, Dex 12, Con 15, Int 10, Wis 16, Cha 8

SQ resist nature's lure, wild empathy (+4, +0 vs. magical beasts)

Feats Combat Casting, Extra Magic, Natural Spell

Skills as above plus Knowledge (nature) +10, Survival +13

Languages Common, Celestial

Gear as above plus backpack, *cloak of resistance* +1, trail rations (6 days), 20 gp

AZARA ZHAN

A gifted performer who uses her talents to inspire others to dream of freedom, Azara seeks to bring liberty and the pursuit of happiness to others.

Background: The granddaughter of a human bard with a taste for the exotic and a bralani azata visiting the Material Plane, Azara comes from a large and distinguished family of bards. Though her half-celestial father preferred to manifest his magic through sorcery rather than song, Azara studied theatre and dance with her cousins at the feet of Granmama Zhan and several aunts, none of whom were entirely human. Growing up in a cosmopolitan family taught Azara the benefits of freedom, a lesson reinforced by the fey and azata drawn to her family's productions. Now she is grown, she shares these performances with people far and wide, finding joy in bringing dreams and hopes to the masses.

Personality: Azara is a free spirit, kind and caring, but intolerant of any who would impose their views on others for their own benefit. She often uses her performances to deliver uplifting messages of freedom and self-determination, a practice that has earned her several enemies among the nobility.

Mannerisms: A perfect student of grace and decorum, Azara has no unintentional telltale mannerisms that give her away.

Among her various guises, she may adopt a nervous twitch or a coquettish habit of toying with her hair, but all such behaviours are by design.

Distinguishing Features: Aside from being breathtakingly, even inhumanly beautiful, Azara's hair constantly stirs as if in a breeze, even when the air is still, and her fingernails appear to be made of living silver.

Hooks: Azara is a performer who often uses her skills to rally the masses in opposition to tyranny and oppression. As such, unscrupulous leaders occasionally attempt to remove her from their realms, and the PCs may find themselves coming to her rescue.

Tactics: Azara seldom enters combat alone; if she is pursued by those who seek to end her meddling, she typically slips away with the aid of her magic, only to return with allies when the time is right. She generally prefers to use her performances and spells to bolster allies and confuse enemies rather than directly confront adversaries herself.

Traits: If Azara serves as a PC in a game using the character traits the following traits are recommended for her use (but are not factored into her stat block): Winning Personality (page 13) and Focused Mind (*Advanced Player's Guide*).

AZARA ZHAN

CR 9 (XP 6,400)

This stunningly beautiful woman has silver fingertips and hair that stirs in an unfelt breeze.

Female aasimar (azeta blooded) bard 10

CG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft; Perception -1, Sense Motive +19

Speed 30 ft.; **ACP** 0; Acrobatics +19, Fly +19

AC 25, touch 14, flat-footed 23; **CMD** 21

(+7 armour [+3 mithral chain shirt], +2 deflection [ring of protection +2], +2 Dex, +4 shield [+3 mithral buckler])

Resist acid 5, cold 5, electricity 5

Fort +9, **Ref** +12, **Will** +9; +4 vs. bardic performance, sonic and language-dependent effects

hp 90 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +7

Melee mwk rapier +10 (1d6-1/18-20)

Ranged +1 *seeking* longbow (range 100 ft.; Point Blank Shot, Precise Shot) +10 (1d8+1/x3)

Special Actions bardic performance (28 rounds; countersong, distraction, *fascinate* [DC 21], inspire courage +2, inspire competence, *suggestion* [DC 21], dirge of doom, inspire greatness), celestial speed (1/day)

Celestial Speed (Sp [standard; 1/day]) Azara can use *expeditious retreat* or *fly*.

Bard Spells Known (CL 10th; concentration +16 [+20 casting defensively or grappling])

4th (2/day)—*dominate person* (DC 20), *freedom of movement*

3rd (4/day)—*charm monster* (DC 19), *confusion* (DC 19), *dispel*

magic, gaseous form, haste, see invisibility, slow (DC 19)

2nd (6/day)—*alter self, blindness/deafness* (DC 18), *calm emotions* (DC 18), *glitterdust* (DC 18), *invisibility, minor image* (DC 18), *mirror image, tongues*

1st (7/day)—*animate rope, charm person* (DC 17), *comprehend languages, cure light wounds, expeditious retreat, identify, remove fear, silent image* (DC 17)

0—*dancing lights, detect magic, ghost sound, mage hand, mending, message, open/close, prestidigitation, read magic*

Combat Gear arrows (40)

Abilities Str 10, Dex 14, Con 16, Int 12, Wis 8, Cha 22

SQ bardic knowledge, jack-of-all-trades, lore master, versatile performance (act, dance, oratory), well versed

Jack-of-All-Trades (Ex) Azara can use any skill untrained.

Lore Master (Ex) Azara can take 10 on all knowledge checks.

Feats Combat Casting, Point Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills as above plus Bluff +19, Diplomacy +19, Disguise +19, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (planes) +11, Knowledge (religion) +11, Perform (act) +19, Perform (dance) +19, Perform (oratory) +19, Spellcraft +14, Use Magic Device +19

Languages Common, Celestial, Sylvan

Gear as above plus backpack, bedroll, *cloak of resistance* +3, *headband of alluring charisma* +4, trail rations (7 days), waterskin, 181 gp, 4 sp

READING STAT BLOCKS

Aasimar: Heirs of Glory includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

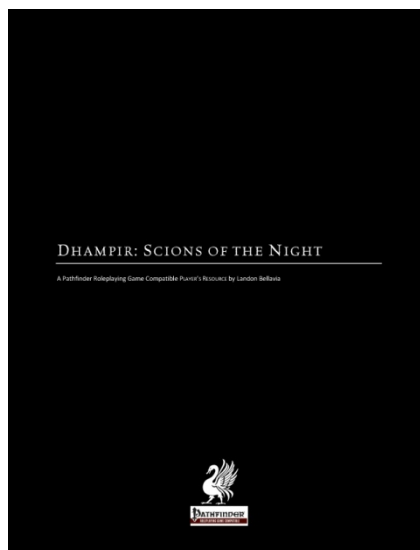
SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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