Rite Publishing Presents

In The Company of Angels





By Steven D. Russell





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In the Company of Angels

Be Welcome Qwilion of Questhaven,

And be not afraid, long have I watched you and your line, a few I have brought messages to of inspiration and hope. For you I placed the writings of Korvak Cynmark from before his fall from grace, and placed for you to find in your youth within the library of Our Lady of Ladies. I had to move it seventy seven times, until you found it, but it did help to set you upon the path to becoming the City's foremost sage. Now I have come among you openly, for you have been delving into the lore of the grigori and the angelic paragons. I am here to shepherd you out of the darkness of ignorance into the illuminating knowledge given unto me by Our Sovereigns in Heaven, and I will teach you many things.

Zohar of the Lion Host

Of The Grigori

You name us Angels, Celestials, Archons, Azata, and half a hundred other epithets for the divine spirits that serve the holy Heavens, my kind are called grigori, and we are kith and kin to what you and your sages name angels. Though we are more akin to mortals than you might realize, as we are spirit permanently placed in a mortal vessel, rather than being wholly of spirit, like most of what you term "outsiders." We however are to angels as the astral deva is to solar. We find both comradeship and inspiration in our unchanging fellow celestials, regardless of how rigged and traditional The Great Pantheon has made them.

Some of my people have been around since the dawn of creation, existing to carry out a single task governing a part of creation, while others were formed whole yesterday.



Yet many of us make a choice or are fated by the heavens to change and grow, this is especially true of those chosen to watch over and teach the mortal races. We can take up mortal roles and act on their behalf, though most chose like myself to become an exemplar of our celestial nature, and draw upon the divine might found within all angels. We, the angelic paragons, grow in power and attain new ranks within the hierarchy of the Celestial Halls Above be they in angelic, archonic, or azatanian choirs and hosts.

My fellow grigori and angelic paragons seek to inspire mortals to greatness and to help you resist the temptations of evil. Yes sometimes the Heavens send us to punish, but we more often serve as messengers to the mortal realm bringing the holy word of Our Sovereigns in Heaven. Other times an Empyreal Lord will send us to free wrongly imprisoned souls whether a fiend of Damnation tricks them, some mortal magic imprisons them, or due to some supernatural misfortune they cannot find their way to the afterlife. On occasion, our creators send us to fight the fiends of Damnation directly, and while we do this with righteousness and anger, always remember that fiend was either once our friend, companion, or colleague in the Celestial Halls Above or is proof of our failure to help a mortal soul resist the darkness within. Either way this fills us with a great sorrow, and if possible, we will always reach out with compassion offering forgiveness, be it seven times rejected or seventy-seven times. For while mortals sometimes rage against the Heavens for the unfairness of their existence, know that my kind fight and die to give you that choice to rage, lest you be ground under the iron heel of Damnation's legions.

Today many of us walk secretly among you in the city of Questhaven, seeking to shepherd the Questors Society toward the way of heroism and away from wonton theft, murder, and destruction. All the while opposing the machinations of my former comrades such as Kauriel the Enabler, and Sivan the Court Fool of Orcus.

Physical Description

My fellow grigori, at our creation can range from 4 feet up to 8 feet tall depending on the will of our divine creator. However, those like me that chose to embrace their celestial nature and advance in the hierarchy of heaven can transform and become as tall as 16 feet. It can become stranger yet as one advances in the hierarchy, a grigori can chose a specific celestial form, taking on the physical traits of an astral deva, bralani, ghaele, hound archon, lantern archon, lilend, planetar, solar, or trumpet archon. And yet there are still more bizzare forms such as the orphanim and seraphim that are in no way human. In addition, these changes go to such an extent that no celestial can tell the difference between a grigori angelic paragon with all the aspects of a solar and one who

Grigori Doom

Grigori in the Campaign Setting of Questhaven have and additional racial trait.

Grigori Doom (Ex): It is the curse of grigori that their non-grigori offspring become horrible monsters.

was created to be a solar angel at the dawn of creation.

There are those who do not take on the form of a specific member of the celestial hierarchy such as myself. We are usually tall, slender with almost no fat and little to no muscle, we never have body or facial hair, and we have large, expressive dark eyes, which when combined with our demeanor often hint at or our sorrows. We also known for are large hands, and careworn appearance.

As creatures of pure spirit, we grigori are genderless, however our vessels can be male, female, androgynous, or any other variation they or Our Sovereigns of Heaven desire, though many of us identify our personality with a specific gender. We can even change this each time we advance in the celestial hierarchy though we cannot reproduce sexually with others to produce pure celestials; we can mate with mortals to produce half-celestials and aasimar. However, in the lands of Questhaven Their Dark Lord of Fire, he who was once the Lightbringer, has cursed our offspring to eventually become atrocious monstrosities.

Those of my kind that are created to serve a particular deity, such as *Our Queen of Wisdom and Mercy*, are often are garbed in the trappings of the worshipers, if not that of a priest all together, and follow the cultural norms of that church. While those who follow a particular ethos, a specific Empyreal

Lord, or The Great Church of the Pantheon may choose our garb, though to perform one's mission we are not above disguising or humbling ourselves in our service to Heaven.

Society

Our society is difficult to put in mortal terms as the Heavens are far more diverse than the whole of the earth, for there are spirits who have come there since the dawn of time, from uncountable and forgotten cultures. In addition, each deity constructs a different angelic culture for that religion. This does not even begin to speak of the various different types of celestial beings, some of which you are not even aware of yet. So when I speak here, I speak in generalities, and most often of the grigori and the angels who serve The Great Church of the Pantheon and its ethos of good, rather that those who serve a specific deity. There is a great harmony in the Heavens as all are united in the service of good, and due to all of us being of spirit what might provoke prejudice or a fear of the "other" in mortals is not remarked upon by celestials. For us it is as if remarking upon how big a child's pinky toe is, when all you could see is her shoe. What we care about is what you believe and do. The means azata will use to reach a good end horrifies an archon, while azata rail against the strictures archons impose without a thought. The angels are often in the middle of this; one of us might balk at a short-term alliance with demons, while not having an issue with a devil's alliance. We might even support the sacrifice of a thousand lives to save a single mortal soul.

Remember we are not mortal; we may take an eon to consider a difference in reasoning, and we are just as patient to see the exalted of Heaven to come view the circumstances as we do, as we are to see the vile of Damnation. As such, contemplation and meditation is a large part of an angel's life, and only the finite nature of a problem will move us to act without the supportive council of our fellows. Even then, our peers understand the responsibility Heaven sent us to govern over.

In one way, mortals and we are very much alike; we appear to have free will. We can fall into Damnation, act in disobedience to our creator or empyreal lord, question the motives of our deity, or we can be cast out, exiled or banished for one transgression or another, I myself was cast out by my empyreal lord for taking a mortal mate. Within this free will is our own flaw, as told by the Tale of the Lightbringer, we have too much surety of our own righteousness. Our fundamental nature is good, we know to the very core of our being that we want is good, and can be no other way. However, since the fall of the Lightbringer, rather than anger we find only great sorrow when another being does not perceive the righteousness of our designs. The wise among us who would avoid falling themselves, seek not to enforce our designs upon others, but to understand why the divine has made a differing point of view that is also the embodiment of good. So rather than arguments or violence, harsh disagreements among celestials are marked by cold silence, hoping that one day our opponents will come to understand the error of their ways.

However. because of our personal responsibilities and the finite nature of mortal life, sometimes when we disagree and we will need to act. Therefore, we shape the future with all the power and authority we can muster according to our belief in what is best. Just as a deity has an agenda so to do empyreal lords down to even the lowliest of exiled grigori, it just never leads to violence amongst the unfallen. To do so would be akin to a mortal blinding himself because a painting offended him. It is far more likely that mortal proxies and other angels would be set to work using different means to affect the same solution to a problem, conflicts such of these are often the cause of entire hosts being condemned or cast out of heaven by a deity. So yes, I do sometimes have to navigate Heaven's political factions in order to get my work done in the mortal world, but it is more akin to two mentors giving you differing advice and you having to ultimately choose your own path.

The hierarchy of angels has been discussed by a number of religions and gifted scholars, however most fail to address the idea that by their very nature the azata askew such rigid structures, and that most hierarchies are unique to specific deities. I will only say that a shocking as it will be to the Questors Society, very few deities who employ celestial beings as servants, recognize power as the deciding factor in a hierarchy. It is more often based on aptitude and need. But because I am sure you will demand one, my scholarly friend, here is the rough Hierarchy of Heaven within the Great Pantheon: lords. empyreal archangels, seraphim, solars. cherubim, ophanim, planetars, trumpet archons, hashmalim, principalities, devas, ghaeles, dynamis, leonals, lillends, bralanis, hound archons, lantern archons, grigori, celestial template creatures and other celestial beings.

What do we do for fun ...? Yes, mortals would ask this question, I think sometimes mortals have a greater fear of boredom than they do the punishments of hell. Angelic festivals and revelries are constant for we do not lack in resources and the joy of worship is shared to a greater depth than in the mortal world, due to the Heavens being spiritual realms, rather than a physical one. When we wish to discuss philosophy, theology, or some other piece of lore, we seek out the appropriate celestial being, be it our creator, or one of the faithful spirits who have found their way to heaven after their mortal death. I once communed with the faithful spirit, who in his mortal life was a renowned author who died before finishing his greatest work, and so I enjoyed a story that was never shared with the mortal realms. Such are the joys of Heaven. In our afterlife the greatest faithful entertainers, artisans, and poets make their way here, and have eternity in which to work. Moreover, this does not begin to touch upon the unaccountable joy an angel experiences when listening to the music created by the angelic choirs.

This is but one of many reasons why I seek to no longer remain among the cast out, and desire a return to the Heavens.

Relations

Grigori love mortals and mortal life more than any other celestial being, but understand our interest is spiritual not physical. We care more about saving your soul than we do about saving your life. This can lead to some difficulty with those who seek vengeance rather than justice, and especially those who seek to punish the wicked with death, for a mortal soul has a greater chance of redemption while alive, that it will have in death. Therefore, while a paladin might seek to kill an evil tyrant, we might seek only to speak to him about the error of his ways. For while he causes death and misery to the living, he has no power over their souls. We might punish him, and imprison him, until he repents, and even then we may execute him as penance for his many sins for even with forgiveness, one must do penance. These deeds often baffle mortals who see only the suffering such a tyrant is causing in the physical world.

Imagine the outrage of a mortal when an angel kills an innocent child simply because the angel's deity desires its soul in Heaven. That deity may reincarnate that soul instantly or it the deity could transform it

into some celestial champion to stave off an assault by some vile deity. As such, it can be extremely difficult for any of me and my kindred to maintain long lasting friendships when we may not know or be forbidden to speak of the reasons behind our orders and



our actions. Such is the nature of our obedience and faith in the Heavens.So most often we go in disguise among the mortal world as advisors, sages, teachers and mentors for we do not enjoy the company of destructive beings be they the most righteous of paladins or the holiest of angels. Even when we do not go in disguise, we often walk among you hidden from your mortal senses by the power of providence or our heavenly gifts.

Alignment and Religion

We do not simply chose good, we are good incarnate, a physical manifestation of the exalted concept of good, we are creations of pure righteousness. We are holy, our very existence a veneration and hallowed existence. If I struck a fell creature of evil with my hand, it would suffer injury where all your mortal blows would leave nary a scratch upon him. Good is not just a way of life to us, but it is who we are. That being said, we still have free will, and have many choices in front of us, some chose the way of the archons embracing what you mortals call Lawful Good, and others embrace the way of the azata becoming Chaotic Good. Most of my people remain what you mortals call Neutral Good, but this free will also allow us to become exiles and rebels in mortal world, or fall into the depths of Damnation though praise the heaven these are very rare.

In Questhaven, we worship the gods as a pantheon, each one controlling an aspect of creation and each one worthy of the same level of devotion, though some of us are created only to worship a specific deity, or ethos, though none of us without rebelling or falling will worship a non-good deity. My archon kindred cannot worship a non-lawful deity, nor may my azata grigori worship a non-chaotic deity. But again free will comes back to haunt us and a few rebels and fallen angels exist who serve other deities.

Since my exile to the Protectorate of Questhaven, I have chosen to worship as a

member of the Great Church of the Pantheon. I teach the reborn civilization here as I may, although many angels of the church shun me for being cast out, the church and the Empyreal Lord Dharmaphim, who governs the church for Our Sovereigns in Heaven, accepts my service. He cannot however lift my exile until we convince my previous lord of my atonement. I know several grigori members of the exiled lion host who have taken up similar service with my Empyreal Lord, or deities such as Our Grand Wright in Heaven, while many of the archons have come to serve Our Queen of Wisdom and Mercy, while the Azata have primarily joined Our Fairest Lady of Love and Song.

Adventurers:

Nearly all adventuring celestials are heavenly exiles as the demands of a deity upon normal angels destroy the bonds of friendship, such companies usually demand. Several of my exiled host have joined the Questors Society to help guide its members or just a single company away from wanton murder, theft and destruction and toward righteous service. Many azata make use of outright evil companies to accomplish hallowed outcomes via vile means, while the Bright Company formed wholly of archons has gone off on a righteous crusade to close portals to Damnation. Many join these fellowships with the goal of active and open protection of the souls of the mortals they live with. Still others to join an alliance that can slay one of their monstrous offspring. Many members of the exiled lion host like myself, found a new patron to help us seek redemption for our transgressions. Some angels not bound to a particular deity, do it because they find it an effective way to help those souls in need, especially those souls that daemons are consuming or those prevented from passing on into their proper afterlife.

The angels that do serve deities directly are rare but in my long existence, there are examples, Shoshanna of *Our Queen of Wisdom and Mercy* joined the Questors to fight aberrations from the Dark Tapestry. Kedar of *Our Fairest Lady of Love and Song* was there simply because her goddess had commanded it, I expect she was on some secret mission but she would not speak of it, and she may not even have known.

Names

Our names are given by our creator and as such are often specific to the culture of that religion, and are often followed by the name of our host or our choir. Outside of Questhaven where it is a taboo to speak the name of a deity, non-exiled celestials often add "of" followed by the name of our creator. Below are listed the names given to grigori of the Lion Host.

Ahisamach, Ammiel, Balaam, Bilhah, Carmi, Dishon, Dumah, Eher, Ephraim, Gaddiel, Geuel, Hanoch, Hilkiah, Ishuah, Izhar, Japheth, Joab, Kedar, Kohath, Lael, Leah, Machir, Midian, Nahath, Nebajoth, Ocran, Oshea, Pagiel, Pharez, Phinehas, Rosh, Reumah, Shedeur, Shoshana, Taphath, Tirzah, Uoab, Uzziel, Vashti, Vopheth, Yael, Yerusha, Zibeon, Zohar

Grigori

Ability Score Racial Traits: Grigori are observant and charming, but their physical vessels are delicate. They gain +2 Wisdom and +2 Charisma but a -2 Constitution.

Type: Grigori are humanoids with the extraplanar, angel (though they do not possess any other angel traits), and good subtypes. Most grigori also have good alignments; however, if their alignments change, they retain the good subtype. Any effect that depends on alignment affects a grigori with this subtype as if the grigori has a good alignment, no matter what its alignment actually is. The grigori also suffers

effects according to its actual alignment. A grigori with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned.

Size: Grigori are Medium creatures and thus have no bonuses or penalties due to their size.

Base Speed: Grigori have a base speed of 30 feet.

Languages: Grigori begin play speaking Common and Celestial. Grigori with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan. See the Linguistics skill page for more information about these languages.

Angelic Resistance: A Grigori may gain acid, cold, electricity or fire resistance 5. Once chosen this ability does not change.

Celestial Blood: Grigori gains a +2 racial bonus on saves against poison and petrification.

Watchful: Grigori gain a +2 bonus to Perception and Sense Motive checks.

Darkvision: Grigori darkvision 60 ft. (they can see perfectly in the dark up to 60 feet.)

Celestial Fertility (Ex): Grigori are perfectly compatible with mortal humanoids. Grigori are as likely to conceive with them as mortals are with those of their own kind. Grigori who take human mates become parents in short order. This ignores all mundane, extraordinary, supernatural effects and spells that would prevent pregnancy including a man normally being impotent or a woman being barren.

Alternate Racial Traits

Alternate Ability Score Racial Traits: +2 Constitution, +2 Intelligence but a -2 Wisdom: Some grigori are tough and knowledgeable but suffer from a foolish fascination with mortal life that overrides their common sense.

Angelic Rapport: Some grigori can influence animals, celestial animals, and celestial magical beasts as if they had the wild empathy ability of a druid equal to their character level. They do not suffer the normal –4 penalty when using this ability on a celestial magical beast. They also gain a +4 bonus to Handle Animal checks. This replaces the watchful and celestial blood racial trait.

Call Upon The Heavens: Some girgori have a very close relationship with the deities or empyreal lords in the celestial spheres; they can call upon that being for help and receive divine inspiration. Once per day they may, at the beginning of their turn, active this ability as a free action and gain the benefit of a feat they do not have. They must meet the prerequisites of the feat. They gain the benefit of that feat until the beginning of their next turn. This racial trait replaces angelic resistance and watchful.

Celestial Crusader: Some grigori cannot abide standing by and watching and use their free will and choose to go to war against the powers of ultimate evil. These individuals gain a +1 insight bonus on attack rolls and to AC against evil outsiders and a +2 racial bonus on Knowledge (planes) and Spellcraft checks to identify evil outsiders or items or effects created by evil outsiders; they may use these skills untrained for this purpose. This racial trait replaces angelic resistance and skilled.

Celestial Theurgy: Grigori natural talent for magic often comes from Heaven, and a few have the potential to use some of the common heavenly magical powers regardless of how they learned to cast spells. The following spells are considered part of these grigori's spell lists (spell level is equal to the spell's clerical spell level, or its paladin



level if no cleric level is listed): *aid*, *bless*, *create food and water*, *cure critical wounds*, *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, *dispel evil*, *flame strike*, *holy aura*, *holy smite*, *holy word*, *prayer*, *remove disease*, *stabilize*, and *virtue*. If they learn these spells as an arcane spellcaster, they are arcane spells despite their normally divine origin. This racial trait replaces angelic resistance and celestial blood.

Deathless Spirit: Particularly strongwilled grigori possess celestial spirits capable of resisting the powers of death. They gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. This racial trait replaces angelic resistance.

Halo: Some grigori possess the ability to manifest halos. A grigori with this racial trait can create light centered on her head at will as a spell-like ability. When using her halo, she gains a +2 circumstance bonus on Intimidate checks against evil creatures and on saving throws against becoming blinded or dazzled. This racial trait replaces the Darkvision racial trait.

Heavenborn: Born in the celestial realms, grigori with this racial trait gain a +2 bonus on Knowledge (planes) checks and they cast spells with the good or light descriptor at +1 caster level. This racial trait replaces the watchful and angelic resistance racial traits.

Immortal Spark: Grigori with this racial trait defy the powers of death. They gain a +2

bonus on Knowledge (history) checks and saving throws against death effects and can use *lesser age resistance* once per day as a spell-like ability. This racial trait replaces the watchful and celestial blood racial traits.

Incorruptible: Occasionally, grigori arise with the ability to ward away evil. Grigori with this racial trait can cast *corruption resistance* against evil once per day as a spell-like ability. If an aasimar uses this ability on herself, the duration increases to 1 hour per level. This racial trait replaces the angelic resistance racial trait.

Lowlight Vision: Some grigori can see twice as far as humans in conditions of dim light. This racial trait replaces the darkvision racial trait.

Smite Fiend: Similar to a paladin's ability to smite evil, some rare grigori gain the supernatural ability to smite a fiend once per day with one normal melee attack. They add their Charisma bonus (minimum +1) to their attack roll and deal 1 extra point of damage per character level they possess against evil outsiders. If they accidentally smite an inappropriate creature, it has no effect, but the use is still expended for that day. This racial trait replaces angelic resistance.

Truespeaker: There are some grigori whose language transcends all boundaries. They gain a +2 bonus on linguistics and sense motive checks, and they learn two languages each time they gain a rank in linguistics. This racial trait replaces watchful.

Favored Class Bonuses

Angelic Paragon: Add $+\frac{1}{4}$ point to the angelic paragon's pool of providence (See below).

Bard: Choose one bardic performance; treat the bard as $+\frac{1}{2}$ level higher when determining the effects of that performance.

Cleric: Add $+\frac{1}{2}$ to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.

Divine Channeler: Add $+\frac{1}{2}$ to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders (See *The Secrets of Adventuring* by Rite Publishing).

Inquisitor: Add $+\frac{1}{2}$ on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Luckbringer: Add +¹/₄ point to the angelic paragon's pool of providence (See *The Secrets of Adventuring* by Rite Publishing).

Monk: Add $+\frac{1}{4}$ point to the monk's ki pool.

Oracle: Add $+\frac{1}{2}$ to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add $+\frac{1}{2}$ hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Skald: Increase the skald's total number of raging song rounds per day by 1.

Sorcerer: Add $+\frac{1}{4}$ to the sorcerer's caster level when casting spells with the good descriptor.

Summoner: Add DR 1/evil to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/evil increases by $+\frac{1}{2}$ (maximum DR 10/evil).

Warpreist: Gain a $+\frac{1}{3}$ bonus on the damage dealt or healed with the warpriest's channel energy ability.

Age, Height, and Weight

Mortals age, and with age comes change. As immortal beings, grigori do not age, they do not become feebler nor do they grow wiser. A player can choose any starting age she wishes for her character she could be newly. Each player should choose an appropriate height and weight for her character's size and record it. To determine height and weight randomly, use the "Grigori Height and Weight" table below. Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier result. Add that many pounds to the base weight to get the character's weight.

Grigori Height and Weight Jable

Size	Base Ht	Ht Mod	Base Wt	Wt Mod
Medium	5'8"	+2d6"	250 lbs.	× 2d6 lbs.
Large	8'10"	+2d8"	900 lbs.	× 2d12 lbs.

Paragon Class

In most campaigns, the ideas of class and race are separate concepts. However, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. While any grigori might rise in power, prestige, and (in game terms) level, few do so by gaining levels in the standard character classes-the majority are so in tune with their celestial nature and racial abilities that they become racial paragons.

Racial paragons rarely undergo the rigorous training or study that members of other

classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do).

Obviously, a character can only take levels in the racial paragon class associated with his race. A human cannot take levels in angelic paragon—only grigori are capable of reflecting the highest virtues of celestials by gaining levels in the angelic paragon class. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.

Angelic Paragon (Grigori Paragon Racial Class)

Grigori can take up to twenty levels in "angelic paragon," each level represents the character growing in providence and heavenly gifts and possibly changing her hierarchy in the heavenly spheres. Still not all grigori choose to take paragon levels.

Alignment: Neutral Good

Starting Wealth: $1d6 \times 10$ gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The angelic paragon's class skills are: Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Celestial Armor Bonus	Special
1st	+1	+2	+2	+0	+2	Ascended, Pool of Providence,
2nd	+2	+3	+3	+0	+4	Heavenly Gift
3rd	+3	+3	+3	+1	+4	Providence
4th	+4	+4	+4	+1	+4	Heavenly Gift
5th	+5	+4	+4	+1	+6	Providence,
6th	+6/+1	+5	+5	+2	+6	Heavenly Gift
7th	+7/+2	+5	+5	+2	+8	Providence
8th	+8/+3	+6	+6	+2	+8	Heavenly Gift
9th	+9/+4	+6	+6	+3	+8	Providence
10th	+10/+5	+7	+7	+3	+10	Advanced Heavenly Gifts Heavenly Gift
11th	+11/+6/+1	+7	+7	+3	+10	Providence
12th	+12/+7/+2	+8	+8	+4	+12	Heavenly Gift
13th	+13/+8/+3	+8	+8	+4	+12	Providence
14th	+14/+9/+4	+9	+9	+4	+12	Heavenly Gift
15th	+15/+10/+5	+9	+9	+5	+14	Providence
16th	+16/+11/+6/+1	+10	+10	+5	+14	Heavenly Gift
17th	+17/+12/+7/+2	+10	+10	+5	+16	Providence
18th	+18/+13/+8/+3	+11	+11	+6	+16	Heavenly Gift
19th	+19/+14/+9/+4	+11	+11	+6	+16	Providence
20th	+20/+15/+10/+5	+12	+12	+6	+18	Archangel, Heavenly Gift

Angelic Paragon Jable (Grigori Paragon Racial Class

Class Abilities

Celestial Armor (Ex): The number noted here is the angelic paragon's base total armor bonus. Half the bonus rounded up is an armor bonus while the remainder rounded down is a natural armor bonus. An angelic paragon cannot wear armor of any

kind, as the armor interferes with the angelic paragon's divine nature, though the manifestation of the armor bonus may appear to be armor.

Weapon Proficiencies: Angelic paragons are proficient with their natural attacks, greatswords, heavy maces, javelins, longbows, longswords, morning stars, and warhammers. **Armor and Shield Proficiencies:** Angelic paragons are not proficient with any armor or shields. When wearing armor, an angelic paragon loses his Celestial Armor bonus, as well as all the points in his providence pool along with her heavenly gifts.

Ascended: At 1st level the angelic paragon count as both humanoid and as an outsider for any effect related to type or race (*banishment, charm person, raise dead, etc.* will all affect her), this includes feat prerequisites. If subject to a banishment she would be banished to the plane of her home deity, ethos, or emperyal lord. At 10th level this changes so their creature type becomes outsider with the native subtype



Providences

Pool of Providence (Su): Starting at 1st level, each day, the angelic paragon has a pool of providence points equal to three plus her class level, she cannot spend more than one point of providence per round. At 1st level, she can do any one of the following three things. At every 2 levels after that she can select an additional providence ability, these abilities, can be changed whenever the angelic paragon gains a new level, but they are otherwise set. Unless otherwise noted, each heavenly gift can only be selected once.

• **Celestial Weapon (Su)** By expending a point of providence as a swift action the angelic paragon causes any manufactured weapon she uses to gain the *flaming* special weapon ability for 1 minute. At 5th level the weapon gains a +1 enhancement bonus for 1 minute. For every four additional levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

These bonuses can be used to add any of the following weapon properties: *dancing, defending, disruption, flaming burst, holy, keen, merciful,* and *speed.* Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack (it cannot exceed a +10 bonus). If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties (excluding flaming) can be added. These bonuses and properties are decided when the providence pool point is spent and cannot be changed until the next time the angelic paragon uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the angelic paragon. An angelic paragon can only enhance one weapon in this way at one time. If she uses this ability again, the first use immediately ends.

Soulfire (Sp) By expending a point of providence as a standard action the angelic paragon causes one target with 100 ft. to burst aflame with soulfire. This deals 1d6 points of damage + 1d6 points of damage for every two angelic paragon levels she gains after 1st level (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, Etc.) A successful Reflex Save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) results in half damage. Half the damage dealt by soulfire is fire damage, but the other half results directly from holy power and is therefore not subject to being reduced by resistance to fire-based attacks. At 6th level she can activate this as a move action.

Any non-good, living creature that would be killed by soulfire damage must make a Will saving throw (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier); failure renders the subject under the effects of a *sequester* spell with a permanent duration, caster level equal to her angelic paragon level.

• **Truespeech (Su)** By expending one point of providence as an immediate action the angelic paragon can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to her angelic paragon level). At 10th level this becomes a constant ability so long as she possesses one providence point in her pool.

Advising Sprit (Su): As long as she possess at least one providence point in her pool the angelic paragon can send thoughts up to 10 allied creatures within 100 feet as easily as speaking. For the purpose of this ability, allied creatures also include those who serve, protect, or belong to the angel's chosen deity or ethos. The angelic paragon cannot receive telepathic responses from the target. This ability is often used to offer counseling or suggest other courses of action when the angel's presence must remain hidden. If the angelic paragon expends a providence point this can be used to grant the benefits of aid another skill use for any Int, Wis, or Cha based skill. In those circumstances, the recipient usually interprets the advice as unexpected insight or divine inspiration. This is a language dependent ability.

Angelic Flair (Sp): As the angelic paragon's divine power grows, she gains a small number of spell-like abilities. She selects divine spells from the cleric/oracle spell list based on her angelica paragon level and the chart below. She many not select any spell that opposes her alignment or her subtypes. She may expend one point of providence to cast a selected spell as a spelllike ability. The action required is equal to the spell's casting time. The caster level for this spell is equal to her angelic paragon level. These chosen spells are considered to be part of the angelic paragon's spell list for the purposes of spell trigger and spell completion items. Once the spell is selected it cannot be changed even if the ability is selected again.

Angelic Flair Table

Level Maximum Spell Level

3rd	1st or lower
7th	2nd or lower
11th	3rd or lower
13th	4th or lower

The angelic paragon must have a Charisma score of at least 14 and angelic orisons to select this providence.

Angelic Orisons (Sp): As long as the angelic paragon possesses at least one providence point in her pool she can cast a basic divine spells as a spell-like ability (this requires a standard action). Select 2 spells of Oth level from the cleric/oracle list. At 7th level, she gains access to 2 additional Oth level spells. At 13th level, she gains access to further additional 2 0th level spells. These chosen spells are considered to be part of the angelic paragon's spell list for the purposes of spell trigger and spell completion items. The caster level for this providence is equal to her angelic paragon level. The save DC for this providence is 10 + the angelic paragon's Cha modifier. The angelic paragon must have a Charisma score of at least 10 to take this providence.

Angelic Senses (Sp/Su): So long as the angelic paragon possesses at least one providence point in her pool she can at will use *detect evil*, *detect magic*, *discern lies*, and *know direction* as a spell-like ability (this requires a standard action). She can only use one of these at any given time with a caster level equal to her angelic paragon level.

She also gains darkvision 60 ft. (she can see perfectly in the dark up to 60 feet.) or Low-Light Vision allowing her to see twice as far as humans in conditions of dim light. Whichever she does not possess.

She can expend one point of providence and cast *see invisibility* as a spell-like ability (this requires a standard action).

At 9th level once per week she can meditate for 10 minutes and expend one point of providence and cast *commune* as a spell-like ability.

If she is at least a 17th level angelic paragon and selects this providence a second time she

can expend a point of providence to cast *detect snares and pits* and *true seeing* as spell-like abilities (this requires a standard action for each).

Angel of Death (Su): By expending her entire pool of providence points as a standard action the angelic paragon delivers 10 points of soulfire damage per angelic paragon level. A successful Fortitude save (DC 10 +1/2 the angelic paragon's class level + her Cha modifier) results in half damage. The subject might die from damage even if it succeeds on its saving throw. This is a necromantic death effect with the fire and good descriptors. The angelic paragon must be at least 17th level to select this providence.

Angel of Terror (Su): By expending a providence point as a swift action, the angelic paragon can cause one target creature with 100 ft. to become frightened for 1d4+1 rounds. A successful Will save (DC 10 +1/2 the angelic paragon's class level + her Cha modifier) results in the subject being shaken for one round. If the target fails its save by 5 or more it is panicked for 2d6 rounds, if it fails by 10 or more it is cowering for 3d6 rounds. A subject that makes its save is immune to being affected again by this angelic paragon's angel of terror ability for 24 hours.

Angel of Judgement (Su): By expending a providence point as a swift action, the angelic paragon deals an extra 2d6 points of divine damage with her next attack. In addition, her opponent must make a Fort save (DC $10 + \frac{1}{2}$ her angelic paragon level + her Cha modifier). On a failed save, the opponent takes 1d6 points of Str and Con damage. Regardless of success or failure, the subject is immune to being affected again by this angelic paragon's angel of judgement ability for 24 hours.

An object, construct or undead creature suffers the additional damage but must instead make a Will save (Same DC) or gain



the broken condition until that damage is healed instead of suffering the ability damage. The angelic paragon must be at least 11th level to select this providence.

Astride the Ladder (Su): By expending one providence point as a standard action, the angelic paragon can enter the Astral Plane. From here, she may expend another point to arrive instantly in plane of her patron deity, ethos or emperval lord, one chosen lower plane, and one chosen prime material plane that can be reached via the astral plane. These three planes must be chosen at the time this ability is taken and cannot be changed. You always arrive at the last point you left that plane, though the first time you arrive on a plane you have not visited before it functions like plane shift. You may also travel to other planes accessible through the Astral Plane using normal travel times. You may remain in the Astral Plane as long as you wish, but as time does not pass there, you cannot rest, recover hit points from natural healing, or regain spells or uses of special abilities, etc. At 13th level, the angelic paragon can perform this as a move action, and at 17th as a swift action. The angelic paragon must be at least 9th level to select this providence.

Aura of Forgotten Presence (Su): At times, angelic paragons must go unnoticed by the people they watch over. So long as the angelic paragon possesses one providence point in her pool she generates this aura. The angelic paragon can activate or deactivate this aura (doing so is not an action), which has a 30-foot radius, at any time, she can also select specific targets within the aura to not be affected. All creatures within the radius must make a Will saving throw (DC 10 +1/2

the angelic paragon's class level + her Cha modifier). Those who fail their saves forget all angel and her allies there and lose any memories of the angels and her allies dating back one minute into the past. Those who succeed at the saving throw remain unaffected. Creatures must save every round. The aura does not work on the angel's opponents, enemies, creatures the angel wishes to harm, or creatures intending to harm the angel's charges or allies. In short, it only works on creatures the angel would want to protect. The aura does work on guard animals and other creatures trained to protect and serve those the angels protect, whether or not the target considers itself in that category. A temple guard dog, for example, is still affected because it is trained to guard the temple, even though it has no concept of the temple's purpose or the faith it embodies. This is an enchantment (charm) mind-affecting ability.

An angelic paragon can affect a single target creature within the radius that it does not wish to protect, such as her foes and foes of her charges, protected and allies. To do so she must expend a providence point as a swift action. The creature is granted a saving throw against the effect. A successful save makes the creature immune to the same angelic paragon's aura of forgotten presence for 24-hours.

Brand of the Impenitent (Su): By expending one providence point as a swift action the angelic paragon can brand a judged individual within 30 feet. The target must succeed at a Will save (DC 10 +1/2 the angelic paragon's class level + her Cha modifier) or be branded with a painless, glowing icon on its chest—usually the holy symbol of the deity, ethos, or sigil of the empyreal lord the angelic paragon serves. Angelic paragons that select this providence are usually known as Balisse. This brand lasts for a number of days equal to the angelic paragon's level. Anyone who attacks the branded target gains a +2 sacred bonus on weapon attack and damage rolls and a +2sacred bonus on caster level checks to overcome the target's spell resistance. The angelic paragon must possess the angel subtype to select this providence.

Celestial Beacon (Su): So long as the angelic paragon possesses one providence point in her pool she amplifies all positive and good aspects of her nature, giving her power to resist the attacks of evil creatures. She can activate or suppress this ability as a swift action. She gains a +2 sacred bonus to Armor Class and saves against attacks made by creatures with an evil alignment. Because her angelic nature shines so brightly, creatures with an evil alignment can see her as clearly as a campfire on a clear night, even though objects, fog, smoke, mist, normal magical) (and darkness. This also automatically makes her visible to evil creatures even if she is invisible.

Glare of Rapture (Su): The angelic paragon can expend one providence point as a standard action and glare at his opponents. One non-good creature within 30ft must a successful Will save (DC 10 +1/2 the angelic paragon's class level + her Cha modifier) or suffer awe-inspiring euphoria that inflicts a penalty on attack rolls, skill checks, and ability checks equal to the 1+ 1/3 the angelic paragon's class level and also suffer 2d6 soulfire damage each round for 1 round per angelic paragon class level. The subject gets a new saving throw each round to end the damage but this does not negate the penalty. For every five class levels, the angelic paragon can target an additional creature with this ability (maximum 5 at 20th level). At 6th level, the angelic paragon can perform this as a move action.

Governance of the Soul (Su): The angelic paragons with this ability are often referred to as dynamis and serve as wardens of the souls of mortals. The angelic paragon can expend a providence point as a free

action even if it is not her turn, and grant a subject within 100 ft. that she is aware of, a +4 sacred bonus on saves against all death spells and magical death effects, and any effects that directly attack souls (such as the trap the soul spell). The subject is granted a save to negate such effects even if one is not normally allowed. The subject is also immune to energy drain and any negative energy effects, including channeled negative energy until the start of the angelic patron's turn. This effect does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels until the start of the angelic paragon's turn. This ability does not protect against other sorts of attacks, even if those attacks might be lethal. The angelic paragon must be at least 9th level to select this providence.

Glorious Halo (Su): The angelic paragon can expend one providence point as a swift action and manifest a halo of angelic power shining with blue, gold, silver, or white light. This energy gives her an enhancement bonus to a single ability score of her choice equal to 1/2 her angelic paragon level (maximum +10) for one round. The light is the equivalent of a torch. The halo does not have to be a halo in the traditional sense. It can be a shape more appropriate to your patron or the powers you serve. For example, an angel serving the phoenix goddess might have a halo that looks like white fiery wings, while that of a servant of the god of vigilance might have a halo that looks like a helm of blue electricity. The angelic paragon must be at least 9th level to select this providence.

Guardian Angel (Su): If there is an ally adjacent to the angelic paragon, she can expend one providence point as an immediate action and create a mystic connection between herself and her ally so that all of its wounds from a single attack transfer to her. The ally takes no damage from a single attack (including those dealt by special abilities) that deals hit point damage, ability damage, ability drain, level drain or death effects. The amount of damage not taken by the warded ally is taken by the angelic paragon. Forms of harm that do not deal the types listed above such as blown away, charm, compulsion, and knocked down conditions and effects, are not affected.

Also she can expend one providence point as a swift action and instantly exchange locations with a helpless ally within 400 ft. + 40 ft./angelic paragon level she is aware of. She can bring along attended objects as long as their weight does not exceed her maximum load. She may also bring her celestial companion (carrying gear or objects up to its maximum load). Her and her celestial companion to be transported must be within her reach for the companion to be transported.

In addition If there is an ally adjacent to the angelic paragon who is about to fall, she can grab hold of that ally and attempt to stop his fall as long as she possesses at least one point of providence in her pool (This is not considered an action). If the ally weighs more than the paragon's maximum load and/or a Strength check is required (subject to GM adjudication), she gains a sacred bonus to the Strength check equal to half her angelic paragon level (maximum +10).

Finally the angelic paragon can expend her entire providence pool as an immediate action and open up a brief but powerful divine conduit between herself and all her target allies within 100 ft. (she can exclude allies) taking on the damage and any other effects those chosen allies suffer. When an ally in range is hit by an attack or fails a saving throw, the angelic paragon can expend her entire providence pool and the wounds and/or effects are magically transmitted to her instead of the target. She is affected as if she were hit by the attack or failed the saving throw, taking all the damage and suffering all of the adverse effects. Any resistances or immunities she has are



applied normally, but she cannot otherwise reduce or negate the damage or effects in any way. She can use this ability against an effect that also targets her or includes her in its area; she suffers the effects for herself and the target allies you spared, potentially taking damage or suffering other consequences multiple times.

Hide from Mortal Eyes (Sp): The angelic paragon can expend one providence point and become invisible as a standard action. This ability is identical to the *invisibility* spell except that Outsiders, and creatures with the extraplanar subtype see through this illusion automatically. The angelic paragon can select this providence a second time and use this as *greater invisibility* as well (this also requires a standard action to activate). The angelic paragon must be at least 5th level to select this providence, and be at least 9th level to select it a second time.

Heaven's Charge (Su): The angelic paragon can expend one providence point as a swift action when making a charge action to attack an opponent, if she does, she hurls herself through the air like a living projectile. The tremendous divine force she calls upon creates a blazing shield of soulfire around her that can scorch her foe. If her attack hits, she deals an extra 6d6 points of soulfire damage in addition to her attack's normal damage, she gets a free trip attack on her foe (+4 CMB), and her foe must make a Fort save (DC 10 + $\frac{1}{2}$ her angelic paragon level + her Cha modifier) or be blinded for 1d4+1 rounds. Regardless of a successful save or not the subject is after that immune to this angelic paragon's heaven's charge for 24 hours. This extra damage is not multiplied on a critical hit or a similar effect.

When making this charge, the angelic paragon is considered to be flying and gains a +10 ft. enhancement bonus to her speed. She can move over pits and other hazards, but she lands in the space where her charge ends and suffers any drawbacks for standing

there after resolving her attack (unless the angelic paragon can fly). The angelic paragon must be at least 11th level to select this providence.

Humanoid Form (Su): -The angelic paragon gains the ability by expending a point for her pool of providence to assume the appearance of a specific humanoid creature chosen at the time this ability is selected, but retains most of its own physical qualities. The angelic paragon cannot change shape to a humanoid form more than one size category smaller or larger than its original form (if it changes from Large to Medium it loses all the benefits of the Large greater heavenly gift). This ability functions as an alter self spell (and as such she loses all dependent extraordinary form and supernatural abilities), but the angelic paragon does not adjust its ability scores. As long as she has at least one point in her pool of providence, the angelic paragon can remain in this alternate form indefinitely.

Mirror Image (Sp): The angelic paragon gains the ability to confuse others about the number of angels present. The angelic paragon can expend one providence point as a standard action to generate a *mirror image* though she can have no more than eight images present at any time. This ability does not work when eight images are already present. It is because of this ability that a group of angelic paragons can look like a small army. This effect has caused many folk who see visions of Heaven to be confused into thinking that tens of thousands of these angels guard a heavenly throne.

Piercing Hymn (Su): By expending a providence point as a standard action an angelic paragon can launch a concentrated blast of sonic energy from its mouth. Angelic paragons that possess this ability are usually known as chorals. This attack has a range of 90 feet with no range increment. The target creature struck by the angelic paragon's piercing hymn suffers 1d6 sonic damage +

1d6 sonic damage for every 5 angelic paragon levels. In addition the target must succeed at a Fortitude save (DC 10 +1/2 the angelic paragon's class level + her Cha modifier) or be deafened for 1d4 minutes. The angelic paragon must possess the angel subtype to possess this providence. At 6th level, she can perform this ability as a move action.

Possess Mortal (Sp): By expending a providence point as a standard action an angelic paragon can take over a mortal humanoid creature's mind. This functions like the magic jar spell, (caster level equal to her angelic paragon level) allowing the angelic paragon take control of a nearby body. However, unlike magic jar, the angelic paragon does not need a gem or crystal, and instead of her soul leaving her body, her body becomes pure spirit, entering the new possessed mortal form. As a standard action, the angelic patron may leave her host (which ends the possession) and reform in her body or wait for the effect to end. The target humanoid may resist the possession attempt with a Will save (DC 10 + half her angelic paragon class level + her Cha modifier). An unwilling possessed creature can attempt a new saving throw every 10 minutes to force you out of its body. A creature the successfully saves is immune to this angelic paragon's possess mortal ability for 24hours. The angelic paragon must be at least 11th level to select this providence.

Purifying Light (Su): By expending a providence point as a swift action an angelic paragon can bathe any ally within 100 ft. with a soothing divine light granting a victim a second saving throw with a +2 sacred bonus against any unwanted effect with a duration other than instantaneous. If the effect has no saving throw or the ally fails this second saving throw this ability has no effect.

Radiant Blast (Su): By expending her entire pool of providence points as a standard action the angelic paragon releases a cone-shaped blast of heavenly radiance to a range of 60 feet that deals 1d6 points of divine damage per angelic paragon class level and blinds any creature in the area (as the *blindness* spell) for 3d6 minutes. Affected creatures can make a successful Reflex save (DC 10 +1/2 the angelic paragon's class level + her Con modifier) to halve the damage and avoid being blinded.

Solar's Arrows (Su) The angelic paragon takes on the appearance of a solar angel and is referred to as a solar. By expending one point of providence as a swift action, the angelic paragon needs no ammunition, and automatically creates one slaying arrow of the angelic paragon's choice when her longbow is drawn. The angelic paragon must possess the angel subtype and be at least 19th level to select this providence.

Soulfire Substitution (Su): By expending a providence point as a move action an angelic paragon can modify any spell or spell-like ability she casts, magic item she activates, or effect she creates (such as her flaming weapon providence) that possesses an energy descriptor and deals damage to use soulfire instead. The effect's descriptor changes to good and fire—for example, a cone of cold composed of soulfire energy is an evocation [good, fire] spell.

Heavenly Gifts:

At 2nd level and ever 2 levels thereafter the angelic paragon receives an angelic gift, these abilities, can be changed whenever the angelic paragon gains a new level, but they are otherwise set. Some heavenly gifts require the angelic paragon have a specific subtype, a specific level or possess another ability before they can be chosen. Unless otherwise noted, each heavenly gift can only be selected once.

Divine Skill (Ex): the angelic paragon gains Skill Focus as a bonus feat.

Celestial Channeling (Su): The angelic paragon can channel positive energy a number of times per day equal to her Charisma bonus (minimum 1/day), as a cleric equal to her angelic paragon level -2. The angelic paragon. If she gains or possesses the channel energy class feature, she loses this ability and must select a different heavenly gift.

Flight (Ex): The angelic paragon grows large wings, like those of a bird, gaining the ability to fly. She gains a fly speed equal to her base speed. The angelic paragon's maneuverability depends on her size. paragon's Medium have good maneuverability. Large paragons have maneuverability. The angelic average paragon's fly speed can be increased by taking this ability a second time increasing it by 30 ft. The angelic paragon must be at least 6th level before selecting this heavenly gift.

Golden Icon (Su): Angelic paragons who carry one of these objects appear garbed in white robes, a golden belt, and a green stole, and gain a confidant gaze and commanding voice. A golden icon normally has the shape of a golden rod. As a move action, the angelic paragon can transform the rod into a staff, orb, holy symbol, longsword, or back into rod form. All of these are made of gold hardened to the strength of steel. The powers of the icon depend upon its current shape, and they only work when held in hand by the angelic paragon. As a rod, it gives her a +4 enhancement bonus to Wisdom. As a staff, it gives her a +4 enhancement bonus to Charisma. As an orb, it transmits messages as a message spell (caster level equal to the angelic paragon's class level) as a standard action by expending a point of providence. As a holy symbol, it allows the angel to channel energy as a 3rd-level good cleric. The angelic paragon gains the normal number of uses of channel energy per day, but she can only use them when the icon is in holy symbol form and each uses costs a point of providence. In longsword form, it is a *+1 longsword*, though it can be enhanced further. If separated from its owner, the icon becomes nonmagical lead until the angelic paragon recovers it (the longsword can still be enchanted in this form); the golden icon can be broken though it cannot be ruined unless the angelic paragon is slain first. The angelic paragon must be at least 6th level before selecting this heavenly gift.

Greater Angelic Resistance (Ex): The angelic paragon gains acid and cold resistance 10, she also gains a +4 racial save bonus vs. poison and petrification.

Improved Damage (Ex): One of the angelic paragon's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This heavenly gift can be selected more than once. Its effects do not stack. Each time the angelic paragon selects this heavenly gift, it applies to a different natural attack.

Lesser Protective Aura (Su): The angelic paragon gains a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the angelic paragon a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the angelic paragon at any one time. This protective aura is fragile, and as soon as an evil creature successfully strikes the angelic paragon, or as soon as she fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The angelic paragon can reactivate its protective aura by spending 1 minute concentrating upon the task.

Nature's Pacifism (Su) Animals and plant creatures do not willingly attack the angelic paragon, though they can be forced to do so



by magic (opposed Charisma check). Angelic paragons that possess this ability are usually known as Movanic Devas and take on their appearance (all sharp lines and angles, muscular but lean). If the angelic paragon attacks a plant or animal, its protection against that creature ends. An angelic paragon must possess the angel subtype to select this heavenly gift.

Nomina Barbara (Ex): The angelic paragon's truename name changes becoming strange and difficult to pronounce, transcribe, or translate, thwarting those who would try to bind or banish her. The angelic paragon gets a +8 bonus to saving throws against spells that imprison or send away outsiders, such as *banishment, binding, dismissal, dispel good,* and *planar binding.* Any spell resistance you possess vs. these spells is increased by 4. Perfect Memory (Su): The angelic paragon now possesses perfect memories and remembers everything they see or hear. Angelic paragons that possess this ability are usually known as Cassisians and take on their appearance (graceful, with a finely crafted golden helm, decorated with intricate faultlessly filigree). They can recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information. An angelic paragon must possess the angel subtype to select this heavenly gift.

Protected Life-Force (Su): Angelic paragons are never harmed by positive-dominant or negative-dominant planar traits.

Protector of Religion (Su): Angelic Paragon's with this gift are often called

principalities and take on the appearance of one (wise and kind members of the most common race in their religion, often with stereotypical features of that race or subrace) She gains a +2 sacred bonus to Armor Class, saves, and checks when within an area dedicated to her chosen deity or ethos or defending a worshiper of that ethos or deity's church. Watching over a specific area concentrates a principality's attention for a greater bonus. This worshiper cannot be a Player Character, cohort, familiar, or animal companion.

The principality choses a single site (such as a temple) and its congregation (if any), when defending this site or a member of that congregation the sacred bonus is +4. Principalities can only change their chosen attunement, but it takes 1 week of uninterrupted meditation.

Sacrificial Healing (Su): An angelic paragon can sacrifice its own health to heal another creature. As a standard action, the angelic paragon can sacrifice up to 2 hit points per angelic paragon level and then touch the target creature, healing the creature for half the amount sacrificed.

Slam (Ex): An angelic paragon can deliver 2 devastating slam attacks. These attacks are primary natural attacks. A slam deals 1d8 points of damage (2d6 if Large) plus her strength modifier.

Spell Resistance (Su): An angelic paragon is protected against magic, gaining spell resistance. Her spell resistance is equal to 5 + her angelic paragon level. At 10th level the base SR increases from 5 to 11.

Steward of Nations (Su): Angelic Paragon's with this gift are often called principalities and take on the appearance of one (wise and kind members of the most common race in their chosen area, often with stereotypical features of that race or subrace). These angelic paragons gain a +2 sacred bonus to Armor Class, saves, checks, when within their chosen nation. As with the protector of religion ability, watching over a smaller area concentrates the angel's attention for a greater bonus. A principality choses a single town (or tribe, if the civilization tends to move) within that nation and its outlying territory she gets a +4 sacred bonus, she also choses a city within the nation (often the capital or the closest city to the chosen town) within that city and its outlying lands she gets a +3 sacred bonus. Principalities

can only change their chosen attunement through the action of their deity or an angelic superior. Free or Rebel principalities can do so under their own power, but it takes one week of uninterrupted meditation.

Summon Celestial **(Sp)**: Angelic Paragon's with this gift can cast a summon *monster I* as a spell-like ability once per day. She can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 4th level, and every 2 levels thereafter, she can select this ability and the power of this ability increases by one spell level for that selected heavenly gift (it does not increase any previously selected heavenly gifts), allowing her to summon more powerful creatures (to a maximum of summon monster IX at 18th level). At 20th level, this ability can be used as gate or summon monster IX. If used as gate, the angelic paragon must pay any required material components.

An angelic paragon cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or gate immediately ends. These summon spells are considered to be part of the angelic paragon's spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.



Summon Celestial Jable

Level Selected	Spell Effect	Level Selected	Spell Effect
2 nd	summon monster I	12 th	summon monster VI
4 th	summon monster II	14 th	summon monster VII
6 th	summon monster III	16 th	<i>summon monster</i> VIII
8 th	summon monster IV	18 th	summon monster IX
10 th	summon monster V	20 th	summon monster IX
			or gate

Advanced Heavenly Gift:

The Angelic Paragon must be at least 10th level to select these heavenly gifts.

Angelic Immunity (Ex): The angelic paragon becomes immune to acid, cold, or petrification. The angelic paragon can select this ability two additional times selecting one of the other types each time. Your resistance to electricity and fire become 10 (even if you do not possess any). The angelic paragon must be possess the greater angelic resistance to select this advanced heavenly gift.

Aura of Goodness (Su): The angelic paragon radiates an aura in a 30-foot radius spread around its form. Any non-evil creature in this area must succeed on a Will save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) or be overcome with awe and unable to attack the angelic paragon for 1 round.

Evil creatures within the area must make a successful Will save (Same DC) or be unable to even look at the angelic paragon for one day. An affected evil creature treats the angelic paragon as if it were invisible. On a successful save, a creature is immune to the aura of goodness of that angelic paragon for 24 hours. The angelic paragon must possess the angel subtype to select this advanced heavenly gift.

Confusion Aura (Su): The angelic paragon radiates a 5' radius aura of *confusion* (as the spell of the same name)

that affects only the angel's opponents for 1 round. A successful Will save (DC 14 + her Cha modifier) negates this effect. A creature that saves against the angelic paragon's confusion aura is immune to it for 24 hours.

Damage Reduction (Ex/Su): The angelic paragon gains DR 5/cold iron or evil; At 16th level, this protection can be increased to DR 10 and becomes cold iron and evil by selecting this ability a second time.

Deva's Hammer (Su): Angelic paragon's who possess this gift are often called astral devas and take on the appearance of one. When the angelic paragon strikes an opponent twice in one round with the same warhammer, that creature must succeed on a Fort save (DC 10 +1/2 the angelic paragon's class level + her Str modifier) or be stunned for 1d6 rounds. Regardless if the save is successful or not the creature is immune to this angelic paragon's deva's hammer for 24 hours. The angelic paragon must possess the angel subtype and be at least 17th level before selecting this advanced heavenly gift.

Deva's Mace (Su): Angelic paragon's who possess this gift are often called monadic devas and take on their appearance (all sharp lines and angles, muscular but lean). If she strikes an opponent twice in 1 round with the same heavy mace, it takes the weapon's damage dice plus 1 and a half the angelic paragon's Str modifier as extra damage. The angelic paragon must possess the angel subtype before selecting this advanced heavenly gift.



Fast Healing (Su): The angelic paragon's body gains the ability to heal wounds very quickly, giving it fast healing 1. She heals 1 point of damage each round. This fast healing does not restore hit point damage dealt by cold iron or evil weapons or effects, nor those lost due to starvation, thirst, or suffocation, nor does it allow her to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the angelic paragon is alive.

Hallowed Bond (Ex): The angelic paragon gains the service of an unusually intelligent, strong, and loyal celestial animal. This animal possesses the celestial creature simple template and becomes a magical beast for the purposes of determining which spells affect it. This bonded creature functions as a druid's animal companion, using the angelic paragon's level as her effective druid level. Bonded companions have an Intelligence of at least 6.

As a full-round action, an angelic paragon may magically call her celestial companion to her side. This ability is the equivalent of a spell of a level equal to one-third the angelic paragon's level. The mount immediately appears adjacent to the angelic paragon. An angelic paragon can use this ability twice per day at 12th level, and one additional time per day at for every 4 levels thereafter, for a total of four times per day at 17th level.

At 15th level, the celestial companion gains spell resistance equal to the angelic paragon's level + 11.

Should the angelic paragon's companion die, she may not summon another for 30 days or until she gains an angelic paragon level, whichever comes first. During this 30-day period, she takes a –1 penalty on attack and weapon damage rolls. The angelic paragon must be at least 12th level before selecting this advanced heavenly gift.

Large (Ex): An angelic paragon grows in size, becoming Large. The paragon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to her natural armor. She takes a -2 penalty to her Dexterity. This size change also gives her a -1 size penalty to her AC and on attack rolls, a +1 bonus to her CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. She also gains a 10-foot reach. The angelic paragon must be Medium to select this advanced heavenly gift.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angelic paragon. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals her angelic paragon level). The angelic paragon must possess the angel subtype and lesser protective aura before selecting this advanced heavenly gift.

Summon Ally (Su): The angelic paragon may designate one person known to her, to be considered a favored ally (This designation takes a standard action, but once done it lasts until changed.). She can possess no more than 4 favored allies, +1 for every 2 class levels she possesses beyond 10th, at any one time. When she focuses and the name of the favored ally is spoken, that person is called to the spot (a standard action) appearing at the angelic paragon's location along with his gear, even if the angelic paragon and the subject are not on the same plane. The favored ally knows who is attempting to teleport him, and this heavenly gift only functions on willing travelers. The same favored ally cannot be summoned in this manner more than once per day. This is a conjuration (teleportation) effect.

Archangel (Ex):

At 20th level, the angelic paragon is elevated from traditional hierarchy of angels to a personal servant of a deity, ethos, or empyreal lord. This has several effects, including changing the angelic paragons type to outsider.

The angelic paragon gains a host of celestials. This functions as the Leadership feat, except that all her followers are angelic paragons, (their angel, archon, or azata type match her own type). As long as she has at least one point in her providence pool, she may use *sending* (as the spell) as a free action to contact any of her followers or her cohort.

The angelic paragon also becomes much harder to kill. In most cases, it's difficult to destroy a an archangel through simple combat: the "destroyed" archangel restores herself upon the home plane of her deity, ethos, or empyreal lord in 2d4 days if she is not returned to life by other means. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy an archangel is to slay her upon the home plane of her deity, ethos, or empyreal lord.

She also gains astride the ladder as a bonus providence, if she already possesses that ability, she may select another to replace it.

Archon Archetype

(Angelic Paragon)

My fellow grigori who chose follow the path of the archons are the incarnations of law and good. They have a fundamental desire to see peace, honesty, and fairness spread across all lands, especially throughout the mortal planes. These virtuous celestials prefer to motivate mortals to act with honor and integrity rather than righting mortal wrongs themselves, believing they serve the cause of righteousness by enlightening mortals to make just choices and cast off their own shackles of evil. This makes future temptations easier to resist and plants the seeds of spiritual deliverance. Thus, most archons take a subtle hand in their interactions with mortals, taking special pleasure in bringing solace and reprieve to those who are wholly unaware of their presence.

Archons however are far less subtle when it comes to combating the hordes of Damnation. And they rise up in violent opposition to the affronts of vile fiends. These encounters might take the form of vast clashing over strange armies planar holdings, or solitary archons revealing themselves upon mortal worlds to push back the machinations of fiendish invaders. In such cases, archons generally prefer to meet foes head-on if it is prudent to do so, but if outmatched, they do what they can to even the odds (usually by employing hit-and-run tactics or standing off and engaging a foe with magic before moving into melee) because war with the fiends is one without quarter. These warriors of law still however act honorably, even in dealings with demonic foes, but are not foolish or without passion.

Archons have little patience for those who do not follow strict traditions and patterns of goodness. While a cruel dictatorship might



be a legitimate enemy of the archon, rebellion and riot is not the proper way to address such an inequality, and this is where the azata, my fellow angels and I conflict with the archons. I cannot agree with them that justice and law must never be abandoned in the struggle for peace and good, for while such anarchic actions may promote further unintentional harm and mayhem, we do not believe in waiting while tyrants do intentional harm.

Alignment: Lawful Good

Weapon and Armor Proficiencies: Archons are proficient with their natural attacks, greatswords, javelins, longbows, longswords, shortspears, shortswords, and starknives as well as all shields (including tower shields). Archons are not proficient with any armor. When wearing armor, an archon loses her Celestial Armor bonus, as well as all the points in her providence pool and her heavenly gift abilities. This replaces an angelic paragon's normal weapon and armor proficiencies.

Archon Subtype: the angelic paragon is treated as possessing the archon subtype (though they do not possess any other archon traits), even by other archons. This replaces the angelic paragon's angel subtype.

Lawful Subtype (Ex): At 1st level, the archon is a native to the lawful-aligned Outer have Planes. Most archons lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects the archon as if it had a lawful alignment, no matter what its alignment actually is. The archon also suffers effects according to its actual alignment. An archon with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawful-aligned.

Archon Providences

Archon Teleport (Sp): As a standard action the archon can expend a point of providence to instantaneously teleport to any other spot within 25 ft. + 5 ft./2 angelic paragon class levels. If the spot the archon chooses is within line of sight, the archon arrive there unerringly. If the destination is not in line of sight, the archon must be able to visualize the spot or state the direction and distance to it, but the archon teleport has a 25% chance of a mishap and the archon cannot take any further actions until the archon's next turn. No matter what the rogue's destination, the archon can transport only herself and a maximum 50 lbs. (or her maximum load, whichever is less) of objects you carry or touch. She cannot transport any creature except for the archon's familiar or an animal companion or cohort of up to Tiny size (whose weight counts against her load limit). If the archon suffers a mishap or arrives in a place already occupied by a solid body, the archon and any creatures with her take 1d6 points of damage and are shunted to closest random open space on a suitable surface of the intended location. The caster level of this ability equals the archon's angelic paragon level.

If the archon is at least 8th level this can functions as *dimension door* instead, except that the archon can transport only itself and up to 50 pounds of carried objects.

If the archon is at least 10th level this functions as *teleport*, except that the archon can transport only itself and up to 50 pounds of carried objects.

If the archon is at least 14th level this functions as *greater teleport*, except that the archon can transport only itself and up to 50 pounds of carried objects.

Change Shape (Su): By expending a point of providence as a standard action an archon can assume any canine form of Small to Large size, as if using *beast shape II*. Archons that take this ability are usually known as hound archons and take on their appearance. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

Harbinger Form (Su): By expending a point of providence as a standard action an archon can transform her humanoid body and take on the form of a harbinger archon becoming a Tiny orrery that zips through the air, with thin, sharp blades flashing periodically from within. Archons that take this ability are usually known as harbinger archons. She can end this polymorph effect as a free action.

She gains a fly speed of 50 ft with perfect maneuverability, a +4 size bonus to her Dexterity, and -8 penalty to her Strength (minimum Str of 1), a +3 size bonus to attack rolls and armor class, a +6 size bonus to attack rolls and armor class, a +6 size bonus to the Fly skill, a +12 size bonus to Stealth and a -3size penalty to both CMB and CMD. She gains a Space 2-1/2 ft. with a of Reach 0 ft, though she does not provoke an attack of opportunity when entering an opponent's square. If she has the Large heavenly gift she loses it, but may select a different heavenly gift to replace it. A harbinger archon remains in one form until she chooses to assume her other form. A change in form cannot be dispelled, nor does the harbinger archon revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

In the harbinger form, the archon can extend blades from her body to strike with as primary natural attacks (1d4 damage). These blades can be enhanced by the celestial weapon providence. She gains the benefits of the Weapon Finesse feat with these blades.

In harbinger form, she also gains a wrath attack ability that replaces the soulfire ability (but it only replaces it when she is harbingers form). When in harbinger form she can expend a point of providence as a swift action and blast adjacent creatures with magical force. This wrath attack deals 1d6 points of force damage + 1d6 points of force damage + 1d6 points of force damage for every two angelic paragon levels the archon gains after 1st level (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th , Etc.) A successful reflex save (DC 12 +1/2 the angelic paragon's class level + her Cha modifier) halves this damage.

As a move-equivalent action, the archon can break apart into components. This is treated as gaseous form, except the archon retains its full flight speed and DR, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action. An angelic paragon can only possess one alternate form providence at a time. An archon must be at least 5th level to select this alternate form providence.

Hone Senses (Su): By expending a point of providence as a swift action an archon can concentrate its attention. For a number of rounds equal to her angelic paragon level, the range of the archon's darkvision is doubled, she gains a +6 bonus on Perception checks,

and she gains blindsense out to a range of 15 feet. Archons that take this ability are usually known as spyglass archons and take on their appearance (black-skinned, unnaturally quiet, clearly belonging to one used to slinking unseen and unheard through dark places, along with a black mask. If it has wings via the flight heavenly gift those wings become black completing her figure's stealthy appearance.

Lantern Form (Su): By expending a point of providence as a standard action an archon can shift between her humanoid body and the form of a lantern archon. Archons that take this ability are usually known as lantern archons. In lantern form, she becomes sized Small (as alter self), and gains a fly speed of 60 ft. with perfect maneuverability and gains a light rays attack-she can use her supernatural abilities or use spell-like abilities in this form, but can't make physical attacks or cast spells. A lantern archon remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the lantern archon revert to any particular form when killed (both shapes are its true form). A true *seeing* spell reveals both forms simultaneously.

In lantern form, she gains a light ray attack ability that replaces the soulfire ability (but it only replaces it when she is lantern form). When in lantern form she can expend a point of providence and fire a beam of light to damage foes. These light rays require a ranged touch attack have a maximum range of 300 feet (no range increment). This deals 1d6 points of damage + 1d6 points of damage for every two angelic paragon levels the archon gains after 1st level (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, Etc.) This untyped damage is not subject to damage reduction, immunity, or resistance. An angelic paragon can only possess one alternate form providence at a time. An archon must be at least 5th level to select this alternate form providence.

Lawful Spirit (Sp/Su): Archons are often are charged with maintaining order in the cosmos. By expending a providence point, as a swift action the archon can grant a willing creature within 100' (including herself) the power of divine order, allowing them to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. One can select this providence a second time at 9th level or thereafter, if the archon does she also gives any weapon wielded by that creature the axiomatic special weapon quality with one weapon she wields for 1 minute.

Flames of Faith (Su): This modifies a archon's celestial weaponry ability, making its flaming weapon quality the *flaming burst* ability (essentially granting an extra +1 bonus that is spent upgrading the weapon quality), if the archon is wielding a greatsword (the weapon's total bonus still exceed +10). The archon can also expend a point to manifest in a burst of harmless flame a greatsword that vanishes if it leaves her hand.

In addition as long as she has at least one point in her providence pool she can manifest a javelin, in a similar burst of harmless flame, this allows her to make iterant attacks if her base attack bonus is high enough. If not used as a ranged attack the javelin vanishes if it leaves her hand, if used in a ranged attack it vanishes after hitting or missing its target.

This providence also modifies the celestial weapon ability: After using the class feature to enhance a javelin, each javelin she throws for the next minute gains the same abilities as granted by celestial weapon, it loses this enhancement in the same manner that a manifested javelin disappears (hits its target, misses its target, is disarmed etc.) Archons that take this providence are usually known as legion archons taking on the appearance of a celestial knight, if it has wings they take on the appearance of being metallic wings and seem grow from her celestial armor. The angelic paragon must be at least 5th level to select this providence.

Spear and Shield (Su): By expending a point of providence as a swift action an archon can transform her hands into a tower shield and a shortspear either individually, or back to hands again (transforming back does not expend a point). When using celestial weaponry the archon can exchange the flaming weapon ability for a +1 enhancement bonus. She cannot transform both hands into shields or both into take shortspears. Archons that this providence are usually known as shield archons and her celestial armor takes on the appearance of sheathing her in metal from head to toe. The shield archon is considered proficient with both and never takes the typical -2 penalty on attack rolls while wielding a tower shield. A shield archon's weapons cannot be disarmed, but they can be sundered. If a shield archon loses her spear or shield, she can manifest a new one by expending an additional point of providence



as a standard action. When a shield archon is slain or rendered unconscious, these two items fade away—they cannot be looted or wielded by any other creature.

In addition, the shield archon can utilize her pool of providence to enhance the power of her tower shield. By expending 1 point from her pool of providence as a swift action, she can give her tower shield a +1 enhancement bonus for 1 minute. For every 4 levels beyond 1st, this bonus increases by +1, to a maximum of +5 at 17th level.

Alternatively, these bonuses can be used to apply any special ability that could be applied to a tower shield. Only special abilities whose base price is expressed in an equivalent enhancement bonus can be applied in this way. Applying these properties consumes a number of bonuses equal to the ability's base price. In order to apply special abilities to her tower shield in this way, it must have an enhancement bonus of at least +1 at the completion of this ability, either as a result of this ability or from another source. The shield's enhancement bonus cannot exceed +5, and its total bonus cannot exceed +10.

The shield archon can meditate for 10 minutes and expend a point from its pool of providence and manifest two charms (a shorstpear and a tower shield) marked with her holv symbol like those that would attach to a bracelet. While manifested she suffers a -1 penalty to attack and damage, and a -1 penalty to AC. These "charms" can be enchanted just as a masterwork shortspear and masterwork tower shield can be. When the small charm is destroyed it grants the special abilities to the respective shortspear and tower shield created by this providence. Only one charm can be manifested at a time, if another is manifested the other disappears. The angelic paragon must be at least 7th level to select this providence.

Trumpet (Su) The archon gains a gleaming magical trumpet or horn. The archon typically adorns the trumpet with the standard of their deity, ethos, or empyreal lord. Archons that take this providence are usually known as trumpet archons and take on their appearance. By expending a point of providence as a standard action an archon can issue forth a blast from the trumpet, all non-allies within 100 feet of the trumpet's blast must succeed on a Fortitude save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) or be paralyzed for 1d4 rounds. The archon can also expend a point of providence as free action and transform the trumpet into a *masterwork* greatsword (or back again). When using celestial weaponry to modify this great sword the archon can exchange the flaming weapon ability for a +1 enhancement bonus. Out of the archon's hands, it is a chunk of useless metal or a greatsword though it can still be enchanted as if it were masterwork. If it is destroyed, she can manifest a new one by expending an additional point of providence as a standard action. The angelic paragon must be at least 11th level to select this providence.

Explosive Rebirth (Su): As long as the archon possesses at least one point of providence in her pool, when she is killed, she explodes in a blinding flash of energy that deals 50 points of damage (half fire, half holy damage) to anything within 100 feet a successful Reflex save (DC 10 +1/2 the angelic paragon's class level + her Con modifier) results in half damage. The slain archon is resurrected (as true resurrection) 1d4 rounds later replacing explosive rebirth with the spear and shield providence. Archons that take this providence are usually known as star archons and gain a nimbus of pearly light shedding light like a torch (she can suppress this as a move action for 1 minute). The angelic paragon must be at least 17th level to select this providence.

Archon Heavenly Gifts

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius

of an archon must succeed on a Will save (DC 12 + 1/2 the angelic paragon's class level + her Cha modifier) to resist its effects. The save DC includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Bite (Ex): Archons that take this ability are usually known as hound archons. The archon's maw becomes filled with razorsharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large) plus its Strength modifier. If the archon selects this heavenly gift a second time or already has a bite attack, this heavenly gift allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite. Usually only hound archon's take this heavenly gift.

Gore (Ex): An archon grows sweeping antlers on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large) plus her Strength modifier. Archons that take this heavenly gift are usually known as stag archons.

Push (Ex): An archon gains the ability to push creatures away with a successful attack with her gore attack. Whenever the eidolon makes a successful gore attack, she can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the archon. This ability only works on creatures of a size equal to or smaller than the archon. Creatures pushed in this way do not provoke attacks of opportunity. The archon must possess the gore heavenly gift before she can select this heavenly gift.

Azata Archetype

(Angelic Paragon)

Grigori who embrace the path of the azata believe that the pursuit of freedom and goodness is paramount. They become angelic paragons of these concepts, roaming the planes in search of good folk in need of their help. They rarely stay in one place for long and prefer the thrill of motion and discovery to creature comforts. They are colorful and celebratory beings, quick to greet a new companion like old friends. This tendency means they are unlikely to agree to serve mortals for an extended period, preferring to arrive, get the job done, and move on to some other quest or challenge which makes them well suited to joining the Questors Society. As much as they seek to

spread the cause of freedom and joy, they refuse to enforce this view upon others, as that would violate their fundamental nature, and as such tend to stay removed from mortal conflicts. In cases where the forces of Damnation act overtly, however, and intrude upon mortal worlds, azatas are quick to rally to defend such realms and aid those who have no hope of defending themselves.

Azatas powerful personalities and strong sense of individual freedom often see them disagreeing on how best to handle a particular situation. These arguments can fester and grow into long-lasting nonviolent grudges. In cases where a single azata is convinced his way is right, he will enter a self-imposed exile, abandoning the support of his kin so he can launch a one-azata crusade to right a wrong.

Alignment: Chaotic Good

Weapon and Armor Proficiencies: Azata are proficient with their natural attacks, greatswords, longbows, longswords, scimitar, sickles, and starknives. Azata are



not proficient with any armor or shields. When wearing armor, an azata loses her Celestial Armor bonus, as well as all the points in her providence pool and her heavenly gift abilities. This replaces an angelic paragon's normal weapon and armor proficiencies.

Azata Subtype: the angelic paragon loses the angel subtype and is treated as possessing the azata subtype (though they do not possess any other azata traits), even by other azata. This replaces the angelic paragon's angel subtype.

Chaotic Subtype: The azata is native to the chaotic-aligned Outer Planes. Most azata also have chaotic alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects the azata as if she had a chaotic alignment, no matter what her alignment actually is. The azata also suffers effects according to her actual alignment. An azata overcomes damage reduction as if her

natural weapons and any weapons it wields are chaotically aligned.

Azata Providences

Autumnal Embrace (Su): By expending a point of providence as a swift action, an azata can strike any creature within 30 feet barren or sterile. The target must succeed at a Fortitude save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) or lose any ability it had to reproduce or bear children. This effect can only be removed by *heal, limited wish, miracle, remove curse,* or *wish* spell. Creatures that magically reproduce are not affected by this ability. An azata must be at least 5th level to select this providence

Azata Senses (Sp/Su): So long as the azata possesses at least one providence point in her pool she can at will use *detect animals or plants, detect evil, detect magic,* and *detect thoughts* as a spell-like ability. She can only use one of these at any given time with a caster level equal to her angelic paragon level.

She also gains darkvision 60 ft. (she can see perfectly in the dark up to 60 feet.) or Low-Light Vision allowing her to see twice as far as humans in conditions of dim light. Whichever she does not possess.

She can expend one point of providence as a standard action and cast *see invisibility* as a spell-like ability.

At 9th level once per week she can meditate for 10 minutes and expend one point of providence and cast *commune* as a spell-like ability.

If she possesses the mutable polymorph and raelis's fist azata heavenly gifts, she automatically senses the presence and basic topic of any books, scrolls, or other writings within 50 feet. By spending a point of providence as a free action, she can gain a deeper understanding of the text, treating up to 100 pages of non-magical writing as if she had read it, or treating one magical spell or scroll as if she had read it and successfully made a successful Spellcraft check to understand it.

If she possesses the flaming body azata greater heavenly gift, and she expends one point of providence as a standard action she also gains tremorsense 60 ft. for 1 minute per angelic paragon level or she can cast *stone tell* as a spell-like ability. This replaces the angelic paragon's angelic senses providence.

Azata Starknives (Su): As long as the angelic paragon has at least one point in her providence pool, she can manifest a starknife, in a burst of starlight, this allows her to make iterant attacks if her base attack bonus is high enough. If not used as a ranged attack the starknife vanishes if it leaves her hand, if used in a ranged attack it vanishes after hitting or missing its target.

This providence also modifies the celestial weapon ability, after using the class feature to enhance any starknife, each starknife she throws for the next minute gains the same abilities as granted by celestial weapon to that first starknife. It loses these enhancements in the same manner that a manifested starknife disappears (hits its target, misses its target, is disarmed etc.) The angelic paragon must be at least 5th level to select this providence.

Light form (Su): By expending a point of providence as a swift action, an azata can shift between her humanoid body and one made of light. Azata that takes this ability are usually known as ghaele. In light form, she gains a fly speed of 150 ft. with perfect maneuverability and gains the incorporeal subtype and incorporeal quality. She only takes half damage from corporeal sources as long as they are magic (she takes no damage from nonmagical weapons and objects)—she can use supernatural abilities or use spelllike abilities in this form though if they deal damage they only deal half-damage to
corporeal creatures, and she can't make physical attacks, use extraordinary abilities, or cast spells. This is a polymorph effect.

A ghaele remains in one form until she chooses to assume her other form. A change in form cannot be dispelled, nor does the ghaele revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

In light form, she gains a light ray ability that replaces the soulfire ability (but it only replaces it when she is light form). When in light form she can expend a point of providence as a swift action and fire a beam of light to damage foes. This light ray requires a ranged touch attack and has a maximum range of 300 feet (no range increment). This deals 1d6 points of damage + 1d6 points of damage for every two angelic paragon levels the archon gains after 1st level (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, Etc.) This untyped damage is not subject to damage reduction, immunity, or resistance. An angelic paragon can only possess one alternate form providence at a time. An azata must be at least 15th level to select this providence.

Lyrakien Form (Su): By expending a point of providence as a swift action, an azata can shift between her humanoid body and the form of a lyrakien azata, a lithe form with delicate butterfly wings surrounded by sparkling lights and gentle rainbow arcs. Archons that take this ability are usually known as lyrakien archons. This is a polymorph effect.

She gains a fly speed of 80 ft with perfect maneuverability, a +4 size bonus to her Dexterity, and -8 penalty to her Strength (minimum Str of 1), a +3 size bonus to attack rolls and armor class, a +6 size bonus to the Fly skill, a +12 size bonus to Stealth and a -3size penalty to both CMB and CMD. She gains a Space 2-1/2 ft. with a of Reach 0 ft. If



she has the Large heavenly gift she loses it, but may select a different heavenly gift to replace it, but once chosen it cannot be changed and reverts back to Large when she changes back to her humanoid body. Her gear is also changed appropriately for the character's new stature. Her gear is transformed to allow for and accommodate her wings but if she stops attending it, the gear reverts to normal size.

A lyrakien azata remains in one form until she chooses to assume her other form. A change in form cannot be dispelled, nor does the lyrakien azata revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

In the lyrakien form the archon gains Perform (any one, once chosen this cannot be changed) as a class skill and gains bonus ranks in that skill equal to her angelic paragon level. If she expends a point of providence as a standard action, she makes a performance skill check as part of this expenditure and if she makes DC equal to 10 plus the creature's HD, the creature listening to her performance removes the effects of exhaustion and fatigue, though she cannot remove her own.

In lyrakien form she also gains a starlight burst supernatural attack that replaces the souls fire providence gained at 1st level but only in lyrakien form. By expending a point of providence as a move action an azata can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot radius burst per angelic paragon level. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. This damage increases by 1d4 points of damage plus 1 point for each alignment step for every two angelic paragon levels she gains after 1st level (2d4+2 at 3rd, 3d4+3 at 5th, 4d4+4 at 7th . Etc.) A successful Reflex Save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) results in half damage.

For example at 5th level, a chaotic neutral or neutral good creature would take 4d4+4 points of damage, a neutral creature would take 4d4+8 points of damage, and a lawful evil creature would take 4d4+16 points of damage. Chaotic good creatures are unaffected by this ability. An angelic paragon can only possess one alternate form providence at a time. An archon must be at least 5th level to select this providence.

Mutable Polymorph (Sp/Su): By expending a point of providence as swift action an azata can cast *alter self* as a spell-like ability with a caster level equal to her angelic paragon level.

As long as she possesses at least one point in her providence pool, when using spells, spell-like abilities or magic items with the polymorph descriptor, she has an uncanny amount of control over her target shape. While she still cannot use the spells to transform into specific individuals, she can control the skin tone, the hair color, the general body shape, and even the gender of the creature she transforms into, granting her a +20 bonus on Disguise checks instead of the usual +10. This is a free action made as part of the casting or activation.

Steal Magic (Su): By expending a point of providence as a standard action an azata can make a touch attack against a creature under the effect of a spell or spells and attempt to dispel the effect as per the dispel magic spell (Caster level equal to her angelic paragon level). Azata that take this ability are usually known as yamah. If the attempt is successful, the yamah absorbs the magical energy and converts it into a bolt of force. A yamah can use a force bolt to make a ranged touch attack as a swift action that deals 1d6 points of force damage for every spell level of the effect dispelled by the yamah (for example, if a yamah dispels a 2nd-level spell with its steal magic ability, the resulting force bolt deals 2d6 points of force damage; 0-level spells deal 1 point of force damage.). These force bolts have a range of 100 feet with no range increment. A yamah can only carry a number of force bolts equal to her Charisma bonus (minimum of 1), and any force bolts not used when the angelic paragon regains her pool of providence points, disappear and are wasted. An azata must be at least 7th level to select this providence.

Windform (Su) By expending a point of providence as a swift action an azata can shift between her humanoid body and a body made of wind and mist. Azata that take this ability are usually known as bralani. In wind form, she functions as if under the effects of a *wind walk* spell (Caster level equal to her angelic paragon level). She can use her other abilities in either form. A bralani remains in one form until she chooses to assume her other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are

its true form). A *true seeing* spell reveals both forms simultaneously. This is a polymorph effect.

In windform she gains a whirlwind blast ability that replaces the soulfire ability (but it only replaces it when she is windform). When in wind form, a bralani can expend a point of providence as a move action and attack with a scouring blast of wind, dealing 1d6 points of damage + 1d6 points of damage for every two angelic paragon levels she gains after 1st level (2d6 at 3rd, 3d6 at 5th, 4d6 at 7th , Etc.) in a 20-foot line. A successful Reflex Save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) results in half damage. This untyped damage is not subject to damage reduction, immunity, or resistance. An angelic paragon can only possess one alternate form providence at a time. An azata must be at least 7th level to select this providence.

Winter Sickle (Su): This modifies an archon's celestial weaponry ability, making its *flaming* weapon quality the *icy burst* ability (essentially granting an extra +1 bonus that is spent modifying and upgrading the weapon quality), if the azata is wielding a sickle (the weapon's total bonus still cannot exceed +10). The azata can also expend a point of providence as a free action and manifest a jagged blade made from frost-covered vines that vanishes if it leaves her hand. Any sickle in her hands takes on this appearance. An azata must be at least 13th level to select this providence.

Azata Heavenly Gifts

Azata Resistance (Ex): The azata gains cold, electricity and fire resistance 10, she also gains a +6 racial save vs. petrification. This replaces Greater Angelic Resistance.

Constrict (Ex): An azata vines grow in strength allowing it to crush those it grapples. Whenever the azata successfully grapples a foe using the grab heavenly gift, it deals additional damage equal to the amount

of damage dealt by the vine attack. This heavenly gift is only available to azata with the vine and grab heavenly gifts.

Grab (Ex): An azata becomes adept at grappling foes with her vines, gaining the grab ability. Whenever the azata makes a successful vine attack, she can attempt a free combat maneuver check. If successful, the azata grapples the target. This ability only works on creatures of a size one category smaller than the azata or smaller. Azata with this heavenly gift receive a +4 bonus on CMB checks made to grapple. This heavenly gift is only available to azata with the vine heavenly gift.

Raelis's Fist (Ex): Azata with this ability are known as Raelis their skin becoming bronzed and their body becoming lithe. The azata must declare that she is using advanced heavenly gift before she make her attack roll (thus, a failed attack roll ruins the attempt). Raelis's Fist forces a foe damaged by her slam attack to make a Fortitude saving throw (DC 10 + 1/2 her angelic paragon level + her Str modifier), in addition to dealing damage normally. A defender who fails this saving throw is dazed for 1 round (until just before her next turn). If the azata is at least 17th level, and the attack is a critical hit and the target fails its save, the creature is instead stunned for 1d4 rounds. She may attempt a raelis's fist attack once per day for every four angelic paragon levels, and no more than once per round. Constructs, oozes, plants, incorporeal undead. creatures. and creature's immune to critical hits cannot be dazed or stunned.

Vines (Ex): The azata possesses a long, sinuous vine, granting it a vine attack. This attack is a secondary attack. The vine attack deals 1d6 points of damage (1d8 if Large) plus half her Str modifier. The azata's reach with that attack increases by 5 feet. Azata that take this ability are usually known as veranallia and gain the appearance of a rosyhaired woman with a mass of vines and



leaves that cover her body (her celestial armor). The plant matter silently weaves about her frame seemingly of its own volition, and consists of flourishing vines bursting with blooming flowers as well as wilted leaves covered with a silvery sheen of hoarfrost. This heavenly gift can be selected more than once.

Azata Greater Heavenly Gifts

Azata Immunity (Ex): The azata becomes immune to electricity or petrification. The azata can select this ability one additional time selecting the other type the second time. The azata must be at least 10th level and possess azata resistance to select this gift. This greater heavenly gift replaces Angelic Immunity.

Ghaele Glare (Su): The angelic paragon can expend one providence point as a standard action and glare at her opponents. This slays three evil target creatures of 5 HD or less (range 60 feet, Will DC 10 + 1/2 the angelic paragon's class level + her Cha modifier negates, shaken for 2d10 rounds on a successful save). A Nonevil target creature, and evil targets with more than 5 HD, must succeed on a Will save (same DC) or be shaken for 2d10 rounds. For every five class levels past 10th, the angelic paragon can target an additional creature with this ability (maximum 5 at 20th level). This is a mindaffecting form dependent fear effect.

Veranallia Rebirth (Su): Once per day the azata creates a cocoon-like prison out of the surrounding environment, hidden among the natural setting, to hold a subject motionless a successful Will save (DC 10 + 1/2 the angelic paragon's class level + her Cha modifier) negates. While so imprisoned, the target cannot be harmed, grows no older, and its body functions virtually cease. It is helpless and cannot use any abilities, even purely mental ones (except those listed below).

For up to one hour per day, the azata can mentally communicate with it via telepathy, and she can compel an answer to her questions as if she had cast suggestion, though a successful Will save (same DC) negates the compulsion. Only 8th level or higher divinations or a successful Perception check made at the site of the creature's cocoon (DC 15 + her angelic paragon level + her Cha modifier) can find an imprisoned target. A remove curse or freedom effect can free it, though a *freedom of movement* will not. A helpless creature receives no saving throw against this spell (often, when granted the option of this type of imprisonment or death, a target submits to the spell).

In addition, a creature can choose to will its own death while within the cocoon. A dead creature within the cocoon is reincarnated usually as a chaotic good assimar (GM's choice, PCs should not be reincarnated as assimar unless it is a playable race in the GM campaign), though the creature only gains one permanent negative level when it is reincarnated rather than the standard two. The reincarnated creature along with all its attended equipment is then teleported to a place of its choice as per greater teleport. The creature's original body decays and sinks into the ground, affecting the surrounding area in a 1/2-mile radius as though with plant growth (enrichment). An azata must be at least 16th level to select this greater heavenly gift.

Brijidine Archetype

(Azata Angelic Paragon)

These grigori not only embrace the path of the azata but attuned to the passionate powers of earth and fire. Whatever passion they have be it they purse it with a near allconsuming zeal and help others to pursue their passions as well, and will quickly befriend anyone who shares their passion. Fire rather than being destructive is the symbol of passion, purity, and light. While the fire can burn you, it also cooks your food and warms your home against the coming winter.

However, my brijidine kindred find the existence of hellfire to be the rankest blasphemy. Any creature that uses hellfire be he mortal magician, purifier of the burning pentacle, or devil bound to Their Dark Lord of Fire will be marked as a brijidine's true foe.

Azata: an angelic paragon gains the azata archetype.

Burn (Ex): At 1st level As long as she possesses at least one point in her providence pool a brijidine deals +1d6 fire damage in addition to damage dealt on a successful hit in melee (this stacks with the flaming weapons special quality.

At 3^{rd} level those affected by the fire damage must also succeed on a Reflex save or catch fire, taking 1d6 fire damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 her angelic paragon level + her Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

At 6th level creatures that hit a brijidine with natural weapons or unarmed attacks take 1d6 fire damage as though hit by the brijidine and must make a Reflex save to avoid catching on fire.

Because of her body's light, a brijidine has a -8 penalty to Stealth checks. She can dampen down this flame to that of a candle and reduce the penalty to -4, but doing so negates all fire damage from this ability. This replaces the soul's fire providence gained at 1st level.



Fire Subtype (Ex): The brijidine gains immunity to fire and gains vulnerability to cold. The brijidine takes half again as much damage (+50%) from the cold energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. She also suffers a –4 penalty on saves against spells and effects that have the cold descriptor. See loses any resistance or immunity to cold she possesses. This replaces the heavenly gift gained at 2nd level.

Flaming Body (Ex): A brijidine's body becomes molten rock covered in dancing flames. A creature that grapples a brijidine or is grappled by one takes 6d6 points of fire damage each round the grapple persists. This replaces the heavenly gift gained at 6th level.

Brijidine Magic (Sp): A brijidine learns to cast a major spell as a spell-like ability. Select one spell from the following list: *meld into stone* (self only), *soften earth and stone, spike stone, stone shape,* or *wall of stone.* She can expend one point of point of providence as a standard action to cast the chosen spell as a spell-like ability. If the *spike stone,* or *wall of stone* spell is selected it can only be used once per day.

The caster level for this spell-like ability is equal to her angelic paragon's level -2. The save DC for this spell is 10 + the level of the spell + the angelic paragon's Cha modifier. The brijidine must have a Charisma score of at least 15 to use this this providence. This providence replaces the providence gained at 9th level and can be selected more than once after that level as providence. Each time the brijidine selects this providence, it applies to a new spell from the above list.

Heat Stone (Su): Whenever a brijidine uses her *meld into stone, soften earth and stone, spike stones, stone shape,* or *wall of stone* spell-like abilities, she can have the affected stone radiate intense heat for 1 minute. Any creature within 5 feet of the stone takes 1d6 fire damage per round. This replaces the heavenly gift gained at 10th level.

Obsidian Blade (Su): This modifies a archon's celestial weaponry ability, making its flaming weapon quality the *flaming burst* ability (essentially granting an extra +1 bonus that is spent upgrading the weapon quality), or the *keen* ability if the archon is wielding a longsword (the weapon's total bonus still exceed +10). The archon can also expend a point of providence as a free action to manifest in a burst of harmless flame a blade of volcanic glass that functions a longsword that vanishes if it leaves her hand. This replaces the providence gained at 11th level.

Lava Blast (Su): By expending a point of providence, a brijidine can hurl a glob of lava at a target as a standard action. This ranged touch attack has a range increment of 30 feet and deals 1d6 points of fire damage every 2 angelic paragon class levels. This replaces the providence gained at 15th level

Entrap (Su): The brijidine's lava blast cools rapidly becoming stone that restricts another creature's movement. A target hit by the lava blast attack must make a Fort save (DC 10 + 1/2 her angelic paragon level + her Con modifier) or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fort save (Save DC) or become helpless for the listed duration.

A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a fullround action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping stone frees the creature (hardness 8, hp 30). This replaces the heavenly gift gained at 17th level.

Cherub Archetype (Angelic

(Paragon)

All of the cherubim I have known are infinitely more protective, tolerant, and vigilant than I. They are the great guardians of Heaven. They are distrustful if you are not known to them, and despise those who shirk from their duties, and consider oathbreakers, nearly as vile as a fiend of Damantion.

The bodies of grigori who follow this path become lion-like with human faces (some are more bestial than others are), their front paws are as dexterous as human hands and small feathered wings. Their manes apparently can be anything they desire, I haves seen maneless, short thick and snow white, or long and luxurious deep purple. A few have variant bodies, always quadrupeds, and most often some type of great cat, but I did note one bull-like body. They uses shoulder harnesses to hold special items, but they like other accents to match their coloration for they can be a bit vain.

One of the greatest deceptions of the War of the Fallen, when they were first created was convincing the fiends of Damnation that the new guardians of Heavens' gates were fat, winged babies. The fiends were ill prepared



for the cherubim's true form, so what one would think would embarrass them in actuality is a source of pride for them.

+2 Strength: Cherubim are quite strong having been created as defenders of Heavens' Gates. This replaces the angelic paragon's 4 points Medium). This replaces the angelic paragon's normal weapon proficiencies plus her racial humanoid form with that of a quadruped leonine creature with a humanlike face and small wings (which are non-functional unless the cherubim takes the flight heavenly gift).

Roar (Su): By expending a providence point, a cherub can loose a terrifying roar in a 30-foot-long cone. All non-allies within the cone must succeed at a Will save (DC 10 + 1/2her angelic paragon level + her Cha modifier) or be shaken for 1d6 rounds. This replaces the flaming weapon providence granted at 1st level. racial trait bonuses and penalties to her ability scores.

Claws (Ex): A cherubim has two claw attacks that are natural weapons. Each claw attack deals damage based on its size (1d

Grab (Ex): A cherub becomes adept at grappling foes, gaining the grab ability with its claw attacks. Whenever the cherub makes a successful attack of the selected type, she can attempt a free combat maneuver check. If successful, the cherub grapples the target. This ability only works on creatures of a size one category smaller than the cherub. Cherub with this heavenly gift receive a +4 bonus on CMB checks made to grapple. This replaces the heavenly gift granted at 2nd Level

Rake (Ex): A cherub grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These attacks

are primary attacks. The cherub receives these additional attacks each time it succeeds on a grapple check against the target. This replaces the heavenly gift granted at 4th Level

Tillend Archetype

(Azata Angelic Paragon)

Among my fellow grigori, lillends are the taletellers and chroniclers, gathering lore and recording stories in the form of epic poems and songs. They are generally peaceful, though they are swift to act if they believe a piece of rare art or a talented artist is threatened.

They find the greatest joy in music, art, and performance and favor the company of bards or a receptive audience. They also love unspoiled wilderness and as such also make close connections with druids and rangers. They often take up the role of mentor or patron of the arts when disguising themselves, yet to enjoy their splendor they fight to make sure that the greatest works of art remain safe for future generations. In the defense of such beauty, lillends prove passionate foes, calling upon the might of nearby allies or crushing philistines in their striking but deadly coils.

Azata Archetype: The lillend must take the azata archetype.

Bardic Performance (Su): At 1st level, a lillend gains the bardic performance ability as a bard. Her bard level is equal to her angelic paragon level. This replaces the 1st level providence ability, it pool, and every

providence granted at every odd level thereafter.

Spells: At 1st level, a lillend casts spells as a bard with a class level equal to her angelic paragon class level. They favor enchantment and healing spells. This replaces the heavenly gift the angelic paragon receives every 4th level.

Tail Slap (Ex): At 1st level, a lillend can use her tail to bash nearby foes, granting her a tail slap attack. This attack is a secondary attack. The tail slap deals 1d8 points of damage (2d6 if Large) plus half her Str modifier. This replaces the angelic paragon's normal racial humanoid form with that of a seductive, winged elven woman from the waist up and that of a snake from the waist down. Her wings are non-functional unless she takes the flight heavenly gift.

Lillend Heavenly Gifts

Grab (Ex): A lillend becomes adept at grappling foes with her tail, gaining the grab ability. Whenever the lillend makes a successful tail slap attack, she can attempt a free combat maneuver check. If successful, she grapples the target. This ability only works on creatures of a size one category smaller than her or smaller. Lillend with this heavenly gift receive a +4 bonus on CMB checks made to grapple.

Constrict (Ex): A lillend's serpentine body grows in strength allowing it to crush those it grapples. Whenever she successfully grapples a foe using the grab ability, it deals additional damage equal to the amount of damage dealt by her tail slap attack. The lillend must possess the grab heavenly gift before selecting this ability.



Ophanim Archetype

(Angelic Paragon)

Some grigori are chosen or chose to become Heaven's messengers, angels of fire and motion. They are known for their amazing ability to navigate and their love of news, travel, talk, and speed. Among the most alien of the angels, ophanim are good at impressing mortal or striking fear into the hearts of foes. The singular form of ophanim is ophanite, with an informal plural "ophanites" in common use.

Ophanim are enthusiastic, energetic, impulsive, and outgoing. They enjoy moving fast, experiencing new things, traveling to new places, and meeting new people. They dislike standing still, even more so then the azata. Those who I have known prefer actions to words and accomplishments to appearances.

Those of my fellow grigori who take on the path of the Ophanim become wheels or rings made of fire, ranging from bright white to yellow, orange, or red and mixtures of all of these. Some ophanim appear more like circular chains of fire, a flaming disk, or even a mass of burning coals. Despite appearances to the contrary, ophanim do have vital spots and are as subject to injury as any other grigori save against fire. Often described as many-eyed, ophanim usually do not have visible eyes, though many have multiple bright spots within their flames that resemble eyes. While their size, light intensity. and body thickness varies, ophanim are generally 5 feet in diameter and about 6 inches thick, and they burn brightly like torches. Ophanim are hard for most mortals and other celestials to tell apart, but they can always recognize each other. Lacking conventional physical bodies, ophanim have little use for tools, but some who possess alternate forms do carry them.



The ophanim I have known love to talk even more than they like to listen, and they get along well with other loquacious beings. Their love of the outdoors and travel makes them friends with druids and rangers. As angels of fire, they have a healthy relationship with forge-loving races such as dwarves, giants, and gargoyles, though ophanim rarely like to remain in one place long enough to practice much smithcraft. The one ophanim that was part of the lion host had an alternate humanoid form and goes about in the mortal society of Questhaven functioning as a socialite, scout, and guide having been adopted into one of your adventuring Legacy Houses.

+2 Dexterity, +2 Wisdom, -2 Constitution: Ophanim are quick and observant but are delicate creatures. This replaces the angelic paragon's racial trait bonuses and penalties to her ability scores.

Slam (Ex): At 1st level an ophanite has a slam attack that is a primary natural weapon dealing 1d8 points of damage plus one and

half times its Strength modifier. This replaces an orphanite's weapon and armor proficiencies.

Burn (Ex): At 1st level As long as she possesses at least one point in her providence pool a brijidine deals +1d6 fire damage in addition to damage dealt on a successful hit in melee.

At 3rd level those affected by the fire damage must also succeed on a Reflex save or catch fire, taking 1d6 fire damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 her angelic paragon level + her Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

At 6th level creatures that hit a brijidine with natural weapons or unarmed attacks take 1d6 fire damage as though hit by the brijidine and must make a Reflex save to avoid catching on fire.

Because of her body's light, an ophanite has a -8 penalty to Stealth checks. She can dampen down this flame to that of a candle and reduce the penalty to -4, but doing so negates all fire damage from this ability. This replaces the celestial weapon providence granted at 1st level.

Fire Subtype (Ex): The ophanim gains immunity to fire and gains vulnerability to cold. The ophanim takes half again as much damage (+50%) from the cold energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. She also suffers a –4 penalty on saves against spells and effects that have the cold descriptor. See loses any resistance or immunity to cold she possesses. This replaces the heavenly gift gained at 2nd level.

All-Around Vision (Ex): An ophanite's many "eyes" give her the ability to see in all directions. As long as an ophanite can see,

she cannot be flanked. The replaces the orphanite's heavenly gift gained at 4th level.

Flight (Su): The orphanite gains a fly speed equal to its base speed, flying by means of magic, it possesses perfect maneuverability. The orphanite's fly speed can be increased by taking this heavenly gift a second time, gaining a 20-foot increase to fly speed for each additional time it is selected. This replaces the orphanite's heavenly gift gained at 6th level.

Sereph Archetype

(Angelic Paragon)

Seraphim are angels of love, light, and fire, and hover near their patron deity singing praise and adoration. Seraphim are known for their fierce devotion to their cause, their ability to influence even the most reticent hearts, and their power to summon others of their kind. While ophanim may be the messengers of Heaven, the naturally charismatic seraphim are the spokesmen and heralds. The singular form of seraphim is seraph, with an informal plural "seraphs" in common use.

Grigori who take up the path of the seraphim become serene, self-assured, generous, and helpful. Seraphim often assume a teaching manner with other angels and mortal servants, imparting the wisdom they have gained by firsthand experience and proximity to their deity. They rarely become angry, usually demonstrating ire only when confronted with great hatred and cruelty.

This path like the ophanim makes great physical changes to the grigori who follow it, for they become celestial serpents with shining scales and six bright eyes. Their wings may be of any color, though they are



usually lighter hues, with white the most common shade. Seraphim can resemble most kinds of mortal snakes, but slender forms prevail. Regardless of outer shape, a seraph can close his mouth to conceal his teeth. Seraphim may be of any color: Most look like beautiful mortal snakes, but some appear truly splendid or bizarre. (I speculate that couatls were created by deities inspired by these fantastic serpentine angels.) Seraphim do not have arms, but some with alternate humanoid forms still carry them.

Seraphim make a point to get along with everyone. Even gruff or rude barbarians, bloodragers, and skalds have to admit that seraphim are good to talk to. Druids and rangers are fascinated by the serpentine nature of seraphim, and because they tolerate most behavior that is not deliberately insulting every gnome and lurker does too. Some folk do react with awe or fear because of a lingering subconscious fear of snakes, but the angel's pleasant voice friendly manner often quickly and overcomes this reaction.

Aflame with Love (Ex): The seraph are suffused with the fire of love. As long as the Seraphim possesses at least one point in her pool of providence she is immune to all mind-affecting effects that would make her react negatively toward or take harmful against another creature. action For example, while charm monster or dominate monster can affect her, the caster of the spell cannot convince or force a seraph to attack creatures. Attempting to do so ends the effect immediately. However, an affected seraph would aid the caster's allies with her abilities, speak favorably on the caster's behalf, and so on. This replaces the celestial weapon providence at 1st level.

Breath Weapon (Su): A seraph can expend a point of providence as a standard action once every 1d4 rounds and exhale a 30-foot cone that deals 1d6 points of soulfire damage per angelic paragon level she possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the angelic paragon's class level + her Con modifier. This replaces the soulfire providence at 1st level.

Bite (Ex): The seraph's maw is filled with razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d8 points of damage (2d6 if Large) plus 1 and 1/2 her Strength modifier. The seraph's reach with that attack increases by 5 feet. This replaces a seraph's normal weapon proficiencies.

Fire Subtype (Ex): The seraph gains immunity to fire and gains vulnerability to cold. The seraph takes half again as much damage (+50%) from the cold energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. She also suffers a -4 penalty on saves against spells and effects that have the cold descriptor. She loses any resistance or immunity to cold she possesses. This replaces the heavenly gift gained at 2nd level.

Sereph Heavenly Gifts

Grab (Ex): A seraph becomes adept at grappling foes with her bite, gaining the grab ability. Whenever the seraph makes a successful bite attack, she can attempt a free combat maneuver check. If successful, the seraph grapples the target. This ability only works on creatures of a size one category smaller than the azata or smaller. Sereph with this heavenly gift receive a +4 bonus on CMB checks made to grapple.

Constrict (Ex): A seraph's serpentine body grows in strength allowing it to crush those it grapples. Whenever the seraph successfully grapples a foe using the grab ability, it deals additional damage equal to the amount of damage dealt by her bite attack. The seraph must possess the grab heavenly gift before selecting this ability.

Feats

Absorb Spell

"Your paltry magic does not harm me fool; it gives me strength!"

Prerequisite: Spell resistance

Benefit: If a spell or spell-like ability fails to overcome your spell resistance you again a +1 circumstance bonus to your own attack rolls, saves, and skill checks for 1 hour. This bonus increases by 1 every two spell levels, so a 6th level spell such as *chain lighting* would grant a +4 circumstance bonus. In addition, you gain 5 temporary hp for every two spell levels of the spell. These temporary hit points also last for 1 hour.

Agile Flyer

"Combining quickness and agility, I surged around the corner, circling my pretty prey, navigating with ease at my best speed." **Prerequisites:** Winged creature, Dex 15 **Benefit:** When flying and making a run action, you may make a 90 degree turn a number of times equal to your Dexterity bonus.

Celestial Restraints

"Stay. Good boy."

Prerequisites: pool of providence class feature, Grant Quarter, Knowledge (religion) 5 ranks, base attack bonus +5.

Benefits: You can spend 4 points from your pool of providence as a standard action. You can then make a melee touch or melee weapon attack as part of that standard action. If you hit successfully, your opponent must make a successful Will save (DC 10 +1/2 your HD + your Cha modifier) or your opponent is ensnared in manacles, chains and ropes made from a strange divine material. Such creatures are rendered pinned; they can attempt a Combat Maneuver check or an Escape Artist check (DC 10 + your HD + your Cha modifier) to break these divine bonds. A Combat Maneuver check is a standard action while an Escape Artist is a move action. This works exactly as if you had cast a touch spell, such as for holding the charge if you miss the attack roll.

Cloak Alignment

"Their priest thought to catch me with his divinations but I shook his hand and walked on by."

Prerequisites: alignment subtype, character level 4

Benefit: You suppress your alignment aura and you are continuously protected by a *misdirection* effect as the spell of the same name with a caster level equal to her character level

Curse of Victory

"You shall know naught but pain and torment until an archon sounds a horn in the lowest pit of Damnation."

Prerequisites: Outsider or extraplanar subtype, Knowledge (arcana or religion) 10 ranks, Cha 13

Benefit: If on the Prime Material Plane, you may lay down a curse as an immediate action in response to being slain or banished from the Prime Material Plane. You can choose any curse spell with a level equal to half your HD to affect the opponent who killed or banished you. The DC for this curse is incredibly powerful (DC 15 + 1/2 your Hit Dice + your Charisma modifier). This curse can only be negated when a specific condition is met. This condition is determined by you (subject to GM adjudication); it can be extremely unlikely (when a red dragon that has never known evil in its heart bows at the altar of the 16 sovereigns of heaven), but cannot be impossible during the normal lifespan of the opponent (when the sun goes out). This condition is spoken aloud at the time the curse is laid and playing with the language of the curse is possible so as to subvert its intent so long as a literal meaning can be met.



Directional Jashing

"Touching my outrage, I changed the direction of down in relation to his body, and watched his fully armored form smash into the ceiling."

Prerequisites: Flight, Fly 13 ranks

Benefit: As part of an attack action, any creature you touch is affected as if it were standing in an area affected by a *reverse gravity* spell (no save), except you choose the direction of gravity.

Divine Distraction

"What in the world could that be?!"

Prerequisites: Azata subtype, pool of providence class feature, Bluff 10 ranks.

Benefit: You can expend 1 point from your pool of providence as swift action and create a momentary distraction affecting a single creature within your natural reach, causing that creature to gain the dazed and flatfooted conditions until the start of your next turn. A successful Will save (DC 10 +1/2 your HD + your Cha modifier) negates this mindaffecting compulsion effect. It cannot affect a creature that is already under its effects.

Dictate of Heaven

"You will carry out my orders."

Prerequisites: Archon Subtype, Pool of Providence class features, Nomina Barbara Heavenly Gift, Knowledge (religion) 6 ranks, base attack bonus +6.

Benefit: At 6th level, if you know a living creature's name, you can expend 1 point from your pool of providence as a swift action to force it to carry out some service or to refrain from some action or course of activity, as desired. The subject can make a Will saving throw to resist (DC 10 + 1/2 your HD + your Cha modifier). The subject must be able to understand you. While you cannot compel a subject to kill itself or perform acts that would result in certain death, you can compel almost any other activity. The subject must follow the given instructions until the task is completed, no matter how long it takes. If the instructions involve some open-ended task

that the subject cannot complete through its own actions, the subject remains compelled for a maximum of one day per HD you possess. Note that a clever subject can subvert some instructions.

If something prevents the subject from obeying the instructions for a whole day, it takes 3d6 points of damage each day it does not attempt to follow them. Additionally, each day it must succeed at a Fortitude saving throw (same DC). A failure means it becomes sickened and cannot benefit from any magical healing effects. Starting on the second day, a sickened creature must succeed at a Fortitude save each day or become is disabled (as if she had 0 hit points). These effects remain until the day after the subject attempts to resume the task. This curse cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, it also ends if you die. If the creature fails its Will save against this ability, you cannot use this ability on that given subject a second time. If a creature makes its saving throw, that creature is immune to your use of this feat for 24 hours.

Divine Rejuvenation

"Power in another form."

Prerequisites: pool of providence class feature.

Benefit: Three times per day you may expend one point from your pool of providence as a swift action to regain one expended use of a class ability or spell-like ability that has a limited number of uses per day.

Divine Harbinger

"Meet the harbinger of our victory." **Prerequisites:** pool of providence class features, knowledge (Religion) 6 ranks **Benefit:** A divine harbinger functions like an ephemeral, mobile blessing that you can place upon you or your allies. It boostes the defenses of your allies, making them less



susceptible to attack. You create an illusionary image, its appearance is up to you, but it always appears as some sort of Medium-sized bright and auspicious creature (examples include a golden lion, a coutal, another celestial, a silver dragon, etc.). This control over appearance is not fine enough to make the illusion appear like a specific creature and it is always automatically recognized as an illusion. You and your GM choose and agree on this appearance when you take this feat and once chosen it cannot be changed. The illusion also bears a prominent glowing angelic script marking it as a divine harbinger and it can be identified as such with a successful Knowledge (religion) check (DC 15).

Any ally (you are considered your own ally) adjacent to your divine harbinger gain a +2 sacred bonus on its AC and saves. You can move your sinister harbinger as a free action on your turn, it follows your mental directions. It has your speed and movement modes.

As an illusion, your divine harbinger is not real, it cannot attack or otherwise affect any creature or object, but it does occupy a 5-ft. square. Creatures and objects can enter the divine harbinger's 5-ft. square without restriction; it must occupy its own space in order to have any effect on allies. A divine harbinger cannot flank or create a flanking situation, nor provoke attacks of opportunity from its movement.

As an illusion, it cannot be damaged, hindered or destroyed, though it can be dispelled (DC 11+ your HD), which causes it to be suppressed for 1d4+1 rounds. Effects like an anti-magic shell or mage's disjunction also cause it to be suppressed for the effect's duration (if you are able to leave an area causing such an effect, you could reestablish the harbinger). Reestablishing is a standard action, causing it to appear adjacent to you; this requires you to have at least 1 point in your pool of providance. The illusion has a range of 120 ft. and requires line of effect; if you don't have one or the other it is dismissed, though you can reestablish it. You can also dismiss a divine harbinger as a free action (for example, if you wanted to be invisible and not have a divine illusion with glowing angelic script following you around), and later reestablish it.



Extra Providence

Prerequisites: pool of providence class feature

Benefits: you gain 2 extra points of providence for your pool each day.

Grant Quarter

"If we do not grant mercy, we are no better than the fiends of Damnation"

Prerequisites: Pool of Providence, Cha 13 **Benefits:** You can create an extradimensional prison where you can store a living creature (without gear) in stasis by expending one point of providence as an immediate action, you can imprison up to 1 creature per HD you possess, and the imprisonment lasts for one day per HD (after that the ability has no effect upon them). The creature must be within close range (25ft. +5 ft./ 2 levels) and must be either helpless or willing -often, when granted an option between this type of imprisonment and death, a subject will submit to the effect. Willing targets cannot be tricked or magically compelled. This effect places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the effect ends, the freed subject appears next to you. You can release an imprisoned subject as a full-round action at any time.

Impart Essence

"I lent a bit of my very nature to her, and the wounds their unholy warrior's blade had dealt her slowly began to heal."

Prerequisite: Fast healing, Con and Cha 13 **Benefit:** As a full-round action, you grant an ally you are touching the benefit of your fast healing for one round (regeneration will heal lethal wounds that would normally not be nonlethal wounds if you had suffered them). You lose the benefit of the ability you grant for that round (damage that would normally be nonlethal to you, if you had the benefits of regeneration, are lethal during that time). You can use this ability a number of time per day equal to 3 + your HD.

Improved Constrict

"I squeezed him like an empty gourd; all the air rushed out of him."

Prerequisites: Constrict, Str 13

Benefit: After you have dealt damage with your constrict ability, your grappled opponent must make a successful Fortitude Save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or begin to suffocate. On the opponent's next turn, if still constricted. he falls unconscious and is reduced to 0 hit points. One round later, the constricted opponent drops to -1 hit points and is dying. One round after that, the constricted opponent dies. Each round, the opponent can delay that round's effects (but not the constrict damage) from occurring by making a successful Fortitude save, but the current effect(s) continue, and each time the opponent fails his Fortitude save, he moves one step further along the track to suffocation. This feat only affects living creatures that must breathe. It is impossible to defeat the effects of this feat by simply holding one's breath-if the victim fails the initial saving throw, the air in his lungs is expelled.

Planar Volatility

"My very presence stopped the wizard from escaping and prevented the summoner from challenging my vast power."

Prerequisite: Elemental, outsider or extraplanar subtype, Pool of Providence class feature; astride the ladder or archon teleportation providence, Translocation Sensitivity, Knowledge (planar) 13 ranks, Base Attack Bonus +13, Cha 17

Benefit: You scramble the planar connections in your immediate area. As an immediate action you can expend a point of

providance when any creature attempts to use a conjuration (summoning) or conjuration (teleportation) spell, you can attempt to counterspell it as if you had cast *dispel magic*.

Potency and **Uulnerability**

"His blade of steel did me no harm, but her blade of cold iron left a grievous wound."

Prerequisite: Damage reduction

Benefit: You gain a vulnerability to the special material and/or alignment that can bypass your damage reduction, suffering +50% damage from weapons of that material and/or alignment type, but your damage reduction also increases by 5.

Siphon the Divine

"An equivalent exchange."

Prerequisites: pool of providence class feature.

Benefit: Three times per day you can siphon power from a divine magic item to restore your pool of providence. With a full-round action you ruin the divine magic item (artifacts are immune) and regain a number of points in your arcane pool equal to the effective spell slot used to create it. An attended or intelligent item gains a Will save (DC 10 +1/2 your HD + your Cha modifier). Any points above your pool of providance's maximum are lost.

Translocation Sensitivity

"I sense a disturbance in the fabric of reality."

Prerequisite: Pool of Providence class feature; astride the ladder or archon teleportation heavenly gift, Knowledge (planar) 9 ranks, Base Attack Bonus +9, Cha 13

Benefit: You immediately know the destination of the most recent spell with the teleportation subschool cast within the last 24 hours, and within 30 ft of you, and can telepathically impart that knowledge to one other creature. You know the location well enough to teleport to it immediately with no chance of error, although the feat confers no ability to teleport.



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