

FINAL REDOUBT PRESENTS:

#1004DA



THE ECHOES OF HEAVEN

Produced using the
*Open Game
License* for the 3.x
edition. This
product is a
supplement and
requires the core
open game rules to
play.



If you aren't the
hunter, you're
the hunted.

Prepare yourself.

For all levels of play.



Bestiary
by Robert J Defendi



Korum stumbled clear of the blast of air, his ears ringing, the skin of his face raw from the merciless slap of wind. For a moment, he stood disoriented, then the training kicked in. Whatever else this enemy was, he was a witch.

The mountain pass crumbled and wound down the incline behind him even as the dying light painted the walls of the cleft red and orange, gleamed off the black armor of his enemy. The man stood, helmetless before Korum, sword held easily in one hand, the other still raised from his last magical blast.

No. Korum had to get out of here.

Foul and tainted creatures stalk this way.

Towering Nephilim. Wicked Cambions. Noble Angels and fallen Devils. The legions of Hell. The dreaded Elemental Wraiths. Since the release of *The Echoes of Heaven*, our products have been filled with hints and descriptions of these creatures. Some of them are familiar. Some of them are wholly new. Look no further, because here you will find the creatures unique to *The Echoes of Heaven*.

The Echoes of Heaven is designed for use in four different games systems. They are the *Open Game License* (the most popular game license in the world), *Rolemaster* (owned by Iron Crown Enterprises), *HARP* (owned by Iron Crown Enterprises), and *HERO System* (owned by Hero Games).

This Product contains stats for use with the *Open Game License* and associated games.

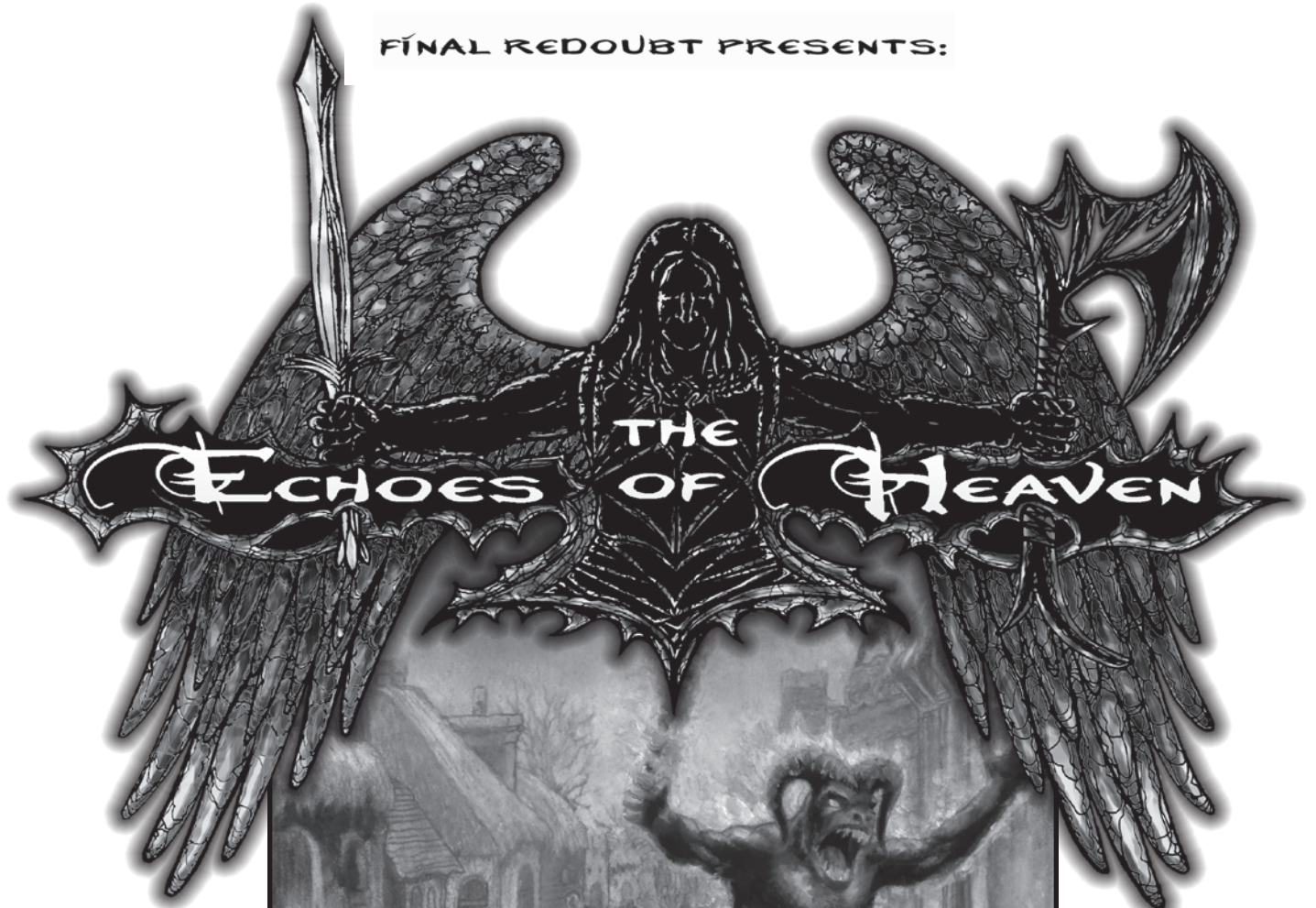
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Credits

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*But for the actions of a select few, Heaven would have
fallen on that day.
- Carsidius 2:48*

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No. Korum had to get out of here.

He spun and threw himself down the path. Dirt and pebbles skittered out in front of him, his feet found the path by instinct. He half stumbled, half fell down the side of the mountain. Behind him he could hear the rhythmic squeaking of armor and knew the witch pursued.

Korum's feet pounded the path, just barely keeping ahead of the plunge. He managed to negotiate one turn, then two. On the third, his feet slipped on the brink, scraping out onto the mountain slope.

Suddenly, his plunge wasn't "half" anything.

He hit the slope with a jarring impact, sliding out of control now. The pebbles and sand poured up his leggings and tunic, tore his skin, then sloughed away caked and damp from his sweat and blood. He managed to keep his arms and legs under control, to not snap them on an outcropping of rock. He tumbled and fell and finally came to a rest on the path, near the bottom.

And in the distance: squeak . . . squeak . . . squeak.

He flipped over, his vision blurry, his hands numb. With an effort of will, he moved onto his knees, but it was too much and he tumbled back to the ground. His foe squeaked forward step by terrible step, but he couldn't do it. Finally, he lay still.

"Well," the witch said when he stopped to stand over Korum. "It seems you've made my job somewhat easier."

With that Korum snatched up his blade and launched himself at the startled witch. The blade caught his armor under the breastplate and slid up into his thorax. For a moment, the witch stared down in shock.

And then it laughed.

It all fell into place. Armored like a warrior. Its power over the winds. Now that he looked up, he could make out its red, abraded face. The first blast had been too shocking. He hadn't thought clearly, but now it all came together.

"You aren't a witch," Korum said.

"No," the Wind Wraith replied.

Korum fell back, tears in his eyes. He could have beaten a witch. Hell, he could probably beat this Wind Wraith.

But Wind Wraiths didn't travel alone.

Above him, in the skittering cascade of a thousand pebbles, he heard an army of the dead. Marching.

Welcome

By opening these pages, you enter a new world, a world of danger and nobility, a world of shadow and light, a world of sorrow and love. Most of all, it is a world of hope.

The Mortal Realm desperately needs heroes. Will you answer the call?

A NOTE ON PRONOUNS

Whenever referring to a person of indeterminate gender in this book, the masculine pronoun is used. This should be taken to mean he/she, his/her, etc.

WHAT IS THE ECHOES OF HEAVEN CAMPAIGN SETTING?

The Echoes of Heaven is a game world of darkness and danger, where a monolithic church has split into



Bestiary

dozens of quarreling factions and holy war looms like a shadow. Here, strength and brutality win the day and only those with the most faith, honor, and courage can stand against the terrible tyranny of those who would enslave everyone of a different belief, a different philosophy, a different race.

Worse, it is a world infected by the very fabric of Hell itself.

It's a world that once knew perfection, where Mortals and Angels labored side by side and all spent their days basking in the light of God. There was no Mortal Realm. Hell was nothing more than a province of Heaven. All lived in Paradise, and they knew what it was like to wander in Grace.

Then came the War.

The Fall of the first third of the Host of Angels nearly destroyed Heaven. The Fall of the second third came as a death knell. Only the foresight and planning of the Five Prophets saved everyone from languishing under the rule of the Fallen . . . but it came at a terrible price.

Enter Meridrin, the Mortal Realm, a world sundered from Paradise, a world both familiar and strangely different. A world where you can make a difference.

The Echoes of Heaven is designed for use in four different games systems. They are the games using the **Open Game License** (the world's most popular game license), plus **Rolemaster** (owned by Iron Crown Enterprises), **HARP** (owned by Iron Crown Enterprises), and **HERO System** (owned by Hero Games).

This product contains stats for use with the **OG**L rules.

WHAT IS THE BESTIARY?

Foul and tainted creatures stalk this way.

Towering Nephilim. Wicked Cambions. Noble Angels and fallen Devils. The legions of Hell. The dreaded Elemental Wraiths. Since the release of *The Echoes of Heaven*, our products have been filled with hints and descriptions of these creatures. Some of them are familiar. Some of them are new. Look no further, because here you will find the creatures unique to *The Echoes of Heaven*.

Many of these creatures are new takes on old standbys. As such, they can easily plug into any campaign setting. They can stand alongside your

Demons and Angels and Dragons with pride. In the Mortal Realm, these are the creatures of darkness and night. When an old warrior cries out at night, his sleep filled with nightmares, you can be certain he's facing something from this book.

LINE ELEMENTS

The Echoes of Heaven contains two main elements. They are sourcebooks and adventures.

Sourcebooks

Some of the existing and scheduled sourcebooks are as follows:

The Echoes of Heaven Campaign Setting—*The Echoes of Heaven Campaign Setting* details the Mortal Realm and includes a bonus supplement describing the Kingdom of Ludremon at no extra charge.

The Lost Kingdom of the Dwarves—Centuries ago an Ulcer opened inside the Dwarven kingdom of Uzarâg. Now this land is more Hell than earth and it fills to overflowing with a multitude of dark and evil creatures, most notably the Cambionic Orcs and worse yet, the Great Fiend known as the Warlord.

Bestiary—The book you currently hold. The Mortal Realm is filled with many horrific creatures and some that merely terrify. Here you will find creatures unique to *The Echoes of Heaven* from the Nephilim to Angels and Demons, to the Cambionic Beastmen and beyond.

In His Name—The churches of the Mortal Realm hold great power over their citizens, but what are they like? Are they corrupt or noble? What do the Priests believe, what do they preach, and are these the same?

Adventures

Each sourcebook comes packaged with an adventure. Between these two works, your campaigns can explore an ever-widening world of intrigue and danger.

The Throne of God (Episode 1)—A story that spans 10,000 years, here the players learn the lay of the land in the Mortal Realm and fight to find an ancient relic—a diamond splinter said to come from the Throne of God Himself.

On Corrupted Ground (Episode 3)—Still reeling from their adventures in Felric's Redoubt, the char-

Bestiary

acters must now delve into the heart of Hell on earth—Uzarâg. Inside the fallen kingdom, it will take all their skill, faith, and mettle to survive.

The Tainted Tears (Episode 4)—The adventure packaged with this product. With the characters' success in Uzarâg, they must now make a mad dash across Belkanâth in an attempt to stop the end of the world.

The Last Hallowed Place (Episode 5)—Now the characters have freed themselves from the tragedies of *The Tainted Tears*, they must race to the Holy City in the vain hope they aren't already too late.

OUR PHILOSOPHY

At Final Redoubt Press, we wish to bring high-quality products into the hands of the gamers who need them. Starting with characters ignorant of the world around them, players can discover the Mortal Realm even as the story unfolds. With each new adventure, player and character alike will discover a world rich in excitement, a world as intriguing as their GM can make it.

An Ongoing Campaign

We're aware that different games progress at many different rates. Some groups play almost every day and some fight to meet once a month. Therefore, we've tried to devise this world and this series for any rate of play.

Each adventure is designed for characters of a certain level. A GM needs only to adjust the rate of experience gain to meet the needs of his group. If a group can play an entire adventure in one weekend and that leaves three more until the next product releases, then the GM can match the experience gain to move hand in hand with this pace. Meanwhile, he'll find Adventure Seeds in most every product that will allow the characters to explore the world around them until they're ready for the next episode of the series.

For more on gauging experience given, see the accompanying adventure.

World Threads and Adventure Seeds

We've all been there. A GM tries to plan out his next adventure, and although he can find many things that seem intriguing inside the game world, he has no

idea which will be explored in future sourcebooks. If he answers a mystery now, will he have continuity problems if the answer doesn't match a future work from the publisher?

There are two types of hooks in *The Echoes of Heaven*. World Threads are little intrigues about the world itself. Some of these will be explained to the GM, some will be withheld for future revelation. However, since these are world elements not marked as Adventure Seeds, the GM knows that they might be expanded in the future. He can still play with them and even change and reveal them, but he knows the risks of conflict with future supplements if he does.

The second type are Adventure Seeds. These are puzzles, hooks, and problems that we at Final Redoubt Press promise to never explore. If we state in an Adventure Seed that no King of Ludremon has ever lived longer than thirty years, a GM knows he can build adventures, intrigues, even entire campaigns around this puzzle, and we will never do anything to dispute the answers that arise at his table.

That is not to say that a GM can't touch World Threads, just that he should know the risk. Anything he does with a World Thread might invalidate future material.

Full Adventure Seed Products

But that isn't all. Final Redoubt Press offers Adventure Seed products for download, and best of all: they're free. These products can be played in any world in any campaign, but they plug neatly in between the official adventures of this series to create an ongoing story. These Adventure Seeds detail an entire plot, without stats or descriptions. With your rule books, your monster books, and the list of NPCs that come with most any game, you should be able to run one of our Adventure Seeds through an entire narrative arc with as little as ten minutes of preparation.

Quad Statting

The Echoes of Heaven contains stats for four different games. We at Final Redoubt Press purposely chose these games for their compatibility. Each of these games has the same general levels of power and abilities for the major classes or professions.

Bestiary

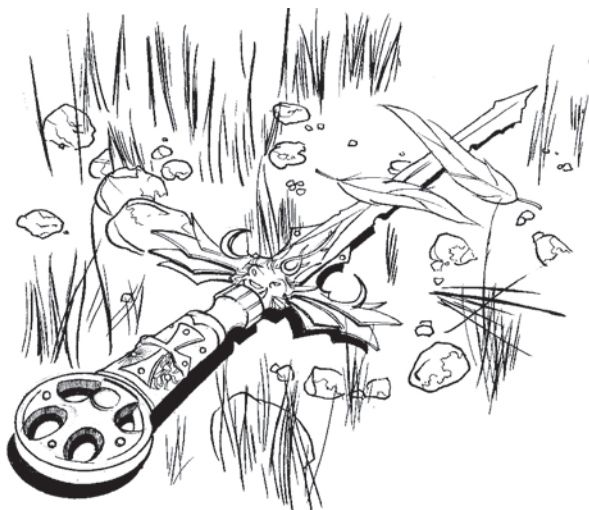
Mages in all four have similar spells and clerics in all four have similar divine powers.

This means that we can weave a story without worrying about whether a mage can cast a fireball in all three systems. We can provide a GM with everything he needs to run his game, and he can do that with his own house rules and his own style of game play. As much as possible, we intend to stay out of the way.

This isn't saying that we won't add optional abilities or even change the way that some things work. That's necessary in all game worlds. It just means that we won't stumble all over ourselves because an **OGL** Bard can do a bit more with illusions than a **Rolemaster** Bard. Each game group should play the game the way they like to play it.

Using This Product

This product provides everything that a gaming group needs run the creatures unique to *The Echoes of Heaven*. However, there's no reason you can't use these creatures in your game world. Our dragons have a different theme than those in most games, but many games have different types of dragons these days. Our Demons and Angels should fit neatly into



any cosmology, regardless of whether the Deadly Sins and Virtues they represent fit that world's theology. In short, this product should be useful to any fantasy game, whether it runs in a premade world or a homebrew.

Mage Terminology

In these books when we refer to a mage, we aren't referring to any one class. Instead, this is a general term referring to any character who casts spells based on skill and knowledge, not their connection to a Divine source.

Priest Terminology

In these books when we refer to a priest or a druid in general text, we also aren't referring to any one class. Instead, we mean any religious person who may or may not cast spells based on their connection to a Divine source.

Campaign Cartographer

The maps in this product were made using Campaign Cartographer Pro by ProFantasy. Viewing and printing software can be found at: www.profantasy.com. There are two types of maps included, one for CC2 and one for CC3. CC3 versions might require bit-maps not yet available for download.

Campaign Cartographer is a trademark of ProFantasy Software Ltd.

SPECIAL THANKS

We would like to thank our play testers: Amanda Peltier, Angela Daley, Bjorn Olsen, Brandon Leavitt, Brenda Llewelyn, Dan Willis, Gary Llewelyn, Jennie Mollerup, Josh Peltier, Kori Emerson, Mark Giffune, Mason Emerson, Mathew Daley, Matthew Fitt, Robert Black, Scott Llewelyn, Sherrie Anderson, and Stephen Johnson. Without them, this product wouldn't be possible.

House Rule

"Alternate Spontaneous Casting"

"In this house rule, a cleric's spontaneous casting isn't based automatically in healing or inflicting wounds. Instead, he spontaneously casts spells of his chosen Domains. He can still spontaneously cast healing or wounding spells if he chooses these Domain as one of his two."

Bestiary

Part One: Monsters in Gameplay

Monsters. They speak to our deepest fears. They are the hobgoblins in the night. They are our ogres. They are our dragons.

MONSTERS IN *THE ECHOES OF HEAVEN*

The history of *The Echoes of Heaven* explains the origin of several types of creatures, but not all of them. In this section, we'll explore all the general creature types and how they fit into *The Echoes of Heaven* mythology.

Aberrations

Most aberrations in *The Echoes of Heaven* come from one of two origins. Some of them were created by evil mages by means of magical experimentation. The rest are mutations that crawled from the fell energies of Ulcers. Ulcers are most likely to mutate a creature during the Ulcer's fast, early growth.

Air

Creatures of the air subtype have some connection to the elemental plane of air. Usually, this is their origin. Play air creatures more gently in *The Echoes of Heaven* due to their plane's connection to Heaven.

Angel

Angels in *The Echoes of Heaven* are the spiritual beings created first by God to be his messengers. Each Angel exemplifies one of the five virtues: Truth, Moderation, Sacrifice, Purity, and Humility.

Animal

Most animals are the natural creatures created by God in Heaven. Any animal that exists in the real world is one of these created beings. Animals that don't exist in the real world are likely to be the result of magical experimentation or minor Ulcer mutation.

Aquatic

See Animal, above.

Archon

In *The Echoes of Heaven* an Archon is a Celestial Being, like an Angel. The difference is an Archon is the soul of a dead Mortal. Archons were saintly in life, though most weren't recognized by a church. They are essentially Angels of merit. See Archons, below, for more details.

Augmented

Augmented creatures are just that. Most of the time, they are augmented by temporary magic. Occasionally, they might become permanently augmented through magic or Ulcer mutation.

Chaotic

There are no chaos planes *The Echoes of Heaven*. There are chaotic creatures, however, and spells or items that target them affect creatures of this subtype.

Cold

Creatures of this type are from or connected to the plane of ice. Play cold creatures with more cruelty, due to their connection to Hell.

Construct

Constructs are created creatures. They are made in the Mortal Realm by powerful magical characters.

Dragon

Dragons were created by Bamon by placing lizard eggs in the energies of the first Ulcer. They were mutated, but the application of God's Breath released them from their corruption. Dragons in *The Echoes of Heaven* have no set morals or ethics. See Dragons, below, for more information.

Earth

These creatures are either from or connected to the plane of earth. Play earth creatures more gently, due to their connection to Heaven.

Elemental

These creatures are from one of the six elemental planes. They are connected to and composed of their primary element.

Bestiary

Evil

A creature with this subtype has a connection to Hell. Usually, this is through an Infernal Taint.

Extraplanar

This creature comes from outside the Mortal Realm. They have typically come to the Mortal Realm through gates or summoning.

Fey

In *The Echoes of Heaven* a fey or fairy is essentially an elemental spirit, but one of nature itself. Some fey have been corrupted by magic or Ulcers.

Fire

Creatures of this subtype are either from or connected to the plane of fire. Play them with more cruelty, due to their connection to Hell.

Giant

Giants are all descended from Nephilim. The Nephilim themselves are the pure strains of Giant. All other giants come from corrupted lines, usually from Ulcers. See Nephilim, below, for more information.

Goblinoid

Goblinoids are corrupted from Cambion stock. More specifically, they were corrupted from Goblins or Hobgoblins by magic or Ulcers. They speak Cambionic.

Good

Creatures of this subtype have a connection to Heaven. Usually, they have an Angelic or Divine Spark..

Humanoid

Humanoids are all descended from one of the Mortal races. Those that are of a noble bent might descend directly from altered Mortals (such as Centaurs).

Incorporeal

Incorporeal creatures are simply creatures of other types who can't be touched. Most are Undead.

Lawful

There are no specific planes of law in *The Echoes of Heaven*. There are lawful creatures, however, and magic that affects them.

Light

These creatures are either from or connected to the plane of light. Play light creatures more gently, due to their connection to Heaven.

Magical Beast

A magical beast is likely a corrupted animal. Some of the more noble creatures, such as the Unicorn, were originally created by God.

Monstrous Humanoid

Monstrous humanoids are usually descended from Cambions. Others, like gargoyles, might be descended from Earth Elementals.

Native

This subtype is unaltered in *The Echoes of Heaven*.

Ooze

Oozes in *The Echoes of Heaven* are made from corrupted plant matter. Usually, they come from

Ulcers

There is much talk in this book about Ulcers. For those who don't play in *The Echoes of Heaven*, this might be a bit confusing.

Ulcers are an infection in the Mortal Realm, where the essence of Hell has corrupted the land and the laws of nature break down. Anything can happen in an Ulcer and the very shape of the place warps around the desires and dreams of those inside. Some Ulcers become dangerous puzzles, some fill with hordes of Cambionic creatures (such as Orcs and Hobgoblins). Others might fill with traps or riddles.

Bestiary

Ulcers, though the occasional magical experiment might run amok in the world.

Outsider

Outsiders in *The Echoes of Heaven* can only come from Heaven or Hell. There are no other outer planes.

Plant

Most plants, as monsters, are corrupted to an extreme degree. Usually, they've come from Ulcers, but occasionally one comes out of a magical experiment.

Reptilian

Reptiles were created by God in Heaven. The more monstrous types are corrupted beings from Ulcers or magical experiments.

Shapechanger

Shapechangers are a subtype added to a creature of another type. They are unchanged (but usually corrupted beings).

Swarm

Swarms have more to do with organization than creature type. They are unchanged.

Undead

All Undead stem from the Nopheratus in *The Echoes of Heaven*. Systemwise, they are unchanged.

Vermin

Vermin were created by God in Heaven. Many think they've become more base and pestilent in the intervening time through Ulcer effects. Others think they've just been too far removed from Heaven.

Water

These creatures come from or are connected to the plane of Water. Because of their connection to Hell, they are more violent than water creatures in other games.

MONSTERS IN THE GAME

Monsters serve an important role in any roleplaying game, but in *The Echoes of Heaven* they are both

more and less important. How you use monsters depends on what story you tell.

They are *less* important because with monsters, we tend to tell less story and display more action. In fact, stories are harder to tell with monsters, because an adventuring party is more likely to kill a monster on sight. Most of the time, your moving stories will come from the non-player characters. In *The Echoes of Heaven*, we explore life in a fallen world, and stories in a fallen world are stories about character.

They are *more* important in that monsters in *The Echoes of Heaven* play to heavy moments of symbolism. Cambions can be said to symbolize the sins they represent, but they probably represent the little sins, while Demons represent the large ones. Look at the first adventure in *The Moving Shadow*, where Hobgoblins and a Demon of Deceit have taken over a monastery. Is this a simple dungeon crawl, or do the Hobgoblins represent the repressed wantonness of the former monks. Does the Demon of Deceit represent the stories we tell ourselves to believe we aren't tempted by sin? Is the Fat Man in *The Festering Earth* just a bad guy, or does he represent the consumerism of the city, murdering in his need to devour? Do the Orcs in Uzarâg speak to us because they represent the end state of Dwarven greed? And how come almost all the monsters in *The Tainted Tears* represent Deceit again?

Of course, as Freud said, "Sometimes a cigar is just a cigar."

Every monster in your stories doesn't need to be a deep symbol. In fact, they shouldn't be. But if the important ones play to the player's subconscious, the effects will be much more powerful when you do. Symbols are awesome tools, when not overused. They make connections in the player's minds the player doesn't notice, but understands on a deep inner level.

In *The Echoes of Heaven*, we tell stories. This is why you'll find little in the way of random encounters. Every encounter has a story purpose. Don't fall into the trap of sprinkling in monsters without reason. Try to make sure each one connects to a story goal. You won't always succeed (we don't here at Final Redoubt Press, either), but your stories will almost certainly improve if you try.

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MONSTERS IN GENERAL

Monsters are often frothing, growling bundles of destruction. This isn't something you should avoid. Monsters are *supposed* to be like that. For many stories, that's their only purpose.

But look at all the monsters of legend. The dragon represents wisdom to the ancient Greeks, but to Christians it's the serpent from the Garden of Eden. Monsters are sometimes brutish because they represent the brutishness in ourselves. There's a reason many words such as troll and ogre have taken on metaphorical meanings. Some of it is the prevalence of ogres and trolls in our shared heritage, but perhaps it's more because they've been symbols all along.

But monsters serve another, equally important, purpose. Monsters are surrogates for the frustrations of our real life. We live in a world of shades of gray and many of us just need a good fight once in a while. In roleplaying games, we have a healthy method of venting these frustrations. Instead of mouthing off at our bosses, we can get together on the weekend and mow through an army of goblins. Who cares if they're so weak we don't get any experience? They are evil, and we are righteous. And it feels *good*. This is another reason we shouldn't try to make *every* foe some deep human allegory. Sometimes we just need to smash something.

The proportion of monsters that carry a deeper meaning and the ones you treat like anvils should depend on your group. If you have players who love intricate, meaningful stories, concentrate on the former purpose of monsters. If you game with a group

of twitching postal workers, then for the sake of us all, concentrate on the latter.

MONSTERS IN THE ECOLOGY

Many GMs fail to take into account the ecology of a monster. By this, we don't mean the biology of the monster itself, but its effects on its environment. What does the monster eat? Where does it put its waste? How does it move about?

There are many adventures, some of them rather famous in gaming, where there's no way for the monsters to satisfy their basic physical requirements. The classic example is the bare dungeon with a single entrance guarded by a mindlessly violent creature. Sure, it's fun to place something like that at the dungeon entrance. But if it keeps everything from going in and out, what do the deeper monsters eat?

You don't need to examine this too deeply, unless the effect itself is the purpose of the adventure. First, make sure you don't do anything blatantly illogical. Make sure the monsters can eat and live. Take into account any large groups of troops that might be around to stomp them out. Second, give the party a couple of clues in an adventure, like latrines, that let the players know you've considered this. It will lend the entire adventure veracity.

MONSTERS IN THE STORY

Sometimes we just need to throw some random foes at a party. Maybe they're wandering a dangerous countryside. Maybe they've expertly avoided all your best story hooks and are lost in the wilderness. In these cases, grabbing some bad guys to keep things interesting isn't a bad idea.

At other times, your monsters should be more directed. Each one doesn't need to dramatically underpin the story, but they should all serve some purpose, if only through their level of difficulty. Here are some of the more common roles of a monster.

General Story Roles

A Symbolic Role: The symbolic role is often combined with other roles, such as the Guardian or the Witch. In the symbolic role, a monster has another job, on the surface. They guard treasure or need to get stomped or serve as the boss monster. But that other

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role could be filled by any creature of the right power level, and yet, this creature is the best fit. Why? Often it just seems to feel right, and we discover, on further thought, it serves a symbolic purpose. Maybe the entire adventure has subtly rewarded a character's self-control. If that's the case, a monster that represents wantonness would be a good boss monster. Maybe the characters have gotten into the encounter because of a failure on their part to be charitable, in that case a creature that represents greed would be suitable. Maybe they're struggling to preserve life, and in that case you might want Undead, the shuffling antilife, as a foe. These monsters make a subconscious emotional connection to the players, and therefore heighten the game experience. For example, how many Christian myths involve a knight of virtue rescuing a maiden (Eve) from a dragon (serpent). It's sexist, but it's symbolism.

Echoing: This is often an offshoot of the Symbolic Role. In echoing, the monster is here not because it's important *here*, but because it's important somewhere else. If you want to study echoing, study the movie *The Empire Strikes Back*. Han goes out into the freezing cold to rescue Luke, echoing Luke's failed attempt to rescue Han and Vader's attempt to freeze Luke at the end. The cave on Dagobah echoes the cave in the asteroid field. In fact, part of the genius of that movie is that in the use of echoing, it strengthens climax and uses the excitement garnered in one story line to make another seem far more exciting than it is.

Note: *We said it before about pronouns, and it applies here as well. The terms below represent literary archetypes. Gender specific names are no indication of the gender of the monster. Perhaps the most iconic corruptor in Western popular culture is Satan, with his devil's bargain. He is usually a decidedly masculine figure, but from the standpoint of the mechanics here, he's the perfect Temptress.*

Specific Story Roles

The Alien: The alien is a creature terrible in the face of nature. It is wrong, an abomination. Aliens are often used to reinforce the sinful arrogance of their

master. The mere presence of an alien speaks quietly to the players, stating that *this is not right*.

The Blasphemer: The Blasphemer is evil. Often, the Blasphemer has set itself, knowingly or unknowingly, against the will of God. The Blasphemer can be a dark priest, a Fallen Angel, or a mage with a god complex—anything that acts in a way that is the opposite of righteous. Sometimes the blasphemer is knowingly committing evil, as with an evil priest. Sometimes they do so out of arrogance or atheism. Sometimes they even become the Blasphemer in an attempt to do good, as with Victor Frankenstein.

The Blasphemy: The Blasphemy is similar to the Alien, however no one likely *made* the alien. The Alien is from outside the pale, or it came from an Ulcer's corruption. The Blasphemy is a creature that was made by the will of a living being, in defiance of all that's holy. Frankenstein's Monster was a Blasphemy.

The Dark Mother: The Dark Mother births evil. She is the queen insect. The dark goddess. The demon spider at the center of the world. The Dark Mother doesn't create evil because she wants to bring evil into the world. She creates evil for the need to create, just like a Mortal mother. It's just that she's incapable of creating good.

The Dark Urge: The Dark Urge is a creature born from the evil within ourselves. Often it's released by a good creature attempting to bring more good. Other times it's an accident. Mr. Hyde was a Dark Urge.

The Distraction: A Distraction is a lesser form of Temptress, as detailed below. Its role is to keep the characters from doing what's right. Sometimes the Distraction is important to the story, as in the accompanying adventure, *The Tainted Tears*. There, the entire Ulcer is a distraction. Its purpose is to take characters away from worrying about the fate of the world for an adventure. For one story, they get the relative "vacation" of exploring a personal tale of loss. However, in doing so, they put the entire world at risk.

The Devourer: The Devourer wishes to consume the world. It is nothing but hunger, pitiless, without morals. A Gluttony Demon, eating its way through a village's winter stores fills this role. Jaws was a Devourer.

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The Elemental: The Elemental stands as a primal force in the universe. Often, the Elemental has little in the way of personality. It is focused, powerful. Many villains in Comic Books are Elementals. They seize on one thing: murder, humor, cold, plants, and they pursue it to the point of ignoring all other things. The bad guy who wants to end the world in chaos, simply for the sake of chaos, is an Elemental.

The Guardian: The Guardian holds something the characters need, be it knowledge or power. The Obstacle, below, can be a form of Guardian when it stands across an important threshold.

The Hunter: The Hunter stalks. Often, the characters in the story take the role of prey as the Hunter follows and tracks and kills them one by one. The Hunter is relentless, uncaring. It only sees the hunt. The villains in most slasher movies are Hunters.

The Obstacle: The Obstacle is a creature set in the character's path. Its job is to stop their forward progress, nothing more. Each Obstacle a character defeats plays a subtle resonance with the Obstacles the player would like to overcome in his own life.

The Prey: The Prey is there to be hunted. It is about flight and evasion. Characters need a reason to confront Prey, because the Prey will never force the confrontation. The Prey often has something the characters need. The Prey isn't necessarily helpless, it might even be able to beat the characters easily. It just doesn't want to. The leprechaun of legend is Prey.

The Temptress: The Temptress is a monster that tries to steer characters from the proper path. Sometimes she charms. Sometimes she offers riches.

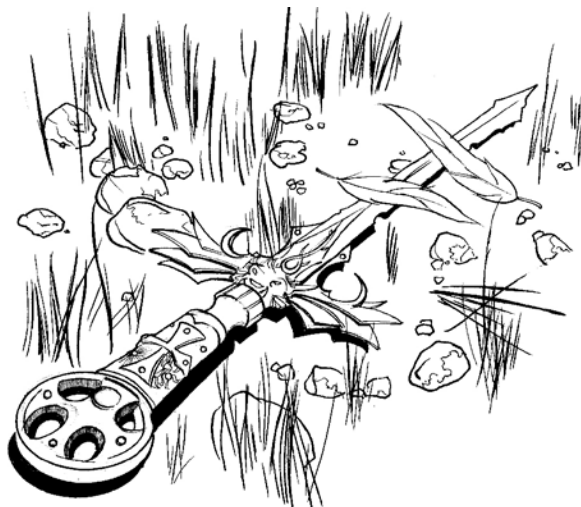
The Trickster: The Trickster uses guile and forethought to defeat its enemies. Riddle masters, puzzle makers, con men, and the makers of traps are all Tricksters. Monsters that build elaborate snares to keep out the unwary, such as Kobolds, are Tricksters.

The Witch: Often underused, the Witch is a monster that cannot be beaten, it can only be tricked. The Witch in literature often doubles as the Guardian, the Obstacle, or the Temptress. The party uses cleverness to neutralize the Witch, because no amount of force can. The Witch is named for its literary role as well. The legendary Hound that guards the underworld is a Witch.

The Boss Monster: It might be cliché, but we've all seen it. Most of the time, we even *want* it. The Boss Monster is the creature at the end of the adventure, the being in the center of the web. Each action brings the characters closer to some form of Boss Monster. The Boss Monster is the vampire in the castle, the minotaur in the labyrinth. It's the threat that hangs over the character's head the entire story. They might try to avoid him, but most players know in their hearts that they'll never escape without a final, dramatic confrontation.

Mechanical Roles

The Jaunt: This is a level of difficulty, but it serves a role in the story as well. The Jaunt is often combined with one of the other roles, most often the Obstacle. The Jaunt is an easy fight. It allows the players to feel good about their characters and their characters' power. Jaunts are important, because jaunts are a time for players to attach their wish-fulfillment fantasies to their characters. This is important. In a really challenging fight, win or loss depends on the intelligence of the players and the luck of the roll. Players attach their success in these fights to themselves or to luck. In easy fights, it's the characters' power that usually carries the day, and this is when the players sit back and watch their characters trounce the bad guys. In a game with no Jaunts, players tend to distance themselves from the story. Jaunts should start early.



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The Challenge: Most encounters in a story are Challenges. A Challenge is winnable, often there isn't a real chance of character death, but a Challenge uses a character up. Mages cast spells. Warriors take wounds. Each Challenge costs character resources.

The Crucible: Many Boss Monsters are Crucibles. This is the type of fight a party can barely win. In these battles, death is a real threat and it takes all the party's resources to prevail. When a character survives a Crucible, his player often feels wrung out. Still, this is when the player feels *he* has triumphed, not the character.

The Rout: This is the unwinnable fight. A smart party knows to flee a Rout. Every once in a while a party turns a Rout into a Crucible through tactics and lucky rolls. A Rout is often combined with a Witch. Victory in a Rout is accomplished simply by surviving.

MONSTERS AS BOILERPLATE

Sometimes you just toss open your monster book and grab the stats. There's nothing wrong with that. We do that in our published adventures all the time. It's *especially* useful when the party has never seen the monster before.

However for important monsters, sometimes you want to give them a little more style than that. Give them a name and a personality, maybe a habit. What's more memorable, that dragon you found in the cave, or that dragon that sharpened its claws on the walls and knew all those unusual spells?

MONSTERS AND TREASURE

The first time you killed a rat in an online roleplaying game, were you surprised to find treasure? Most pen and paper games are fairly good about assigning treasure only to creatures that would have it. Still, extra thought is always a good thing.

The most important thing about a creature's treasure is why they collect it. If it makes them more powerful, make sure they use it. If they are mere collectors, tailor their collection to their personalities. A villain who's collected a small fortune in exquisite chess sets is more interesting than one that has an unmarked chest behind his bed. Plus it leads

to roleplaying in the city, which can in turn lead to all sorts of new fun.

Treasure in *The Echoes of Heaven* is much more rare than it is in some other game worlds. Characters still do big things, but when there are big items, they should have an equally big story purpose.

MONSTERS AND EXPERIENCE

Many players think of monsters as walking purses first, but bundles of experience second. This should be discouraged at all costs. Avoid keeping track of every encounter. Put emphasis on good roleplaying and cleverness. If you can come up with a mechanic for handing out rewards in the middle of the game, do so, but make sure they reward wit, character, and clear thinking, not bashing.

MONSTERS AND CHARACTER KNOWLEDGE

Character knowledge is the bane of a good story. There are some monsters that are hard to take seriously once the players know their name (weresharks, for instance). In addition, knowledge that carries a character through an encounter more easily is good, but only if the character would have that knowledge.

Try to avoid using monster's names unless the characters have a reason to know them. It isn't a Wind Wraith, it's a man in armor that somehow shirks off the most devastating blows. It isn't a Beastman, it's a feral, hairy creature.

But most of all, avoid letting players use their knowledge in the place of their characters. If they try, you can gently correct them, but positive reinforcement is even better, for example praising and giving out extra rewards when a player manages to *not* use their player knowledge.

MONSTERS AS SWORD MEAT

Sometimes, we just need to kill something. If a monster is meant to be sword meat, that's all right. It's an important aspect of most games. In these cases, don't worry so much about player knowledge and difficulty. These monsters are only there to allow the players to vent the frustrations of their lives and their characters' lives.

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MONSTERS AS HORRORS

Monsters can also represent horrors. They can be the bogey men of our subconscious. This is the role they play in fictional stories, but they can do this in role-playing games as well. To properly make a monster a horror, pull out all the stops. Describe it in horrific terms. Never name it. Play up its abilities and defenses in the most awful light. Your players will likely give in to this mood. These fights will serve a much more visceral purpose, and when properly done, they will increase tension rather than release it.

MONSTERS AND ULCERS

In *The Echoes of Heaven*, monsters and Ulcers go hand in hand. Often, an Ulcer summons creatures, whether from Hell or from the surrounding area. Sometimes it creates creatures anew. Other times it warps the things inside to become monsters.

Ulcers are about our nightmares, and our nightmares are filled with horrors. When designing an Ulcer, you don't need to worry about past ecology (though present ecology is still important). You don't need to worry about access and reproductive rates. In fact, the *beauty* of an Ulcer is that it suspends the rules.

But in an Ulcer, the reduction of the physical laws comes with an increase in the importance of storytelling. Sure, you don't need to worry about why no one's even noticed there was a dragon in Bil's house, but that dragon had better serve an awesome story purpose. In fact, the more outlandish and out of place a creature is, the more important it is you tie them to the story of the Ulcer. They give you great leeway, but you have to *earn* it.

Note: *The Echoes of Heaven* can make for some pretty serious fare. Therefore, sometimes it's necessary to release the tension valve with a little humor. If you can do this in normally tense games, that's great. If not, you might have to set up specifically designed humorous adventures. For instance, there's a running joke in the playtests about Demon Sheep. This comes from a humorous interlude adventure one GM created involving a Demon Heart developing underneath the sheep pen in a small village. The image of all

the sheep turning to the players at once, in eerie unison, their eyes glowing red, was funny and a little scary, all at the same time.

DRAMATIC PURPOSE

In our adventures, we're careful to give the Dramatic Purpose of all the major events. The reason is to allow game masters to know why something was in an adventure, so if his characters circumvent it, he can replace it with something that serves the same story effect.

In this product we're taking it one step further. Each monster will have a Dramatic Purpose. This will discuss how that creature affects us on a subconscious (symbolic) level, as well as how they can be used for more specific story purposes (such as Obstacle and Guardian). This should help you to build adventures that are more thrilling, more meaningful, and more entertaining.

Note: *Players beware. If you are not planning on running games do not read the Dramatic Purposes of the monsters. Symbols are powerful because they play on our subconscious expectations. If you bring those into the conscious, they lose their power. How much cooler was Star Wars when you were too young to realize the Empire wore Nazi uniforms. How much more moving was Azlan's fate in The Lion, the Witch, and the Wardrobe when you were too young to have the concept of Christian Allegory. Don't spoil it for yourself. Avoid the Dramatic Purpose unless you intend to run a game.*



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Part Two: The Bestiary

There are many creatures unique or changed in *The Echoes of Heaven* campaign setting. This section details the most important.

BUCKLE GOLEM

	Large Construct
Hit Dice:	8d10+30 (74 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+6/+11
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Construct traits, damage reduction 5/rune gold (adamantine), darkvision 60 ft, immunity to magic, low-light vision
Saves:	Fort +2, Ref +1, Will +2
Abilities:	Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary or gang (2–4)
Challenge Rating:	7
Treasure:	None
Alignment:	Always Neutral
Advancement:	9–16 HD (Large); 18–27 HD (Huge)
Level Adjustment:	—

Background/History: The Buckle Golem is a construct cobbled together out of loose buckles and other workshop debris. They are invariably created by magic but few mages have the drive to make one on purpose. If a mage makes a Buckle Golem, he probably couldn't afford to make anything better.

Personality/Motivation: Buckle Golems are created beings and they have no free will. They carry out their mission without any care for personal safety, discomfort, or desire.

Powers/Tactics: Buckle Golems have no special powers. They use frontal assaults unless their in-

structions give them more sophisticated tactics. During combat, hits against them spray the room with buckles and filings and other pieces of metal.

Immunity to Magic (Ex): A buckle golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals fire damage slows a buckle golem (as the slow spell) for 1 round per die damage, with no saving throw.

An buckle golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Campaign Use: Buckle Golems guard magical locations. They are given detailed instructions that they follow to the letter. They are smart enough to carry out these orders, but they rarely invest much "initiative" in their thinking.

To increase or decrease the Golem's scaling, adjust their HD and combat abilities.

Appearance: A Buckle Golem stands over eight feet tall. It's made of a mobile, packed conglomeration of articulate buckles. Usually human in shape, they are restricted to moving the way a body moves. They have only the hint of facial features.



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Dramatic Purpose

Symbolic: Golems tend to symbolize one of two things, depending on whether they are friend or foe. When they are friends, the golem is a creature of protection and loyalty. The story of the Golem is of a creature built of clay and powered by holy words to defend the faithful. However, even then, in some stories he turns against his master.

When the Golem is the foe, he tends to take on the symbolism of man's creations turned to destruction. Our minds are filled with images of psychotic robots and Frankenstein Monsters, both of which carried on the Golem theme, but as a force of destruction.

Either way, the Golem represents the powers of man, given shape and will.

Story and Mechanics Role: The Golem is typically a powerful creature, which makes them poor fodder for easy fights. They serve well as an Obstacle. They do more poorly as a Guardian, since the Guardian needs true intelligence. In the proper case, the Golem serves as a Blasphemy. A Golem might serve well as the Witch, but only if its lack of creativity doesn't make the encounter too easy to bypass.

CAMBIONS

When a Demon lies with a Mortal, any progeny is a Cambion. There are five races of Cambions, one for each race of Mortals. Hobgoblins are part Human. Orcs are part Dwarf. Beastmen are part Elf. Goblins are part Halfling. Kobolds are part Gnome.

Cambions carry Infernal blood. They rampage, and destroy, and display the Deadly Sin most tempting to their Mortal half. If given their way, they will destroy civilization.

Cambions are the mainstay bad guys in *The Echoes of Heaven*. They're the ones that raid out of the mountains, that fill the dungeons, that form the rank and file of evil armies. Cambions are large and scary to inexperienced players, but to the brave and the bold, they might appear to be no more than popcorn troops.

This shouldn't be the case.

Cambions are every bit as able to advance and grow as player characters. Just because a character has hit his midlevel of power doesn't mean Cambions should fall off his threat scope. Build up Cambions as NPCs in their own right. A powerful Cambion general could be just as scary as a Human. Look at the Warlord. He's half Cambion and might be the most powerful creature in the world.

Cambions are most common near the races from which they spawned. One will find mostly Hobgoblins in Human lands, Beastmen in Elven lands, etc. This isn't a hard and fast rule, however. Cambions are persecuted by civilization (and probably justly so). They tend to wander, looking for good places to live. Anywhere Mortals don't reach, Cambions thrive, and over the centuries they mixed and matched a good bit, meaning that any Cambion race could live in any suitably remote area.

Cambions have the Infernal Taint. This means that spells will detect them as evil. Cambions are not necessarily evil however. A Cambion who travels down a path of redemption could lose, in theory, his Infernal Taint.

Note: *You can find most of these Cambions stated in the System Reference Document for the Open Game License. Each will get at least a brief description here, as many have different personalities and attitudes in **The Echoes of Heaven**.*

Cambions were first created within a few generations of the Sundering. After the Angels created progeny with the daughters of Mortality, the Nephilim were born. During the Nephilim Wars, each giant killed created a new Demon in Hell, and some of these Demons came to the world to seduce the corruptible. Thus came the first Cambions, the Half-Demons.

Beastman, 1st -Level Warrior

	Medium Humanoid (Beastman)
Hit Dice:	1d8+2 (6 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural) touch 10, flat-footed 12

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Base Attack/Grapple:	+1/ +4
Attack:	Claw +4 melee (1d8+3)
Full Attack:	2 claws +4 melee (1d8+3)
Face/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-Light Vision, Run on All Fours, Scent
Saves:	Fort: +4, Ref: +0, Will: +1
Abilities:	Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 10
Skills:	Climb +3; Concentration +2; Heal +1; Jump +3; Listen +5; Sense Motive +1; Spot +5; Survival +5; Swim +3
Feats:	Alertness
Environment:	Any woods
Organization:	Group (2–4), pack (11–20 plus 2 3 rd -level hunters and 1 alpha of 3 rd –6 th level), or tribe (30–100 plus 150% noncombatants plus 1 3 rd -level hunter per 10 adults, 5 5 th -level alphas, and 3 7 th -level chieftain)
Challenge Rating:	½
Treasure:	Standard
Alignment:	Often Chaotic Evil
Advancement:	By character class
Level Adjustment:	+3

Background/History: Since their creation, the Beastmen have stood as a great shame to the Elves. Even their name, containing the word man instead of elf, serves to distance the race from these unwanted children. All Mortals hate their Cambions, but the Elves might hate the Beastmen most of all.

They are wild and terrible. They are frightening to look at. Worst of all, they show that awful pride each Elf is loathe to see in himself. The Beastmen humble the Elves with their very existence, and the Elves have never forgiven them.

Personality/Motivation: Beastmen are vain and wild creatures. They spend their time preening and grooming one another when they aren't hunting or establishing dominance. Beastmen are driven by their pride, but there's something deep inside them that understands how far they've fallen from their Elven ancestors. This leads to a terrible self-loath-



ing. Out of all the Cambions, the Beastman is most likely to succumb to false praise.

Powers/Tactics: Beastmen are fairly powerful in combat, especially considering their level. They have a strong physical form and claws as large and sharp as a lion's. They hunt in packs, running their prey down. Most Beastmen can run all day, like a wolf.

Run on All Fours (Ex): When running on all fours, the Beastman's movement increases by 10.

Campaign Use: Beastmen are useful as foes in or near Elven woods. Their pack mentality can allow for them to threaten parties far more powerful than they. Their tribal nature can make them interesting stationary foes as well, as they could set up a camp guarding something or someone the characters need.

To increase or decrease the Beastman's scaling, adjust their HD and their combat abilities.

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Appearance: Beastmen look something like a werewolf. They have shaggy hair and bestial faces. They run on all fours when they need to cover ground. Beastmen can have radically different horn patterns. Although you'll sometimes find mixed groups of Beastmen, most of the time, their horns are a good indicator of their tribe as Beastmen with the same types of horns prefer to group together out of vanity.

Beastmen as Characters

Beastman Traits (Ex): Beastmen possess the following racial traits.

- +6 Strength, +2 Constitution, +2 Wisdom.
- A Beastman's base land speed is 30 feet.
- **Run on All Fours (Ex):** When running on all fours, the Beastman's movement increases by 10.
- Low-Light Vision.
- Beastmen have the Infernal Taint.
- **Automatic Languages:** Common, Orc. Bonus Languages: Dwarven, Giant, Gnoll, Goblin, Undercommon.
- **Favored Class:** Barbarian.

Goblin

The Goblin is born of Halfling and Demon. Goblins are frail and weak, but fast and full of energy. They maintain this energy by eating voraciously, and many of them become quite fat. Goblins are wild and full of themselves, often mouthing off to bigger foes before they realize that they should be cowering. Still, when they remember, no one cowers like a Goblin.

Hobgoblin

Hobgoblins, descended from a Human and a Demon, are known for their militaristic structure. This is interesting because at their hearts, every Hobgoblin is an undisciplined killing machine. Still, their most powerful members get a sick enjoyment from forcing the Hobgoblins hordes into rank and file. This makes them a dangerous foe. When unleashed, Hobgoblins become nothing more than wild destruction and hedonistic murder.

Kobold

The Kobold descends from the union of a Demon and a Gnome. They are shy, and share none of a Gnome's magic. Instead, they direct their keen cunning to the building of traps and snares. Kobolds are often the weakest of all foes, individually, but when they've had time to prepare against attack, they can guard themselves with traps of diabolical ingenuity.

Orc

The Orc is half Dwarf and half Demon. They are driven by an insatiable need to acquire. Gold, land, and power (mostly power). Orcs fight and steal and bludgeon their way into increasing treasures. Yet most Orcs live in complete poverty because the Orcs above them take everything and keep it for themselves. This leaves Orcs with a constant, boiling hate.



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Dramatic Purpose

Symbolism: Cambions have a dual symbolism. On the one hand, they symbolize wild, uncontrolled violence. This is appropriate for *The Echoes of Heaven*, but it stems more from fiction and a history or roleplaying games than anything in the setting itself. In addition, they carry a second symbolism stemming from the setting, the Deadly Sins. Each Cambion represents one, Pride for Beastmen, Gluttony for Goblins, Wantonness for Hobgoblins, deceit for Kobolds, and Greed for Orcs. This will likely take a little more time for the players to grasp subconsciously, but playing in the setting for a bit will reinforce it.

Story and Mechanics Role: Cambions make good Obstacles and Guardians. They also serve well as both Hunter and Prey, depending on the strength of the party. In certain circumstances, they could serve as an Elemental, especially for their sin (imagine a tribe of Goblins going through farmlands like locusts). Since Cambions are the descendants of Mortal and Demon, they could fulfill the role of the Dark Urge, in proper story context. Cambions also make good Distractions.

CELESTIAL BEINGS

In the beginning, there were only the Angels. They were the messengers without a message. At first they carried God's creations throughout Heaven, populating the world. Then came the Mortals and Angels finally had a purpose.

The Fall of Angels is a story detailed in *The Echoes of Heaven Campaign Setting*. It ended with the Sundering, which separated Heaven into Heaven, Hell, and the Mortal Realm. This gave Angels a new role, or perhaps it was the role God intended all the time. With Mortals and God in different worlds, someone needed to act as emissaries, to climb down the Stairway of Heaven and Hell and bring God's word to his prophets and his children.

But the separation of Heaven and the Mortal Realm created another side effect. Now the souls of the righteous dead Mortals no longer lived with

God in his palace. They had all of Heaven to roam. This was good because the halls of the Holy See were full, another indication that God had planned this all along.

And so God released the souls to Heaven, keeping only the most righteous by his side. These became the Archons. Where the true Angels were created as such, the Archons have earned their place in the spiritual hierarchy.

So there are three types of celestial beings. The souls of the blessed are not defined here. That leaves the Angels and the Archons.

Celestial Beings and Death

Once a creature has been born, or born again, in Heaven, he gains a celestial body. This body holds his soul and is the seat of his life. If this body ever dies, the Celestial Being dies as well.

When a Celestial Being leaves Heaven, he does so through one of two ways. First, he might transport himself with magic. Second he can take the Stairway of Heaven and Hell, which connects every plane, but mainly serves as the axle of the universe.

When a Celestial Being leaves Heaven, by either method, he does so through the processes of transubstantiation. His body converts into the energy of the plane, anchoring the Celestial Being in Heaven. His spirit, contained fully in his Angelic Spark, then travels to the plane of his destination (although on the Stairway of Heaven and Hell, they still need to traverse the stair). When they arrive at their destination, they create new bodies from the energies of that plane, often ones that resemble a Mortal.

This has two implications. First of all, only creatures with a Divine Spark, Angelic Spark, or Infernal Taint can freely travel between planes via the Stairway or summoning magic (it's possible for someone without to take the trip, though direct transport magic). Second, no creature that travels in this fashion can truly die on another plane. If killed, they travel back to their point of origin, where their body reforms for them. They are usually "damaged" by this process. No celestial being can take this trip again for 2d10 days. If they do it anyway, death results in a true death.

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They can die permanently by dying in Heaven or by losing their real body, should they bring it with them to another plane for some reason (this can be done voluntarily when using a direct form of transport magic). When an Angel dies permanently in Heaven, they are thought to return, in a spiritual form either to the energy of the plane or to God himself. If they die permanently in another plane, their fate is unknown, but some suspect their souls are lost for all eternity.

The Individuality of Celestial Beings

It's very easy to look at a "monster's" stats in an RPG and say, "He's just like that." We talked above about when that is a good idea and when a little customizing would lend an adventure spark. This is doubly important for Celestial Beings.

Essentially, every Celestial Being is *really* a non-player character. Their appearances are different, their abilities are different, each one is a unique creation. The Archangel Areniel is no more an average Saraph than your favorite knight character was an average fighter.

That said, complete character creation stats for Angels and Archons are beyond the scope of this work. Instead, take the stats here as a master NPC table. Swap out equipment and abilities. If you decide that a Saraph is a Paladin instead of the normal Cleric, that's completely okay. Give them personality and flare. They've had a lot more time to develop into unique creatures than your player characters.

Angels

Angels are the most powerful of the Celestial Beings. Created by God before any other living creature, Angels tower over Mortals. They are powerhouses of might, bastions of virtue, paragons of faith.

Except when they fall.

Each Angel represents one of the Divine Virtues: Truth, Moderation, Sacrifice, Purity, Humility. While all Angels display all of these virtues, each Angel has one virtue it displays above all others. Areniel himself, first of the Archangels and chosen in Heaven, might sit at the feet of a lowly Caraph to learn how to better exemplify Truth.

Then and Now

In the Teasers of *The Moving Shadow* many Angels are far less powerful than the ones depicted in this book. The reason is one of time. The Teasers take place some ten thousand years ago and Angels have only grown in power and skill in the intervening time.

When an Angel Falls

When an Angel falls, his corruption begins immediately. Unlike creatures with a Divine Spark, an Angel cannot simply "lose" his Angelic Spark . . . to do so would almost certainly kill him. Instead, their Angelic Spark darkens and corrupts in their breast. Over the next hours, days, weeks, or even years, the Angelic Spark corrupts and turns into an Infernal Taint. The time frame of this corruption depends on the nature of the fall. Some Angels fall suddenly. Others begin their fall years before they make their last choices and finally cross over and become Infernal.

When this process is complete, the Angel's abilities subtly change. Abilities that worked against the Infernal Taint now work against the Angelic and Divine Spark and vice versa. In addition, the elements against which the Angel has immunity and resistance swap.

Also, as the Angel lives from then on, they often explore different avenues, following dark paths of knowledge and blasphemous skills. With the creation of Hell, the Fallen Angel changes externally as well. Whereas they remained much the same during the War in Heaven, now they transform into the horrific forms of Devils in mere centuries.

Hierarchy of Angels

The various types of Angels, detailed as different monsters, are only part of the hierarchy of Angels. In addition, it isn't absolute. A Caraph can rise to the highest order of Angels and a Saraph could serve as the lowest. The Angelic hierarchy is as follows:

Archangels

There are five Archangels, which are the inner core of the Thrones, and God's most trusted servants. The Archangels are Areniel, Tariel, Jachiel, Vaziel, and Samiel (Samiel is the newest, replacing Lareniel when he fell). In the days of the War in Heaven, each of these Archangels commanded one

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of God's armies as marshal. They still do, but armies of Angels rarely march, and most of the time the Archangels handle God's most sensitive missions. Physically, all Archangels are Saraphim.

Thrones

The highest actual tier of Angels, the Thrones are God's champions and defenders. They guard the Holy See, act as the highest generals for his armies and handle his greatest missions. The five Archangels are all Thrones. Physically, most Thrones are Saraphim.

Dominions

The Dominions are in charge of commanding and guiding the lower Angels. The Dominions rule Heaven, oversee the Stairway of Heaven and Hell, make certain that the elemental planes stay in their ordained positions, adjust the stars, guide the planets through the Heaven, guard the secrets of fire, and make certain that the law of gravity remains inviolate. They form the bureaucracy of Heaven and keep the entire cosmos properly ordered. Dominions have the most cosmopolitan mix of Angels, containing more of the lower Angels than any other tier. When an Angel oversees a Mortal nation as a spiritual guardian, it's a Dominion.

Bastians

The Bastians command under the Dominions. When a group of people need a guardian, it's a Bastian that does so. Bastians also inspire artists and clergy. Physically, Bastians are a mix of Saraphim, Laraphim, and a few Garaphim.

Powers

The Powers are the sages and the theologians of Heaven. Not to be confused with the Bastians, who inspire Mortal priests, the Powers hold all the wisdom of Heaven, be it clerical, academic, or a craft, and act as a resource for other Angels. Physically, Powers are an equal mix of Saraphim, Laraphim, and Garaphim.

Principality

Principality stands to the side of Dominions and Bastians. Those groups control things in a straight

hierarchy, while Principality actually rule geographical areas in Heaven. One way to think of it as that the Dominion and Bastians form the bureaucracy and military might of Heaven, while Principality rule in a more civil manner. If the Dominions and Bastians formed the military and administrative force of a city, the Principality would be the mayor. Who controls what powers between a Principality and a high-ranking Dominion can be very confusing to an outsider. Most Principalitys are Saraphim, but the position is one purely of merit. An Archon could be a Principality.

Saraphim

The largest and most powerful of the Angels, the Saraphim are the priests and ministers of Heaven.

Laraphim

In churches where magic is accepted, Laraphim are seen as the mages of Heaven. In other cultures, they are seen as sages of a lesser rank than the Powers.

Garaphim

Garaphim are mid-sized Angels. They are the craftsmen of Heaven.

Alaraphim

The Alaraphim are scouts and special forces of Heaven. They make many excursions into Hell and the Mortal realm.

Caraphim

The Caraphim are the smallest Angels (they merely tower over Humans) and the lowest rank. They are by far the most numerous. They are foot soldiers of God and messengers.

Angel Abilities

There are many types of Angels in Heaven, and while in the early days, no Angels found the need to go to war, since the first Fall, every Angel has learned to take up the sword and fight, whether it be for God, or against him.

Angels are all beautiful, although that beauty begins to fade the moment they betray God. They have large, feathery wings and in natural form stand much taller than men (typically ten feet or more).

All Angels have certain common traits.

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- Darkvision*: 60 ft.
- Low-light Vision*
- Angels are immune to all acid, air, electricity, and transformation attacks.
- Resistance*: fire 10, cold 10, and water 10.
- +4 Racial Save against poison.
- 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 Angel. 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 angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)
- Counterspell (SU)*: Angels can counterspell any incoming spell as a free action, once a round.

—*Bane (SU)*: Angels gain a +2 enchantment bonus and +2d6 damage vs. anything with the Infernal Taint.

—*Soul Sense (SU)*: Angels can sense any Mortal's most noble trait.

—*Tongues (Su)*: All Angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to Angel's Hit Dice). This ability is always active.

Notes: *Each of the Angels below has facial features that echo one of the Mortal races. These are not hard and fast rules, just general trends. A Saraph, for instance, can look like any Mortal being, they just have Elven features more often than not.*

Angel, Alaraph

Hit Dice:
Initiative:

Large Outsider (Angel, Extraplanar, Good, Lawful)
23d8+92 (195 hp)
+7



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Speed: 60 ft. (12 squares), Fly 120 ft. (Good)

Armor Class: 33 (–1 size, +3 Dex, +16 natural, +3 Masterwork Studded Leather, +2 Heavy Shield) touch 12, flatfooted 30

Base Attack/Grapple: +23/ +33

Attack: Masterwork Longsword +30 melee (2d6+6/19–20) or slam +28 melee (2d8+9)

Full Attack: Masterwork Longsword +30/+25/+20/+15 melee (2d6+6/19–20) or slam +28/+23/+18/+13 melee (2d8+9)

Face/Reach: 10 ft./10 ft.

Special Attacks: Bane, Spell-Like Abilities

Special Qualities: +4 Racial Save against poison, Angelic Spark, Counterspell, Damage Reduction 15/Epic and Evil, Darkvision (60'), Fast Healing 5, Immunities, Low-Light Vision, Outsider Traits, Protective Aura, Resistance to fire 10, cold 10, and water 10, Soul Sense, Spell Resistance 32, Tongues

Saves: Fort: +17, Ref: +16, Will: +16

Abilities: Str 22, Dex 16, Con 18, Int 16, Wis 16, Cha 18

Skills: Appraise +3; Balance +2; Bluff +4; Climb +5; Concentration +30; Craft (Untrained) +3; Diplomacy +34; Disguise +4; Escape Artist +28; Forgery +3; Gather Information +4; Heal +3; Hide +24; Intimidate +30; Jump +17; Knowledge (Religion) +29; Knowledge (The Planes) +29; Listen +31; Move Silently +28; Ride +3; Search +3; Sense Motive +29; Spot +31; Survival +3; Swim +4; Use Rope +3

Feats: Alertness, Cleave, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Track, Weapon Focus (Longsword)

Environment: Heaven

Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 21

Treasure: No coins; double goods; standard items

Alignment: Usually Lawful Good

Advancement: By character class

Level Adjustment: —

Background/History: The second tier of Angels, the Alaraphim were once the gardeners of Heaven. They tended the plants and the animals and in the early days oversaw the Caraphim as they seeded Heaven with God's works. They lived in the wilderness, were close to the Elves, and loved all of nature.

When the first third of the Host fell, the Alaraphim changed in purpose. They had the skills and the instincts to pass unseen through the wilderness and became natural scouts and guides. Over time, they became the special forces of God, the elite and independent agents that God could trust to venture deep into the lands of the Fallen.

After the Sundering, the Alaraphim continued their works. They walked the Mortal Realm and hunted evil. Of all the Angels, they are the most likely to be found in Hell. The Caraphim raid into Hell as well, but the Alaraphim have a much higher survival rate.

Personality/Motivation: The Alaraphim are driven and dedicated. They tend to be grizzled, often angry or jaded. They work hard and rest little. They are never quite at ease unless they are tracking a foe. Alaraphim tend to see only one goal and to pursue it intently until it's done. They personify the Divine Virtue of Moderation, but when they fall it's usually because they've lived their duty so hard that they've forgotten that moderation applies to work as well as comforts.

Powers/Tactics: Like all Angels, the Alaraphim have great powers of Healing, but they tend to use them in a sylvan setting and are more likely to heal an animal than a person. Their woodland spells make them useful in the wilderness. Alaraphim operate alone or in small groups. They favor hit and run tactics and subtlety over a direct assault.

Spell-Like Abilities: At will—*aid*, *alarm*, *detect evil*, *light*, *pass without trace* (DC 15), *purify food and drink* (DC 14), *water walk* (DC 17); 7/ day—*cure moderate wounds* (DC 16), *darkness*, *sum-*

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mon nature's ally IV; 3/day—freedom of movement (DC 18), heal (DC 20), polymorph, remove curse (DC 17), remove disease (DC 17), tree shape; 1/day—control weather, greater restoration (DC 21), raise dead (DC 19), regenerate (DC 21).

Campaign Use: Alaraphim tend to fill the role as the gruff lone veteran. They are slow to care about a cause, but once they become one with an ideal, they fight for it fanatically.

To increase or decrease the Alaraph's scaling, adjust their HD up and down. These stats assume almost none of the powerful magic items available in Heaven, so rounding him out with enchanted gear can have great effect.

Appearance: Alaraphim stand between ten to twelve feet tall. They tend to wiry builds. More often than not, they have a vaguely Halfling appearance.

Angel, Caraph

	Large Outsider (Angel, Extraplanar, Good, Lawful)
Hit Dice:	20d8+40 (130 hp)
Initiative:	+6
Speed:	35 ft. (7 squares), Fly 75 ft. (Good)
Armor Class:	33 (–1 size, +15 natural, +7 Masterwork Half-Plate, +2 Heavy Shield) touch 9, flat-footed 33
Base Attack/Grapple:	+20/+29
Attack:	Masterwork Longsword +26 melee (2d6+5/19–20) or slam +24 melee (2d8+7)
Full Attack:	Masterwork Longsword +26/+21/+16/+11 melee (2d6+5/19–20) or slam +24/+19/+14/+9 melee (2d8+7)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	+4 Racial Save against poison, Angelic Spark, Counterspell, Damage Reduction 15/Epic and Evil, Darkvision (60'), Fast Healing 5, Immunities, Low-Light Vision, Outsider Traits, Protective Aura, Resistance to fire 10, cold 10, and

Saves:
Abilities:

Skills:

Feats:

Environment:
Organization:
Challenge Rating:
Treasure:

Alignment:
Advancement:
Level Adjustment:

water 10, Soul Sense, Spell Resistance 30, Tongues
Fort: +14, Ref: +14, Will: +15
Str 20, Dex 14, Con 15, Int 16, Wis 16, Cha 18
Appraise +3; Balance –5; Bluff +4; Climb –2; Concentration +25; Craft (Untrained) +3; Diplomacy +29; Disguise +4; Escape Artist –5; Forgery +3; Gather Information +4; Heal +3; Hide +14; Intimidate +27; Jump –2; Knowledge (Religion) +26; Knowledge (The Planes) +26; Listen +28; Move Silently +18; Ride +25; Search +3; Sense Motive +26; Spot +28; Survival +3; Swim –9; Use Rope +2
Alertness, Cleave, Flyby Attack, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Heaven
Solitary, pair, or squad (3–5)
15
No coins; double goods; standard items
Usually Lawful Good
By character class
—

Background/History: The lowest form of Angel, the Caraphim were once the messengers of God. They carried His word throughout all of Heaven, by message, scripture, and deed. They gave sermons, helped the needy, and cleaned gutters. The Caraphim were the simplest and humblest of all Angels, and every one served the lowest of God's creatures.

When the first third of the Host fell, the Caraphim became the frontline troops in the army. They fleshed out the ranks of all Angel units and they fought alongside Mortals. Originally, all Mortal units were commanded by Angels, but after the Mortal armies swelled in rank, the Caraphim descended to minor leadership roles among the Mortal units, but always as a first among equals, never as an officer or non-commissioned officer.

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After the Sundering, the living Mortals of Heaven and the Fallen had all vanished. The Caraphim were left with no purpose of their own and many wept and wailed at the tragedy. The spirits of the dead still reside in Heaven, but now Archons serve these.

And so the Caraphim take their war abroad. They attack into Hell. They grant visions to young Paladins. Sometimes, they take Human form and join into Mortal wars if they see one side as just. Most other Angels feel the Caraphim are lost now, adrift if not actually Fallen. They look for a place in a universe they cannot love, in a plan of God that has diverged from the true path.

They look and they wait.

Personality/Motivation: The Caraphim are a lost people. No longer grounded to the service of Mortals in Heaven, now they seek and fight and strive to find a purpose in a cold, empty universe. A Caraphim is so desperate to serve Mortality that many will break the law of God just to aid those in the Mortal Realm. Caraphim personify the Divine virtue of Truth. When they fall, they usually fall because they think they've discovered a greater truth, and they're willing to pursue it to any end.

Powers/Tactics: The Caraphim's power centers around healing and combat. They tend to the injured and they mete out God's justice against the wicked. They will not willingly use their combat powers against the righteous (except to restrain and subdue), but they might be tricked, especially if the Angel's need to help is desperate enough. They will heal even the wicked.

Caraphim wade into battle, slaughtering their foes with their great swords. While they do have spells, most of these augment their existing combat abilities and only the rarest Caraphim will know a spell that allows it to hold back and attack at a distance. Nor would they want to. The front line is what they know, and they revel in it.

Spell-Like Abilities: At will—*aid*, *bull's strength* (DC 16), *detect evil*, *magic circle against evil* (DC 17); 7/ day—*cure moderate wounds* (DC 16), *holy sword*; 3/day—*greater command* (DC 19), *heal* (DC 20), *protection from arrows* (DC 17), *remove curse* (DC 17), *remove disease* (DC 17), *undeath to death*

(DC 20); 1/day—*commune*, *greater restoration* (DC 21), *raise dead* (DC 19), *regenerate* (DC 21).

Campaign Use: Caraphim are borderline insane with want of purpose. If a character were to become the target of a Caraphim, the creature would hunt him relentlessly, like a bloodhound, but never tiring, never shirking.

The easiest way to adjust a Caraphim's power is by scaling his HD up and down. These stats assume almost none of the powerful magic items available in Heaven, so rounding him out with enchanted gear can have great effect.

Appearance: The Caraphim stand nine to ten feet tall and look like handsome young males, vaguely Gnomish as often as not. Still, they come in all forms, from Gnomish to Halfling to Human to Elven to Dwarven although the Angelic Spark is always readily apparent in them.

The Caraphim have born the brunt of many attacks and many of them bear scars to show the horrors of their past. They tend to carry a huge two-handed sword in one hand.

Angel, Garaph

	Large Outsider (Angel, Extraplanar, Good, Lawful)
Hit Dice:	27d8+135 (256 hp)
Initiative:	+6
Speed:	50 ft. (10 squares), Fly 90 ft. (good)
Armor Class:	35 (−1 size, +17 natural, +7 Masterwork Half-Plate, +2 Heavy Shield) touch 9, flat-footed 35
Base Attack/Grapple:	+27/+38
Attack:	Masterwork Warhammer +35 melee (2d6+7/x3) or slam +33 melee (2d8+10)
Full Attack:	Masterwork Warhammer +35/+30/+25/+20 melee (2d6+7/x3) or slam +33/+28/+23/+18 melee (2d8+10)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	+4 Racial Save against poison, Angelic Spark, Counterspell, Damage Reduction 15/Epic and Evil, Darkvision (60'),

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Saves:	Fast Healing 5, Immunities, Low-Light Vision, Outsider Traits, Protective Aura, Resistance to fire 10, cold 10, and water 10, Soul Sense, Spell Resistance 34, Tongues
Abilities:	Fort: +18, Ref: +17, Will: +19 Str 24, Dex 14, Con 21, Int 18, Wis 18, Cha 18
Skills:	Appraise +4; Balance -5; Bluff +4; Concentration +33; Craft (Armorsmithing) +34; Craft (Untrained) +4; Craft (Weaponsmithing) +34; Diplomacy +38; Disguise +4; Escape Artist -5; Forgery +4; Gather Information +4; Heal +4; Hide +21; Intimidate +34; Jump +8; Knowledge (Religion) +34; Knowledge (The Planes) +34; Listen +34; Move Silently +25; Ride +2; Search +4; Sense Motive +34; Spot +34; Survival +4; Swim 7; Use Rope +2
Feats:	Flyby Attack, Craft Magical Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Initiative, Power Attack, Weapon Focus (Warhammer)
Environment:	Heaven
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	25
Treasure:	No coins; double goods; double items
Alignment:	Often Lawful Good
Advancement:	By character class
Level Adjustment:	—

Background/History: The Garaphim are what they've always been: builders. They built the housing for the Angels in Heaven. When God created the Holy See out of pure diamond, it was the Garaphim who carved out the passages so that Mortals could pass inside. When the Angels fell, the Garaphim on either side outfitted them for war.

To this day, they continue their roles as the Architects of Heaven. They shape and they create and

they delve. One rarely sees a Garaph on any other plane of existence, and when one does, the Garaph is almost always in search of a raw material that he needs to build something truly awe inspiring.

Personality/Motivation: Garaphim are driven by their need to create. They build and shape and craft. They give away almost everything they make. They personify the Divine Virtue of Sacrifice, and when they fall, it's usually because their need to create has clouded the reality of *what* they are creating.

Powers/Tactics: The Garaphim are powerfully built and rely on their brute force in combat. Often, they amplify this combat ability with items of their creation, donning magical armors and taking up magical arms.

Spell-Like Abilities: At will—*aid*, *alarm*, *bless water*, *detect evil*, *holy sword*, *greater magic weapon*; 7/day—*cure moderate wounds* (DC 16), *mage armor* (DC 17), *protection from arrows* (DC 16); 3/day—*heal* (DC 20), *greater spell immunity* (DC 22), *remove curse* (DC 17), *remove disease* (DC 17), *spell resistance* (DC 19); 1/day—*greater restoration* (DC 21), *raise dead* (DC 19), *regenerate* (DC 21).

Campaign Use: Unlike most other Angels, the Garaphim rarely leave Heaven, and even there they dedicate themselves to their craft. If they're seen, it's usually a lone Garaph searching for some rare component. If they're seen in a large group, they are likely outfitting an Angelic army for war.

To increase or decrease the Garaphim's scaling, adjust their HD and their combat abilities. Also give them powerful holy equipment, as necessary, to round out their power.

Appearance: The Garaphim stand between twelve and fourteen feet tall. They tend to powerful, workman builds, like miners or smiths. Their faces often resemble the faces of Dwarves.

Angel, Laraph

Hit Dice:	Large Outsider (Angel, Extraplanar, Good, Lawful)
Initiative:	30d8+150 (285 hp)
Speed:	+6 55 ft. (11 squares), Fly 95 ft. (good)

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Armor Class: 36 (–1 size, +18 natural, +7 Masterwork Half-Plate, +2 Heavy Shield) touch 9, flat-footed 36

Base Attack/Grapple: +30/+42

Attack: Masterwork Longsword +41 melee (2d6+8/19–20) or slam +37 melee (2d8+12)

Full Attack: Masterwork Longsword +41/+36/+31/+26 melee (2d6+8/19–20) or slam +37/+32/+27/+22 melee (2d8+12)

Face/Reach: 10 ft./10 ft.

Special Attacks: Bane, Spell-Like Abilities

Special Qualities: +4 Racial Save against poison, Angelic Spark, Counterspell, Damage Reduction 20/Epic and Evil, Darkvision (60'), Fast Healing 5, Immunities, Low-Light Vision, Outsider Traits, Protective Aura, Resistance to fire 10, cold 10, and water 10, Soul Sense, Spell Resistance 35, Tongues

Saves: Fort: +22, Ref: +19, Will: +22

Abilities: Str 26, Dex 15, Con 21, Int 20, Wis 20, Cha 18

Skills: Appraise +5; Balance +28; Bluff +4; Climb +1; Concentration +38; Craft (Untrained) +5; Diplomacy +41; Disguise +4; Escape Artist +30; Forgery +5; Gather Information +4; Heal +5; Hide +24; Intimidate +37; Jump +9; Knowledge (Religion) +38; Knowledge (The Planes) +38; Listen +40; Move Silently +28; Ride +2; Search +5; Sense Motive +38; Spot +40; Survival +5; Swim –6; Use Rope +35

Feats: Alertness, Cleave, Combat Expertise, Dodge, Epic Weapon Focus (Longsword), Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (Longsword)

Environment: Heaven

Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 28

Treasure: No coins; double goods; standard items

Alignment: Usually Lawful Good

Advancement: By character class

Level Adjustment: —

Background/History: The Laraphim have always stood high in the ranks of Heaven. They were the first to teach Mortals magic and during the War in Heaven, they served as magical support and artillery on either side.

Since then, the Laraphim have pursued their own goals. God seems to give them great latitude, and they explore and push the bounds of their knowledge, always looking for some new bit of Arcane knowledge.

Personality/Motivation: The Laraphim suffer from a lack of creativity. They are brilliant and can control the most difficult spells with ease, but they don't seem able to create anything new. Laraphim are seemingly born with the knowledge of magic in their heads and they gain in skill as they practice, but they never innovate. Laraphim exemplify the Divine Virtue of Purity. They reject the seeking of wild joy and the sins of the flesh. When they do fall, it's usually because they fall in love (or think they have) and reject their Angelic nature to be with a Mortal female.

Powers/Tactics: Laraphim are terrifying in combat. Their easy knowledge of magic and their powerful combat abilities leave them with no weakness. They like to soften opponents up with ranged spells before swooping in and taking them out in melee.

Spell-Like Abilities: At will—*aid*, *greater dispel magic*, *light*; 7/day—*lightning bolt* (DC 17), *chill metal* (DC 16), *cure moderate wounds* (DC 16), *darkness*, *fireball* (DC 17), *heat metal* (DC 16); 3/day—*chain lightning* (DC 17), *control winds* (DC 19), *deep slumber* (DC 17), *heal* (DC 19), *remove curse* (DC 17), *remove disease* (DC 17), *wall of fire*, *wall of force* (DC 19), *wall of ice* (DC 18), *wall of stone* (DC 19), *wind wall*; 1/day—*control water*, *fire storm* (DC 21), *ice storm* (DC 18), *greater restoration* (DC 21), *raise dead* (DC 19), *regenerate* (DC 21).

Campaign Use: Laraphim serve well as the cryptic sages of Heaven. They often wander, seeking knowl-

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edge, and more often than not they merely observe. A matter of magic might be the most appealing to them, but they seek any opportunity to learn.

To increase or decrease the Laraph's scaling, adjust their level and their combat abilities. Adding new spells and magic items can also make them more powerful.

Appearance: Not many Angels in *The Echoes of Heaven* stray far from the traditional look. The Laraphim, however, are the epitome of the powerful angel. Typically with Human features and massive wings, they stand between fourteen and sixteen feet tall. They often wear armor made of enchanted materials that don't interfere with spell casting.

Angel, Saraph

Hit Dice: 33d8+165 (313 hp)
Initiative: +8
Speed: 60 ft. (12 squares), Fly 100 ft. (good)

Huge Outsider (Angel, Extraplanar, Good, Lawful)

Armor Class: 36 (–2 size, +19 natural, +7 Masterwork Half-Plate, +2 Heavy Shield) touch 8, flat-footed 36

Base Attack/Grapple: +33/+50

Attack: Masterwork Longsword +44 melee (2d6+9/19–20) or slam +40 melee (2d8+13)

Full Attack: Masterwork Longsword +44/+39/+34/+29 melee (2d6+9/19–20) or slam +40/+35/+30/+25 melee (2d8+13)

Face/Reach: 15 ft./15 ft.

Special Attacks: Bane, Spell-Like Abilities

Special Qualities: +4 Racial Save against poison, Angelic Spark, Counterspell, Damage Reduction 20/Epic and Evil, Darkvision (60'), Fast Healing 5, Immunities, Low-Light Vision, Outsider Traits, Protective Aura, Resistance to fire 10, cold 10, and water 10, Soul Sense, Spell Resistance 37, Tongues

Saves: Fort: +23, Ref: +22, Will: +18

Abilities: Str 28, Dex 18, Con 20, Int 20, Wis 10, Cha 18

Skills: Appraise +5; Balance +33; Bluff +4; Climb +2; Concentration +41; Craft (Untrained) +5; Diplomacy +44; Disguise +4; Escape Artist +35; Forgery +5; Gather Information +4; Hide +25; Intimidate +40; Jump +14; Knowledge (Religion) +41; Knowledge (The Planes) +41; Listen +38; Move Silently +33; Ride +4; Search +5; Sense Motive +36; Spot +38; Swim –5; Use Rope +40

Feats: Alertness, Cleave, Combat Expertise, Dodge, Epic Weapon Focus (Longsword), Flyby Attack, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Longsword)

Environment: Heaven

Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 31

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Treasure:	No coins; double goods; standard items
Alignment:	Usually Lawful Good
Advancement:	By character class
Level Adjustment:	—

Background/History: The most powerful Angels, physically, the Saraphim are the height of Angelic might. From the early days, they have stood as the ministers among Angels, teaching and guiding and serving their smaller and weaker brethren. The Archangels are all Saraphim in form, and many believe that these were the first creatures ever created by God.

It is the great shame of the Saraphim that their most powerful member, Lareniel, fell to his own pride, taking one third of the Heavenly host with him. This Saraph, known now as Bamon, allied with the Nopheratus, and if he didn't create evil, he at least brought it into paradise.

The Saraphim fought hard throughout the War in Heaven, striving to cleanse Bamon's stain from their name. The pride inherent in this has caused more to fall and now they are ever vigilant against this Deadly Sin, their great weakness.

The Saraphim fill many of the higher ranks of Angels, and so they are the most potent of God's agents in the Universe. Some believe that Areniel, now the greatest among them, has barely set foot in Heaven over the last thousand years, that the tasks of God's most powerful minions never stop, even for a moment.

Personality/Motivation: The Saraphim are driven by their great love for God and their sadness at their role in the fall of paradise. Humans are the only beings in the universe more apt to take the blame of all evil onto their shoulders. The Saraphim strive to work God's will in the world and they never tire, never flag. The closest they come to recreation is the occasional stint into Hell, necessary work they save for when God's other tasks weigh too heavily, and they need a respite. Saraphim exemplify the Divine Virtue of Humility. When they fall, it often starts as a growing pride in their own modesty. How can a creature as glorious as they stay so humble? It baffles the imagination.

Powers/Tactics: The Saraphim fight with sword and shield. They have powerful clerical abilities to

back up their physical strength and they can devastate Undead and Demons.

Spell-Like Abilities: At will—*aid*, *bless water* (DC 15), *daze monster* (DC 16), *greater dispel magic*; 7/day—*cure moderate wounds* (DC 16), *deep slumber* (DC 17), *endure elements* (DC 15), *undeath to death* (DC 20); 3/day—*commune*, *heal* (DC 20), *greater restoration* (DC 21), *raise dead* (DC 19), *regenerate* (DC 21), *remove curse* (DC 17), *remove disease* (DC 17), *summon monster V*, *word of recall* (DC 20); 1/day—*find the path* (DC 16), *prismatic sphere* (DC 23), *resurrection* (DC 21), *summon monster IX*.

Campaign Use: Saraphim are the paragons of Heaven. They are the most loyal and faithful of all the Angels. They only leave on the most crucial mission, but there's always a crucial mission somewhere.

To increase or decrease the Saraphim's scaling, adjust their HD and their combat abilities. Also give them powerful holy equipment, as necessary, to round out their power.

Appearance: The Saraphim are the mightiest of Angels, standing sixteen feet or more. They tend to wiry builds and Elven features, but that's hardly a hard rule. Of all the Angels, they look the most awe-inspiring, and yet they exude a quiet air of peace.

Archons

Archons are the souls of dead Mortals, imbued with an Angelic Spark and set to do the work of God in Heaven. They now compose most of the armies and they undertake many jobs in their capacities. Archons even raid into Hell, but usually only in force.

It is said that nothing one does in Heaven can earn a place as Archon. They were the best and the most holy in the Mortal Realm, and through their devotion to God, they've earned the right to continue their service in Heaven. Archons are not made from deeds in Heaven because they earn their place through faith, and the true test of faith is to hold true in the face of the unknown. Every soul in Heaven can feel the light of God, they need only find a place without shadows. A soul that stays true to God's

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ideals when facing the evils and temptations of the world is so much more rare.

Archons come at all levels of power. Feel free to scale these creatures as high as you need.

All Archons have certain common traits.

—*Darkvision*: 60 ft.

—*Low-light Vision*

—Archons are immune to all acid, air, electricity, and transformation attacks.

—*Resistance*: fire 10, cold 10, and water 10.

—+4 Racial Save against poison.

—*Bane (SU)*: Archons gain a +2 enchantment bonus and +2d6 damage vs. anything with the Infernal Taint.

—*Soul Sense (SU)*: Archons can sense any Mortal's most noble trait.

—*Tongues (Su)*: All Archons can speak with any creature that has a language, as though using a tongues spell (caster level equal to Archon's Hit Dice). This ability is always active.

All the Saints followed by the Orders of various churches are Archons.

Cloak Archon

	Medium Outsider (Angel, Extraplanar, Good, Lawful)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	19 (+4 Dex, +2 natural, +3 Studded Leather) touch 14, flatfooted 15
Base Attack/Grapple:	+3/+4
Attack:	Longsword +5 melee (1d8+1/19–20) or Shortbow +7 ranged (1d6 /x3)
Full Attack:	Longsword +5 melee (1d8+1/19–20) or Shortbow +7 ranged (1d6 /x3)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Bane
Special Qualities:	+4 Racial Save against poison, Angelic Spark, Darkvision (60'), Fast Healing 1, Immunities, Low-Light Vision, Outsider Traits, Resistance to fire 10, cold 10, and water 10, Soul Sense, Tongues
Saves:	Fort: +4, Ref: +7, Will: +4

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Str 13, Dex 18, Con 13, Int 14, Wis 13, Cha 15

Appraise +2; Balance +3; Bluff +2; Climb +6; Concentration +1; Craft (Untrained) +2; Diplomacy +2; Disable Device +8; Disguise +2; Escape Artist +9; Forgery +2; Gather Information +8; Heal +1; Hide +11; Intimidate +2; Knowledge (Religion) +4; Knowledge (The Planes) +8; Listen +7; Move Silently +11; Ride +4; Search +2; Sense Motive +1; Sleight of Hand +7; Spot +7; Survival +1; Swim –1; Use Rope +4

Stealthy, Weapon Focus (Longsword)

Heaven

Solitary, pair, or squad (3–5)

2

No coins; double goods; standard items

Usually Lawful Good

By character class

+3

Background/History: The Cloak Archons are the rarest kind. The reason is a Cloak Archon practiced subterfuge by trade in his Mortal life. The juxtaposition of a Saint with the skills of a highly-trained thief is rare. Most Cloak Archons were hunters or scouts in life. There are rumors of thieves stealing from evil churches or oppressive governments becoming Cloak Archons, but there's no evidence that this has ever actually happened. Most Cloak Archons will not speak of their Mortal lives.

Personality/Motivation: Cloak Archons fill in the Reconnaissance role for Heaven. While they do occasionally steal (if the target is very, very evil), they more often infiltrate a location and thoroughly map out its shape, delivering the information to its superiors or unit. Cloak Archons speak little and are intensely loyal. It takes zealotry to do what they do and never lose their faith.

Powers/Tactics: Cloak Archons never confront directly. If they happen upon an evil that can't wait for reinforcements (such as an impending Human

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sacrifice), they use distraction and ambush to attack their victims.

Spell Like Abilities: At will—*detect evil*.

Campaign Use: Cloak Archons handle all the stealth work for the Celestial Host. This often places them out and on their own, but Cloak Archons usually have an extensive force of Fist Archons backing them up.

To increase or decrease the Cloak Archon's scaling, adjust their HD, their stealth skills, and their combat feats.

Appearance: Cloak Archons are humanoid creatures, thin and quick. They are named after their voluminous cloaks, which form a shifting nimbus around them as they move.



Faith Archon

Hit Dice:

Initiative:

Speed:

Medium Outsider (Angel, Extraplanar, Good, Lawful)
3d8+9 (22 hp)
+1
20 ft. (4 squares)

Armor Class:

Base Attack/Grapple:

Attack:

Full Attack:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

18 (+1 Dex, +2 natural, +5 Chainmail) touch 11, flatfooted 17

+3/+6

Longbow +4 ranged (1d8/x3) or Longsword +7 melee (1d8+3/19–20)

Longbow +4 ranged (1d8/x3) or Longsword +7 melee (1d8+3/19–20)

5 ft./5 ft.

Bane, Spell-Like Abilities

+4 Racial Save against poison, Angelic Spark, Darkvision (60'), Fast Healing 1, Immunities, Low-Light Vision, Outsider Traits, Resistance to fire 10, cold 10, and water 10, Soul Sense, Tongues

Fort: +6, Ref: +4, Will: +5

Str 16, Dex 12, Con 16, Int 14, Wis 14, Cha 15

Appraise +2; Balance –4; Bluff +2; Climb –2; Concentration +9; Craft (Untrained) +2; Diplomacy +10; Disguise +2; Escape Artist –4; Forgery +2; Gather Information +2; Heal +2; Hide +2; Intimidate +8; Jump –8; Knowledge (Religion) +11; Knowledge (The Planes) +8; Listen +8; Move Silently +2; Ride +1; Search +2; Sense Motive +8; Spot +8; Survival +2; Swim –7; Use Rope +1

Skill Focus (Knowledge (Religion)), Weapon Focus (Longsword)

Heaven

Solitary, pair, or squad (3–5)

2

No coins; double goods; standard items

Usually Lawful Good

By character class

+3

Background/History: Faith Archons are the second most populous kind of Archon. Clergy in life, they exemplified the life of holy devotion. In the end,

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they achieved their own form of sainthood, though most are never recognized by their churches.

Some people would say that it's strange that there are less Faith Archons than Fist. Others would say that there are few enough full priests in the world that this isn't unusual at all. Others would say it's a statement on the state of religion.

Personality/Motivation: Faith Archons are the spiritual guides of the Archons. They minister to the troops and guide their brethren on moral matters (especially the Cloak Archons).

Powers/Tactics: Faith Archons do well in straight on combat, but if they have the option they hold back, supporting their Fists with spells.

Spell-Like Abilities: At will—*detect evil*; 3/day—*bless* (DC 13), *bless water* (DC 13), *daze monster* (DC 13), *gentle repose* (DC 16); 1/day—*commune*, *remove curse* (DC 15), *restoration* (DC 16), *summon monster II* (DC 14).

Campaign Use: Faith Archons will sometimes travel on their own. More often they have a support duty, attached to a larger group of Archons.

To increase or decrease the Faith Archon's scaling, adjust their HD and their combat feats. Adding

or subtracting spell-like abilities can also greatly affect their power.

Appearance: Faith Archons are humanoids with strong, fit builds. They exude an air of peace and wisdom that few can ignore. They often dress in flowing robes.

Fist Archon

Hit Dice:

Initiative:

Speed:

Armor Class:

Base Attack/Grapple:

Attack:

Full Attack:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Medium Outsider (Angel, Extraplanar, Good, Lawful)
3d8+9 (22 hp)

+1

20 ft. (4 squares)

21 (+1 Dex, +2 natural, +8 Full Plate) touch 11, flatfooted 20

+3/+6

Glaive +7 melee (1d10+4/x3) or Longbow +4 ranged (1d8/x3)

Glaive +7 melee (1d10+4/x3) or Longbow +4 ranged (1d8/x3)

5 ft./5 ft.

Bane

+4 Racial Save against poison, Angelic Spark, Darkvision (60'), Fast Healing 1, Immunities, Low-Light Vision, Outsider Traits, Resistance to fire 10, cold 10, and water 10, Soul Sense, Tongues

Fort: +6, Ref: +4, Will: +5

Str 16, Dex 12, Con 17, Int 14, Wis 14, Cha 15

Appraise +2; Balance -5; Bluff +2; Climb +3; Concentration +3; Craft (Untrained) +2; Diplomacy +2; Disguise +2; Escape Artist -5; Forgery +2; Gather Information +2; Heal +2; Hide +1; Intimidate +8; Jump -3; Knowledge (Religion) +8; Knowledge (The Planes) +8; Listen +8; Move Silently +1; Ride +1; Search +2; Sense Motive +2; Spot +8; Survival +2; Swim -3; Use Rope +1

Power Attack, Weapon Focus (Glaive)



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Environment: Heaven
Organization: Solitary, pair, or squad (3–5)
Challenge Rating: 2
Treasure: No coins; double goods; standard items
Alignment: Usually Lawful Good
Advancement: By character class
Level Adjustment: +3

Background/History: Fist Archons are the most common type. In life they came from all walks of life. Some were soldiers, others were farmers or tradesmen. Most of them were physical people in physical jobs. When ascending to the role of Archon this was their natural role.

Personality/Motivation: Like all Archons, the Fists are motivated by their profound love of God and their dedication to the agendas of Heaven. Other than that, Fists have a full range of motivations, as many as there are different types of people.

Powers/Tactics: The Fist Archons are talented warriors. They are professional soldiers, used to fighting in efficient tactical units. While they don't have a lot of opportunity to fight one on one, they are

talented at this as well. They prefer honorable but clever tactics.

Spell Like Abilities: At will—*detect evil*.

Campaign Use: Fist Archons are rarely seen alone. They form the backbone of units performing missions from Heaven. Still, when a single warrior is needed, sometimes the Archangels will send a Fist.

To increase or decrease the Fist Archon's scaling, adjust their HD and their combat feats.

Appearance: Fist Archons are fit and muscular, though not bulky. They wear comfortable clothing, fit for combat, and they often use pole arms.

Sage Archon

Medium Outsider (Angel, Extraplanar, Good, Lawful)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armor Class: 15 (+3 Dex, +2 natural) touch 13, flatfooted 12

Base Attack/Grapple: +3/+4

Attack: Quarterstaff +5 melee (1d6+1)

Full Attack: Quarterstaff +3/+1 melee (1d6+1/1d6+1)

Face/Reach: 5 ft./5 ft.

Special Attacks: Bane, Spell-Like Abilities

Special Qualities: +4 Racial Save against poison, Angelic Spark, Darkvision (60'), Fast Healing 1, Immunities, Low-Light Vision, Outsider Traits, Resistance to fire 10, cold 10, and water 10, Soul Sense, Tongues

Saves: Fort: +4, Ref: +6, Will: +5

Abilities: Str 13, Dex 16, Con 13, Int 15, Wis 14, Cha 15

Skills: Appraise +2; Balance +3; Bluff +2; Climb +1; Concentration +7; Craft (Untrained) +2; Diplomacy +8; Disguise +2; Escape Artist +3; Forgery +2; Gather Information +2; Heal +2; Hide +9; Intimidate +2; Jump +1; Knowledge (Arcana) +8; Knowledge (Religion) +8; Knowledge (The Planes) +8; Listen +8; Move Silently +9; Ride +3; Search



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Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

+2; Sense Motive +2; Spellcraft +10; Spot +8; Survival +2; Swim +1; Use Rope +3

Two-Weapon Fighting, Weapon Focus (Quarterstaff)

Heaven

Solitary, pair, or squad (3–5)

2

No coins; double goods; standard items

Usually Lawful Good

By character class

+3

Background/History: Sage Archons were academic and mages in real life. Upon death, they were promoted to Sage Archons and where necessary trained in magical ability. Now they serve as magical and often “artillery” support for Archon units.

Personality/Motivation: Sage Archons love two things, God and the truth. In life they pursued knowledge and wisdom, often to the exclusion of all else. They sought riddles and mysteries and the secret truth behind all things. Many of them dedicated their life to forcing open the hidden places of the universe. Although becoming an Archon answers many questions, this need still drives their soul.

Powers/Tactics: Sage Archons eschew melee combat, preferring to fight with magic and wits. They usually have Fist Archons in their units, and they stand back behind the muscle, raining magical death upon the enemy.

Spell Like Abilities: At will—*detect evil*; 3/day—*fog cloud*, *heat metal* (DC 14), *light*, *ray of frost*, *sleep* (DC 13), *soften earth and stone* 1/day—*control winds* (DC 17).

Campaign Use: Sage Archons usually flesh out a unit of Fists. They use their magic in a support capacity, raining elemental forces on the enemy. They are often the leaders and tacticians of the Heavenly units.

To increase or decrease the Sage Archon’s scaling, adjust their HD and their combat abilities. Adding or subtracting spell-like abilities is another solid way to alter the power of a Sage Archon.

Appearance: Sage Archons dress in arcane robes. They are thin and exude a thoughtful demeanor.

They move with a grace that makes them seem above the earth upon which they tread.

Dramatic Purpose

Symbolic: The Celestial represents the greatest and most noble traits of man. They are faith and purity. They are strength and wisdom. In short, Celestial Beings represent the best of us, the most noble and the most powerful.

But they also represent the fall of greatness. It wasn’t the Mortals who were the first to fall from grace. Mortals were humble in nature. No, it was the Angels who fell, and those who rise the highest fall the furthest.

Individually, Angels represent the Divine Virtue they exemplify. When fallen, they represent the corresponding Deadly Sin.

Virtue

Truth

Moderation

Sacrifice

Purity

Humility

Sin

Deceit

Gluttony

Greed

Wantonness

Pride

Story and Mechanics Role: Celestial Beings serve as allies more often than enemies in most games. As such, their mechanics do not often fall into the opponent-based descriptions above. When a Celestial Being falls, they often take the role of Blasphemer. They often serve well as Guardian and Hunter. If powerful enough they can be a Boss Monster, or even a Witch. Celestial Beings are emotionally charged creatures, story wise. You typically don’t want to expend their capital on something as simple as an Obstacle.

DEMONS

Demons. They’ve plagued the nightmares of Humanity since the dawn of recorded time. They force us to the heights of evil and selfishness. They are the epitome of evil.

Demons fulfill an important role in *The Echoes of Heaven*. The Fallen Angels have settled into their roles as the masters of Hell. Demons handle almost all the active work on Mortality. They murder and

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pillage and cajole. They tempt and they corrupt and they seduce. They recruit for the legions of Hell.

Demons are the middle tier of Hell, below the Devils that were once Fallen Angels and above the countless hordes of damned souls. Demons come in two kinds: the Demons of Sin, which are the souls of dead Nephilim, and the Demons of Damnation, which are the souls of powerful and evil Mortals.

Ulcers and Demonic Powers

Demons stand at the heart of Ulcers. Usually, they take their traditional forms, but sometimes they manifest in more unique ways: a demon heart beating at the center of a maze, a raging possession that leaps from person to person, the Demon Grove in the accompanying adventure.

One thing to remember about Demons is that they can be changed by the Ulcer as much as anything. If you place a Demon inside an Ulcer, feel free to alter his abilities. The Demon in *The Festering Earth* used its abilities to extend the power of its Ulcer. A Demon could have less or more ability, change

Type, even break hard and fast rules about its Demonic nature, all if the Ulcer makes it happen.

No one knows how a Demon takes its place in an Ulcer (and this is a World Thread). Some think that it's luck. Others think that they subtly work to create the Ulcer (if so, almost none succeed). Others think that they work to create an Ulcer, but the Demon that ends in control is random. Theologians don't agree, and they might never know.

Demonic Possession

The ideal way (for the Demon) that a Demon can enter the Mortal Realm is through an Ulcer, which is essentially a special gate to Hell. The *easiest* way, however, is through possession.

A Demon can attempt to possess any Mortal. No one knows how the Mortal is targeted, and it's thought that a Demon can't just target a specific person, but only someone whom they select at random or someone who reveals himself to the Demon.

A Demonic possession is resolved as a Will Save with a DC equal to $10 + \frac{1}{2}$ the HD of the Demon. Characters who are good and pure should receive a bonus, anything from +1 to +10, based on their spiritual quality. Those who are weak, or sinful, or outright evil should receive a similar penalty.

Demonic possession can be stopped by certain spells. Barring that, anyone with clerical investment skill can attempt an exorcism ritual, to banish the Demon back to Hell using the Knowledge (Religion) skill at the same DC as the Save above. A GM may grant a bonus on the base attack from +1 to +10, based on the faith of the priest.

Demons and Cambions

A Cambion is created either by the union of two Cambions or the union of a Demon and a Mortal. However, Demons cannot take a fair form, which leads one to wonder how.

The answer is that some Demons have very powerful magic that can trick a Mortal into thinking they have a fair form. Others simply seduce Mortals as part of their religious rites, and the Mortal knows the nature of the Demon. Some think a Demon can come to a Mortal in their dreams, and if the Mortal



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is willing, the union happens part in dream and part in reality.

Demon and Mortal unions are a touchy subject and should probably be only used as background history during a game, not in the foreground. The goal here is to have fun, not make people feel uncomfortable.

Demons and Death

Once a creature has been born, or born again, in Hell, he gains an Infernal body. This body holds his soul as a vessel and it is the seat of his life. If this body ever dies, the Demon dies as well.

When a Demon leaves Hell, he does so through one of two ways. First, he can travel through a gate, such as an Ulcer. Second, he can be summoned by Mortals to the Mortal realm. The Stairway of Heaven and Hell is closed to Demons.

When a Demon leaves Hell by summoning or through a gate, he does so through the processes of transmutation. His body converts into the energy of the plane, anchoring the Demon in Hell. His spirit, contained fully in his Infernal Taint, as a shadow, then travels to the plane of his destination (this process is brief and unnoticed in Gate travel, and a Demon can forgo it, although they wouldn't do so voluntarily). When they arrive at their destination, they create new bodies from the energies of that plane.

The same thing happens when a Demon leaves his Ulcer, though they rarely do. A Demon who leaves its Ulcer usually drops dramatically in power (the effect varies from incapacitating the Demon to a minor penalty to all actions). If the Demon is then killed, the Ulcer usually collapses, and so Demons rarely risk this.

However, no creature who travels in this fashion can truly die on another plane. If killed, they travel

back to their point of origin, where their body reforms for them (in Hell, not the Ulcer, if the Demon left in that fashion). They are usually "damaged" by this process. No Demon can take this trip again for 2d10 days. If they do it anyway, death results in a true death.

They can die permanently by dying in Hell, in their Ulcer, or by losing their real body, should they bring it with them to another plane (say by being allowed through a gate controlled by another Demon, who will only allow them through in their true form). When a Demon dies permanently in Hell, they are thought to return, in a spiritual form to the energy of the plane. If they die in another plane, their fate is unknown, but some suspect their souls are lost for all eternity.

Still, this usually only happens when one dies in an Ulcer. The benefit of successfully creating a permanent Ulcer is too high for many Demons to pass up.

The Individuality of Demons

It's very easy to look at a "monster's" stats in an RPG and say, "He's just like that." We talked above about when that is a good idea and when a little customizing would lend an adventure spark. This is doubly important for Demons.

Essentially, every Demon is *really* a non-player character. Their appearances are different, their abilities are different, each one is a unique creation.

That said, complete character creation stats for Demons are beyond the scope of this work. Instead, take the stats here as a master NPC list. Swap out equipment and abilities. If you decide that a Demon of Gluttony is a mage, that's completely okay. Give them personality and flare. Like Angels, most of them have had a lot more time to develop into unique creatures than your player characters.

Demon Gender

Every Demon was once a living creature, be they Nephilim or Mortal. They maintain this gender when they become Demons, though most people don't feel like examining them well enough to tell.

Most Cambions come from Demons of Deceit, who have taken roughly Mortal-looking bodies when they entered the Mortal Realm. A Demon can't



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take a fair form, but they can take a horrible Human form, for instance, and then cover their hideous appearance with illusions. Demons, regardless of species, that take illusionary forms to seduce Mortals, are known as Incubi and Succubi.

Demon Abilities

There are many creatures in Hell, but the most numerous are Demons. All Demons except Demons of Damnation are the souls of dead Nephilim, taken form and unleashed back on the universe in general.

No Demon can take a fair form, although they may use illusions to make themselves appear fair. Their forms and appearances are many and varied, based on type. Some of them can even take on multiple forms within their type.

—*Darkvision*: 90 ft.

—*Low-light Vision*

—Demons are immune to all fire, cold, water and poison.

—*Resistance*: air 10, acid 10, and electricity 10.

—*Bane (SU)*: Demons gain a +2 enchantment bonus and +2d6 damage vs. anything with the Divine or Angelic Spark.

—*Soul Sense (SU)*: Demons can sense any Mortal's greatest temptation.

—*Tongues (Su)*: All Demons can speak with any creature that has a language, as though using a tongues spell (caster level equal to Demon's Hit Dice). This ability is always active.

Demons of Damnation

Demons of Damnation are the souls of great and powerful sinners. Bamon has rewarded these creatures in Hell, giving them greater power and status than the average damned soul (although reward is a relative term . . . nothing in Hell is pleasant).

Most of the Demons of Damnation are relatively weak in power. Still, the Archdemons are the most powerful Demons in Hell. Since they were once Mortal, they are all technically Demons of Damnation.

Demons of Damnation come at all levels of power. Feel free to scale these creatures as high as you need.

Blasphemy, Demon of Heresy

	Medium Outsider (Extraplanar, Evil, Lawful)
Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	18 (+1 Dex, +2 natural, +5 Chainmail) touch 11, flatfooted 17
Base Attack/Grapple:	+3/+6
Attack:	Longsword +7 melee (1d8+3/19–20) or Shortbow +4 ranged (1d6/x3)
Full Attack:	Longsword +7 melee (1d8+3/19–20) or Shortbow +4 ranged (1d6/x3)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	Darkvision (90'), Fast Healing 1, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Tongues
Saves:	Fort: +6, Ref: +4, Will: +5
Abilities:	Str 16, Dex 12, Con 16, Int 14, Wis 14, Cha 10
Skills:	Appraise +2; Balance –4; Bluff +6; Climb –2; Concentration +3; Craft (Untrained) +2; Diplomacy +4; Escape Artist –4; Forgery +2; Heal +2; Hide +2; Intimidate +8; Jump –2; Knowledge (Religion) +8; Listen +8; Move Silently +2; Ride +1; Search +8; Sense Motive +8; Spot +8; Survival +2; Swim –7; Use Rope +1
Feats:	Power Attack, Weapon Focus (Longsword)
Environment:	Hell, Ulcers
Organization:	Solitary, pair, or squad (3–5)
Challenge Rating:	2
Treasure:	Standard coins; double goods; standard items
Alignment:	Often Lawful Evil
Advancement:	By character class.
Level Adjustment:	+3

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Background/History: Blasphemies were powerful dark priests in life. Most of them led cults, but others were corrupt members of the churches of God, so blackened by sin that their souls descended into Hell.

Personality/Motivation: Blasphemy Demons still preach in their new existence. Some of them follow the Archdemons they followed in life. Other profess corrupt versions of the scriptures of God, shouting dark heresies.

Powers/Tactics: Blasphemies stand behind their Legions, providing support spells. They preach and oversee the morale of the troops. They rarely allow themselves into melee.

Spell-Like Abilities: At will—*detect good*; 3/day—*bane* (DC 11), *curse water* (DC 11), *daze monster* (DC 11), *death knell* (DC 12), *inflict light wounds* (DC 11), *sleep* (DC 11); 1/day—*animate dead*, *bestow curse* (DC 13), *blindness/deafness* (DC 13), *commune*, *contagion* (DC 13), *summon monster II*, *vampiric touch*.

Campaign Use: Blasphemies support Legions. They advise Darks. They rarely take a direct hand in the fighting, preferring to advise and guide, rather than fight.

To increase or decrease the Blasphemy's scaling, adjust their HD and their combat feats. Adding or subtracting spell-like abilities can change the Demon's power as well.

Appearance: Blasphemies appear as crones, tall and thin. Their skin can be many colors, grey, blue, and green being the most common. They tend to dress in evil vestments.

Dark, Demon of the Occult

	Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	3d8+3 (16 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	15 (+3 Dex, +2 natural) touch 13, flatfooted 12
Base Attack/Grapple:	+3/+4
Attack:	Quarterstaff +5 melee (1d6+1/1d6+1) or Shortbow +6 ranged (1d6/x3)
Full Attack:	Quarterstaff +3/+1 melee (1d6+1/1d6+1) or Shortbow +6 ranged (1d6/x3)

Face/Reach: 5 ft./5 ft.

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Bane, Spell-Like Abilities Darkvision (90°), Fast Healing 1, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Tongues

Fort: +4, Ref: +6, Will: +5
Str 13, Dex 16, Con 13, Int 15, Wis 14, Cha 15

Appraise +2; Balance +3; Bluff +8; Climb +1; Concentration +1; Craft (Untrained) +2; Diplomacy +6; Disguise +2; Escape Artist +3; Forgery +2; Gather Information +2; Heal +2; Hide +9; Intimidate +10; Jump +1; Knowledge (Arcana) +8; Listen +8; Move Silently +9; Ride +3; Search +8; Sense Motive +8; Spellcraft +10; Spot +8; Survival +2; Swim +1; Use Rope +3

Two-Weapon Fighting, Weapon Focus (Quarterstaff)

Hell, Ulcers

Solitary, pair, or squad (3–5)
2

Standard coins; double goods; standard items

Often Chaotic Evil

By character class.

+3

Background/History: Darks were evil mages and scholars in their former life. Some brought their magical skills with them into Hell. Others learned their black magicks when they arrived. Now they serve as the magical backup and leaders for Legions.

Personality/Motivation: Darks are driven by their need for Dark magic. They crave knowledge and power. Many of them have close ties to the Nopheratus, though the Blasphemies tend to be better at raising the dead. Darks are natural leaders, and crave to subjugate others to their will.

Powers/Tactics: Darks sit back and use their magic to increase the power of their Legions. Each of them runs a particular unit of Demons, and they use their

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brilliant minds and their sharp grasp of tactics to lead their units to victory.

Spell-Like Abilities: At will—*detect evil*; 3/day—*command undead* (DC 14), *fog cloud*, *heat metal* (DC 14), *inflict light wounds* (DC 13), *light*, *ray of frost*, *sleep* (DC 13), *soften earth and stone*; 1/day—*animate dead*, *bestow curse* (DC 15), *blindness/deafness* (DC 15), *contagion* (DC 15), *control winds* (DC 17), *lightning bolt* (DC 15), *wall of fire*, *wall of stone* (DC 17).

Campaign Use: Darks lead units and try to avoid personal combat. They use their spells to rain death on the enemy and their brains to lead their units to victory.

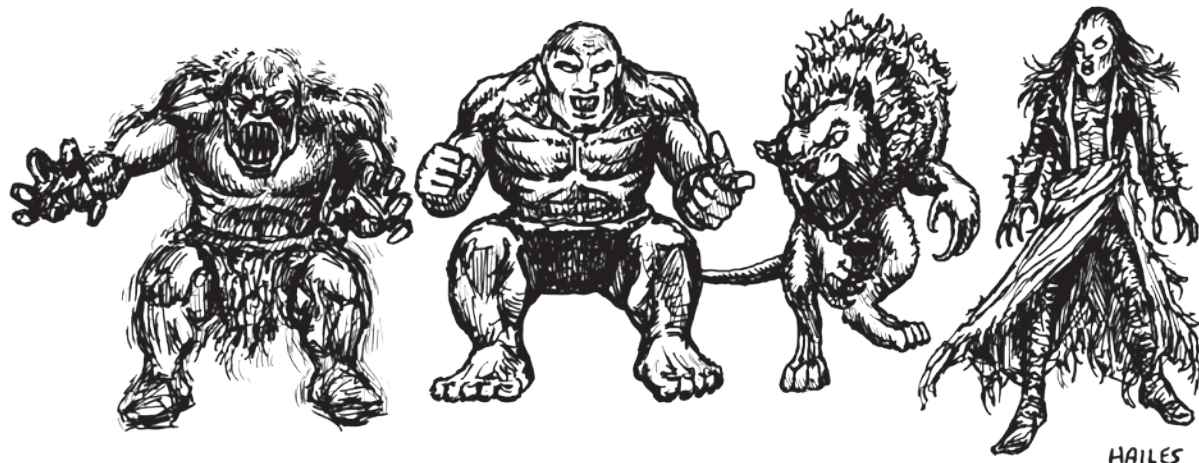
To increase or decrease the Dark's scaling, adjust their HD and their combat feats. Adding or subtracting spell-like abilities is another effective scaling method.

Appearance: Darks appear as nebulous clouds of evil energy. Amorphous, they tend to a roughly humanoid shape.

Hidden, Demon of Treachery

Medium Outsider (Chaotic, Extraplanar, Evil)
Hit Dice: 3d8+3 (16 hp)
Initiative: +4
Speed: 30 ft. (6 squares)
Armor Class: 16 (+4 Dex, +2 natural) touch 14, flatfooted 12
Base Attack/Grapple: +3/+4

Attack: Longsword +5 melee (1d8+1/19–20) or Shortbow +7 ranged (1d6/x3)
Full Attack: Longsword +5 melee (1d8+1/19–20) or Shortbow +7 ranged (1d6/x3)
Face/Reach: 5 ft./5 ft.
Special Attacks: Bane
Special Qualities: Darkvision (90°), Fast Healing 1, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Tongues
Saves: Fort: +4, Ref: +7, Will: +5
Abilities: Str 13, Dex 18, Con 13, Int 14, Wis 14, Cha 10
Skills: Appraise +2; Balance +4; Bluff +6; Climb +1; Concentration +1; Craft (Untrained) +2; Diplomacy +2; Disable Device +8; Escape Artist +4; Forgery +2; Gather Information +6; Heal +2; Hide +12; Intimidate +2; Jump +1; Listen +8; Move Silently +12; Open Lock +10; Ride +4; Search +8; Sense Motive +2; Sleight of Hand +12; Spot +8; Survival +2; Swim +1; Use Rope +4
Feats: Stealthy, Weapon Focus (Longsword)
Environment: Hell, Ulcers
Organization: Solitary, pair, or squad (3–5)



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Challenge Rating: 2
Treasure: Standard coins; double goods; standard items
Alignment: Often Chaotic Evil
Advancement: By character class.
Level Adjustment: +3

Background/History: Hidden Demons were thieves and assassins in their Mortal lives. They lived by deceit and stealth, and these skill have followed them into the afterlife.

Personality/Motivation: Hiddens hate the light and the open, preferring to stalk the night. They often operate as scouts for the armies of Hell, exploring the enemy lines, then returning to report on the best way to murder the righteous.

Powers/Tactics: Hiddens fight by stealth and trickery. They love the ambush and the backstab. They lurk in the shadows and attack from the front only when necessary.

Spell-Like Abilities: At will—*detect good*.

Campaign Use: Hiddens slink in front of units of Legions. This makes their coming of great note to any who sees one. A Hidden almost always means a unit follows not far behind. Occasionally, skilled Hiddens are sent to perform careful assassination, but this only happens for the most vehement enemies of Hell.

To increase or decrease the Hidden's scaling, adjust their HD and their combat feats.

Appearance: This Demon can walk on two legs or four. It has a vaguely catlike appearance and presents a bestial, overpowering mein. They are frequently scarred.

Legion, Demon of Slaughter

Medium Outsider (Extraplanar, Evil)
Hit Dice: 3d8+12 (25 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 21 (+1 Dex, +2 natural, +8 Full Plate) touch 11, flatfooted 20
Base Attack/Grapple: +3/+7
Attack: Greatsword +8 melee (2d6+6/19–20) or Shortbow +4 ranged (1d6/x3)

Full Attack: Greatsword +8 melee (2d6+6/19–20) or Shortbow +4 ranged (1d6/x3)
Face/Reach: 5 ft./5 ft.
Special Attacks: Bane
Special Qualities: Darkvision (90°), Fast Healing 1, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Tongues

Saves: Fort: +7, Ref: +4, Will: +4
Abilities: Str 18, Dex 12, Con 18, Int 13, Wis 13, Cha 10

Skills: Appraise +1; Balance –5; Bluff +6; Climb –2; Concentration +4; Craft (Untrained) +1; Diplomacy +4; Escape Artist –5; Forgery +1; Heal +1; Hide +1; Intimidate +8; Jump –2; Listen +7; Move Silently +1; Ride +1; Search +7; Sense Motive +7; Spot +7; Survival +1; Swim –8; Use Rope +1

Feats: Power Attack, Weapon Focus (Greatsword)

Environment: Hell, Ulcers
Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 2
Treasure: Standard coins; double goods; standard items
Alignment: Often Neutral Evil
Advancement: By character class.
Level Adjustment: +3

Background/History: The most plentiful of the Demons of Damnation, the Legions come from soldiers, brawlers, murderers, and laborers. They were powerful people who did physical things. Now they embody the strength of Hell.

Personality/Motivation: Legions are big, powerful, and angry. They thrive on destruction, embody rage, and hate everything beautiful. It's unknown if they go through some process to make them mad with evil, or if they just feel they've lost more of themselves than the others. But they hate the living and the Celestial and will stop at nothing to destroy them.

Powers/Tactics: Legions prefer melee combat, where they excel. They thrive in the brute attack, but

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they aren't above tactics and when given a clever strategy, they can be very patient. It's a rare Legion that would think of one, though. They tend to prefer straightforward fights, saving their tactics for matters like flanking and using the immediate terrain.

Spell-Like Abilities: At will—*detect good*.

Campaign Use: Legions form the hosts of Hell. They are the rank and file troops that flesh out the armies and carry the weight of the charge. When a place needs to be mobbed by Demons, this is the mob.

To increase or decrease the Legion's scaling, adjust their HD and their combat feats.

Appearance: Legions are powerful, muscular, and bald. They look something like exaggerated body builders with scaled skin.

Demons of Sin

Demons of Sin are the souls of dead Nephilim. They stand powerful and singular, embodiments of fear and power. When people think of Demons, this is usually what they picture.

Demons of Sin are far more powerful than the rank and file Demon of Damnation. They also tend to have awesome powers, invoke fear, and breed despair. Most can level villages.

Galpharus, Demon of Deceit

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	7d8+21 (52 hp)
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	22 (–1 size, +3 Dex, +10 natural) touch 12, flatfooted 19
Base Attack/Grapple:	+7/+16
Attack:	Masterwork Longsword +13 melee (2d6+5/19–20)
Full Attack:	Masterwork Longsword +13/+8 melee (2d6+5/19–20)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	Damage Reduction 10/Good or Cold Iron, Darkvision (90'), Fast Healing 5, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Spell Resistance 18, Tongues

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Fort: +8, Ref: +8, Will: +8

Str 20, Dex 16, Con 16, Int 14, Wis 16, Cha 14

Appraise +2; Balance +3; Bluff +12; Climb +5; Concentration +13; Craft (Untrained) +2; Diplomacy +16; Disguise +2; Escape Artist +3; Forgery +2; Gather Information +2; Heal +3; Hide +9; Intimidate +14; Jump +13; Listen +13; Move Silently +13; Ride +3; Search +12; Sense Motive +13; Spot +13; Survival +3; Swim +5; Use Rope +3

Improved Initiative, Power Attack, Weapon Focus (Longsword)

Hell, Ulcers

Solitary

10

Standard coins; double goods; standard items

Usually Chaotic Evil

By character class.

—

Background/History: The souls of dead Giants of Secrets, Demons of Deceit thrive on that one Deadly Sin. They have tempted and tricked Mortals since the beginning of the Mortal Realm and they are the Demon of Sin that interfaces with Mortality most often.

Personality/Motivation: Demons of Deceit live on lies and terror. They love to torment the damned souls in Hell but they value lies to and from Mortals even more.

Powers/Tactics: Galphari often appear to value a frontal assault, but that's rarely the case. They use their ingenuity and their illusions to stage traps, ambushes, and distractions. Many foes have fought hard battles against Galpharus Demons, only to discover, in the last moments of their life, that they never scored a single hit on the beast.

Spell-Like Abilities: At will—*blur* (DC 14), *command undead* (DC 14), *darkness*, *detect good*, *disguise self*, *dispel magic*, *fear**, *ghost sound* (DC 12), *protection from good* (DC 13), *see invisibility*, *ventriloquism* (DC 13); 4/day—*color spray* (DC 13), *silent image* (DC 13); 3/day—*daze monster* (DC 14), *inflict moderate wounds* (DC 14), *magic aura*,

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minor image (DC 14), *shocking grasp*; 2/day—*major image* (DC 15); 1/day—*animate dead*, *bestow curse* (DC 15), *blindness/deafness* (DC 14), *contagion* (DC 15), *deep slumber* (DC 15), *desecrate* (DC 14), *displacement* (DC 15), *hallucinatory terrain* (DC 16), *hold person* (DC 14), *hypnotic pattern* (DC 14), *invisibility* (DC 14), *mirror image*, *unholy blight* (DC 16).

*The fear effect is a 40' radius spread, DC 16. It can be turned on or off as a free action.

Once per day, a Galpharus can attempt to summon another Galpharus with a 40% chance of success.

Campaign Use: Demons of Deceit use their powers to lead Mortals to their doom. They are powerful in combat, but they save this until characters are trapped in their web, preferring to taunt and drive Mortals to destroy themselves.

To increase or decrease the Demon's scaling, the best option is to increase or decrease his time to prepare.

Demons of Deceit set up terrible traps, and by making these traps more or less ingenious you can scale the creature's power. Barring that, increasing or decreasing his HD and hiding him from easy attack are the best ways to change their effectiveness.

Appearance: A Galpharus stands eight feet tall. Its skin is composed of mauve, warty growths and horns grow back along his head, curling around behind where his ears should be and ending in points at either jaw hinge.

The Galpharus demons rarely wear armor, but they almost always carry huge two-handed swords. Those of rank among the Deceit Demons decorate their skins with designs made by ritual scaring.

Moruloth, Demon of Pride

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	33d8+198 (346 hp)
Initiative:	+1
Speed:	80 ft. (16 squares), Fly 140 ft. (good)
Armor Class:	24 (–1 size, +1 Dex, +14 natural) touch 10, flatfooted 23
Base Attack/Grapple:	+33/+46
Attack:	Masterwork Falchion +45 melee (2d6+13/18–20)

Full Attack:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Background/History: When a Giant of Understanding dies, by default its soul becomes one of the Moruloth. There is little more feared than a Demon of Pride, and that's no surprise, as there is little more fearsome. These creatures are the undisputed masters among the Demons of Sin, and

Masterwork Falchion
+45/+40/+35/+30
(2d6+13/18–20)
melee

10 ft./10 ft.

Bane, Spell-Like Abilities
Damage Reduction 20/Epic
and Good, Darkvision (90'),
Fast Healing 5, Immunities,
Infernal Taint, Low-Light Vi-
sion, Outsider Traits, Resis-
tance to air 10, acid 10, and
electricity 10, Soul Sense,
Spell Resistance 35, Tongues
Fort: +24, Ref: +19, Will: +23
Str 28, Dex 13, Con 22, Int
20, Wis 20, Cha 18

Appraise +5; Balance +37;
Bluff +42; Climb +9; Concen-
tration +42; Craft (Untrained)
+5; Diplomacy +48; Disguise
+6; Escape Artist +1; Forgery
+5; Gather Information +4;
Heal +5; Hide +33; Intimi-
date +46; Jump +65; Knowl-
edge (Religion) +41; Listen
+41; Move Silently +37; Ride
+1; Search +41; Sense Mo-
tive +41; Spot +41; Survival
+5; Swim +9; Use Rope +1.

Cleave, Combat Expertise,
Dodge, Epic Weapon Focus
(Falchion), Flyby Attack,
Great Cleave, Mobility, Per-
suasive, Power Attack, Spring
Attack, Weapon Focus (Fal-
chion), Whirlwind Attack

Hell, Ulcers

Solitary

34

Standard coins; double goods;
standard items

Usually Chaotic Evil

By character class.

—

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their only rival among Demons of any kind are the Archfiends. Many Morulgoth rise to power as barons and earls of Hell.

Personality/Motivation: Morulgoth are motivated by only one thing, their own self interest. They see themselves as the epitome of the Infernal, and who can blame them, even Devils were once Angels. Archfiends once lived as puny creatures in the Mortal Realm. Devils are Fallen Angels, but next to them, Demons of Sin have the most direct path to those same Angels. The Morulgoth are the elite of the elite.

Powers/Tactics: Demons of Pride are the most mighty of all the Demons of Sin. They are equally powerful in a melee fight and with their powerful magical abilities. Demons of Pride like to begin at range with their magic, but they don't try to stay at range. Still, their fear often holds their foes at bay.

Spell-Like Abilities: At will—*command undead* (DC 16), *darkness*, *detect good*, *fear**, *fire shield*; 7/day—*hold person* (DC 16), *inflict moderate wounds* (DC 16), *suggestion* (DC 15), *vampiric touch*; 3/day—*animate dead*, *bestow curse* (DC 16), *chain lightning* (DC 20), *control undead* (DC 21), *control winds* (DC 19), *dominate person* (DC 19), *fireball* (DC 17), *inflict serious wounds* (DC 17), *lightning bolt* (DC 17), *phantasmal killer* (DC 18), *summon monster IV*, *wall of fire*, *wall of force*, *wall of ice* (DC 18), *wall of stone* (DC 19), *wind wall*; 1/day—*contagion* (DC 17), *control water* (DC 18), *create undead*, *elemental swarm*, *energy drain* (DC 23), *feeblemind* (DC 19), *firestorm* (DC 21), *ice storm* (DC 18), *insanity* (DC 21), *power word kill*, *summon monster IX*.

*The fear effect has a range of 0' and a 360' radius spread, DC 18. It can be turned on or off as a free action.

Once per day, a Morulgoth can summon another Morulgoth, with a 40% chance of success.

Campaign Use: The most powerful of the standard Demons, Demons of Pride are tough in their own right. Worse yet, they often control entire armies of Hell. These are some of the most dangerous creatures in creation, and can devastate most any party.

To increase or decrease the Morulgoth's scaling, adjust their level and their combat abilities. Adding

or subtracting spells can also have great effects on their power level.

Appearance: The Morulgoth is a massive beast. He has reptilian legs and a naked, powerful chest, claws on his fingers and massive bat wings. His head is that of a bull. He can wreath himself in flames.

Nhal, Demon of Avarice

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	20d8+120 (210 hp)
Initiative:	+5
Speed:	60 ft. (12 squares), Fly 100 ft. (good)
Armor Class:	22 (−1 size, +1 Dex, +12 natural) touch 10, flatfooted 21
Base Attack/Grapple:	+20/+31
Attack:	Masterwork Longsword +28 melee (2d6+7/19–20)
Full Attack:	Masterwork Longsword +28/+23/+18/+13 melee (2d6+7/19–20)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	Damage Reduction 15/Cold Iron and Good, Darkvision (90'), Fast Healing 5, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Spell Resistance 28, Tongues Fort: +18, Ref: +13, Will: +15 Str 25, Dex 12, Con 22, Int 18, Wis 17, Cha 18
Saves:	
Abilities:	
Skills:	Appraise +4; Balance +26; Bluff +29; Climb +7; Concentration +29; Craft (Untrained) +4; Diplomacy +31; Disguise +4; Escape Artist +1; Forgery +4; Gather Information +4; Heal +3; Hide +20; Intimidate +31; Jump +44; Listen +28; Move Silently +24; Ride +1; Search +27; Sense Motive +26; Spot +5; Survival +3; Swim +7; Tumble +26; Use Rope +1 Alertness, Cleave, Flyby Attack, Improved Initiative,
Feats:	

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Environment:
Organization:
Challenge Rating:
Treasure:
Alignment:
Advancement:
Level Adjustment:

Persuasive, Power Attack,
 Weapon Focus (Longsword)
 Hell, Ulcers
 Solitary
 21
 Standard coins; double goods;
 standard items
 Usually Chaotic Evil
 By character class.
 —

Background/History: When a Giant of Territory dies, by default its soul becomes one of the Nhal. The Demons of Avarice are violent, horrific beasts. They will attack a person for little more than the value of their shoes. They are only slightly more sophisticated than the Shurgol.

Personality/Motivation: Greed motivates the Nhal. They spend nearly all their time trying to acquire wealth, territory, followers, or power. They value wealth above all. This can lead them to quick and sometimes stupid decisions, but the Nhal are powerful enough that they can weather a few bad tactical decisions.

Powers/Tactics: Demons of Avarice prefer straightforward battles. They begin by launching fire at-

tacks on their opponents while they close with their fear aura blazing. Then they attack those who stand against them with melee attacks. Finally, they use their powers to assault fleeing foes at a distance.

Spell-Like Abilities: At will—*burning hands* (DC 15), *command undead* (DC 16), *detect good*, *fear**, *fire shield*, *produce flame*; 7/day—*fireball* (DC 17), *heat metal* (DC 18), *inflict moderate wounds* (DC 16), *vampiric touch*, *wall of fire*; 3/day—*animate dead*, *bestow curse* (DC 16), *control undead* (DC 21), *delayed blast fireball* (DC 21), *fire trap* (DC 18), *inflict serious wounds* (DC 17); 1/day—*contagion* (DC 17), *create undead*, *firestorm* (DC 17), *incendiary cloud* (DC 22), *power word kill*.

*The fear effect is a 160' radius spread, DC 18. It can be turned on or off as a free action.

Once per day, a Nhal can summon another Nhal, with a 40% chance of success.

Campaign Use: Demons of Avarice pursue their own agendas. While they often control followers in Hell, they are easy to buy away from real power, and so they tend to accumulate more wealth and less political might. Nhals make a great single foe, and they truly covet the control of an Ulcer.



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To increase or decrease the Nhal's scaling, adjust their HD and their combat abilities. Adding or subtracting spell-like abilities can also have great effects on their power level.

Appearance: Nhal stand twelve feet tall with great, bat-like wings. They are hornless, hairless, and have a reptilian head. Their scales are warped and individual, like tiny flames. Their black claws glisten. When they immolate, flames lick from every surface.

Shurgol, Demon of Gluttony

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	13d8+65 (123 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	21 (–1 size, +1 Dex, +11 natural) touch 10, flatfooted 20
Base Attack/Grapple:	+13/+23
Attack:	Claw +19 melee (1d8+6)
Full Attack:	2 claws +19 melee (1d8+6)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	Damage Reduction 10/Good, Darkvision (90'), Fast Healing 5, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Spell Resistance 22, Tongues
Saves:	Fort: +13, Ref: +9, Will: +11
Abilities:	Str 22, Dex 12, Con 20, Int 16, Wis 17, Cha 18
Skills:	Appraise +3; Balance +1; Bluff+22; Climb+6; Concentration +21; Craft (Untrained) +3; Diplomacy +24; Disguise +4; Escape Artist +1; Forgery +3; Gather Information +4; Heal +3; Hide +13; Intimidate +24; Jump +26; Listen +21; Move Silently +17; Ride +1; Search +19; Sense Motive +19; Spot +21; Survival +3; Swim +6; Use Rope +1
Feats:	Alertness, Improved Initiative, Persuasive, Power Attack
Environment:	Hell, Ulcers
Organization:	Solitary

Challenge Rating:	15
Treasure:	Standard coins; double goods; standard items
Alignment:	Usually Chaotic Evil
Advancement:	By character class.
Level Adjustment:	—

Background/History: The souls of dead Giants of Eminence, Demons of Gluttony thrive on that one Deadly Sin. They have tempted Mortals since the beginning of the Mortal Realm.

Personality/Motivation: Demons of Gluttony live on the hunger and gorging of Mortals. They love to torment the damned souls in Hell but they value the gluttony of living Mortals even more.

Powers/Tactics: Shurgols are not ones for subtlety and tricks. They are the least magical of all Demons. They hammer on hunger and thirst, knowing that these are the most powerful of all Mortal temptations. Even the most moderate Elf must still eat and drink. If there was a Demon of Breathing, he might have a greater hold on the Mortal drives, but there isn't.

They approach combat the same way. Their combat skills are notable and they use them to powerful advantage.

Spell-Like Abilities: At will—*detect good, fear*.*

*The fear effect has a range of 0' and a 90' radius spread, DC 18. It can be turned on or off as a free action.

Once per day, a Shurgol Demon can attempt to summon another Shurgol with a 40% chance of success.

Campaign Use: Demons of Gluttony use their powers to tempt Mortals to eat to their doom. As they have no magical abilities, they tend to rely on the power of Ulcers to achieve anything but a direct temptation. They are powerful in combat and relish tearing into Mortals with bare claws.

To increase or decrease the Demon's scaling, adjust their HD and combat feats.

Appearance: A Shurgol stands ten feet tall. Its skin is sickly and bloated. Horns point back from the rear of his head. A line of small horn buds run forward along the center. Ragged, batlike ears stick up on either side and pointed ridges of bone stick from its shoulders. It has a huge belly, covered in warts and blemishes.

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The Shurgols rarely wear armor or carry weapons. Those of rank among the Gluttony Demons decorate their skins with rings and piercings made of bone.

Uzgar, Demon of Wantonness

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	26d8+156 (273 hp)
Initiative:	+1
Speed:	70 ft. (14 squares)
Armor Class:	23 (–1 size, +1 Dex, +13 natural) touch 10, flatfooted 22
Base Attack/Grapple:	+26/+38
Attack:	Claw +34 melee (2d6+8)
Full Attack:	2 claws +34 melee (2d6+8)
Face/Reach:	10 ft./10 ft.
Special Attacks:	Bane, Spell-Like Abilities
Special Qualities:	Damage Reduction 15/Epic and Good, Darkvision (90'), Fast Healing 5, Immunities, Infernal Taint, Low-Light Vision, Outsider Traits, Resistance to air 10, acid 10, and electricity 10, Soul Sense, Spell Resistance 31, Tongues
Saves:	Fort: +21, Ref: +16, Will: +19
Abilities:	Str 26, Dex 13, Con 22, Int 18, Wis 18, Cha 18
Skills:	Appraise +4; Balance +1; Bluff +33; Climb +37; Concentration +35; Craft (Untrained) +4; Diplomacy +41; Disguise +6; Escape Artist +1; Forgery +4; Gather Information +4; Heal +4; Hide +26; Intimidate +37; Jump +53; Listen +35; Move Silently +30; Ride +1; Search +33; Sense Motive +33; Spot +35; Survival +4; Swim +8; Use Rope +1
Feats:	Alertness, Cleave, Combat Expertise, Dodge, Mobility, Power Attack, Spring Attack, Whirlwind Attack
Environment:	Hell, Ulcers
Organization:	Solitary
Challenge Rating:	26
Treasure:	Standard coins; double goods; standard items

Alignment:	Usually Chaotic Evil
Advancement:	By character class.
Level Adjustment:	—

Background/History: When a Giant of Restraint dies, by default its soul becomes one of the Uzgar. The Demons of Wantonness are wild and often uncontrolled. They exude spontaneity and poor impulse control. They crave things in the long run, but rarely see a reason not to indulge in the pleasure of the moment.

Personality/Motivation: Desire drives the Uzgar. They crave new sensations, new levels of decadence. They love temptation and indulge at every opportunity. While this doesn't mean they are incapable of focusing on their long-term goals, of all the Demons, these are the most likely to be distracted by something trivial.

Powers/Tactics: Demons of Wantonness are hard to predict. They sometimes attack in a straightforward fashion. Other times they use their powers to subvert the enemy from afar. Most of the time, they seem to enjoy attacking opponents inside their own minds.

Spell-Like Abilities: At will—*command undead* (DC 16), *detect good*, *detect thoughts* (DC 16), *fear**; 7/day—*hold person* (DC 16), *inflict moderate wounds* (DC 16), *suggestion* (DC 17), *vampiric touch*; 3/day—*animate dead*, *bestow curse* (DC 16), *blindness/deafness* (DC 16), *control undead* (DC 21), *deep slumber* (DC 17), *dominate person* (DC 19), *inflict serious wounds* (DC 17), *lightning bolt* (DC 17), *mirage arcana* (DC 19), *phantasmal killer* (DC 18), *telepathic bond*; 1/day—*brain spider* (DC 21), *contagion* (DC 17), *create undead*, *energy drain* (DC 23), *feeblemind* (DC 19), *geas*, *insanity* (DC 21), *power word kill*.

*The fear effect has a range of 0' and a 250' radius spread, DC 18. It can be turned on or off as a free action.

Once per day, an Uzgar can summon another Uzgar, with a 40% chance of success.

Campaign Use: Demons of Wantonness pursue the pleasure of the moment. Their mind powers can make them powerful foes in a specific type of adventure, one in which a character has difficulty grasping even the most basic truths about what is real.

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To increase or decrease the Uzgar's scaling, adjust their HD and their combat feats. Adding or subtracting spell-like abilities can also have great effects on their power level. Many Demons of Wantonness have polymorph or disguise spells, to imitate Mortals.

Appearance: This Demon is slightly smaller than a Nhal, with goat's legs and a skull head. They tend to reek like barn animals.

Dramatic Purpose

Symbolic: Of all the monsters in this book, the Demons are the most obvious in their symbolic purpose. Each Demon represents an aspect of evil, and that aspect is listed right in their name. These Demons *are* deceit, or treachery, or pride, or slaughter. This is the first thing any player will attribute to the Demon, after hearing the name.

In a more general sense, Demons represent utter evil. Of all the creatures in the Mortal Realm, these are the most unabashedly corrupt. In fact, a Demon is evil by its very essence. Even a Devil was born good. A Demon is the incarnation of sin, born of sin.

Story and Mechanics Role: Mechanically, a Demon can represent a great many things. To low level parties, they are Boss Monsters and difficult fights. They might even be so powerful as to be a Witch. When the party matches the Demon well, they serve well as Guardians, Hunters, Tricksters, and the like. In their role as a summoned creature, they can fill in nicely as a Blasphemy. Demons who were female in life could concentrate on birthing hordes of Cambions, making them Dark Mothers. Gluttony Demons in particular make good Devourers. All Demons do well as Temptress.

DEVILS

When the Sundering banished the Fallen Angels to Hell, they began a slow transformation. Over the next millennium or so, they corrupted into something as physically corrupt as they are spiritually corrupt.

Ranks in Hell

Creatures in Hell fit into many ranks, but the most important to the politics of the Infernal are the Hellish "nobility." They are as follows:

The Prince of Darkness, the Fallen Prince, the Great Tyrant, Beloved of God, the First Angel, Lord of Hell, Most Beautiful, the Flawless One, etc.

Bamon is the Prince of Darkness, the Great Tyrant, and the undisputed ruler of the underworld. This seems unlikely to change through simple politics.

Archdemon

This rank is reserved for Demons who are worshiped as gods by large followings. Politically, they take the role of Dukes, but rarely achieve the title of Grand Duke, because Bamon never trusts Archdemons.

Count of Hell

A count of Hell is the title given to any infernal being who's managed to hold on to an Ulcer long enough to become permanent. They've been given the title of count by expanding Hell's physical territory into the Mortal Realm. Since the Great Fiends were Mortal, and not from Hell, they are not counts, nor would they likely be if they died, since they'd likely lose their power. It's unknown if there are any current counts. The Mortal Realm is a big place and Belkanâth a small corner of it. This is a World Thread.

Duke of Hell

A duke controls a large, powerful territory inside Bamon's realm. Most dukes of Hell are Devils. Certain dukes are so powerful that Bamon gives them special duties. These dukes may use the title grand duke of Hell. The leader of Hell's armies would be a grand duke.

Earl of Hell

Earls are a bit less powerful than dukes and more than a few are Demons of Pride. They answer to the dukes and grand dukes.

Baron of Hell

A baron rules a small portion of Hell, and many of them are Demons of Pride. They answer to the earls.

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Master of Hell

A Master of Hell controls troops but not lands. Many of them are dispossessed nobles, still controlling regiments of Hell. Only the rarest Devil ever falls as low as Master, and even rarer still do they stay so low for long.

Champion of Hell

This Demon is an anointed warrior serving a noble of Hell. Without much political influence (although sometimes they have minor territories), they are still often the most powerful Demons, physically. They are known for their awesome combat abilities, and are usually much mightier than a typical Demon of their “race.”

Creating a Devil

Most Devils are non-player characters of great power, and we recommend you create them individually. If you need to create a Devil on the fly, take an Angel from the Celestial Beings, above. Then corrupt its powers, swapping what elements it resists and which it’s immune to. Reverse virtues for temptations and the Divine and Angelic Spark for the Infernal Taint. Finally, give it a horrific form, its true appearance, and any additional powers and items it’s acquired over the years.

For an example of a Duke of Hell, created as an NPC. Since his stats might become necessary in the accompanying adventure, here is Morthorn, from *The Moving Shadow*.

Morthorn, Duke of Hell

Age: 12,000 **Eyes:** Black. **Hair:** Black. **Build:** Muscular. **Height:** 10’0”. **Race/Sex:** Devil/M. **Skin:** Pale with gray scales. **Demeanor:** Confident. **Dress:** Ornate plate armor. **True Attitude:** Absolutely evil. **Home:** Hell.

Male devil outsider 33

LE large outsider

Str: 32	Int: 31
Dex: 22	Wis: 26
Con: 32	Cha: 28

Init: +14 **Senses:** Listen +44, Spot +44, Darkvision 90’, Low-light vision.

Base Attack: +33; **Grp** +48

Fort: +29, **Ref:** +24, **Will:** +26

AC: 46, touch 10, flat-footed 45

hp: 530

Aura: Immolate (SU): Morthorn can wreath himself in flames. Anyone in melee takes 3d6 fire damage every round. Everyone touching him take 6d6 fire damage

Resist: air 10, acid 10, and electricity 10. DR 25/Good and Epic. SR 35.

Immune: Fire, cold, and water attacks.

Speed: 40 ft (8 squares)

Melee: Longsword +52 (2d6+19/19-20)

Full Attack Melee: Longsword +52/+47/+42/+37 (2d6+19/19-20)

Special Attacks: Bane (SU): Demons gain a +2 enchantment bonus and +2d6 damage vs. anything with the Divine or Angelic Spark.

Special Qualities: Soul Sense (SU): Morthorn can sense any Mortal’s greatest temptation. Infernal Taint.

Spell-Like Abilities: 9/day—*Disguise Self*, *Ghost Sound* (DC 19), *Shield*, *Silent Image* (DC 20), *Ventriloquism* (DC 20); 8/day—*Blur* (DC 21), *Invisibility* (DC 21), *Minor Image* (DC 21), *Mirror Image* (DC 21); 7/day—*Displacement* (DC 22), *Major Image* (DC 22); 6/day—*Hallucinatory Terrain* (DC 23), *Illusory Wall* (DC 23), *Greater Invisibility* (DC 23), *Phantasmal Killer* (DC 23); 5/day—*Dream*, *False Vision*, *Mirage Arcana* (DC 24), *Nightmare* (DC 24), *Persistent Image* (DC 24), *Seeming* (DC 24); 4/day—*Mislead* (DC 25), *Permanent Image* (DC 25), *Programmed Image* (DC 25), *Veil* (DC 25); 3/day—*Mass Invisibility* (DC 26), *Project Image* (DC 26); 2/day—*Scintillating Pattern*, *Screen* (DC 27).

Feats: Improved Initiative, Power Attack, Mounted Combat, Weapon Focus (Longsword), Epic Weapon Focus (Longsword), Ride-By-Attack, Deflect Arrows (from sword), Cleave, Great Cleave, Superior Initiative, Trample.

Skills: Appraise +20, Balance +1, Bluff +45, Climb +15, Diplomacy +57, Disguise +11, Escape Artist +10, Forgery +10, Gather Information +45, Hide +6, Intimidate +49, Jump +19, Knowledge (Arcana) +46, Knowledge (Geography) +46, Knowledge (History) +46, Knowledge (Nobility and Royalty) +46, Knowledge (Religion) +46, Knowledge (The Planes) +46, Move Silently +10, Profession (Military) +36, Ride +42, Search +46, Sense Motive +44, Swim +13, Use Rope +7.

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Languages: Any, telepathy

Possessions: Morthorn has several special items of note.

Imgarthiel: Imgarthiel is a two-handed sword that Morthorn can wield in one hand because of his great size (he can wield it in a smaller form one-handed as well). It is composed of an unknown material, thought to be priceless even in its native Hell. It is a +8 weapon evil-aligned, +3d6 Unholy (evil) damage and one negative level on anyone with a Divine or Angelic Spark. On a critical hit it deals +3d6 additional Unholy damage and bestows 1 additional negative level.

Kormeon: This armor is made from the same material as Imgarthiel. It is light enough to allow the Duke to swim while wearing it. Once a day, it can cast heal on the wearer. It's +8 full plate.

Glirium: This heavy/metal shield is also made from that same, exotic material. It can deflect arrows once per round. It grants a +8 bonus.

Background/History: Eleven thousand years ago, a third of the Heavenly Host took a stand against God. They won the battles, but in the Sundering, lost the war. When they found themselves in the new Hell, they slowly organized, building power groups and splitting into factions. As the new power groups solidified, Morthorn ended on top, serving Bamon as one of his dukes. Since then he connived and plotted and planned for the day he would usurp Bamon as the most powerful Devil in Hell. He has realized the way to accomplish this isn't to overthrow Bamon, but to build a Hell of his own.

Personality/Motivation: Morthorn is a plotter and a planner. He is quiet but exudes power with every gesture and movement. He is driven by power and the need to dominate others. Morthorn has vowed to never again bow before God.

Quote: "You have something for me?"

Powers/Tactics: Morthorn looks ahead and lays his plans. When greatly angered, Morthorn will sometimes change into a horrific form.

Campaign Use: Morthorn is the master behind the plans in *The Moving Shadow*. He is the overarching villain that drives the entire plot.

To scale Morthorn, adjust his hit dice.

Appearance: Morthorn is large, some ten feet tall in his natural form. He looks like a man, a beautiful man with pale, glossy skin. He wears blackened

plate and carries a two-handed sword in one hand, a spiked and twisted shield on his arm. He looks almost completely Human, except for a pattern of gray scales at his temple.

That is his fair form.

When truly stressed, Morthorn transforms into his horrific form. He grows two feet in height, broadening at the shoulder and hunching almost like a gorilla. Gray scales, tinged with green mold, cover his entire body. His head becomes a monstrous skull with massive bull horns. He has reptilian hands and feet with massive black claws. His armor and weapon transform to fit his new form.

Note: *Morthorn's horrific form only comes into play under extremely stressful situations. As he believes in this adventure he has won hands down, even during the lion's share of the fight with the Warlord, it shouldn't come up yet.*

Dramatic Purpose

Symbolic: Devils, in their roles as Fallen Angels, represent the fall of virtue, the destruction of greatness and nobility. Once the greatest and most noble of creatures, they've now fallen, morally, to the basest. If a party kills a Devil, they symbolically redeem the fall of Heaven. If they even resist one, they symbolically resist to call of rebellion against God.

In a more general sense, Devils represent evil. Whereas Demons are evil incarnate, Devils are evil by choice. There has never been a creature more evil than a Devil, because Devils have stood in God's actual presence and renounced him.

Finally, Devils represent "the bargain." While this comes up rarely in games, Devils represent the deals we make with ourselves, with our faith, with our urges. The Devil offers a bargain, and we must decide whether the price is too high to pay.

Story and Mechanics Role: Devils, as powerful as they are, are usually Witches. They are always Blasphemers. They are occasionally, for powerful parties, Boss Monsters. They are Crucibles, at best, a Rout more often. They often serve the role of Temptress.

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DRAGONS

In most games, Dragons are powerfully aligned, with a morality, with an ethic, with an element. Often they embody these things. Not so in *The Echoes of Heaven*.

In *The Echoes of Heaven*, dragons take a more traditional mythological role. They are powerful creatures, perhaps the most powerful “natural” creatures in the world. They are neither good nor evil and they do not breathe a variety of elements, only expelling fire.

Fang Dragon by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	S	5d12+10 (42)	16	10	14	10	11	10	+5/+4	+9	+6	+5	+5	2d6 (13)	—
Very Young	M	8d12+16 (68)	18	10	15	11	12	11	+8/+12	+12	+8	+6	+7	4d6 (16)	—
Young	M	11d12+33 (105)	20	10	16	12	13	12	+11/+16	+16	+10	+8	+8	6d6 (17)	—
Juvenile	M	14d12+42 (133)	21	10	17	13	14	13	+14/+19	+19	+12	+9	+10	8d6 (20)	—
Young Adult	L	17d12+68 (178)	23	10	19	14	15	14	+17/+27	+22	+15	+11	+11	10d6 (23)	20
Adult	L	20d12+100 (230)	25	10	20	15	16	15	+20/+31	+26	+17	+12	+13	12d6 (25)	23
Mature Adult	H	23d12+115 (264)	27	10	21	16	17	16	+23/+39	+29	+19	+14	+15	14d6 (26)	24
Old	H	26d12+156 (325)	29	10	22	17	18	17	+26/+43	+33	+21	+15	+16	16d6 (29)	27
Very Old	H	29d12+174 (362)	30	10	23	18	19	18	+29/+47	+37	+23	+17	+17	18d6 (20)	28
Ancient	H	32d12+224 (432)	32	10	24	19	20	19	+32/+51	+41	+25	+18	+19	20d6 (33)	31
Wyrmling	G	35d12+245 (472)	34	10	25	20	21	20	+35/+59	+43	+28	+20	+20	22d6 (35)	32
Great Wyrmling	G	38d12+304 (551)	35	10	26	21	22	21	+38/+62	+46	+29	+21	+22	24d6 (37)	35

Fang Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., fly 100 ft. (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	Immunity to fire	—	—
Very Young	40 ft., fly 150 ft. (poor)	+0	18 (+8 natural), touch 10, flat-footed 18	—	—	—
Young	40 ft., fly 150 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	—	—	—
Juvenile	40 ft., fly 150 ft. (poor)	+0	24 (+14 natural), touch 10, flat-footed 24	—	—	—
Young Adult	40 ft., fly 150 ft. (poor)	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	DR 5/magic	—	—
Adult	40 ft., fly 150 ft. (poor)	+0	29 (-1 size, +20 natural), touch 9, flat-footed 29	—	5th	19
Mature Adult	40 ft., fly 150 ft. (poor)	+0	31 (-2 size, +23 natural), touch 8, flat-footed 31	DR 10/magic	7th	21
Old	40 ft., fly 150 ft. (poor)	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	—	9th	22
Very Old	40 ft., fly 150 ft. (poor)	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	DR 15/magic	11th	24
Ancient	40 ft., fly 150 ft. (poor)	+0	40 (-2 size, +32 natural), touch 8, flat-footed 40	—	13th	25
Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	DR 20/magic	15th	27
Great Wyrmling	40 ft., fly 200 ft. (clumsy)	+0	44 (-4 size, +38 natural), touch 6, flat-footed 44	—	17th	28

Dragons have no more set morality than a Mortal. Though born from corruption, they were redeemed in the early days. Now each dragon chooses for itself what path to take, good or evil, right or wrong.

All of the dragons listed here are winged.

Lesser Dragons

There are lesser dragons, such as wyverns, in *The Echoes of Heaven*. You can use them unchanged, for the most part, but if they have an elemental af-

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fect such as a breath weapon, it's probably best to change it to something that can have a chemical origin, such as fire.

Fang Dragon

Dragon (Fire)

Environment: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 20; wyrm 23; great wyrm 24

Treasure: Triple standard

Alignment: Any

Advancement: Wyrmling 6–7 HD; very young 9–10 HD; young 12–13 HD; juvenile 15–16 HD; young adult 18–19 HD; adult 21–22 HD; mature adult 24–25 HD; old 27–28 HD; very old 30–31

HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 39+ HD

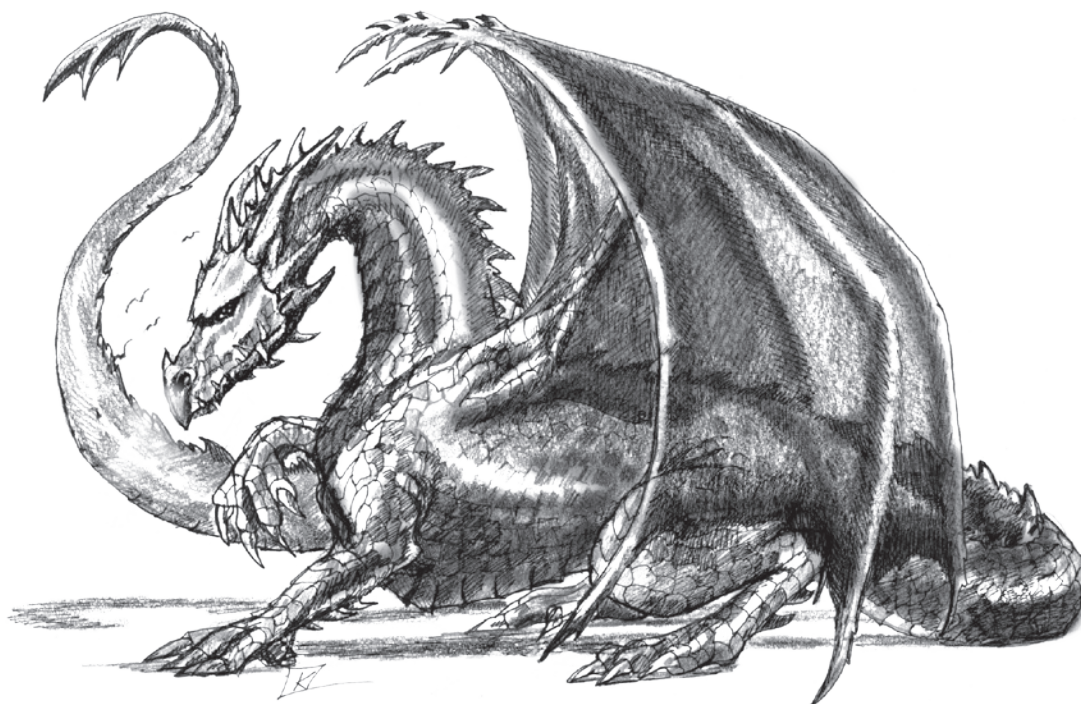
Level Adjustment: Wyrmling +4; very young +5; young +5; juvenile +6; others —

Background/History: Created in the corrupt energies of the first Ulcers, the Fang Dragons are the most physically oriented dragons. With relatively weak breath, they are known for their brutishness more than their mysticism.

Personality/Motivation: Fang Dragons love the riches that so bedazzle the rest of dragon kind. They are straightforward and simple (though not actually unintelligent). They prefer to attack problems head on.

Powers/Tactics: A dragon has many forms of attack, and the Fang Dragon is no exception. They prefer attacks of a physical nature over their breath, however, relishing in melee combat.

Campaign Use: Fang Dragons are a perfect foe when you need a dragon that prefers melee over peppering a party from altitude. Fang Dragons like to get down and dirty, and they do so at any opportunity. The Fang Dragon is also a good choice if



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you need a dragon that will ally with a party *after* a fight. Anyone who can go toe-to-toe with one earns the dragon's respect.

Appearance: Fang Dragons are large, covered with muscles. They have beautiful, horned heads the ground shakes with every step. They tend to greens and brown, often with a shimmering, metallic tone.

Fire Dragon

Dragon (Fire)

Environment: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Fire Dragon by Age

														Breath	Frightful
									Base Attack/ Grapple	Attack	Fort	Ref	Will	Weapon DC	Presence DC
Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha			Save	Save	Save		
Wyrmling	T	8d12+8 (60)	14	10	12	12	12	12	+3/-5	+5	+4	+3	+5	2d8 (14)	—
Very Young	S	11d12+11 (83)	15	10	13	12	12	13	+6/+3	+8	+6	+5	+7	4d8 (16)	—
Young	M	13d12+13 (98)	16	10	13	12	12	13	+9/+11	+11	+8	+6	+8	6d8 (18)	—
Juvenile	M	16d12+32 (136)	17	10	14	13	13	14	+12/+15	+15	+10	+8	+10	8d8 (20)	—
Young Adult	M	19d12+38 (162)	18	10	15	13	13	14	+15/+19	+18	+12	+9	+11	10d8 (23)	20
Adult	L	21d12+42 (179)	19	10	15	14	14	15	+18/+23	+23	+15	+11	+13	12d8 (25)	23
Mature Adult	L	24d12+72 (228)	20	10	16	14	14	15	+21/+28	+27	+17	+12	+15	14d8 (27)	24
Old	L	27d12+81 (257)	21	10	16	14	14	15	+24/+32	+31	+19	+14	+16	16d8 (29)	27
Very Old	H	29d12+87 (276)	22	10	17	15	15	16	+27/+41	+35	+21	+15	+17	18d8 (31)	28
Ancient	H	32d12+128 (336)	23	10	18	15	15	16	+30/+45	+39	+23	+17	+19	20d8(33)	31
Wyrm	H	35d12+140 (368)	24	10	18	16	16	16	+33/+49	+41	+25	+18	+20	22d8(36)	32
Great Wyrm	G	37d12+148 (389)	25	10	19	16	16	17	+36/+57	+45	+28	+20	+22	24d8(37)	35

Fire Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 150 ft. (average)	+0	14 (+2 size, +2 natural), touch 12, flat-footed 14	Fire immunity	—	—
Very Young	40 ft., fly 150 ft. (average)	+0	16 (+1 size, +5 natural), touch 11, flat-footed 16	—	—	—
Young	40 ft., fly 200 ft. (poor)	+0	18 (+8 natural), touch 10, flat-footed 18	—	1st	—
Juvenile	40 ft., fly 200 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	—	3rd	—
Young Adult	40 ft., fly 200 ft. (poor)	+0	24 (+14 natural), touch 10, flat-footed 24	DR 5/magic	5th	19
Adult	40 ft., fly 200 ft. (poor)	+0	26 (-1 size, +17 natural), touch 9, flat-footed 26	—	7th	21
Mature Adult	40 ft., fly 200 ft. (poor)	+0	29 (-1 size, +20 natural), touch 9, flat-footed 29	DR 10/magic	9th	22
Old	40 ft., fly 200 ft. (poor)	+0	32 (-1 size, +23 natural), touch 9, flat-footed 32	—	11th	24
Very Old	40 ft., fly 200 ft. (poor)	+0	34 (-2 size, +26 natural), touch 8, flat-footed 34	DR 15/magic	13th	25
Ancient	40 ft., fly 200 ft. (poor)	+0	37 (-2 size, +29 natural), touch 8, flat-footed 37	—	15th	27
Wyrm	40 ft., fly 200 ft. (poor)	+0	40 (-2 size, +32 natural), touch 8, flat-footed 40	DR 20/magic	17th	28
Great Wyrm	40 ft., fly 250 ft. (clumsy)	+0	41 (-4 size, +35 natural), touch 6, flat-footed 41	—	19th	30

*Can cast Fire, Earth, and Sun domain spells as Arcane Spells

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Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Any

Advancement: Wyrmling 9–10 HD; very young 12–13 HD; young 14–15 HD; juvenile 17–18 HD; young adult 20–21 HD; adult 22–23 HD; mature adult 25–26 HD; old 28–29 HD; very old 30–31 HD; ancient 33–34 HD; wyrm 36–37 HD; great wyrm 38+ HD

Level Adjustment: Wyrmling +4; very young +5; young +5; juvenile +6; others —

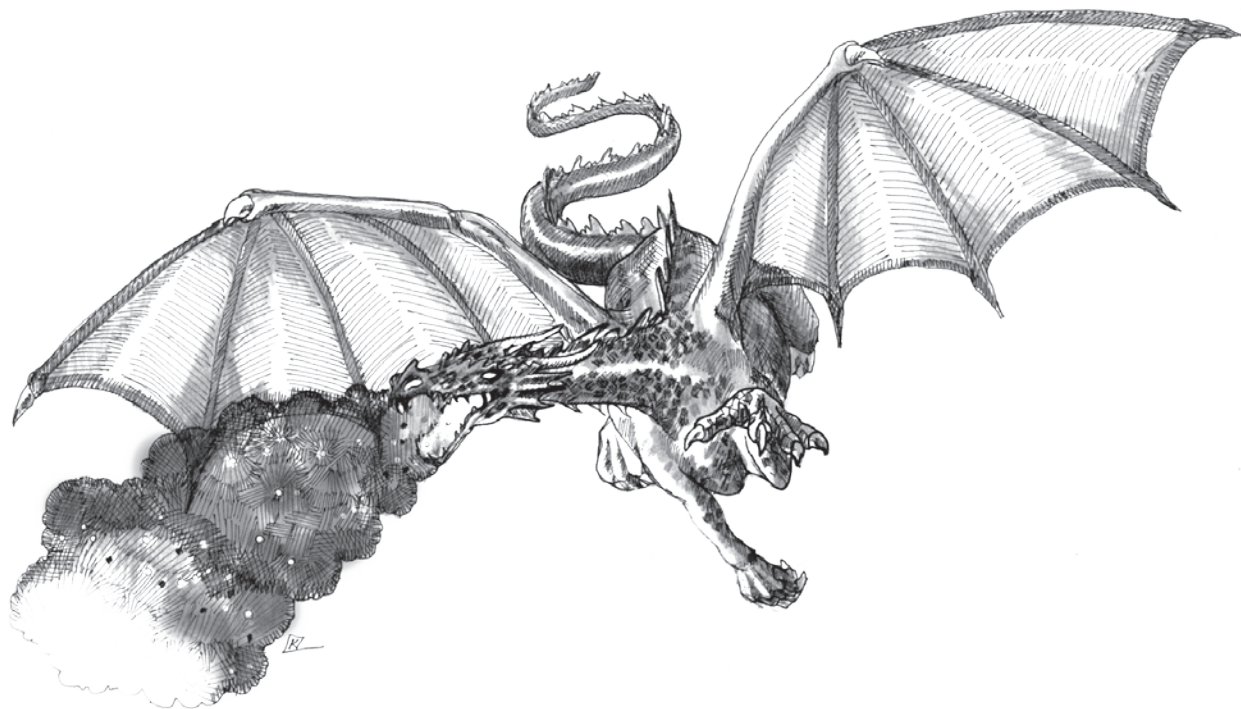
Background/History: Created in the corrupt energies of the first Ulcers, the Fire Dragons are the *least* physically oriented dragons. Their strong breath gives them a way to fight at range, and many have magic as well, and use it to rain death upon their enemies.

Personality/Motivation: Fire Dragons try to avoid direct conflict. They love treasure, like any dragon, but they hate fights. Even arguments grate on their nerves. When necessary, Fire Dragons serve as the great negotiators among their kind.

Powers/Tactics: A dragon has many forms of attack, and the Fire Dragon is no exception. They prefer to avoid melee, using their breath and their magic to kill foes at a distance. They choose lairs that require long, noisy approaches and offer an escape route so they can snipe at their enemy.

Campaign Use: Fire Dragons are perfect if you want a harrying fight. They'll fly above the PCs, punishing them with magic. If the party cannot escape or find a way to take the fight to the dragon, they are doomed. It will just keep using the aerial advantage until the characters are dead.

Appearance: Fire Dragons are smaller, sleek and toned. They have elegant, horned heads, sleeker than their bruiser brethren. They tend to autumn colors, often with a shimmering, metallic tone.



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Great Scaled Dragon by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/		Fort	Ref	Will	Breath Weapon	Frightful Presence
									Grapple	Attack	Save	Save	Save	DC	DC
Wyrmling	M	7d12+21 (66)	18	10	16	12	13	12	+7/+11	+11	+8	+6	+7	2d10	—
Very Young	L	10d12+40 (105)	21	10	18	13	14	13	+10/+19	+14	+10	+7	+9	4d10	—
Young	L	13d12+52 (136)	23	10	19	14	15	14	+13/+23	+18	+12	+9	+11	6d10	—
Juvenile	L	16d12+80 (184)	26	10	20	15	16	15	+16/+28	+23	+14	+10	+13	8d10	—
Young Adult	H	19d12+114 (237)	28	10	22	16	17	16	+19/+36	+26	+16	+12	+15	10d10	21
Adult	H	22d12+132 (275)	30	10	23	17	18	17	+22/+40	+30	+18	+13	+17	12d10	24
Mature Adult	H	25d12+175 (337)	33	10	24	18	19	18	+25/+44	+34	+21	+15	+19	14d10	26
Old	G	28d12+224 (406)	35	10	26	19	20	19	+28/+52	+36	+23	+16	+21	16d10	29
Very Old	G	31d12+248 (449)	38	10	27	20	21	20	+31/+57	+41	+26	+18	+23	18d10	31
Ancient	G	34d12+306 (527)	40	10	28	21	22	21	+34/+61	+45	+28	+19	+25	20d10	34
Wyrmling	G	37d12+333 (573)	43	10	29	22	23	22	+37/+65	+49	+31	+21	+27	22d10	35
Great Wyrmling	C	40d12+400 (660)	45	10	31	23	24	23	+40/+73	+49	+33	+22	+29	24d10	38

Great Scaled Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level*	SR
Wyrmling	40 ft., fly 200 ft. (poor)	+0	17 (+7 natural), touch 10, flat-footed 17	Fire immunity	—	—
Very Young	40 ft., fly 200 ft. (poor)	+0	19 (-1 size, +10 natural), touch 9, flat-footed 19	—	—	—
Young	40 ft., fly 200 ft. (poor)	+0	22 (-1 size, +13 natural), touch 9, flat-footed 22	—	1st	—
Juvenile	40 ft., fly 200 ft. (poor)	+0	25 (-1 size, +16 natural), touch 9, flat-footed 25	—	3rd	—
Young Adult	40 ft., fly 200 ft. (poor)	+0	27 (-2 size, +19 natural), touch 8, flat-footed 27	DR 5/magic	5th	19
Adult	40 ft., fly 200 ft. (poor)	+0	30 (-2 size, +22 natural), touch 8, flat-footed 30	—	7th	21
Mature Adult	40 ft., fly 200 ft. (poor)	+0	33 (-2 size, +25 natural), touch 8, flat-footed 33	DR 10/magic	9th	23
Old	40 ft., fly 250 ft. (clumsy)	+0	34 (-4 size, +28 natural), touch 6, flat-footed 34	—	11th	24
Very Old	40 ft., fly 250 ft. (clumsy)	+0	37 (-4 size, +31 natural), touch 6, flat-footed 37	DR 15/magic	13th	26
Ancient	40 ft., fly 250 ft. (clumsy)	+0	40 (-4 size, +34 natural), touch 6, flat-footed 40	—	15th	28
Wyrmling	40 ft., fly 250 ft. (clumsy)	+0	43 (-4 size, +37 natural), touch 6, flat-footed 43	DR 20/magic	17th	30
Great Wyrmling	40 ft., fly 250 ft. (clumsy)	+0	42 (-8 size, +40 natural), touch 2, flat-footed 42	—	19th	32

*Can cast Fire, Earth, and Sun domain spells as Arcane Spells

Great Scaled Dragon

Dragon (Fire)

Environment: Any

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrmling, or great wyrmling: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 4; very young 5; young 7; juvenile 10; young adult 13; adult 15; mature adult 18; old 20; very old 21; ancient 23; wyrmling 24; great wyrmling 26

Treasure: Triple standard

Alignment: Any

Advancement: Wyrmling 8–9 HD; very young 11–12 HD; young 14–15 HD; juvenile 17–18 HD;

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young adult 20–21 HD; adult 23–24 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +5; young +6; others —

Background/History: Created in the corrupt energies of the first Ulcers, the Great Scaled Dragons are the most powerful and awe-inspiring creatures in the Mortal Realm. They show a mix of powerful breath and magic with physical might, making them devastating foes without obvious weakness.

Personality/Motivation: Great Scaled Dragons are the undisputed masters of dragonkind. They gather their treasures and dominate their territories. When dragons are forced to meet, they naturally take up leadership positions.

Powers/Tactics: A Great Scaled Dragon has only one weakness, and that is its own innate confidence.

As a master of both ranged and close-quarter combat, they don't always do things the longer, safer way. Typically, they'll open combat with breath and spells from a distance, but if someone can force the matter, or when their spells dwindle, they feel safe in closing and fighting with fang and claw. Only rarely is this their undoing.

Campaign Use: Great Scaled Dragons serve as the best overall draconian foe. If a party can weather their ranged attacks, a Great Scaled Dragon will eventually close, and then the party can try to beat them in melee. A Great Scaled Dragon chooses its lair for comfort and seclusion, not for tactics (though many are very defensible).

Appearance: Great Dragons are powerful and muscled. They have magnificent, horned heads that inspire awe in lesser creatures. They tend to brilliant, primary colors often metallic, sometimes appearing to be pure, liquid metal.



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Dramatic Purpose

Symbolic: Luckily, decades of gaming have reset the symbolic purpose of Dragons. Dragons represent power and magic. They represent the primordial essence of the earth and nature. Dragons are the old things that carry not only power and wisdom, but often brutal death.

Story and Mechanics Role: Dragons should never play a minor story role in an adventure. Dragons should be Crucibles at the weakest. They serve as Boss Monsters or Witches, though they sometimes have secondary roles. They make good Elementals (elemental destruction, elemental wisdom, elemental compassion, elemental magic, etc.) They make marvelous Hunters or Guardians.

ELEMENTAL WRAITHS

The Elemental Wraiths are the most valued soldiers of the Nopheratus. Whereas other Undead are either mindless or possessing of their own agenda, Elemental Wraiths serve the will of the Nopheratus directly.

Elemental Wraiths were all Mortals who subjected themselves to a conversion process while still alive. There are seven levels of Elemental Wraith and each requires a new ordeal of one-hundred-and-one days.

EARTH WRAITH

	Medium Undead
Hit Dice:	29d12 (188 hp)
Initiative:	+14
Speed:	20 ft. (4 squares)
Armor Class:	35 (+1 Dex, +8 natural, +14 Full Plate +6, +2 Heavy Shield) touch 11, flatfooted 34
Base Attack/Grapple:	+14/+22
Attack:	+6 Longsword +29 melee (1d8+14/19–20)
Full Attack:	+6 Longsword +29/+24/+19 melee (1d8+14/19–20)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Spell-Like Abilities

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Darkvision (60'), Infernal Taint, +4 Turn Resistance, Undead Traits

Fort: +9, Ref: +19, Will: +22
Str 26, Dex 31, Con —, Int 22, Wis 23, Cha 22

Appraise +6; Balance +2; Bluff +6; Concentration +38; Craft (Untrained) +6; Diplomacy +38; Disguise +6; Escape Artist +2; Forgery +6; Gather Information +6; Heal +6; Hide +34; Intimidate +38; Jump –6; Knowledge (Arcana) +38; Knowledge (Religion) +38; Listen +38; Move Silently +34; Ride +10; Search +38; Sense Motive +6; Spot +38; Survival +6; Swim –8; Use Rope +10

Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Longsword), Whirlwind Attack

Any

Solitary

17

+6 armor, +6 weapon, shield, standard coins; standard goods; standard items

Usually Lawful Evil

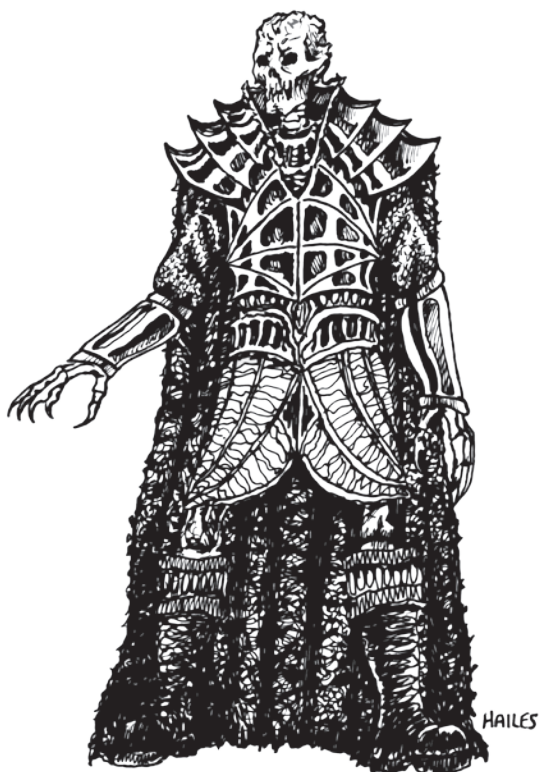
By character class

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Background/History: Agents of the Nopheratus create an Earth Wraith by taking an Ice Wraith and subjecting it to the Ordeal of Earth. The Wraith in question is placed in a special necromantic vault for one-hundred-and-one days, where it is tormented by a constant grinding of elemental Earth. This is absolute agony, grinding their bones into pieces. At any time, the subject can beg for death and receive it, but if it endures the entire one-hundred-and-one days, it emerges as an Earth Wraith.

Personality/Motivation: Earth Wraiths are the sixth rank of free-willed servants of the Nopheratus. They command entire Undead armies with Ice Wraiths commanding a division. They are the general offi-

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cers in the war against Mortality, and Mortals rarely encounter them. Earth Wraiths are powerful enough that a few stand as individual champions and agents of the Nopheratus. These wander the Mortal Realm, often killing and slaughtering just for sport.

Many Earth Wraiths have little left in the way of true sanity.

Powers/Tactics: Earth Wraiths are often difficult to reach, stationed behind entire divisions of troops. In combat, an Earth Wraith will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 18), *fear**; 5/day—*burning hands* (DC 17), *cause fear* (DC 17), *chill metal* (DC 18), *darkness*, *obscuring mist*, *scorching ray*, *spike stones* (DC 20); 4/day—*daylight*, *fireball* (DC 19), *fog cloud*, *sleep* (DC 17), *sleet storm*, *transmute rock to mud* (DC 21); 3/day—*animate dead*, *fire shield*, *flesh to stone* (DC 22), *gust of wind* (DC 18), *lightning bolt* (DC 19), *wall of ice* (DC 20); 2/day—*control water*, *cre-*

ate undead, *earthquake*, *freezing sphere* (DC 22), *rainbow pattern* (DC 20), *solid fog*, *wall of fire*; 1/day—*chain lightning* (DC 22), *control undead*, *control winds* (DC 21), *elemental swarm*, *flame strike* (DC 21), *ice storm* (DC 21), *polar ray*.

*The fear effect has a range of 0' and a 20' radius spread, DC 20. It can be turned on or off as a free action.

Campaign Use: When on crusade, an Earth Wraith spends its time on troop movements and logistics. They can't easily pass as Mortal, and therefore they tend to remain with their Undead divisions. Others serve as lone champions and agents of death.

To scale an Earth Wraith, increase or decrease its HD and spell-like abilities.

Appearance: An Earth Wraith looks much like a damaged lich, with little but bits of char on its bones. Even chunks of the bone are missing, held together only by its own, wraithlike form. It exudes too much power to be mistaken for a lowly skeleton.

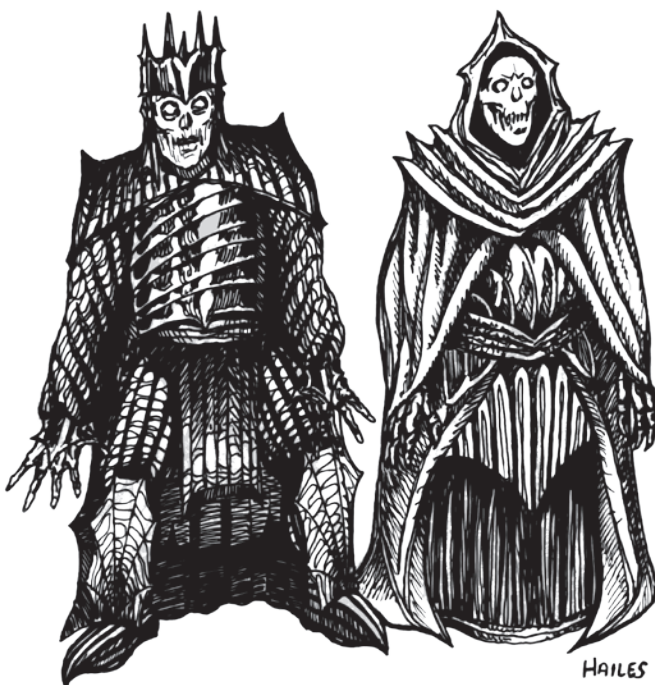
Earth Wraiths wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.

Fire Wraith

	Medium Undead
Hit Dice:	14d12 (91 hp)
Initiative:	+7
Speed:	20 ft. (4 squares)
Armor Class:	29 (+1 Dex, +5 natural, +11 Full Plate, +2 Heavy Shield) touch 11, flatfooted 28
Base Attack/Grapple:	+7/+12
Attack:	+3 Longsword +16 melee (1d8+8/19–20)
Full Attack:	+3 Longsword +16/+11 melee (1d8+8/19–20)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Spell-Like Abilities
Special Qualities:	Darkvision (60'), Infernal Taint, +4 Turn Resistance, Undead Traits
Saves:	Fort: +4, Ref: +7, Will: +12
Abilities:	Str 20, Dex 16, Con —, Int 17, Wis 16, Cha 17
Skills:	Appraise +3; Balance –4; Bluff +3; Climb –2; Concentration +20; Craft (Untrained) +3; Diplomacy +20; Disguise

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	+3; Escape Artist -4; Forgery +3; Gather Information +3; Heal +3; Hide -4; Intimidate +20; Jump -8; Knowledge (Arcana) +20; Knowledge (Religion) +20; Listen +20; Move Silently -4; Ride +3; Search +3; Sense Motive +3; Spot +20; Survival +3; Swim -9; Use Rope +3
Feats:	Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Environment:	Any
Organization:	Solitary
Challenge Rating:	10
Treasure:	+3 armor, +3 weapon, shield, standard coins; standard goods; standard items
Alignment:	Usually Lawful Evil
Advancement:	By character class
Level Adjustment:	+5



Fire Wraith

Light Wraith

Background/History: Agents of the Nopheratus create a Fire Wraith by taking a Water Wraith and subjecting it to the Ordeal of Fire. The Wraith in question is placed in a special necromantic vault for one-hundred-and-one days, where it is tormented by a constant buffing of scorching fires. This is absolute agony. At any time, the subject can beg for death and receive it, but if it endures the entire one-hundred-and-one days, it emerges as a Fire Wraith.

Personality/Motivation: Fire Wraiths are the third rank of free-willed servants of the Nopheratus. They command the Undead legions with Water Wraiths as their lieutenants. They are the captains in the war against Mortality, and Mortals encounter them from time to time. Fire Wraiths are trusted to control free-willed living troops.

Powers/Tactics: Fire Wraiths are often difficult to reach, stationed behind large organized groups of troops, with a Water Wraith lieutenant and a few Wind Wraith sergeants. In combat, a Fire Wraith will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 15), *fear**; 5/day—*burning hands* (DC 14), *cause fear* (DC 14), *obscuring mist*, *scorching ray*; 4/day—*fireball* (DC 16), *fog cloud*, *sleep* (DC 14); 3/day—*fire shield*, *gust of wind* (DC 15); 2/day—*animate dead*, *control water*, *wall of fire*, *solid fog*; 1/day—*control winds* (DC 18), *flame strike* (DC 18).

*The fear effect has a range of 0' and a 20' radius spread, DC 17. It can be turned on or off as a free action.

Campaign Use: When on crusade, a Fire Wraith spends its time building its power base. They can't easily pass as Mortal, and therefore they tend to remain with their Undead army.

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To scale a Fire Wraith, increase or decrease its HD and spell-like abilities.

Appearance: A Fire Wraith looks much like the Mortal it was in life. The only exception is its skin, which is burned away, leaving charred and cracked flesh beneath.

Fire Wraiths wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.

Ice Wraith

	Medium Undead
Hit Dice:	24d12 (156 hp)
Initiative:	+9
Speed:	20 ft. (4 squares)
Armor Class:	33 (+1 Dex, +7 natural, +13 Full Plate, +2 Heavy Shield) touch 11, flatfooted 32
Base Attack/Grapple:	+12/+19
Attack:	+5 Longsword +25 melee (1d8+12/19–20)
Full Attack:	+5 Longsword +25/+20/+15 melee (1d8+12/19–20)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Spell-Like Abilities
Special Qualities:	Darkvision (60'), Infernal Taint, +4 Turn Resistance, Undead Traits
Saves:	Fort: +8, Ref: +13, Will: +19
Abilities:	Str 25, Dex 20, Con —, Int 21, Wis 20, Cha 21
Skills:	Appraise +5; Balance –2; Bluff +5; Concentration +32; Craft (Untrained) +5; Diplomacy +32; Disguise +5; Escape Artist –2; Forgery +5; Gather Information +5; Heal +5; Hide –2; Intimidate +32; Jump –6; Knowledge (Arcana) +32; Knowledge (Religion) +32; Knowledge(The Planes) +32; Listen +32; Move Silently –2; Ride +5; Search +32; Sense Motive +5; Spot +32; Survival +5; Swim –7; Use Rope +5
Feats:	Cleave, Combat Expertise, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (Longsword)

Environment:	Any
Organization:	Solitary
Challenge Rating:	14
Treasure:	+6 armor, +6 weapon, shield, standard coins; standard goods; standard items
Alignment:	Usually Lawful Evil
Advancement:	By character class
Level Adjustment:	—

Background/History: Agents of the Nopheratus create an Ice Wraith by taking a Light Wraith and subjecting it to the Ordeal of Ice. The Wraith in question is placed in a special necromantic vault for one-hundred-and-one days, where it is tormented by a constant grinding of elemental ice. This is absolute agony, abrading away their remaining soft tissue. At any time, the subject can beg for death and receive it, but if it endures the entire one-hundred-and-one days, it emerges as an Ice Wraith.

Personality/Motivation: Ice Wraiths are the fifth rank of free-willed servants of the Nopheratus. They command entire Undead divisions with Light Wraiths commanding the lesser groupings. They are the colonels in the war against Mortality, and Mortals rarely encounter them. Ice Wraiths are powerful enough that a few stand as individual champions and agents of the Nopheratus.

Powers/Tactics: Ice Wraiths are often difficult to reach, stationed behind entire divisions of troops. In combat, an Ice Wraith will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 17), *fear**; 5/day—*burning hands* (DC 16), *cause fear* (DC 16), *chill metal* (DC 17), darkness, obscuring mist, scorching ray; 4/day—*daylight*, *fireball* (DC 18), *fog cloud*, *sleep* (DC 16), *sleet storm*; 3/day—*animate dead*, *fireshield*, *gust of wind* (DC 17), *lightning bolt* (DC 18), *wall of ice* (DC 19); 2/day—*control water*, *create undead*, *freezing sphere* (DC 21), *rainbow pattern* (DC 19), *solid fog*, *wall of fire*; 1/day—*chain lightning* (DC 21), *control undead*, *control winds* (DC 20), *flame strike* (DC 20), *ice storm* (DC 20), *polar ray*.

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*The fear effect has a range of 0' and a zero range, 20' radius spread, DC 19. It can be turned on or off as a free action.

Campaign Use: When on crusade, an Ice Wraith spends its time on troop movements and logistics. They can't easily pass as Mortal, and therefore they tend to remain with their Undead divisions. Others serve as lone champions and agents of death.

To scale an Ice Wraith, increase or decrease its HD and spell-like abilities.

Appearance: An Ice Wraith looks much like a lich, with little but bits of char on its bones. It exudes too much power to be mistaken for a lowly skeleton.

Ice Wraiths wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.



Light Wraith

Hit Dice:

Initiative:

Speed:

Armor Class:

Base Attack/Grapple:

Attack:

Full Attack:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Medium Undead

19d12 (123 hp)

+8

20 ft. (4 squares)

31 (+1 Dex, +6 natural, +12 Full Plate, +2 Heavy Shield) touch 11, flatfooted 30

+9/+15

+4 Longsword +20 melee (1d8+10/19-20)

+4 Longsword +20/+15 melee (1d8+10/19-20)

5 ft./5 ft.

Spell-Like Abilities

Darkvision (60'), Infernal Taint, +4 Turn Resistance, Undead Traits

Fort: +6, Ref: +10, Will: +15

Str 23, Dex 19, Con —, Int 18, Wis 19, Cha 18

Appraise +4; Balance -3; Bluff +4; Climb -1; Concentration +26; Craft (Untrained) +4; Diplomacy +26; Disguise +4; Escape Artist -3; Forgery +4; Gather Information +4; Heal +4; Hide -3; Intimidate +26; Jump -7; Knowledge (Arcana) +26; Knowledge (Religion) +26; Knowledge (The Planes) +26; Listen +26; Move Silently -3; Ride +4; Search +4; Sense Motive +4; Spot +26; Survival +4; Swim -8; Use Rope +4

Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus (Longsword)

Any

Solitary

12

+4 armor, +4 weapon, shield, standard coins; standard goods; standard items

Usually Lawful Evil

By character class

—

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Background/History: Agents of the Nopheratus create a Light Wraith by taking a Fire Wraith and subjecting it to the Ordeal of Light. The Wraith in question is placed in a special necromantic vault for one-hundred-and-one days, where it is tormented by a constant buffing of lightning. This is absolute agony, burning their remaining deep tissue with constant and penetrating current. At any time, the subject can beg for death and receive it, but if it endures the entire one-hundred-and-one days, it emerges as a Light Wraith.

Personality/Motivation: Light Wraiths are the fourth rank of free-willed servants of the Nopheratus. They command multiple Undead legions with Fire Wraiths commanding the individual units. They are the majors in the war against Mortality, and Mortals rarely encounter them. Light Wraiths are powerful enough that a few stand as individual champions of the Nopheratus.

Powers/Tactics: Light Wraiths are often difficult to reach, stationed behind large organized groups of troops. In combat, a Light Wraith will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 16) *fear**; 5/day—*burning hands* (DC 15), *cause fear* (DC 15), *darkness*, *obscuring mist*, *scorching ray*; 4/day—*daylight*, *fireball* (DC 17), *fog cloud*, *sleep* (DC 15); 3/day—*fire shield*, *gust of wind* (DC 16), *lightning bolt* (DC 17); 2/day—*animate dead*, *control water*, *rainbow pattern* (DC 18), *solid fog*, *wall of fire*; 1/day—*chain lightning* (DC 20), *control winds* (DC 19), *create undead*, *flame strike* (DC 19).

*The fear effect has a range of 0' and a 20' radius spread, DC 18. It can be turned on or off as a free action.

Campaign Use: When on crusade, a Light Wraith spends its time building its power base. They can't easily pass as Mortal, and therefore they tend to remain with their Undead army. Others serve as lone champions and agents of death.

To scale a Light Wraith, increase or decrease its HD and spell-like abilities.

Appearance: A Light Wraith looks vaguely like the Mortal it was in life. The only exception is its skin,

which is burned away, leaving nothing but the black char of desiccated muscle.

Light Wraiths wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.

Void Wraith

Hit Dice:

Initiative:

Speed:

Armor Class:

Base Attack/Grapple:

Attack:

Full Attack:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Medium Undead (Incorporeal)

33d12 (214 hp)

+15

20 ft. (4 squares)

44 (+1 Dex, +9 natural, +7 deflection +15 Full Plate, +2 Heavy Shield,) touch 18, flat-footed 43

+16/—

+7 Longsword +33 melee (1d8+7/19–20)

+7 Longsword +33/+28/+23/+18 melee (1d8+7/19–20)

5 ft./5 ft.

Spell-Like Abilities

Darkvision (60'), Incorporeal, Infernal Taint, +4 Turn Resistance, Undead Traits

Fort: +11, Ref: +18, Will: +25 Str —, Dex 24, Con —, Int 25, Wis 24, Cha 25

Appraise +7; Balance –1; Bluff +7; Climb –8; Concentration +43; Craft (Untrained) +7; Diplomacy +43; Disguise +7; Escape Artist –1; Forgery +7; Gather Information +7; Heal +7; Hide +35; Intimidate +43; Jump –14; Knowledge (Arcana) +43; Knowledge (Religion) +43; Knowledge (The Planes) +43; Listen +45; Move Silently –1; Ride +7; Search +43; Sense Motive +7; Spellcraft +47; Spot +45; Survival +7; Swim –16; Use Rope +7

Alertness, Combat Casting, Combat Reflexes, Dodge, Epic Weapon Focus (Longsword), Improved Initiative, Mobility, Quick Draw, Reckless Offense, Spring Attack,

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	Superior Initiative, Weapon Focus (Longsword)
Environment:	Any
Organization:	Solitary
Challenge Rating:	19
Treasure:	+7 armor, +7 weapon, shield, standard coins; standard goods; standard items
Alignment:	Usually Lawful Evil
Advancement:	By character class
Level Adjustment:	—

Background/History: No one knows how they create the most powerful of all the Elemental Wraiths. Most people think that an Earth Wraith passes beyond the Mortal Realm, into the plane where the Nopheratus resides. There, the Earth Wraith experiences the raw force of death. It strips away the last vestiges of flesh, of emotion, of all humanity. What's left is a creature almost as alien as the Nopheratus itself. It is the Void Wraith.

Personality/Motivation: Void Wraiths have only one motivation: an overwhelming hatred of all God's creations. Void Wraiths are technically the seventh rank of Elemental Wraith, but only seven of them actually command the generals of the Undead Armies. Six of these Void Wraiths are known as the "High Generals." The final Void Wraith is known only as the Overlord. Many think even the Lich King fears him.

Powers/Tactics: Void Wraiths tend to attack with spells from a distance, then close when they feel their foes are close to death. They like to feel them die in melee, but will use their spells if necessary to kill. They just don't find it satisfying.

Spell-Like Abilities: At will—*command undead* (DC 19), *fear**; 5/day—*burning hands* (DC 18), *cause fear* (DC 18), *chill metal* (DC 19), *darkness*, *dispel magic*, *obscuring mist*, *scorching ray*, *spike stones* (DC 21); 4/day—*animate dead*, *daylight*, *enervation*, *fireball* (DC 20), *fog cloud*, *sleep* (DC 18), *sleet storm*, *transmute rock to mud* (DC 22); 3/day—*create undead*, *fire shield*, *flesh to stone* (DC 23), *gust of wind* (DC 19), *lightning bolt* (DC 20), *wall of ice* (DC 21), *waves of fatigue*; 2/day—*control undead* (DC 24), *control water*, *earthquake*,

finger of death (DC 14), *freezing sphere* (DC 23), *rainbow pattern* (DC 21), *solid fog*, *wall of fire*; 1/day—*chain lightning* (DC 23), *control winds* (DC 22), *create greater undead*, *elemental swarm*, *flame strike* (DC 22), *ice storm* (DC 22), *polar ray*, *power word kill*.

*The fear effect has a range of 0' and a 20' radius spread, DC 21. It can be turned on or off as a free action.

Void Wraiths are incorporeal, though their armor isn't.

Campaign Use: Void Wraiths are the ultimate assassins, agents, and masterminds. They are the greatest and most challenging Undead creatures, and should be used accordingly. Their hatred of life makes them poor negotiators. It's usually impossible to parlay with a Void Wraith. To scale a Void Wraith, increase or decrease its HD and spell-like abilities.

Appearance: A Void Wraith looks much like nothing but an empty suit of plate armor. It carries a sword. It usually cloaks itself in heavy black cloth.



Bestiary

Water Wraith

	Medium Undead
Hit Dice:	10d12 (65 hp)
Initiative:	+6
Speed:	20 ft. (4 squares)
Armor Class:	27 (+1 Dex, +4 natural, +10 Full Plate, +2 Heavy Shield) touch 11, flatfooted 26
Base Attack/Grapple:	+5/+9
Attack:	+2 Longsword +12 melee (1d8+6/19–20)
Full Attack:	+2 Longsword +12 melee (1d8+6/19–20)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Spell-Like Abilities
Special Qualities:	Darkvision (60'), Infernal Taint, +3 Turn Resistance, Undead Traits
Saves:	Fort: +3, Ref: +5, Will: +9
Abilities:	Str 18, Dex 15, Con —, Int 14, Wis 15, Cha 14
Skills:	Appraise +2; Balance –5; Bluff +2; Climb –3; Concentration +15; Craft (Untrained) +2; Diplomacy +15; Disguise +2; Escape Artist –5; Forgery +2; Gather Information +2; Heal +2; Hide –5; Intimidate +15; Jump –9; Knowledge (Arcana) +15; Listen +15; Move Silently –5; Ride +2; Search +2; Sense Motive +2; Spot +15; Survival +2; Swim –10; Use Rope +2
Feats:	Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword)
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	+2 armor, +2 weapon, shield, standard coins; standard goods; standard items
Alignment:	Usually Lawful Evil
Advancement:	By character class
Level Adjustment:	+4

Background/History: A Water Wraith is created by taking a Wind Wraith and subjecting it to the Ordeal of Water. The Wraith in question is placed in a special necromantic vault for one-hundred-and-

one days, where it is tormented by a constant buffing of violent waters. The Wind Wraith still has the habits of Mortality, so although it doesn't need to breathe, it can still *feel* like it's drowning. At any time, the subject can beg for death and receive it, but if it endures the entire one-hundred-and-one days, it emerges as a Water Wraith.

Personality/Motivation: Water Wraiths are the second-lowest free-willed servants of the Nopheratus. They organize the Undead legions, often with Wind Wraiths as sergeants beneath them, and usually serve as second in command under a Fire Wraith. They are the lieutenants in the war against Mortality and are still common enough that Mortals encounter them from time to time. Water Wraiths are trusted to control free-willed living troops, whereas the Wind Wraiths typically only control mindless Undead.

Powers/Tactics: Water Wraiths are often difficult to reach, stationed behind large organized groups of troops, with a few Wind Wraith sergeants. In combat, a Water Wraith will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 14), *fear**; 5/day—*cause fear* (DC 13), *obscuring mist*; 4/day—*fog cloud*, *sleep* (DC 13); 3/day—*gust of wind* (DC 14); 2/day—*control water*, *solid fog*; 1/day—*control winds* (DC 17).

*The fear effect has a range of 0' and a 20' radius spread, DC 16. It can be turned on or off as a free action.

Campaign Use: When on crusade, a Water Wraith spends its time building its power base and infiltrating Human organizations. As one of the only Elemental Wraiths who can pass as a Mortal (if a very damaged one).

To scale a Water Wraith, increase or decrease its HD and spell-like abilities.

Appearance: A Water Wraith looks much like the Mortal it was in life. The only exception is its skin, which is bloated and ruined, as if the Wraith had drowned and lay underwater for some time (which isn't far from the truth).

Water Wraiths wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.

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Wind Wraith

Wind Wraith

Hit Dice: 5d12 (32 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 25 (+1 Dex, +3 natural, +9 Full Plate, +2 Heavy Shield) touch 11, flatfooted 24
Base Attack/Grapple: +2/+4
Attack: +1 Longsword +6 melee (1d8+3/19–20)
Full Attack: +1 Longsword +6 melee (1d8+3/19–20)
Face/Reach: 5 ft./5 ft.
Special Attacks: Spell-Like Abilities
Special Qualities: Darkvision (60'), Infernal Taint, +2 Turn Resistance, Undead Traits
Saves: Fort: +1, Ref: +2, Will: +5
Abilities: Str 15, Dex 13, Con —, Int 12, Wis 13, Cha 12
Skills: Appraise +1; Balance –6; Bluff +1; Climb –5; Concentration +9; Craft (Untrained)



HAILES

Water Wraith

+1; Diplomacy +9; Disguise +1; Escape Artist –6; Forgery +1; Gather Information +1; Heal +1; Hide –6; Intimidate +9; Jump –11; Listen +9; Move Silently –6; Ride +1; Search +1; Sense Motive +1; Spot +9; Survival +1; Swim –12; Use Rope +1
Feats: Improved Initiative, Weapon Focus (Longsword)
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: +1 armor, +1 weapon, shield, standard coins; standard goods; standard items
Alignment: Usually Lawful Evil
Advancement: By character class
Level Adjustment: +3

Background/History: A Wind Wraith is created by the Ordeal of Air. A Mortal is placed in a special necromantic vault for one-hundred-and-one days,

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where they are killed by a constant buffing of high-velocity winds. The vault eliminates the need for food or water and many subjects survive for weeks or even months. Even after death, the agony continues. At any time, the subject can beg for death and receive it, but if they endure the entire one-hundred-and-one days, they emerge as the Undead Wind Wraith.

Personality/Motivation: Wind Wraiths are the lowest free-willed servants of the Nopheratus. They organize the Undead legions and they infest Ulcers. They are the sergeants in the war against Mortality and are the most likely Elemental Wraith for a Mortal to encounter.

Powers/Tactics: Wind Wraiths like to use their Undead to protect themselves and their lairs. If a party manages to make it to the Wind Wraith itself, it will start by softening the group up with spells before closing and fighting hand to hand. They also try to raise fallen enemies as Undead, expecting this to demoralize enemy ranks.

Spell-Like Abilities: At will—*command undead* (DC 13), *fear**; 4/day—*sleep* (DC 12); 3/day—*gust of wind* (DC 13); 2/day—*solid fog*; 1/day—*control winds* (DC 16).

*The fear effect has a range of 0' and a 20' radius spread, DC 15. It can be turned on or off as a free action.

Campaign Use: When they are on crusade, a Wind Wraith spends its time building his power base and infiltrating Human organizations. As the only Elemental Wraith who can easily pass as a Mortal (if a damaged one) they also are the only ones to routinely enter Mortal settlements.

To scale a Wind Wraith, increase or decrease its HD and spell-like abilities.

Appearance: A Wind Wraith looks much like the Mortal it was in life. The only exception is their skin, which is red and abraded, as if the Wraith had subjected itself to long exposure to a sandstorm (which isn't far from the truth).

Wind wraiths tend to wear full plate armor and carry a sword. They usually cloak themselves in heavy black cloth.

Dramatic Purpose

Symbolic: Almost everyone fears death. We anthropomorphize it, we defy it, we even argue and try to bargain with it. Elemental Wraiths serve as the personification of death. Their elemental aspects add the pitiless threat of nature.

Story and Mechanics Role: Elemental Wraiths should fulfill powerful roles in stories. They are the Boss Monsters and both Blasphemer and Blasphemy. They make good Hunters, but poor Prey. They don't make good Witches, although one could be a Witch if no actual parlay were involved in tricking it. Ironically, only the Void Wraith makes for a good Elemental. The others tend to be too reasoned. The Void Wraith is likely the most Alien creature in this book.

ELEMENTALS

The Echoes of Heaven has a slightly different cosmology than most worlds. This means that there are six elements and three of them are closer to Heaven and three are closer to Hell.

This has little effect on game play, other than the fact that Demons and Angels have resistances based on these connections. The Elementals themselves can be played as is.

Ice Elemental

Background/History: An Ice Elemental is a creature from the elemental plane of ice. It is built of pure elemental stuff, a being of cold and fury. They are rarely happy to be summoned to the Mortal Realm.

Personality/Motivation: Ice Elementals are creatures of alien intellect, typically hostile to everyone around them. Because of their plane's connection to Hell, they can show darkness and evil in their actions.

Powers/Tactics: Ice Elementals have two Elemental Powers.

Ice Move (Su): An Ice Elemental can move through any ice freely, as an Earth Elemental moves through earth.

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Ice Elemental, Small	Ice Elemental, Medium	Ice Elemental, Large	Large Elemental (Ice, Extraplanar)
Size/Type	Small Elemental (Ice, Extraplanar)	Medium Elemental (Ice, Extraplanar)	Large Elemental (Ice, Extraplanar)
Hit Dice	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative	+0	+1	+2
Speed	20 ft. (4 spaces)	20 ft. (4 spaces)	20 ft. (4 spaces)
AC	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attk/Grapple	+1/+0	+3/+7	+6/+16
Attack	Slam +5 melee (1d6+3)	Slam +8 melee (1d8+4)	Slam +11 melee (2d8+6)
Full Attack	Slam +5 melee (1d6+3)	Slam +8 melee (1d8+4)	2 slams +11 melee (2d8+6)
Space/Reach	5 ft. /5 ft.	5 ft. /5 ft.	10 ft. /10 ft.
Special Attacks	Freeze	Freeze	Freeze
Special Qualities	Darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire	Darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire	Damage reduction 5/-, darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire
Saves	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities	Str 16, Dex 10, Con 13, Int 4, Wis 11, Cha 11	Str 18, Dex 12, Con 17, Int 4, Wis 11, Cha 11	Str 22, Dex 14, Con 13, Int 6, Wis 11, Cha 11
Skills	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment	Elemental Plane of Ice	Elemental Plane of Ice	Elemental Plane of Ice
Organization	Solitary	Solitary	Solitary
Challenge Rating	1	3	5
Treasure	None	None	None
Alignment	Usually Neutral	Usually Neutral	Usually Neutral
Advancement	3 HD (small)	5-7 HD (medium)	9-15 HD (large)
Level Adjustment	—	—	—
Ice Elemental, Huge	Ice Elemental, Greater	Ice Elemental, Elder	
Size/Type	Huge Elemental (Ice, Extraplanar)	Huge Elemental (Ice, Extraplanar)	Huge Elemental (Ice, Extraplanar)
Hit Dice	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative	+3	+3	+3
Speed	30 ft. (6 spaces)	30 ft. (6 spaces)	30 ft. (6 spaces)
AC	21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18	23 (-2 size, +3 Dex, +12 natural), touch 11, flat-footed 20	25 (-2 size, +3 Dex, +14 natural), touch 11, flat-footed 22
Base Attk/Grapple	+12/+28	+15/+32	+18/+36
Attack	Slam +18 melee (2d10+8)	Slam +22 melee (2d10+8)	Slam +26 melee (2d10+8)
Full Attack	2 slams +18 melee (2d10+8)	2 slams +22 melee (2d10+8)	2 slams +26 melee (2d10+8)
Space/Reach	15 ft./ 15 ft.	15 ft./ 15 ft.	15 ft./ 15 ft.
Special Attacks	Freeze	Freeze	Freeze
Special Qualities	Damage reduction 5/-, darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire	Damage reduction 10/-, darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire	Damage reduction 10/-, darkvision 60 ft., elemental traits, ice move, immunity to cold, vulnerability to fire
Saves	Fort +15, Ref +8, Will +7	Fort +17, Ref +10, Will +9	Fort +19, Ref +11, Will +10
Abilities	Str 26, Dex 16, Con 21, Int 6, Wis 11, Cha 11	Str 28, Dex 16, Con 21, Int 8, Wis 11, Cha 11	Str 30, Dex 16, Con 21, Int 8, Wis 11, Cha 11
Skills	Listen +10, Spot +9	Listen +14, Spot +14	Listen +29, Spot +29
Feats	Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam) Improved Sunder, Iron Will, Power Attack
Environment	Elemental Plane of Ice	Elemental Plane of Ice	Elemental Plane of Ice
Organization	Solitary	Solitary	Solitary
Challenge Rating	7	9	11
Treasure	None	None	None
Alignment	Usually Neutral	Usually Neutral	Usually Neutral
Advancement	17-20 HD (huge)	22-23 (huge)	25-48 (huge)
Level Adjustment	—	—	—

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Freeze (Su): When an Ice Elemental is standing on or otherwise in contact with ice, once per round it may attempt to freeze any opponent also in contact with the ice. The opponent must succeed on a Reflex save or be completely paralyzed for 2d4 rounds. In addition, the opponent takes 1d6 Cold damage every round he is frozen. These effects may be ended early if the target's allies can find a way to warm him in a way that would not normally damage him (hot water, yes, fireball, no.) The save DC varies with the elemental's size (see table).

Campaign Use: Ice Elementals are summoned creatures. They usually appear in the lairs of mages and elementalists.

To scale an Elemental, increase or decrease its HD.

Appearance: The Ice Elemental is a glittering, crystal form of ice. Every one is different, some with spires and lances, others round, others of a chipped, irregular shape.

Light Elemental Sizes

Elemental	Height	Weight	Blind Save DC
Small	4 ft.	1 lb.	11
Medium	8 ft.	2 lb.	14
Large	16 ft.	4 lb.	17
Huge	32 ft.	8 lb.	22
Greater	36 ft.	10 lb.	24
Elder	40 ft.	12 lb.	26

Light Elemental

Background/History: A Light Elemental is a creature from the elemental plane of light. It is built of pure elemental stuff, a being of light, electricity, and sudden blasts of fury. They are rarely happy to be summoned to the Mortal Realm.

Personality/Motivation: Light Elementals are creatures of alien intellect, typically hostile to everyone around them. Because of their plane's connection to Light, they can sometimes force themselves into a righteous rage over evils they see in the Mortal Realm.

Powers/Tactics: Light Elementals have several Elemental Powers.

Blind (Ex): A light elemental's body can become blindingly bright during combat. Those hit by a light elemental's slam attack, or who hit the light elemen-

tal in melee combat, must succeed on a Reflex save or be blinded for 1d4 rounds. The save DC varies with the elemental's size (see table).

Dimension Door (Su): A light elemental can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the elemental, which never appears within a solid object and can act immediately after teleporting.

Campaign Use: Light Elementals are summoned creatures. They usually appear in the lairs of Mages and Elementalists.

To scale an Elemental, increase or decrease its level. This gives them more or less OB and hits.

Appearance: The Light Elemental is a shimmering ball of light, crackling with electricity. It constantly discharges as its energy interacts with the ground beneath it.

Ice Elemental Sizes

Elemental	Height	Weight	Freeze Save DC
Small	4 ft.	31 lb.	11
Medium	8 ft.	250 lb.	14
Large	16 ft.	2050 lb.	17
Huge	32 ft.	16500 lb.	22
Greater	36 ft.	19250 lb.	24
Elder	40 ft.	22000 lb.	26

Dramatic Purpose

Symbolic: Elementals often represent extremes of emotion or being. Fire is anger. Ice is indifference. Light is piety. Earth is stubbornness. Water is chaos. Air is changeability.

Story and Mechanics Role: Elementals are always Elementals. Aside from that, they can fill almost any role that doesn't take too much independent thought. They make good Hunters, Guardians, and Obstacles. They don't do well as Boss Monsters. They make poor prey. It's possible to have an Elemental Blasphemy, but it would take an interesting story, as they embody nature to a certain degree.

FALLEN RACES

Three races have fallen so completely that the remnants have taken on racial traits of their own. These

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	Light Elemental, Small	Light Elemental, Medium	Light Elemental, Large
Size/Type	Small Elemental (Light, Extraplanar)	Medium Elemental (Light, Extraplanar)	Large Elemental (Light, Extraplanar)
Hit Dice	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative	+6	+8	+10
Speed	50 ft.	50 ft.	50 ft.
AC	16 (+1 size, +2 Dex, +3 natural), touch 14, flat-footed 14	17 (+4 Dex, +3 natural), touch 14, flat-footed 13	19 (-1 size, +6 Dex, +4 natural), touch 15, flat-footed 13
Base Attk/Grapple	+1/-3	+3/+4	+6/+12
Attack	Slam +4 melee (1d4)	Slam +7 melee (1d6+1)	Slam +11 melee (2d6+2)
Full Attack	Slam +4 melee (1d4)	Slam +7 melee (1d6+1)	2 slams +11 melee (2d6+2)
Space/Reach	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks	Blind	Blind	Blind
Special Qualities	Darkvision 60 ft., dimension door, elemental traits	Darkvision 60 ft., dimension door, elemental traits	Damage reduction 5/-, darkvision 60 ft., dimension door, elemental traits
Saves	Fort +0, Ref +8, Will +0	Fort +3, Ref +10, Will +1	Fort +5, Ref +13, Will +2
Abilities	Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 19, Con 14, Int 4, Wis 11, Cha 11	Str 14, Dex 23, Con 16, Int 6, Wis 11, Cha 11
Skills	Listen +2, Spot +3	Listen +3, Spot +4	Listen +5, Spot +6
Feats	Improved Initiative, Lightning Reflexes, Weapon Finesse	Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse	Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Finesse
Environment	Elemental Plane of Light	Elemental Plane of Light	Elemental Plane of Light
Organization	Solitary	Solitary	Solitary
Challenge Rating	1	3	5
Treasure	None	None	None
Alignment	Usually Neutral	Usually Neutral	Usually Neutral
Advancement	3 HD (small)	5-7 HD (medium)	9-15 HD (large)
Level Adjustment	—	—	—

	Light Elemental, Huge	Light Elemental, Greater	Light Elemental, Elder
Size/Type	Huge Elemental (Light, Extraplanar)	Huge Elemental (Light, Extraplanar)	Huge Elemental (Light, Extraplanar)
Hit Dice	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative	+12	+13	+14
Speed	60 ft.	60 ft.	60 ft.
AC	20 (-2 size, +8 Dex, +4 natural), touch 16, flat-footed 12	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16	26 (-2 size, +10 Dex, +8 natural), touch 18, flat-footed 16
Base Attk/Grapple	+12/+24	+15/+28	+18/+32
Attack	Slam +18 melee (2d8+4)	Slam +22 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack	2 slams +18 melee (2d8+4)	2 slams +22 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space/Reach	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks	Blind	Blind	Blind
Special Qualities	Damage reduction 5/-, darkvision 60 ft., dimension door, elemental traits	Damage reduction 10/-, darkvision 60 ft., dimension door, elemental traits	Damage reduction 10/-, darkvision 60 ft., dimension door, elemental traits
Saves	Fort +9, Ref +18, Will +5	Fort +11, Ref +21, Will +9	Fort +12, Ref +24, Will +10
Abilities	Str 18, Dex 27, Con 18, Int 6, Wis 11, Cha 11	Str 20, Dex 29, Con 18, Int 8, Wis 11, Cha 11	Str 22, Dex 31, Con 18, Int 10, Wis 11, Cha 11
Skills	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse	Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse	Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (Slam)
Environment	Elemental Plane of Light	Elemental Plane of Light	Elemental Plane of Light
Organization	Solitary	Solitary	Solitary
Challenge Rating	7	9	11
Treasure	None	None	None
Alignment	Usually Neutral	Usually Neutral	Usually Neutral
Advancement	17-20 HD (huge)	22-23 (huge)	25-48 (huge)
Level Adjustment	—	—	—

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are the Fallen Dwarves, the Fallen Elves, and the Fallen Gnomes.

It's interesting to note that many other individuals have fallen through history, but only these have been changed. This may be because all three withdrew deep into the Warrens. Whatever the reason, these are also the only fallen Mortals to have gained an Infernal Taint. Whether there is a connection between the Warrens and the Infernal Taint is unknown.

It's also a World Thread.

Losing the Divine Spark

Three races have the Divine Spark. They are the Dwarves, the High Elves, and the High Men. When a member of one of these races commits enough evil, they will kill off their own Divine Spark. Once it has withered to vanishing, the character is no longer the high version of his race (or in the case of the Dwarves, they are visibly changed.)

High Men become Common Men when they lose their Divine Spark. High Elves become Wood Elves or Grey Elves. Dwarves remain Dwarves, but lose their Constitution bonus.

Fallen Dwarf (2nd-Level Warrior)

	Medium Humanoid (Dwarf)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	16 (+4 Scale Mail, +2 Heavy Shield) touch 10, flatfooted 16
Base Attack/Grapple:	+2/+3
Attack:	Warhammer+4 melee (1d8+1/x3)
Full Attack:	Warhammer+4 melee (1d8+1/x3)
Face/Reach:	5 ft./5 ft.
Special Attacks:	+1 racial bonus on attack rolls against Dwarves
Special Qualities:	Fallen Dwarf traits
Saves:	Fort: +4, Ref: +0, Will: +0
Abilities:	Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 8
Skills:	Balance -6; Bluff -1; Climb +0; Concentration +1; Diplomacy -1; Disguise -1; Escape Artist -6; Gather Information -1; Hide -6; Intimidate +4;

Feats:

Environment:

Organization:

Jump -11; Move Silently -6; Swim -11

Weapon Focus (Warhammer)
Underground

Team (2-4), squad (9-16 plus 3 3rd-level sergeants and 1 leader of 3rd-8th level) or clan (20-80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3-6 6th-level lieutenants, and 1-4 9th-level captains)

Challenge Rating:

1/2

Treasure: Standard coins, double goods, standard items

Alignment: Often lawful evil

Advancement: By character class

Level Adjustment: +0

Background/History: Fallen Dwarves came into being when the Dwarf Gharak led his people in rebellion against the Dwarven king. He attacked, took the Fell Hammer for himself, and declared himself ruler so he could wage war against all surface dwellers. Saint Perion of the Elves saved the king's life, and although Gharak won, he wasn't able to kill the Elf. Gharak then took his people and fled, and they became the Fallen Dwarves.

Personality/Motivation: The Fallen Dwarf is driven by two things (at least in his interaction with the most player characters). First of all, they have a deep and abiding hatred for all surface dwellers. While they have come to accept the Fallen Elves and the Fallen Gnomes over time, they still bear their hatred for the surface that drove their ancestors to war against their king. The second is a deep greed for the treasures of the earth. They will go to any lengths to retrieve them from those who have taken them above ground. This is a difficult task. They stage many raids on the surface, but the truly large treasures usually have to wait. When they aren't raiding the surface, they concentrate on the next best thing, killing and looting Mountain Dwarves.

Powers/Tactics: Despite rumors to the contrary, the Fallen Races in *The Echoes of Heaven* have no special powers. Some Fallen Dwarves certainly study the priestly magicks, but for the most part their threat is in their hammers, their experience, and their violence. Fallen Dwarves have all the

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abilities of normal Dwarves, except for the Divine Spark. They have the Infernal Taint instead. Fallen Dwarves favor hit and run tactics.

Campaign Use: Fallen Dwarves live deep underground in the Warrens, which makes them great foes for underground adventures. They can also serve well as terrors that strike at night, raiding surface location near an entrance to one of their Warrens.

To increase or decrease a Fallen Dwarf's scaling, adjust his level and combat feats.

Appearance: Fallen Dwarves look much like normal Dwarves, with slighter builds. They have pale skin and tend to dark, stringy hair and beards.

Fallen Dwarf Traits (Ex): Fallen Dwarves possess the following racial traits.

— -2 Charisma.

—Medium size.

—A Fallen Dwarf's base land speed is 20 feet. However, Fallen Dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.

—Darkvision out to 90 feet.

—**Infernal Taint:** Fallen Dwarves have the Infernal Taint.

—**Stonecunning:** This ability grants a Fallen Dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A Fallen Dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a Fallen Dwarf can use the Search skill to find stonework traps as a rogue can. A Fallen Dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Fallen Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

—**Weapon Familiarity:** Fallen Dwarves treat dwarven warhammers, waraxes, and dwarven urgroshes as martial weapons, rather than exotic weapons.

—**Stability:** Fallen Dwarves are exceptionally stable on their feet. A Fallen Dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

—+2 racial bonus on saving throws against poison. Not reflected in the saving throw numbers given here.

—+2 racial bonus on saving throws against spells and spell-like effects. Not reflected in the saving throw numbers given here.

—+1 racial bonus on attack rolls against Mountain Dwarves.

—+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

—+2 racial bonus on Appraise checks that are related to stone or metal items.

—+2 racial bonus on Craft checks that are related to stone or metal.

—**Automatic Languages:** Dwarvish. **Bonus Languages:** Any.

—**Favored Class:** Fighter.

The Fallen Dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Fallen Elf, 2nd-Level Wizard

Medium Humanoid (Elf)

Hit Dice: 2d4 (5 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 11 (+1 Dex) touch 12, flat-footed 10

Base Attack/Grapple: +1/+1

Attack: Scimitar +1 melee (1d6/18-20)

Full Attack: Scimitar +1 melee (1d6/18-20)

Face/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Fallen Elf traits.

Saves: Fort: -1, Ref: +2, Will: +3

Abilities: Str 11, Dex 12, Con 11, Int 14, Wis 11, Cha 10

Skills: Appraise +2; Balance +2; Concentration +1; Craft (Untrained) +2; Escape Artist +2;

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Feats:	Forgery +2; Hide +2; Knowledge (Arcana) +7; Knowledge (History) +4; Knowledge (Local) +4; Listen +3; Move Silently +2; Ride +2; Search +4; Spellcraft +9; Spot +3; Use Rope +2
Environment:	Scribe Scroll, Combat Casting
Organization:	Underground
	Squad (2–4), patrol (5–8 plus 2 2 nd -level sergeants and 1 leader of 3 rd –6 th level), or band (20–50 plus 10% non-combatants plus 1 2 nd -level sergeant per 5 adults, 2d4 6 th -level lieutenants, and 1d4 9th-level captains)
Challenge Rating:	½
Treasure:	Standard coins, double goods, standard items
Alignment:	Often neutral evil
Advancement:	By character class
Level Adjustment:	+0

Background/History: The Fallen Elves follow the Archdemon Assra, who led her people into Pride and evil following the Devil Murash. Eventually, right-minded Elves defeated her people and they retreated into the Warrens, hidden from view by the power of her Devil. They still live there to this day.

Personality/Motivation: Fallen Elves hate surface Elves, still harboring resentment after countless centuries. While they build magnificent underground palaces and cities, they still feel the woods of the surface are their right, and they wage hit and run attacks (and sometimes full-scale wars) against the Elves. From time to time, one can find advanced colonies of the Fallen Elves on the surface.

Powers/Tactics: Fallen Elves have no innate powers, though most people think they do. This is because a great many Fallen Elves practice magic far more than any surface race.

Campaign Use: Fallen Elves are found in the Warrens and the deep, woods, in locations where even the surface Elves don't go. From here, they wage their war. They hate other surface races, but usually not enough to pursue them over the Elves. They have even been known to ally with other races.

To increase or decrease a Fallen Elf's scaling, adjust his level and combat feats and give or take away spells.

Appearance: Fallen Elven skin is so pale as to appear white. They have a full range of hair color, although black is the most common. They tend to be broader in the chest than surface Elves.

Fallen Elf Traits (Ex): Fallen Elves possess the following racial traits.

—Medium size.

—A Fallen Elf's base land speed is 30 feet.

—Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects. Not reflected in the saving throw modifiers given here.

—Darkvision out to 90 feet.

—**Infernal Taint (Ex):** Fallen Elves have the Infernal Taint.

—**Weapon Proficiency:** Fallen Elves are automatically proficient with the longsword, scimitar, longbow, composite longbow, shortbow, and composite shortbow.

—+2 racial bonus on Listen, Search, and Spot checks. An Fallen Elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

—**Automatic Languages:** Elvish. **Bonus Languages:** Any.

—**Favored Class:** Wizard.

The Fallen Elf warrior presented here had the following ability scores before racial adjustments: Str 11, Dex 12, Con 11, Int 14, Wis 11, Cha 10.

Fallen Gnome, 2nd-Level Illusionist

	Small Humanoid (Gnome)
Hit Dice:	2d4 (5 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	11 (+1 size) touch 11, flat-footed 11
Base Attack/Grapple:	+1/–4
Attack:	Quarterstaff +1 melee (1d4–1)
Full Attack:	Quarterstaff +1 melee (1d4–1)
Face/Reach:	5 ft./5 ft.
Special Attacks:	Spells

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Special Qualities:

Saves:

Abilities:

Skills:

Feats:

Environment:

Fallen Gnome Traits

Fort: +0, Ref: +0, Will: +4

Str 9, Dex 11, Con 11, Int 17,
Wis 12, Cha 10

Appraise +3; Climb -1; Concentration +5; Craft (Untrained) +3; Decipher Script +5; Forgery +3; Heal +1; Hide +4; Jump -7; Knowledge (Arcana) +8; Knowledge (Local) +5; Listen +4; Search +3; Sense Motive +1; Spellcraft +9; Spot +1; Survival +1; Swim -1

Extend Spell, Scribe Scroll

Underground

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Level Adjustment:

Squad (2-4), patrol (5-8 plus 2 2nd-level sergeants and 1 leader of 3rd-6th level), or band (20-50 plus 10% non-combatants plus 1 2nd-level sergeant per 5 adults, 2d4 6th-level lieutenants, and 1d4 9th-level captains)

½

Standard coins, double goods, standard items

Often chaotic evil

By character class

+0



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Background/History: There are countless of stories as to how the Fallen Gnomes began, as many as there are different Fallen Gnomes. Whatever the story, they live in the Warrens and lurk there to this day. The truth of their origin is an Adventure Seed.

Personality/Motivation: Fallen Gnomes are reclusive, following their dark Demonic masters deep under ground. They don't care about other Gnomes. They care less about the surface. They only care about their own mysterious agendas.

Powers/Tactics: Fallen Gnomes are rumored to be magical, fey creatures. The truth is that a large number of them are illusionists. They trick surface dwellers with misleading and sometimes leading magic, either leading them away or into deadly traps. Fallen Gnomes have the Infernal Taint.

Campaign Use: Fallen Gnomes only run afoul surface races under two circumstances. Parties from the surface sometimes trespass in their underground lands. At other times, they come to the surface when the need is great enough to warrant such an errand.

To increase or decrease a Fallen Gnome's scaling, adjust his level, combat feats, and spells.

Appearance: Fallen Gnomes are smaller and paler than their surface cousins. Their hair is almost invariably white.

Fallen Gnome Traits (Ex): Fallen Gnomes possess the following racial traits.

- +2 Intelligence, –2 Strength
- Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A Fallen Gnome's base land speed is 20 feet.
- Darkvision out to 90 feet.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by Fallen Gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against Surface Gnomes.

—+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

—+2 racial bonus on Listen checks.

—+2 racial bonus on Craft (alchemy) checks.

—**Infernal Taint (Ex):** Fallen Gnomes have the Infernal Taint.

—**Automatic Languages:** Gnomish. **Bonus Languages:** Any.

—**Spell-Like Abilities:** 1/day—speak with animals (burrowing mammal only, duration 1 minute). A Fallen Gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + Fallen Gnome's Cha modifier + spell level.

—**Favored Class:** Illusionist.

The Fallen Gnome presented here had the following ability scores before racial adjustments: Str 11, Dex 11, Con 11, Int 15, Wis 12, Cha 10.

Dramatic Purpose

Symbolic: Fallen Races represent the evil innate in Mortality. They exemplify the darkness in us all. The reason there are no "Fallen Humans" is that we cannot see the darkness in ourselves, where it's insidious. Instead, we see it in others, and in *The Echoes of Heaven* that manifests most directly in these races.

Story and Mechanics Role: Being essentially character races (though not one fit for most games), the Fallen Races can fulfill most any role.

NEPHILIM

Nephilim are the race of giants, the children or the decedents of the children of Angels and Mortals. They are a stepping place in a descent into evil.

Nephilim are born with a corruption deep inside. They have the desire to follow the virtues of their Angel ancestors, but the Infernal Taint is strong in their souls, as is the temptation of reward. A Mortal knows that if he commits acts of evil, he becomes a damned soul. A Nephilim knows he becomes a De-

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mon, with all that entails. Most Nephilim find this a wonderful temptation to do evil.

The Infernal Taint is powerful, and it drives even borderline Nephilim to commit enough acts of evil to earn their damnation. So while many Nephilim live virtuous enough lives that an outside observer wouldn't consider them evil, few live virtuous enough lives to actually overcome their own inner darkness.

Nephilim are creatures of internal conflict. Most of the time, evil wins.

Lesser Giants

There are many lesser forms of Nephilim in the world, such as the ogres. These are corrupted versions of Nephilim described here. They have the Infernal Taint and are almost always evil.

Rocks

Most Nephilim don't resort to throwing rocks as a first resort. However, when they do, they are quite effective. If a Nephilim without a rock attack tries to throw a rock, use the stats from the Giant of Eminence.

Giant of Eminence

	Large Giant
Hit Dice:	9d8+36 (76 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	23 (–1 size, +2 Dex, +9 natural, +3 Studded Leather) touch 11, flatfooted 21
Base Attack/Grapple:	+6/+16
Attack:	Slam +11 melee (1d6+6) or Thrown Rock +9 ranged (2d6+6)
Full Attack:	Slam +11/+6 melee (1d6+6) or Thrown Rock +9 ranged (2d6+6)
Face/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-light Vision, Giant Traits
Saves:	Fort: +10, Ref: +5, Will: +4
Abilities:	Str 22, Dex 15, Con 19, Int 13, Wis 13, Cha 10

Skills:

Appraise +1; Balance +1; Climb +17; Concentration +4; Craft (Untrained) +1; Escape Artist +1; Forgery +1; Heal +1; Hide +9; Jump +13; Listen +1; Move Silently +13; Ride +2; Search +1; Sense Motive +1; Spot +1; Survival +1; Swim +4; Use Rope +2

Feats:

Cleave, Point Blank Shot, Power Attack, Weapon Focus (Thrown Rock)

Environment:

Any hills

Organization:

Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatants plus)

Challenge Rating:

5

Treasure:

Standard

Alignment:

Often lawful evil

Advancement

By character class

Level Adjustment:

+4

Background/History: Giants of Eminence descend from the union of an Alaraph and a Mortal. For most Giants of Eminence, this connection took place ten thousand years ago.

Personality/Motivation: Giants of Eminence prefer to stay out of Mortal eyes. They lurk deep in lush hills and valleys, as far from civilization as possible. They value family, home life, and good food. Giants of Eminence have trouble with the Deadly Sin of Gluttony, and teach a litany of strict Moderation.

Powers/Tactics: Giants of Eminence just wish to be left alone. They are the only Nephilim specialized in rock-throwing. They tend to defend their secluded villages by throwing boulders at anyone who tries to approach too closely, using giant slings that allow them to hurl a rock 300'. They avoid real conflict, if they can. They will not move if crowded, however, and will launch attacks if people get too close.

Spell-Like Abilities: 3/Day—*create food and drink*.

Campaign Use: Giants of Eminence follow their own agendas. They try to avoid civilization, but they do hatch plans in their hills that might threaten nearby peoples (especially if they're getting too close.) It's more likely a party will run afoul a Giant

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of Eminence when a Nephilim's plan forces the PCs to bring the battle to him.

To increase or decrease a Giant of Eminence's scaling, add character levels and combat feats.

Appearance: Giants of Eminence stand close to 15' tall and yet exude a slight look. They tend to wear their hair shoulder length with a groomed look and wear clothing to accentuate a tall, thin look.

Giant of Restraint

	Huge Giant
Hit Dice:	13d8+78 (136 hp)
Initiative:	−1
Speed:	50 ft. (10 squares)
Armor Class:	23 (−2 size, −1 Dex, +11 natural, +5 Chainmail) touch 7, flatfooted 23
Base Attack/Grapple:	+9/+26
Attack:	Longsword +17 melee (3d6+9/19-20) or Slam +16 melee (1d10+9)
Full Attack:	Longsword +17/+12 melee (3d6+9/19-20) or Slam +16/+11 melee (1d10+9)
Face/Reach:	15 ft./15 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-light Vision, Giant Traits
Saves:	Fort: +14, Ref: +3, Will: +6
Abilities:	Str 29, Dex 8, Con 23, Int 12, Wis 15, Cha 10
Skills:	Appraise +1; Balance −6; Climb +20; Concentration +6; Craft (Untrained) +1; Escape Artist −6; Forgery +1; Heal +2; Hide −14; Jump +12; Listen +20; Move Silently −6; Ride −1; Search +1; Sense Motive +2; Spot +20; Survival +2; Swim −1; Use Rope −1
Feats:	Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (Longsword)
Environment:	Any
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatants plus)

Challenge Rating:	11
Treasure:	Standard
Alignment:	Often neutral evil
Advancement	By character class
Level Adjustment:	—

Background/History: Giants of Restraint descend from the union of a Laraph and a Mortal. For most Giants of Restraint, this connection took place ten thousand years ago.

Personality/Motivation: Giants of Restraint love drink and indulgence. They tend to live on the plains, raiding into Human lands where they can steal grains for making ale. They tend to waver in their passions, partaking at night with wild celebrations and then repenting during the morning hangovers.

Powers/Tactics: Giants of Restraint attack directly, preferring to kill their foes with their swords in one on one (or one on ten) combat. If they throw rocks, they can throw them 200'.

Sprll-Like Abilities: 3/day—*calm emotions* (DC 12); 2/day—*heroism* (DC 13); 1/day—*dominate person* (DC 15).

Campaign Use: Giants of Restraint come into conflict with Humans a great deal. They tend to live in places where they can attack into Human lands, and yet can retreat in case the government confronts them with real troops. This makes them most common in borderlands.

To increase or decrease a Giant of Restraint's scaling, add character levels and combat feats.

Appearance: Giants of Restraint stand over 20' tall and tend to a wild, barbaric look, with furs and crazed and unkempt hair. They typically reek of alcohol, and scouts claim you can smell one coming before you see or hear it.

Giant of Secrets

	Large Giant
Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	20 (−1 size, +1 Dex, +8 natural, +2 Leather) touch 10, flatfooted 19
Base Attack/Grapple:	+5/+14

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Attack:	Longsword +10 melee (2d6+5/19–20) or Slam +9 melee (1d4+5)
Full Attack:	Longsword +10 melee (2d6+5/19–20) or Slam +9 melee (1d4+5)
Face/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-light Vision, Giant Traits
Saves:	Fort: +9, Ref: +3, Will: +3
Abilities:	Str 20, Dex 12, Con 19, Int 15, Wis 13, Cha 10
Skills:	Appraise +2; Balance +1; Climb +15; Concentration +4; Craft (Untrained) +2; Escape Artist +1; Forgery +2; Heal +1; Hide –3; Jump +9; Listen +11; Move Silently +1; Ride +1; Search +2; Sense Motive +1; Spot +11; Survival +11; Swim +5; Use Rope +1
Feats:	Cleave, Power Attack, Weapon Focus (Longsword)
Environment:	Any forested hills
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatants plus)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Often neutral evil
Advancement	By character class
Level Adjustment:	+4

Background/History: Giants of Secrets descend from the union of a Caraph and a Mortal. For most Giants of Secrets, this connection took place ten thousand years ago.

Personality/Motivation: Giants of Secrets are the most reclusive type. They gravitate to badlands and the foothills of mountains where they can avoid all outside contact. They guard their privacy, even among one another, and tend to live in family groups, but not as a part of larger Nephilim communities.

Powers/Tactics: Giants of Secrets avoid contact at all cost, but if they can't trick intruders away from their homes, they attack viciously, with a ferocity that

terrifies observers. If too many people come *close* to their home in a given time, a Giant of Secrets is more likely to move than to force a confrontation.

Spell-Like Abilities: 3/day—*purify food and drink* (DC 10); 2/day—*detect snares and pits*; 1/day—*know direction*.

Campaign Use: Giants of Secrets are best used for surprise encounters. They want to avoid the party and will if they can, so adventures surrounding them make the most sense if either the party stumbles on their lair or if the Nephilim does something to draw attention from nearby Mortal settlement.

To increase or decrease a Giant of Secret's scaling, add character levels and combat feats.

Appearance: They have a sleek, fit look but tend to wear clothing that hides their shape. They wear their hair and beard long and stand over nine feet tall.

Giant of Territory

	Large Giant
Hit Dice:	11d8+55 (104 hp)
Initiative:	–1
Speed:	40 ft. (8 squares)
Armor Class:	23 (–1 size, –1 Dex, +10 natural, +5 Chainmail) touch 8, flatfooted 23
Base Attack/Grapple:	+8/+20
Attack:	Slam +15 melee (1d8+8) or Warhammer +16 melee (2d6+8/x3)
Full Attack:	Slam +15/+10 melee (1d8+8) or Warhammer +16/+11 melee (2d6+8/x3)
Face/Reach:	10 ft./10 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-light Vision, Giant Traits
Saves:	Fort: +12, Ref: +2, Will: +5
Abilities:	Str 26, Dex 9, Con 21, Int 12, Wis 14, Cha 10
Skills:	Appraise +1; Balance –6; Climb +17; Concentration +5; Craft (Stoneworking) +15; Craft (Untrained) +1; Escape Artist –6; Forgery +1; Heal +2; Hide –10; Jump +7; Listen +2; Move Silently –6; Ride –1; Search +1; Sense

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Feats:

Environment:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement

Level Adjustment:

Motive +2; Spot +16; Survival +2; Swim -2; Use Rope -1 Cleave, Great Cleave, Power Attack, Weapon Focus (Warhammer)

Any mountains

Solitary, gang (2-5), band (6-9 plus 35% noncombatants), hunting/raiding party (6-9), or tribe (21-30 plus 35% noncombatants plus)

8

Standard

Often lawful evil

By character class

+4

Background/History: Giants of Territory descend from the union of a Garaph and a Mortal. For most Giants of Territory, this connection took place ten thousand years ago.

Personality/Motivation: Giants of Territory live in the mountains, where they delve deep into the world, searching for precious ores to turn into weapons and jewelry. Many Giants of Territory then give the

items made to other giants, and one can tell the status of a Nephilim by the number of gifts he bears.

Powers/Tactics: Giants of Territory are military-minded creatures who come into conflict often with Dwarves (or Orcs in Uzarâg). They work well in units and fight with tight and disciplined plans. They prefer to fight with hammers, although they make good use of stone falls and avalanches.

Spell-Like Abilities: 3/day—*Identify*; 1/day—*detect magic*, *comprehend languages* *read magic*.

Campaign Use: Giants of Territory, as their name implies, viciously defend their lands. This makes them great foes for parties traveling in the mountains. However, their use of tactics can make them somewhat more difficult than their level might indicate.

To increase or decrease a Giant of Territory's scaling, add character levels and combat feats.

Appearance: Giants of Territory tend to have nice, neatly trimmed beards and many go bald at an early age. They have a broad, powerful appearance and usually carry a great hammer.



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Giant of Understanding

	Huge Giant
Hit Dice:	16d8+96 (168 hp)
Initiative:	+4
Speed:	55 ft. (11 squares)
Armor Class:	28 (–2 size, +12 natural, +8 Full Plate) touch 8, flatfooted 28
Base Attack/Grapple:	+12/ +30
Attack:	Longsword +21 melee (3d6+10/19-20) or Slam +20 melee (2d6+10)
Full Attack:	Longsword +21/+16/+11 melee (3d6+10/19-20) or Slam +20/+15/+10 melee (2d6+20)
Face/Reach:	15 ft./15 ft.
Special Attacks:	—
Special Qualities:	Infernal Taint, Low-light Vision, Giant Traits
Saves:	Fort: +16, Ref: +5, Will: +8
Abilities:	Str 30, Dex 10, Con 22, Int 15, Wis 16, Cha 10
Skills:	Appraise +2; Balance –6; Climb +23; Concentration +6; Craft (Untrained) +2; Escape Artist –6; Forgery +2; Heal +3; Hide +5; Jump +12; Listen +3; Move Silently +13; Search +2; Sense Motive +3; Spot +22; Survival +3; Swim –2
Feats:	Cleave, Great Cleave, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (Longsword)
Environment:	Any forest
Organization:	Solitary, gang (2–5), band (6–9 plus 35% noncombatants), hunting/raiding party (6–9), or tribe (21–30 plus 35% noncombatants plus)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Often neutral evil
Advancement	By character class
Level Adjustment:	—

Background/History: Giants of Understanding descend from the union of a Saraph and a Mortal. For most Giants of Understanding, this connection took place ten thousand years ago.

Personality/Motivation: Giants of Understanding prefer to live in forests where they can embrace nature. They shun pride by refusing to do more than rudimentary grooming, but fall into great pride about just how humble they are. They hate Elves and plague Elven cities as much as possible.

Powers/Tactics: Giants of Understanding prefer ambush tactics and clever traps. Still, they prefer to use melee weapons over the more typical woodland weapon of the bow. They are accomplished at their ambushes and can be masterful at camouflage and hiding.

Spell-Like Abilities: 4/day—*Dispel magic*; 2/day—*Greater Dispel Magic*.

Campaign Use: Giants of Understanding make for great woodland foes. Their ambushes are deadly and their war with the Elves can make for many adventure hooks.

To increase or decrease a Giant of Understanding's scaling, add character levels and combat feats.

Appearance: Giants of Understanding look a bit like Elves, but they have brutish faces. They bathe, but only so their smell doesn't give away their ambushes. They usually carry a long, thin sword.

Dramatic Purpose

Symbolic: Nephilim are about tragic falls. For characters that know their stories, they show the conflict between good and evil. They are born to damnation and most of them fail to avoid this fate. This can make for a very moving character arc, if handled properly and once the players are fully exposed to this story, it will underscore every interaction between giants and the characters. A future adventure will explore this conflict in part.

Story and Mechanics Role: Nephilim are powerful creatures and tend to fit into powerful mechanical roles. They make good Boss Monsters and Guardians. When powerful enough, they make good Witches, like the cyclops in the Odyssey. They fit well as the Hunter as well, but due to their size, they don't make good Prey. Since Nephilim are the descendants of Mortal and Angel, they could fulfill the role of the Dark Urge, in proper story context.

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Part Three: Rules

Although most of this book has been dedicated to monster stats, there are some mechanical issues that didn't fit into the previous sections. These include three classes.

MONSTER HUNTER

The Monster Hunter dedicates himself to finding and killing dangerous creatures. He might do this for the glory, for the bounties, or just to save lives. Many Monster Hunters attended the Premane War College, but didn't have the discipline necessary to be a military man.

Becoming a Monster Hunter

Some Monster Hunters are graduates or late drop-outs from the Premane War College. Other Monster Hunters are Rangers who evolve their hunting skills to ever-increasing levels. Others are just adventurers who have fought so many monsters they've gained special skill.

Hit Die: d10.

Requirements

To qualify to become a Monster Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Feats: Skill Focus: Knowledge (Nature).

Skills: Knowledge (Arcana) 5 ranks, Knowledge (Dungeoneering) 5 ranks, and Knowledge (Nature) 5 ranks.

Special: Must have killed five or more monsters (GM discretion) in single combat.

Class Skills

The Monster Hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (Arcana) (Int), Knowledge (Dungeoneering) (Int), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the Monster Hunter Prestige Class.

Weapon and Armor Proficiency: A Monster Hunter is proficient with all simple and martial weapons and light armor and shields, except for tower shield.

Favored Enemy (Ex): At 1st level a Monster Hunter can select a Favored Enemy, like a Ranger. If the character already has this ability, he may add +2 to a former favored enemy. The Monster Hunter gains a new Favored Enemy at 5th and 10th levels.

Track: If he doesn't already have it, a Monster Hunter gains the Track feat at 1st level.

Sneak Attack: If a Monster Hunter can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The Monster Hunter's attack deals

Table: Monster Hunter

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+2	+2	+0	Favored Enemy, Track	+1 level existing Divine spellcasting class.
2nd	+2	+3	+3	+0	Sneak Attack +1d6	+1 level existing Divine spellcasting class.
3rd	+3	+3	+3	+1	Locate Creature 1/day	+1 level existing Divine spellcasting class.
4th	+4	+4	+4	+1	The Trap	+1 level existing Divine spellcasting class.
5th	+5	+4	+4	+1	Sneak Attack +2d6, Favored Enemy,	+1 level existing Divine spellcasting class.
6th	+6	+5	+5	+2	Locate Creature 2/day	+1 level existing Divine spellcasting class.
7th	+7	+5	+5	+2	Solo	+1 level existing Divine spellcasting class.
8th	+8	+6	+6	+2	Sneak Attack +3d6	+1 level existing Divine spellcasting class.
9th	+9	+6	+6	+3	Locate Creature 3/day	+1 level existing Divine spellcasting class.
10th	+10	+7	+7	+3	Favored Enemy,	+1 level existing Divine spellcasting class.

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Table: The Cambionic Shaman

Level	Base	Fort Save	Ref Save	Will Save	Special	0	Spells per Day								
	Attack Bonus						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Turn or rebuke Undead	5	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		6	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3		6	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4		6	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4		6	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5		6	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5		6	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6		6	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6		6	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7		6	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7		6	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the Monster Hunter flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 at 5th level and 8th level. Should the Monster Hunter score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a Monster Hunter can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

A Monster Hunter can sneak attack only living creatures with discernible anatomies—Undead, Constructs, Oozes, Plants, and Incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Monster Hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Monster Hunter cannot

sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Locate Creature (Su): Starting at 3rd level, a Monster Hunter may Locate Creature 1/day, as the spell. This increases to 2/day at 6th level and 3/day at 9th level.

The Trap: At 4th level, a Monster Hunter can lay a sophisticated trap. With an hour to prepare in a natural environment, he can set up a snare to lure a specific monster in. He must make a Survival Skill Check, opposed against the monster's Sense Motive. If he succeeds, the monster falls into the trap. Against a monster in a trap, the Monster Hunter gains a +2 bonus to attacks and AC and may use his Sneak Attack, even when the monster is no longer flat-footed. The Sneak Attack still doesn't apply to creatures without a discernable anatomy.

Solo: Beginning at 7th level, the Monster Hunter gains great talent at fighting monsters alone. Whenever alone against a creature that isn't a Mortal or Fallen race, the Monster Hunter gains a +2 to attacks and AC. If he has any companions (excepting an animal companion) he does not gain the bonus,

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even if those companions are fighting different foes in the battle.

CAMBIONIC SHAMAN

Shamans come in all shapes and sizes, but among the Cambions, they are brutal and sometimes skillful manipulators. With a little magic and a lot of lying, they hold sway over entire tribes of Cambions.

Adventures: Cambionic Shamans protect their tribes, but they also serve their own agendas. Often the most powerful person in their tribe, they can often venture out into the world at their own whim.

Characteristics: The Cambionic Shaman is a spellcaster who doesn't have to prepare his spells in advance, but instead taps the primal Infernal energies of an Archdemon. They also tend to be competent fighters in their own right.

Alignment: Any (but usually evil).

Religion: Most Cambionic Shamans follow one of the Archdemon cults. It's theoretically possible, however, for one to follow God in the way of the Atavists.

Background: Cambionic Shamans are usually raised from childhood to take their position in the tribe. Some become Experts, but those who master magic become Cambionic Shamans and rise to the top.

Races: Cambionic Shamans are, almost by definition, Cambions. However, there's no reasonable member of another race, raised to worship in the Cambionic fashion, couldn't become a Cambionic Shaman.

Other Classes: Cambionic Shamans get on well with almost any other Cambion, such as Fighters, Experts, and Warriors. They tend to distrust Arcane Casters.

Role: The primary role of a Cambionic Shaman is to provide a backup for front line fighting and support with their Divine Magic. Many Cambionic Shamans serve as combat healers in the Cambionic armies.

Game Rule Information

Cambionic Shamans have the following game mechanics.

Abilities: It takes force of personality to cast Cambionic Spells. This means that Charisma is very important, and allows the Cambionic Shaman to Rebuke Undead more easily. In their role as combat back up, Strength and Constitution are also important.

Alignment: Any.

Hit Die: d8.

Class Skills

The Cambionic Shaman's class skills (and the key ability for each skill) are Bluff (Cha) Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Religion) (Int), Knowledge (the Planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: Cambionic Shaman Spells Known

Level	Spells Known								
	0	1st	2nd	3rd	4th	5th	6th	7th	8th 9th
1st	4	2	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-
9th	8	5	4	3	2	-	-	-	-
10th	9	5	4	3	2	1	-	-	-
11th	9	5	5	4	3	2	-	-	-
12th	9	5	5	4	3	2	1	-	-
13th	9	5	5	4	4	3	2	-	-
14th	9	5	5	4	4	3	2	1	-
15th	9	5	5	4	4	4	3	2	-
16th	9	5	5	4	4	4	3	2	1
17th	9	5	5	4	4	4	3	3	2
18th	9	5	5	4	4	4	3	3	2
19th	9	5	5	4	4	4	3	3	3
20th	9	5	5	4	4	4	3	3	3

Class Features

All of the following are class features of the Cambionic Shaman.

Weapon and Armor Proficiency: Cambionic Shamans are proficient with all simple weapons as

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well as all axes. They are also proficient with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Aura (Ex): This class feature is only available in settings other than *The Echoes of Heaven*. A Cambionic Shaman of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Cambionic Shamans who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Note: *The Aura Class Feature of other d20 System game classes such as the Cleric and Paladin does not exist in The Echoes of Heaven. Instead, Detect Good and Evil detect the Divine or Angelic sparks or the Infernal Taint of the appropriate creature. To determine the aura strength, use the creature's base HD (but not additional class levels). For more information on Good and Evil, see In His Name.*

Spells: A Cambionic Shaman casts Divine Spells, which are drawn from the Druid spell list. However, the alignment of his church may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A Cambionic Shaman doesn't choose and prepare his spells in advance (see below).

To learn a spell, a Cambionic Shaman must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Cambionic Shaman's spell is 10 + the spell level + the Cambionic Shaman's Charisma modifier.

Like other spellcasters, a Cambionic Shaman can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cambionic Shaman. In addition, he receives bonus spells per day if he has a high Charisma score.

A Cambionic Shaman's selection of spells is extremely limited. A Cambionic Shaman begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new Cambionic Shaman level, he gains one or more new spells, as indicated on Table: Cambionic Shaman Spells Known. (Un-

like spells per day, the number of spells a Cambionic Shaman knows is not affected by his Charisma score; the numbers on Table: Cambionic Shaman Spells Known are fixed.) These new spells can be common spells chosen from the Druid spell list, or they can be unusual spells that the Cambionic Shaman has gained some understanding of by study. The Cambionic Shaman can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Cambionic Shaman level after that (6th, 8th, and so on), a Cambionic Shaman can choose to learn a new spell in place of one he already knows. In effect, the Cambionic Shaman "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level Druid spell the Cambionic Shaman can cast. A Cambionic Shaman may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time he gains new spells known for the level.

Unlike a wizard or a cleric, a Cambionic Shaman needs not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Chaotic, Evil, Good, and Lawful Spells: A Cambionic Shaman can't cast spells of an alignment opposed to his church's. Spells associated with particular alignments are indicated by the Chaos, Evil, Good, and Law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any Cambionic Shaman has the power to affect Undead creatures by channeling the power of his faith through his holy (or Unholy) symbol (see Turn or Rebuke Undead).

A Cambionic Shaman that follows a good church can turn or destroy Undead creatures. A Cambionic Shaman of an evil instead rebukes or commands such creatures (in *The Echoes of Heaven*, clerics of evil cults sometimes learn to turn Undead instead, but this is very rare among Shamans). A Cambionic Shaman of a neutral deity (in another setting) must

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choose which way his turning ability functions. Once this choice is made, it cannot be reversed.

A Cambionic Shaman may attempt to Rebuke Undead a number of times per day equal to 3 + his Charisma modifier. A Cambionic Shaman with 5 or more ranks in Knowledge (Religion) gets a +2 bonus on turning checks against Undead.

Bonus Languages: A Cambionic Shaman's bonus language options include Infernal. This choice is in addition to the bonus languages available to the character because of his race.

Ex-Cambionic Shamans

A Cambionic Shaman who grossly violates the code of conduct required by his god can be stripped of all power by his church (in other settings, he loses it naturally, whether someone knows or not). This includes all spells and class features, except for armor and shield proficiencies and proficiency with weapons. He cannot thereafter gain levels as a Cambionic Shaman of that god until he is restored (see *In His Name* for details on losing and gaining power from church actions).

DEAD SAGE

Not all Undead are mindless or brutish. Some are subtle and talented scholars in their own right. They continue their studies after death, exploring the realities and the lore of the Nopheratus from their new and unique perspective.

Becoming a Dead Sage

Dead Sages are knowledgeable characters who have died and risen as intelligent Undead. In their new existence, they can continue their road of knowledge, delving into the deeper truths of their necromantic nature. Those who do can take the path of the Dead Sage.

Hit Die: d4.

Requirements

To qualify to become a Dead Sage, a character must fulfill the following criteria.

Skills: Knowledge (any two) 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill])

Spells: Able to cast Arcane Spells.

Special: Must be intelligent Undead.

Class Skills

The Dead Sage's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are Class Features of the Dead Sage prestige class.

Table: Dead Sage

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Rebuke Undead	+1 level existing spellcasting class
2nd	+1	+0	+0	+3	Lore	+1 level existing spellcasting class
3rd	+1	+1	+1	+3	Necromantic Tap	+1 level existing spellcasting class
4th	+2	+1	+1	+4	Bonus Language	+1 level existing spellcasting class
5th	+2	+1	+1	+4	Necromantic Flash	+1 level existing spellcasting class
6th	+3	+2	+2	+5	Greater Lore 1/day	+1 level existing spellcasting class
7th	+3	+2	+2	+5	Necromantic Burn	+1 level existing spellcasting class
8th	+4	+2	+2	+6	Bonus Language	+1 level existing spellcasting class
9th	+4	+3	+3	+6	Necromantic Blaze	+1 level existing spellcasting class
10th	+5	+3	+3	+7	True Lore	+1 level existing spellcasting class

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Weapon and Armor Proficiency: Dead Sages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: When a new Dead Sage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Dead Sage to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Rebuke Undead (Su): At 1st level, the Dead Sage gains the ability to access his necromantic nature and channel the energy to control other Undead. This functions like the cleric class ability.

Lore: At 2nd level, a Dead Sage gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The Dead Sage adds his level and his Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

Necromantic Tap (Ex): Beginning at third level, the Dead Sage can tap the power of the Nopheratus and channel it into this Arcane Spells. This change makes his spells Divine for the purposes of Arcane Spell Failure, allowing him to wear armor while casting like a cleric.

Bonus Languages: A Dead Sage can choose any new language at 4th and 8th level.

Necromantic Flash (Su): Beginning at 5th level, a Dead Sage can channel the power of one of his Rebuke Undead uses into a blast of necromantic energy. This causes 1d6 damage/

level to a single foe (no damage cap). It is a ranged touch attack with no saving throw.

Greater Lore (Ex): At 6th level, a Dead Sage gains the ability to understand magic items, as with the identify spell, 1/day.

Necromantic Burn (Su): This ability channels a Dead Sage's necromantic flash into a fireball-like blast. This operates exactly like a fireball, with no damage cap. It costs a Rebuke Undead to cast.

Necromantic Blaze (Su): This ability channels a Dead Sage's Necromantic Burn into a more powerful blast. The d6 changes to a d8 and the radius doubles. Otherwise, it follows the rules of the Necromantic Burn. It costs a Rebuke Undead to cast.

True Lore (Ex): At 10th level, once per day a Dead Sage can use his knowledge to gain the effect of a legend lore spell or an analyze dweomer spell.



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Monsters by CR Rating

Beastman	½	Elder Ice Elemental	11
Fallen Dwarf	½	Elder Light Elemental	11
Fallen Elf	½	Fang Dragon Young Adult	11
Fallen Gnome	½	Fire Dragon Young Adult	11
Small Ice Elemental	1	Giant of Restraint	11
Small Light Elemental	1	Giant of Understanding	12
Blasphemy, Demon of Heresy	2	Light Wraith	12
Cloak Archon	2	Fang Dragon Adult	13
Dark, Demon of the Occult	2	Fire Dragon Adult	13
Faith Archon	2	Great Scaled Dragon Young Adult	13
Fist Archon	2	Ice Wraith	14
Hidden, Demon of Treachery	2	Angel, Caraph	15
Legion, Demon of Slaughter	2	Great Scaled Dragon Adult	15
Sage Archon	2	Shurgol, Demon of Gluttony	15
Fang Dragon Wyrmling	3	Fang Dragon Mature Adult	16
Medium Ice Elemental	3	Fire Dragon Mature Adult	16
Medium Light Elemental	3	Earth Wraith	17
Fang Dragon Very Young	4	Fang Dragon Old	18
Fire Dragon Wyrmling	4	Fire Dragon Old	18
Giant of Secrets	4	Great Scaled Dragon Adult	18
Great Scaled Dragon Wyrmling	4	Fang Dragon Very Old	19
Fang Dragon Young	5	Fire Dragon Very Old	19
Fire Dragon Very Young	5	Void Wraith	19
Giant of Eminence	5	Fang Dragon Ancient	20
Great Scaled Dragon Very Young	5	Great Scaled Dragon Old	20
Large Ice Elemental	5	Angel, Alaraph	21
Large Light Elemental	5	Fire Dragon Ancient	21
Wind Wraith	5	Great Scaled Dragon Very Old	21
Buckle Golem	7	Nhal, Demon of Avarice	21
Fire Dragon Young	7	Fire Dragon Wurm	22
Great Scaled Dragon Young	7	Fang Dragon Wurm	23
Huge Ice Elemental	7	Great Scaled Dragon Ancient	23
Huge Light Elemental	7	Fang Dragon Great Wurm	24
Fang Dragon Juvenile	8	Fire Dragon Great Wurm	24
Fire Dragon Juvenile	8	Great Scaled Dragon Wurm	24
Giant of Territory	8	Angel, Garaph	25
Water Wraith	8	Great Scaled Dragon Great Wurm	26
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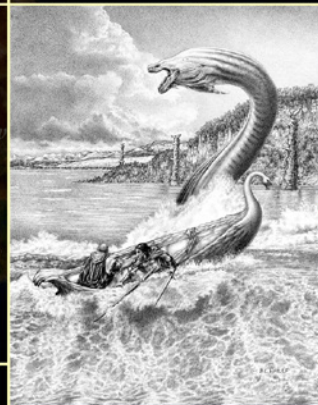
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