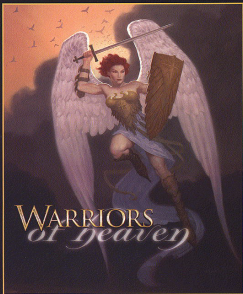




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Advanced Dungeons & Dragons®



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celestial life

Certain shining natives of the seven Upper Planes—Arcadia, Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard—are known collectively as celestials. Not every resident of those planes can claim this distinction, of course; the aasimon, archons, asuras, eladrins, and guardinals are the only true celestial races. Aasimar, the offspring of celestials and mortals, aren't as pure-blooded as their noble relatives, but many sages include them in the celestial roster as well.

Warriors of Heaven describes the nature and society of the various celestials and enables players to create heroes of those races. Aside from their incredible powers, there's one major difference between celestial PCs and those of a typical AD&D[®] campaign. In most games, the player characters represent the cream of the crop—that is, their abilities and magic far exceed those of the common folk. In contrast, celestial PCs begin the campaign as relatively weak members of their respective races. Only through their deeds and accomplishments can they become as powerful and virtuous as their higher-ranking peers. In other words, such characters must earn their places in the celestial hierarchy.

For example, a 3rd-level firre eladrin has only a fraction of the powers available to most firres. However, using the standard level-based advancement system, firre PCs can gain experience, steadily increasing in power until their abilities equal or exceed those of typical members of their race.

Another factor that offsets the incredible abilities of the celestials is the type of threats they face. Fiends and other horrible monsters that prowl the Outer Planes present difficult challenges to even the most magically proficient upper-planar beings. Celestial PCs must contend with foes and forces capable of obliterating most low-level characters. Raiding a dungeon or holding off a tribe of orcs is nothing compared to repelling a pack of vaath on Carceri or rescuing petitioners held captive in a baernaloth's stronghold on the Gray Waste. In short, the dangers that celestial PCs must face every day of their lives tend to counterbalance the powers afforded them.

The fun of playing good

Celestials are the antithesis of the fiends that inhabit the Lower Planes. As much as the baatezu, tanar'ri, yugoloths, and other dark races are dour reflections and horrible personifications of all that is wicked and debased, the celestials are embodiments of all that is good and pure in the multiverse. They epitomize valor and benevolence, using their tremendous powers to inspire others toward acts of charity, mercy, and helpfulness.

Members of the celestial races are magnificent, empyreal beings. They claim as their home that vast expanse of the multiverse known as the Upper Planes. The summits of Mount Celestia, the wilds of Arborea, the fertile hills of Elysium, the twin paradises of Bytopia, the resident harmony of Arcadia, the Beastlands, and Ysgard—these are the realms of the celestials. With vigorous and unwavering determination,

these beings maintain the sanctity of their lands and further the cause of good by opposing fiends and their evil kind.

Celestials are paradoxical beings, majestic in power yet gentle in nature, merciful to the repentant and ruthless toward the unredeemable. They are divine heralds, carrying the messages of upper-planar gods to those who need to hear them. They are seekers, wandering the planes to find the good in all things. They are missionaries, ministering to those in need throughout the multiverse. They are guides, leading champions on quests against the forces of darkness. They are punishers of malefactors, liberators of the enslaved, and protectors of the innocent and enfeebled. Celestials look upon evil as a plague they must crush (or at least hold at bay), and they always use their powers for the utmost benefit of others.

Were it not for the efforts of these empyreal beings to spread peace and harmony throughout the multiverse, the fiends would have taken the Blood War to every corner of existence and cast the cosmos into ruin ages ago. Though the fiends vastly outnumber their upper-planar counterparts, the celestials possess amazing powers, and their purity and unflinching virtue serve them in good stead against their foes. Few fiends have the conviction to look a celestial in the eyes without exhibiting some sign of fear. Even a dark creature as mighty as a pit fiend cannot fully quash a sense of trepidation and unease when facing a lesser celestial—even if the fiend knows it is more powerful than its foe.

Clearly, celestials present a unique roleplaying challenge. They're not perfect beings, although they strive to be. They hold in their hearts a firm dedication to furthering the cause of good, viewing themselves as vessels through which Good (as a force) does its work. Celestial player characters exist to uphold the tenets of their alignments and defeat evil wherever they find it.

Sometimes, a celestial may question what is most important. To serve a greater good, such a being may have to compromise or make sacrifices. This fact has created many schisms within the Upper Planes, as celestials argue and debate about what is right and which sacrifices are too great. But they never allow their arguments to degrade into violence, and they're careful to maintain a strong, united front against the ever-present threat of the Blood War.

Even the most chaotic celestials are truthful to themselves, if not always to others. A "little white lie" probably wouldn't get an upper-planar being into serious trouble, nor would a fanciful tale that listeners should understand to be fictional. Occasionally, however, a celestial sacrifices too much or makes the wrong choice; this can result in repercussions ranging from demotion to confinement to the Upper Planes until the offender successfully makes amends. Rarely, a celestial makes a terrible mistake or commits an egregious offense in the name of good and seeks neither repentance nor salvation for it. Such a fallen celestial faces the worst punishment imaginable: dismissal from his or her race's hierarchy and expulsion from the Upper Planes. Some such beings have continued to act in the name of good as rogues, but others—no longer able to rely on the support and company of their

noble fellows—have fallen further still. It's whispered that a few have even become fiends.

Regardless of how they serve the greater powers of good, celestials enjoy what many lower-ranking fiends can never hope to know: free will. Although some of the races enforce strict social hierarchies, all celestials are free-thinking beings permitted to make choices in their everyday (in some cases immortal) lives. They must, of course, act in accordance with their alignments, but within those boundaries they can choose their own destinies—their own fates. Thus, they serve nicely as player characters, blending a unique range of abilities with an abundance of roleplaying opportunities.

Some of the material in this book has been derived from existing AD&D products and reworked to make it better suited for use in the creation of player characters. For more information on the various celestial races, feel free to consult the following sources.

- Aasimon are detailed in the *PLANESCAPE® MONSTROUS COMPENDIUM® Appendix* (2602).
- Aasimar, eladrins, and guardinals appear in the *PLANESCAPE MONSTROUS COMPENDIUM Appendix II* (2613).
- Asuras are found in the *Monstrous Supplement* in the *PLANESCAPE Planes of Conflict* boxed set (2615).
- Archons are found in the *Monstrous Supplement* in the *PLANESCAPE Planes of Law* boxed set (2607).

shades of good

One trait that all celestials share, regardless of race, station, or individual viewpoint, is their general good nature. Malice and hatred are as alien to celestials as genuine love and caring are to the fiendish hellspawn of the Lower Planes. Residents of other planes tend to perceive celestials as the embodiment of “all that is good.” More precisely, they are beings of tremendous conviction who use their powers and influence to aid the cause of good and thwart the machinations of evil. All celestials share this characteristic regardless of their specific alignments.

Though all true celestials must be good-aligned, individuals may be lawful good, neutral good, or chaotic good, depending on race, home plane, and individual disposition. The following table provides general alignment guidelines for the celestial races.

CELESTIAL	ALIGNMENT	HOME PLANE
Aasimar ¹	Any Nonevil	Any
Aasimon	Any Good	Any Upper Plane
Archon	Lawful Good	Mount Celestia
Asuras ²	Chaotic Good	Any Upper Plane
Eladrin	Chaotic Good	Arborea
Guardinal	Neutral Good	Elysium

¹ An aasimar has greater freedom in alignment and location than does a true celestial because of the mortal parent's influence.

² Asuras are believed to be natives of Ysgard, but they roam throughout the Upper Planes. While most are chaotic good, there are also some neutral good asuras.

The predominant alignment of a celestial race determines the structure of its society, but not necessarily the disposition of each individual. The lawful good archons, for example, have an orderly social structure with a strict hierarchy and rigid moral code—each member must follow a defined path of righteousness. By comparison, the neutral good guardinals place no innate value on social organization, creating and dissolving social orders as needs arise. Though the chaotic good eladrins and asuras have well-defined societies, they do not impose strict moral guidelines on individuals.

Note, too, that although most archons are lawful good, they do not all follow the same set of strictures, nor do they necessarily share a common disposition. Likewise, one shouldn't expect all eladrins to be chaotic or all guardinals to be neutral. Racial alignment serves as a general guide, but celestials are as diverse as any other advanced beings—each exhibits a distinct personality, unique behavior, and personal ideology.

politics on the upper planes

Unlike the destructive scheming and malevolent conspiracies of the Lower Planes, the politics of the Upper Planes serve to reinforce goodness and preserve purity. The celestial races are more likely to have disputes than conflicts—that is, they tend to resolve their differences through moderated debates and even-tempered arguments. Only rarely do they resort to physical altercations to make their points, though this does happen.

The most persistent dispute among celestials is how best to deal with the spread of evil. Some believe it's enough to push evil back into the Lower Planes and contain it, while others want to destroy it utterly, effectively cleansing the multiverse of its stink. Certain groups argue that evil beings should have a chance to redeem themselves. One particularly radical faction advocates doing nothing and leaving the fiends to destroy themselves. Regardless of which viewpoint is in favor with a particular race, it seems that every celestial on the Upper Planes has a personal opinion on this issue. To say that archons favor evil's redemption over its annihilation, or that all guardinals enjoy hunting fiends across the Outer Planes, is to make a sweeping generalization. Such statements seldom encapsulate the viewpoint of any one individual. Still, it's possible to draw broad distinctions among the celestial races.

Disputes among aasimon are fairly prevalent, and those noble creatures tend to form political alliances—not just among themselves, but with other planar races as well. Aasimon create cadres based around particular philosophies, occasionally finding allies in mortal groups such as the Order of the Planes-Militant (a sect pledged to defend Mount Celestia) and the Harmonium (one of Sigil's exiled factions, currently based on Arcadia). In general, however, aasimon prefer to cut through bureaucracy and deal with disputes quickly

and efficiently. Even the lowest-ranking members of the race have ready access to their superiors and can rest assured that their words are heard, whether or not they are heeded.

Despite their good intentions, the lawful archons are among the most bureaucratic and political of the celestials. They have created a strict, closely monitored, hierarchical society based on rank and ornamentation. Individuals earn promotions through righteous deeds and faithful service, and the desire for advancement is a driving force of the society. But the archons, unlike other politically and bureaucratically inclined beings, never use their stations to dominate and subjugate one another. All of them earn their positions, so no one has cause to feel bitter or mistreated by the system. The tome archons remain at the top of the hierarchy, but any member of the race can earn that status in time, based on virtuous deeds and ideals.

Asuras frequently become involved with the politics of other celestial races, in particular the aasimon. The asuras are free-roaming warriors who take great pride in their combat skills, and they generally despise bureaucracy. Of all the celestials, they are the most likely to take offense at political maneuverings. Asuras generally prefer to resolve disputes in rituals of nonlethal combat.

Eladrins must often deal with webs of gentle intrigue in the twilight courts of the tulani, but politics is not a driving force in their society, and they detest bureaucracy. It's true that Queen Morwel, who is neither a dictator nor a tyrant, holds her people to certain restrictions (such as hiding their true natures from the mortals of the Prime Material Plane), and it's also a fact that the ruling tulani enjoy their palace intrigues. On the whole, though, politics and scheming are of little importance in eladrin society.

Politics and bureaucracy never confound the guardians. Each of their small communities has a chieftain—a guardian with natural leadership abilities. When a political issue arises, a respected elder or a designated committee resolves it after open discussion within the community. Afterward, the guardians move on, never rehashing old arguments. Thanks in part to their knack for settling conflicts in a fair and equitable manner, guardians are often called upon to mediate disputes among the other celestial races when, despite their best efforts, they have failed to reach mutually acceptable accords.

The blood war

Although it's impossible to count the number of celestials living on the Upper Planes or the number of fiends dwelling in the bottomless reaches of the Lower Planes, most scholars acknowledge that the latter are considerably more numerous. However, the fiends' capricious and treacherous nature keeps them at each other's proverbial throats. This is a handy development—too handy, perhaps. Indeed, some people believe that the celestials are the secret masters of the Blood War, subtly turning the baatezu (devils) and tanar'ri (demons) against each other to divert their attention from the Upper Planes and the rest of the multiverse.

The truth is, though, that the celestials have little involvement in the war, and they certainly didn't start it. The infernal conflict is the fiends' own doing—proof that evil destroys itself. Most celestials strive only to keep the Blood War from spilling over into the uncorrupted realms of the multiverse. If the celestials truly were pulling the strings of the warring factions to keep the rest of the cosmos safe, they'd be considered failures. The fiends still ravage the Outer Planes and the Prime more often than anyone would like, and sometimes they take the Blood War to other lands, claiming many innocent lives in the process.

On the other hand, some celestials fear that if the fiendish fighting were to end, the baatezu and tanar'ri might unite in a terrible alliance and try to raze the Upper Planes. This possibility has led a few of the more independent celestials to encourage or prolong the war, having convinced themselves that their dubious actions can bring the most good to the most people. Most celestials, however, believe that the Blood War will never end—not as long as one baatezu is left to oppose one tanar'ri.

The concordance and the parliament

As a group, celestials champion the betterment of the multiverse and encourage the spread of harmony and freedom, both for individuals and for societies. How best to achieve these goals is a matter of debate and has created some ideological rifts among the various celestial races, as noted above. But unlike fiends, who use malice and hate to foment wars among their own kind, celestials do not turn on each other. To take up arms and strike down another good being is simply unheard of. So while they do have disputes, the celestials have nothing equivalent to the eternal fiendish battle—though occasional rums of holy wars on the Upper Planes should give anyone pause for concern. But where the fiends have their Blood War, their upper planar counterparts have the Celestial Concordance—a pact between the races to aid one another should any external force seriously threaten the Upper Planes. The Concordance allows the celestials to present a single harmonious front against all the evil in the multiverse.

Periodically, representatives of the various celestial races gather to plan a defense against a threatened invasion, or merely to discuss the status of their planes. That assemblage is called the Parliament of the Concordance, or simply the Parliament. When it convenes, representatives of the aasimon, archons, asuras, eladrins, and guardians debate the best way to implement the Concordance and what role each race should play. These meetings, which are never recorded in any written form, are more monumental and awe-inspiring than any prime-material mortal can imagine. Chairing each gathering and coordinating the defense of the Upper Planes is a figure known as the Arch-Penitair. Zora Sebirati, a solar aasimon in the service of the Egyptian god Ra, currently holds this office, although the representatives elect a new Arch-Penitair every three centuries or so.

Some celestials believe that the Concordance is the only hope of destroying evil in the multiverse, but there are others

who believe that the sheer magnitude of such a conflict would tear apart the very fabric of the planes. This debate often rages during meetings of the Parliament, as the most fervent celestials encourage their peers to strike deep into the Lower Planes, where evil breeds like a plague. Their detractors counter that any such invasion could force an alliance—perhaps temporary, perhaps not—between the warring baatezu and tanar’ri, giving rise to an unstoppable force of evil. Other celestials find the very idea of destroying anything (even a fiend) less than palatable. Perhaps the most heated debate among the celestials involves the so-called Ethical Paradox—the belief that good cannot exist without evil, and that to destroy evil utterly would doom the whole multiverse.

Thus, the Concordance remains a powerful force in defense of the Upper Planes and not an excuse to launch attacks or eradicate the fiends. Meanwhile, the celestial races struggle to keep the Blood War confined to the Lower Planes, where the tanar’ri, the baatezu, and their kin can fight without compromising the rest of the multiverse.

daily life on the upper planes

Celestials don’t spend every moment performing good deeds and looking for evil to banish. They don’t rise each morning and make lists of noble actions to perform that day. Of course, they accomplish much good, but they’re just naturally predisposed toward benevolence—it’s not something they must plan for or think about. Thus, when they’re not locked in debate over the latest events of the Blood War or quelling a threat to the Upper Planes, celestials find plenty of distractions to occupy their time.

The truth is that most celestials take special delight in simple things. For example, Tanbrul, a deva who serves as a military adjutant to the Norse god Frey on Ysgard, makes horseshoes for equars whenever he’s not engaged in affairs that concern the Norse pantheon. Zagzagel, the warden archon who guards the gates to the realm of Eracknor on Mount Celestia, is renowned for a charming ale he brews and offers to thirsty passersby—many of whom are dwarves with a taste for the good stuff. Visitors to the Upper Planes are often taken aback by the remarkable dichotomy of the celestial lifestyle, which can seem rustic one moment and truly majestic the next.

Most celestials can harness incredible might and magic, so it stands to reason that sheer power isn’t the measure of their worth to one another or to themselves. Instead, they derive tremendous personal satisfaction from farming, training animals, telling stories, playing musical instruments, carving stone and wood, and making exquisitely detailed maps, among many other activities. Crafting items with their own hands gives celestials peace of mind as well as the satisfaction of doing something constructive. And since they rarely feel a need to profit from their endeavors, the satisfaction of a task well done is its own reward.

Some celestials also enjoy pursuing hobbies and interests they acquired during time spent in the company of mortals.

For example, when not attending the earth goddess Chauntea on his home plane of Elysium, Lonz the cervid spends most of his days fishing by a brook that flows into the River Oceanus. Lonz favors gem-studded lures, and he obtains most of his precious stones from an asuras gemcutter who lives in the City of the Star in Amoria, the first layer of Elysium.

Although both deeds and diversions are important in their daily lives, celestials gain their strength through devotion to the gods. All celestials are grounded by their faith in one or more resident deities of the Upper Planes. The celestials are the gods’ servants—living extensions of divine influence. They honor their gods by performing duties faithfully and completing special quests to the best of their abilities. These devout stewards never question the will of the powers they serve. The gods only peripherally monitor the activities of their mortal worshippers on the Prime Material Plane, but they watch the celestials closely. In fact, it’s quite common for deities to intervene in the affairs of their servants, rewarding those who are valorous and obedient and punishing those who are defiant or less competent.

celestial oaths

Celestials, regardless of alignment, are bound by any Oath they take. An Oath is greater in scope and far more binding than a general promise—it is a solemn vow that commits the celestial to a particular deed or course of action. An Oath, once spoken, becomes part of the celestial’s being and a source of personal power. Any celestial who takes an Oath must fulfill it, even if doing so requires great sacrifice.

A celestial might swear an Oath for any of several reasons. A deity could require of Oath of completion when assigning a celestial an important task. A fiend negotiating for the release of prisoners could make its adversary swear to do it no harm after the release of the captives. A celestial might voluntarily swear an Oath to protect a comrade, guard a holy relic for a certain period of time, or slay a monster responsible for a heinous atrocity. Ultimately, it is the celestial’s choice whether to take an Oath, but once made, it is binding. Thus, celestials don’t swear Oaths without much consideration, though they sometimes find themselves in situations where refusing to take one could spell disaster for them or their comrades.

A celestial who breaks an Oath for any reason loses all innate abilities, magic resistance, and special immunities. Furthermore, the Oathbreaker loses 1 point of Charisma—a loss that only a god can restore, and then only after a long period of atonement.

On the other hand, a celestial who fulfills or adheres to a difficult Oath should gain a substantial reward in terms of experience points or an increase in station (as described in “Ascendancy and Promotion,” below). Ultimately, the Dungeon Master must determine what sort of reward is appropriate based on the difficulty involved in taking and fulfilling the Oath.

The creation of celestials

Some of the celestial races (specifically the aasimon, archons, and asuras) are actually the transformed spirits of petitioners—good-aligned mortals who have died and gone to whichever Upper Plane most closely matches their alignments. (Not all petitioners become celestials, of course; some are reborn as different planar lifeforms.) Members of the other races (eladrin and guardinals) are actually born to parents of their races and raised on the Upper Planes as native beings.

To create the immortal aasimon, good deities form new bodies for selected petitioners of any good alignment, transforming them into the warrior aasimon known as agathinon. After a period of faithful service, an agathinon may ascend, transforming again into an aasimon of higher station. Such beings can continue to advance, if desired, attaining great power through their good deeds until they become planetars or even solars.

In much the same manner, the gods select particularly promising lawful good spirits from those that come to Mount Celestia and make them lantern archons. These beings can then begin their quests for ascension to ever-higher states of perfection. With each good deed, an archon gains both station and influence, transforming into “pure” (and more powerful) forms. Some archons, the noble rulers of Mount Celestia, are the highest exemplars of the race, second only to the gods themselves.

The spirits of chaotic good mortals become asuras through similar divine action. Unlike the aasimon and archons, asuras don't rise through the ranks of a hierarchy to become beings of greater and greater might. They retain the same forms throughout their lives, which are finite—the spark that gives asura life does not grant them immortality.

Some have speculated that good-aligned elves become eladrins when they die. This theory accounts for the latter's elflike appearance, but the eladrins themselves offer nothing to corroborate (or debunk) this notion. Their chaotic nature might seem to support this theory, but such is not the case. Eladrins are in fact members of a separate species; they are only distantly related to elves. Eladrins are born on Arborea to eladrin parents and raised in the twilight courts (demiplanes within Arborea that touch the Ethereal Plane). Like elves, eladrins enjoy long lives, but they're not immortal.

Similarly, mythology has misrepresented the origin of the guardinals. Many natives of prime-material worlds believe these creatures to be spirits of slain animals given humanoid form on Elysium. This theory causes the guardinals some distress, and they're quick to set the record straight. They're born to guardinal parents and raised within their respective communities. Guardinals live a long time compared to most mortal creatures, but they're not immortal.

Finally, aasimar are mortal beings with celestial blood in their veins. They are the offspring born from unions between celestials and mortals—or the descendants of such offspring. These beings are usually raised by their mortal parents, though the upper-planar parents (or ancestors) often play an

active, though subtle role in their lives. Aasimar typically retain touches of their celestial heritage, and many become great heroes.

Ascendance and promotion

A celestial PC who completes a special quest or performs some deed that furthers the cause of good gains experience points for it. Most celestials rise in level according to their character classes (see the experience point tables in the *AD&D Players Handbook*), though archons have their own advancement tables (see “Archons”). As they do so, they gain not only the standard advancement benefits for their classes, but also higher stations and greater influence in their societies. Usually, new spell-like abilities, immunities, and the like also accompany level increases for celestial PCs. No training is involved in this process—a celestial's newfound skills are rewards from the gods that manifest immediately. This increase in stature and power is called *ascendance*.

For the immortal celestials (the aasimon and the archons), ascendance holds even greater significance, for it involves physical transformations as well as improved status. Aasimon PCs begin play as agathinon warriors. Their first promotion (earned through successful completion of several special missions) changes them into entirely different creatures called devas. With subsequent promotions, they can become planetars, or even solars. Archon PCs start out as lantern archons and, through their valorous deeds, gain the experience needed to transform into hound, warden, sword, and finally trumpet archons (some archons are NPCs).

The mortal celestials—the aasimar, asuras, eladrins, and guardinals—do not assume new shapes as they gain experience. Much like other AD&D player characters, they measure ascendance only in terms of the benefits gained through level increase.

A Dungeon Master can accelerate a character's ascendance by providing special XP awards for acts of inspiration, valor, and charity, as well as for good roleplaying. Bonus XP awards might also be appropriate for completing an adventure's story objectives. For example, a celestial PC who rescues a paladin from a behemoth's lair might receive 1,000 bonus XPs for each level of the rescued paladin. Similarly, a DM could award bonus XPs to a character who inspires a thief to reform his ways or uncovers a shadow fiend who is secretly possessing members of the local parish and driving them to perform evil deeds. Even relatively minor good deeds, such as helping a group of pilgrims cross a river, comforting a lost child, or healing an injured animal, should entitle the celestial character to a few bonus XPs. It is the player's responsibility to keep an accurate record of the PC's accomplishments, but the DM determines which of those deeds are worthy of XP awards and how much to bestow.

When deciding how much experience a character should receive, the DM should keep in mind the amount needed to reach the next level. No single deed should garner more than half the XP that the PC in question would need to advance

from the base of his or her current level to the base of the next. Nothing a PC does should allow a jump of more than one level at a time.

Descendance and the falling

Although beings from other planes perceive celestials as embodiments of all that is good and righteous, the road to the Lower Planes is paved with good intentions. Celestials with only the best goals in mind sometimes perform deeds that are morally and ethically questionable. When focused on the greater good, even those of pure conscience might overlook the immediate harm their actions could inflict on others. Such celestials tread a fine line between righteousness and villainy. Most can step back and see the error of their ways, either by themselves or with the guidance of superiors. A few celestials, however, have ignored their consciences and lost the true path, coming to regard morally or ethically untenable situations as excuses to commit ruthless, selfish, or capricious acts.

Celestials who neglect their duties, fail to serve as inspiring examples of goodness, or commit egregious acts of evil come to the attention of their superiors and their gods immediately. Unless the actions in question are categorically deplorable, these greater forces seldom act against the transgressors immediately, hoping that they will realize their errors, repent, and atone on their own. But if the offenders continue down the road to villainy, the gods eventually judge them unworthy of their powers or stations. Such a transgressor is said to have fallen from grace and may suffer a decline in station, a loss of experience points, a loss of powers, or all of the above, at their deities' discretion. (Gods may at any time take back the innate powers with which they have gifted their servants if they decide the recipients are no longer deserving.) Judgment in these situations is swift and often brutal.

Instead of ascending through the hierarchy of their races, celestials who have fallen from grace descend, losing power and influence (and, in the case of the *asimons* and *archons*, changing forms as well). Their peers neither scorn nor ridicule them, however—as charitable beings, celestials tend to rally around their fallen fellows and try to help them regain positions of favor. Offenders who spurn this goodwill and continue to act against the will of their deities suffer further punishments, until either they reform or their disobedience warrants expulsion from the Upper Planes.

The *Dungeon Master* is the final judge of how far a celestial PC falls. The DM decides the severity of the punishment based on the nature of the offense and the offender's track record. Loss of experience points or the temporary loss of one or more innate abilities or special privileges is an appropriate penalty for minor sins. More grievous offenses or routine negligence of duty may warrant the loss of one full experience level (as per an energy drain) or the loss of all innate magical abilities, pending atonement. Player characters can atone for their transgressions and convince the gods to restore their powers by earning back their lost experience through good deeds and completing one or more special missions.

Asimons are unique among the celestials in one respect. Since *devas*, *planetars*, and *solars* don't accumulate experience points for their deeds, they tend to suffer even greater punishments for their offenses. Those who fail to serve the cause of good in the manner their superiors expect suffer a loss of status, innate magical abilities, or both.

Celestial PCs who continue to fall from grace and decline to mend their ways are no longer contributing to the cause of good. Such unrepentant transgressors are stripped of their innate abilities and brought before the Celestial Tribunal (detailed below) for judgment. Most offenders have one chance to petition for reinstatement by convincing the Tribunal that they are worthy and not beyond redemption. (Of course, celestials who have performed wanton acts of malevolence have no opportunity to ask for a second chance.) Those whom the Tribunal deems unfit are cast out of the Upper Planes to wander the rest of the multiverse without the powers, immunities, and allies to which they have grown accustomed.

Those few offenders who manage to flee the Upper Planes and escape judgment and punishment usually end up wandering the multiverse in disgrace. Sometimes their peers hunt them down and ask them to return and face the Tribunal. This decision is purely voluntary; those who comply place themselves at the mercy of the Celestial Tribunal, and those who refuse must continue to live in exile, without their god-granted powers.

The celestial tribunal

The Tribunal is an assembly of celestials charged with determining the fate of a peer whose future as an emissary of good is in grave doubt. Typically, the Tribunal gathers in a sanctified place within the dominion of the transgressor's deity. This is a rare and momentous event, and those charged with passing judgment on another celestial never take that responsibility lightly. Presiding over the Tribunal is a proxy who speaks the words of the deity and weighs the evidence presented. An advocate—usually a celestial unacquainted with the accused—details the specific wrongdoings that precipitated this gathering, then tries to convince the offender to repent and petition the Tribunal for a chance at redemption.

Those who do so sincerely usually receive an opportunity to make amends, since the proxy presiding over a Tribunal is invariably merciful. Even so, however, the offender must face punishment in the form of a reduction in power and status. Transformative celestials revert to their base forms (agathinon for *asimons* and lantern *archons* for *archons*) and suffer a corresponding loss of abilities. *Asuras*, *eladrins*, and *guardinals* lose one level of experience (along with all the abilities and advantages tied to it) and are confined to a particular Upper Plane for a set period of time. (*Eladrins* must remain in *Arborea* for 1,001 years, *guardinals* in *Elysium* for one year, and *asuras* in a plane of the Tribunal's choice for 100 years.) Such descended celestials, however, may gain back experience through deeds just as they did before, with no penalties to reacquisition.

Offenders who show no inclination toward repentance and express no sincere desire to undo their evil ways are forever

stripped of their powers and cast into the Lower Planes. These are the Fallen, whose names are spoken nevermore. Left to the mercy of the fiends, they quickly perish, and the lower-planar beings twist their spirits into nupperibo (lawful evil), manes (chaotic evil), or larva (neutral evil) depending on their moral bent. Rarely, fallen celestials survive their new transformation and rise to positions of prominence within the infernal legions of the baatezu, tanar'ri, or yugoloths. More often, though, the fiends sense what the former celestials once were and devour them utterly.

Because of their partly mortal parentage, aasimar aren't considered pure celestials, so they have no right to judgment by a Celestial Tribunal. Aasimar who turn to evil are merely banished from the Upper Planes and left to fend for themselves.

sites on the upper planes

The Upper Planes are home to countless sites worthy of exploration. It's said that a celestial could spend a lifetime wandering the good-aligned realms and never set eyes on the same place twice. A number of PLANESCAPE products, including the *Campaign Setting* boxed set (2600), the *Planes of Chaos* boxed set (2603), the *Planes of Law* boxed set (2607), and the *Planes of Conflict* boxed set (2615), describe the Upper Planes and key locations within them. This section details three new sites for PCs to visit.

nillis-thur

In the swampy layer of Elysium known as Belierin lies a hidden basalt fortress called Nillis-thur. It was here, eons ago, that some lawful aasimon crafted bodies from mud and imbued them with the spark of celestial life. They named their creations the qesar and charged them with guarding certain celestial treasures kept in Nillis-thur. These first qesar proved themselves able servants, and so pleased were the aasimon with their celestial aides that they created even more. Soon, however, the situation degenerated.

The qesar quickly tired of serving the aasimon as virtual slaves, but their attempts to relate those sentiments to their creators were met with scorn. The constructs wanted to serve good in their own way, but the aasimon wanted loyal, obedient servants who would follow their instructions. After a brief armed conflict, guardinal mediators and the resident deities of Elysium stepped in, and the qesar got their way—for the most part. The aasimon left the marshes of Belierin and the fortress of Nillis-thur to their erstwhile servants, but took with them the secret of qesar construction. Since then, the qesar have tried and tried to create more of their own kind, but they lack the ability to imbue the new constructs with the spark of life. The only thing that sustains the race is the longevity of its members—qesar have the lifespans of stars.

The qesar aren't true celestials—at least, not in the eyes of the aasimon. They are, however, entities of goodness, kindness, and light, as creations of the noble aasimon should be. Nevertheless, they have refused to associate with the celestial hierarchy and continue to confine themselves to Elysium.



Celestials never approach them for aid, summon them to join the Parliament, or seek them out for any reason (save curiosity about what they look like). Even the guardinals, who are natives of Elysium, rarely enter Belierin, for although there are gates leading into the Forgotten Layer in that area, there are none leading out. (Supposedly, the guardinals sealed off the layer themselves to contain dangerous beasts that they couldn't destroy.)

Nillis-thur has held up poorly under qesar control, and the other denizens of Belierin avoid it. The citadel is a monstrous block of basalt. Three of its four corners spirally and fully sculpted towers, each shaped like a unicorn's sporn horn. The matching tower that originally graced the fourth corner collapsed during a long-age earthquake. The qesar never repaired the breach, and long exposure to the layer's persistent dampness has caused the tapestries and furnishings inside that portion of the fortress to mold.

Within Nillis-thur are a few minor artifacts that the aasimon ordered the qesar to protect. Among them is the *Staff of Nature's Awakening*, which combines all the powers of a *bowl of commanding water elementals*, a *brazier of commanding fire elementals*, a *censer of controlling air elementals*, and a *stone of controlling earth elementals*. The staff can also summon a double-strength nature elemental (see *MONSTROUS COMPENDIUM Annual, Volume Two* [2158]) once per day.

Another item hidden away within the fortress's basalt walls is the legendary *Harp of Ezrykantor*, a lovingly crafted golden instrument of unearthly beauty. Beneleth, a monadic deva and noted composer of music, penned the following tantalizing tale about the *Harp* in a journal later discovered by planewalkers: "*And so Ezrykantor stood alone upon the cracked mountain with harp in hand. All the planetar's enemies lay vanquished around him, their fate entwined in the music of his golden instrument, and a terrible silence befell the torn and hellish land. It was the last sound the fiends would ever hear.*" The *Harp's* strings, when pulled, allow the user to raise the dead and slay evil. (This latter power destroys 5 Hit Dice of evil creatures per level of the user within a 60-yard radius.) Celestials and their creations, including the qesar, are immune to the *Harp's* detrimental effects. The DM may flesh out this item with additional powers and limit those listed as desired.

Nillis-Thur can provide many interesting adventure options for celestial PCs. Their deities or superiors might send them there to recover artifacts, for example. This would almost certainly involve fighting the qesar, who refuse to relinquish the items they have sworn to guard unless the PCs have something to offer in exchange—such as a means to create more qesar. (Full statistics for the qesar appear in the *Monstrous Supplement of the PLANESCAPE Planes of Conflict* boxed set.) The heroes might also face other natives of Belierin, among them several Monsters of Legend (detailed in the *PLANESCAPE MONSTROUS COMPENDIUM Appendix II* [2613]). According to rumor, one of the denizens of these marshes is a gorgon the size of a small keep with thick, metallic scales that repel all magical attacks. Several guardinals who set out to hunt the beast years ago

remain to this day half-buried statues in the mires of the great gorgon's home.

Celestial PCs could also visit Nillis-thur at the behest of a solar or planetar with a request that the qesar join the celestial hierarchy. Perhaps the aasimon have seen the error of their ways and are now willing to give their former servants the means of their own creation. Or perhaps they really intend to lull the qesar into serving them once again, this time as advance troops in a strike on a lower-planar stronghold. The Dungeon Master can decide the true nature of the offer. Even if the aasimon are not really interested in making amends with the qesar, the PCs might be able to help the latter win a true place in the celestial hierarchy.

The tower of the war triumphant

In a remote corner of Muspelheim (the second layer of Ysgard), amid dark, towering mountains and rivers of bright flowing lava, The Tower of the War Triumphant perches atop a blackened, sheared-off mountain peak. The Tower is a great spire made of white basalt, inlaid with spiraling runes of silver and gold. Jutting from this thousand-foot-high, tapered cylinder are various protrusions and ledges. Sculpted artfully from speckled white marble, they resemble trumpeting archons, feather-winged dragons, and majestic winged valkyries. Atop the spire stands a 12-foot-tall, golden statue of a solar with wings and arms raised high.

Built on the site of a great battle between the celestials and the tanar'ri, this spectacular white edifice is a symbol of good's victory over evil. From that war lingers a gateway to the Plain of Infinite Portals—the first layer of the Abyss. The portal itself is a black orifice where the bases of three mountains converge. The Tower of the War Triumphant stands atop one of these mountains; each of the others is home to a silver dragon. These two great wyrms and their brood serve as sentinels and guardians of what has been dubbed "the Black Maw."

No one knows for sure how the portal came to be. It formed more than a millennium ago, just before fiends started spilling into Muspelheim. After the ensuing war, the victorious celestials drove the tanar'ri back through the Black Maw and prepared to destroy the gate—then elected not to do so. Instead, they decided to use the portal for excursions and strikes into the Abyss. Their eventual goal in this endeavor was to liberate (in other words, seize) the tanar'ri-held town known as Broken Reach, and perhaps the entire layer with it.

The Black Maw opens deep inside the chasms of the Plain of Infinite Portals, not far from Broken Reach. Small groups of celestials can sometimes sneak in, avoid the goristro that guard the Maw, and make their way deeper into enemy territory. The tanar'ri don't like it, but either they don't know how to collapse the portal, or they prefer to leave it intact for their own future use.

The Tower of the War Triumphant is a gathering place for celestials. In fact, it is one of the many places where the Parliament of the Celestial Concordance holds meetings. The

structure has no doors, only apertures and windows (most veiled with illusions) at various levels for easy access. The interior consists of spacious meeting halls and magically created interspatial chambers large enough to contain hundreds of warriors. Loyal einheriar and per make up most of the guard force and staff, although asuras frequently loiter within the walls as well. The many protrusions jutting from the main tower structure provide winged visitors with plenty of perches, all affording a splendid view of the valley and an unobstructed—if less pleasant—view of the Black Maw below.

The Tower's only permanent inhabitant and custodian, a planetar named Mezriel, keeps the structure in perfect form, recasting enchantments as needed to ensure that it remains structurally sound and impervious to assault. Taalis, Miria, and Jezzari, three very old silver dragons with formidable spell-casting abilities, assist him in maintaining the Tower. The Silver Sisters, as they are called, are the daughters of the two venerable silver dragons living atop the other peaks overlooking the Black Maw. They move about the Tower in *polymorphed* form, appearing as silver-haired elves of immense beauty and boundless wisdom.

Celestial player characters wishing to take the fight to the *tanar'ri* can find sanctuary within the Tower of the War Triumphant. Mezriel has collected a library's worth of information from previous excursions into the Plain of Infinite Portals (and beyond). In addition, he can offer one piece of sound advice to those traveling through the Black Maw: Be very careful, for the *tanar'ri* are always waiting.

The empyreal citadel

Although the celestials are careful not to attract undue attention to themselves while on the Prime Material Plane, they closely watch any worlds where evil has gained a foothold. If

it appears that such a world is in imminent danger of falling to the fiendish legions of the Lower Planes, the celestials prepare to stand against the threat. They plan their battles and launch their forces from the safety of an Emphyreal Citadel, which they construct on the contested world.

To build their stronghold, the celestials first locate (or create, if possible) a portal that connects the threatened world with the Upper Planes. Then, in utter secrecy and under a veil of invisibility, they build a fortress around that gate using materials brought in from the Upper Planes. Over a period of years, through marvels of architectural engineering and magic, they expand the structure both upward and outward until it is complete.

An Emphyreal Citadel is a gigantic conglomeration of interconnecting towers, majestic cathedrals, and buttressed

armories. It is as large as any city, and its peaks rise upward for miles.

Nothing on the Prime Material Plane can compare with it in terms of sheer architectural beauty, and its magnificence serves to remind the fiends that the celestials are ready to defend that world with their lives. An Emphyreal Citadel can serve as the launch point for a huge army; not only can the structure itself hold thousands of celestials and their allies, but several thousand more can be waiting in readiness on the other side of the gateway. In the case of overcrowded worlds on which secret construction is more problematic, the celestials might build an Emphyreal Citadel on a moon, in a desert, or underwater. In any case, the celestials construct their citadels in places where the natives would least expect to find them—the better to keep them secret from prying mortals.

Emphyreal Citadels exist on many worlds, but most of them have never been seen by mortal eyes.

Rumor has it that one exists in the Sea of Dust on Oerth, and that the



celestials have deliberately spread warnings about that area's hostile nature to discourage exploration there. Some suspect that the aasimar may secretly be building one of these structures under the Great Glacier of Northern Faerûn as well, in response to strange events that have occurred recently amid the nearby ruins of Heligate Keep.

servicing the gods

A celestial serves the general cause of good, not necessarily a specific god. In a sense, celestials are children of the Upper Planes, and the good powers are akin to their parents—or perhaps their godparents. Celestials serve and honor the upper-planar deities by performing and inspiring good deeds, thinking and spreading righteous thoughts, and combating evil. They do these things because it is their nature to do so, not because they seek to win any one particular god's favor. There are exceptions, of course—sometimes a celestial decides to serve a particular deity to the exclusion of others, perhaps hoping to become that god's proxy one day (see “Becoming a Proxy,” below).

Although celestials need not pledge allegiance to any particular powers, they do receive their innate abilities from specific gods, who function as their “primary” deities. Thus, the player of a celestial PC must select a *primary power*, regardless of the characters' devotion, as the grantor of his or her innate abilities. The player may, if desired, select a *secondary power* as well—another god to whom the character maintains some devotion. In both cases, the primary power is the one the PC actually serves.

Celestials need not have exactly the same alignments as their primary powers, but they must share at least one aspect of alignment with those deities. They need not share any aspects with their secondary powers, but celestials can never serve or honor gods with evil alignments. Those who strive to be proxies almost always match the alignments of their primary powers precisely, but there have been notable exceptions. A few celestials have shown their deities new ways of thinking and thus earned places as their proxies, despite differences in alignment.

Celestials use their gods as moral compasses; the deities represent a purity of thought and deed worthy of devotion. The amount of contact celestials have with their primary and secondary powers varies, as does the nature of those relationships. The mightier celestials (solars, tome archons, tulani, leonals, and extremely high-level aasuras and aasimar) speak to their gods directly, but few others are worthy of standing in the presence of divinity. On rare occasions, however, a celestial of lower station gains a deity's special favor or accomplishes an impressive task that draws a god's attention.

As player characters gain experience and advance within the celestial hierarchy, they become more involved with their gods. Low-level PCs follow the instructions of their superiors and almost never speak to the powers directly. High-level PCs might have open relationships with the proxies of their deities. In extremely rare cases, primary or secondary powers

might regard certain high-level celestials as worthy of direct communication, but this can only occur after those individuals have proven their worth many times over. Those who manage to serve their primary powers with excellence might someday become proxies themselves, carrying divine words and will to the far reaches of the multiverse.

choosing a god

There are four broad categorizations of deities: demipowers, lesser powers, intermediate powers, and greater powers.

Demipowers are often the spirits of mortals whose deeds have elevated them to minor divine status. Frequently their still-living kin continue to honor them in story and song, providing a base for their worship. The newer demipowers are eager to prove themselves and their abilities, and the smartest of them watch the politics of the gods carefully, looking for ways to gain allies and acceptance within a pantheon. A celestial may select a demipower as a secondary power, but not as a primary power.

Lesser powers are a step up in influence from demipowers, but they are still servants to the greater and intermediate gods of their pantheons, and their thoughts are fathomable. They typically try to make the most of their positions by attracting as many worshippers as possible. A celestial may choose a lesser power as either a primary or a secondary power.

Intermediate powers occupy the next higher rung above lesser powers on the divine ladder. Their words carry strong weight with those beneath them, who seldom question their words. But the intermediate powers know their places—they never exert tyrannical control over the lesser powers or push their arguments with the greater powers too far. A celestial may choose an intermediate power as either a primary or a secondary power.

Greater powers are omniscient, transcending all others in power and holding absolute sway over the Upper Planes. Such deities create the lesser and intermediate gods, grant them their areas of influence, and oversee the activities of entire pantheons. A celestial may choose a greater god as a primary power, but not as a secondary power.

Note that some celestials are restricted to particular Upper Planes—for example, lantern archons can't leave Mount Celestia. Such PCs must choose their primary and secondary powers from among those residing on that plane. See Table 11: Powers of the Upper Planes in Appendix 2 for a comprehensive listing of deities and their home planes. Other sources of information about deities include:

- *On Hallowed Ground* (2623), a PLANESCAPE accessory that details hundreds of gods,
- *Legends & Lore* (2108) and *Deities & Demigods* (2013), which examine human pantheons (though as of this writing, both books are out of print),
- *Monster Mythology* (2128), which features gods of non-human races, including demihumans (elves, dwarves, gnomes, and halflings),
- *Faiths & Avatars* (9516), *Powers and Pantheons* (9563) and *Demihuman Deities* (9585), three volumes on the deities of

Toril, the FORGOTTEN REALMS setting, and

- The boxed set *From the Ashes* (1064), a boxed set containing information on the powers of Oerth in the GREYHAWK setting.

Becoming a proxy

No player character may begin a campaign as the proxy of a god. A proxy is an extremely powerful celestial who has received the greatest honor a deity can bestow—the right to speak the divine word. Such beings are the powers' most valuable agents and servants, exerting divine influence in places where gods cannot or do not wish to go (including Sigil, the Prime Material Plane, the realms of other gods, and other planes of existence).

A celestial who accepts the role of proxy receives an infusion of the god's strength, which brings with it remarkable new abilities. Not all celestials desire proxyhood, however, as it involves total subservience to a god, total sublimation of personal desires, and total devotion to a divine agenda. A celestial must be willing to cast aside all his or her personal desires and remain utterly loyal to the ideals of one god. Obedience is absolute, and proxies can never twist, refuse, or ignore commands from their gods. They must be willing to comply with any order, including sacrifice of their own lives, to advance their deities' agendas.

Not all proxies are created equal. Three different types are known to exist.

- **Temporary proxies** serve as vessels of divine power for only a short time, usually long enough to complete one mission. Such celestials who perform their tasks well may climb higher and higher in the service of their powers, gaining ever more responsibility. Those who show a special knack for their work and prove themselves over and over often become lesser or even greater proxies.
- **Lesser proxies** serve their gods in a variety of ways, but they don't take on major challenges. They are usually celestials with the spirit to succeed, but not the aptitude. However, they're still more important than most of their gods' servants.
- **Greater proxies** are the ones gods trust to complete the most important tasks—the missions that absolutely cannot fail. They also mind the realms while the gods are away.

Nearly any celestial can serve as a proxy, regardless of race or rank. The deities of Mount Celestia like to use archons. Those of Arcadia favor solars and per (spirit warriors who guard the portals of the Upper Planes). Arboreal gods prefer eladrins and planetars. Ysgardian powers are particularly inclined toward asuras and devas. The gods of Elysium and Bytopia favor guardinals and aasimon of various ranks.

To become proxies, celestials must first prove themselves worthy of consideration by devoting themselves to advancing the cause of their chosen gods and espousing the right ideals. Even so, there's no guarantee that a deity will choose a particular candidate, no matter how perfect he or she may seem—

the gods work in mysterious ways. Some deities test would-be proxies when they least expect it; a celestial who passes such a test may become a temporary proxy and receive a special assignment by which to prove his or her real worth. Some such tasks may seem utterly mundane, but the god is often more interested in how the proxy completes the assignment than in the task itself. A celestial who thinks the life of a proxy consists of one noble deed after another is often a poor candidate for the role.

Proxies are readily identifiable as such, usually because each bears a godmark. Sometimes this is a physical mark on the face, forehead, or palm; sometimes it is simply a visibly divine aura. Usually, celestial proxies are allowed to keep their original forms, but sometimes their gods see fit to transform them into other beings entirely.

Divine gifts

Upon attaining proxy status, a celestial receives one or more divine gifts—special powers bestowed by his or her gods. Some proxies can slay with a glance, heal by touch, call down holy fire, or perform any number of wondrous tasks with a mere thought. The nature and limits of these gifts vary depending on the deity. A god of healing won't give a proxy the ability to cripple or wither foes, while a power of revenge won't bestow the ability to speak soothing words. The gods hand out abilities reflective of their portfolios.

The divine gifts listed in the shaded box below are examples of abilities gods may grant their proxies, not a definitive list. Dungeon Masters can use this table as a starting point when assigning special skills to proxies. Proxies hold particular powers only as long as their deities wish; a god can change or remove divine gifts at will.

fallen proxies

Some proxies can't handle the pressure of representing the powers, while others eventually tire of the strain. A proxy might quit in the middle of a crucial mission or suffer an identity crisis. Most good deities react with forgiveness and mercy in such cases, and many even try to find their broken servants comfortable and better-suited places in the celestial hierarchy.

Of course, not all powers let a proxy who fails them go blithely onward to other things. Some gods don't tolerate mistakes, and a proxy who proves to be a spectacular disappointment could face severe repercussions. Proxies who deliberately turn against their powers or abandon their duties must face their gods' own wrath (or, failing that, the Celestial Tribunal). Punishment in such cases may include the loss of all divine gifts and exile from the Upper Planes, or it may be much worse, depending on the seriousness of the offense and the disposition of the deity.

The death of gods

Gods are immortal, and yet they have been known to die—such is the paradoxical nature of the multiverse. However, the death of a deity is not exactly an everyday occurrence. A

granted power table

Deity's Sphere	Granted Power	Deity's Sphere	Granted Power
Agriculture	Make crops grow with a touch; cure blight; assume plant form.	Knowledge	Read/speak any language; know obscure lore.
Animals	<i>Animal friendship</i> ; assume animal form; command animals.	Life	<i>Heal</i> wounds; resurrect the dead; grant fertility.
Art/artisans	Grant inspiration; bring life to masterpieces.	Light	Create <i>sunburst</i> ; <i>remove darkness</i> ; destroy undead; cause blindness.
Beauty	Shine with inner light; make another beautiful; heal scars.	Love	Make one mortal fall in love with another; dissolve hatred.
Birth/Fertility	Make mortals barren or fertile; resurrect the dead.	Magic	Magic resistance; grant spellcasting; remove a wizard's power.
Cold/winter	Shoot icicle daggers from eyes; freeze by touch; <i>resist cold</i> .	Mischief	Thief skills; create <i>cantrips</i> at will; cause uncontrollable laughter.
Courage	Create aura of courage; inspire bravery; <i>remove fear</i> .	Moon/stars	Night vision; travel wherever the moon shines; cause madness.
Creation	Grant life to inanimate objects; immutably join objects together.	Music	Perfect pitch; charm or lull with voice; grant inspiration.
Darkness	Bring <i>darkness</i> on a foe; bring night.	Mysteries	Cast <i>maze</i> at will; know the answer to any puzzle or riddle.
Dawn	Destroy undead; set the sky afire; create <i>light</i> in utter darkness.	Nature	Command the weather; <i>speak with animals and plants</i> .
Death	Slay by touch; destroy any resurrected individual.	Pacifism	Destroy weapons; calm aggression.
Duty	Use <i>quest</i> or <i>geas</i> spells to compel another's obedience.	Protection	Confer invulnerability to normal weapons; mystical shield.
Earth/land	Create earthquakes; reshape land; summon <i>meteor strike</i> .	Ocean/water	Walk on water; create storms; overturn vessels; call sea creatures.
Fate/destiny	See the future death of any mortal; gauge the success of an action.	Sky/wind	Summon hurricanes; summon cloud chariot; command avians.
Fire	Incinerate objects with a glance; control fire; bestow <i>fire resistance</i> .	Technology	Use any technology; teach technological advancements.
Forests	Friendship with plants; <i>pass without trace</i> ; assume plant form.	Thieves	Maximum thief skills; appraise any item; know lies.
Fortune/luck	Always in the right place at the right time; cause misfortune.	Time	<i>Time stop</i> ; shift through time; turn back time.
Guardianship	Never sleep; bestow invulnerability to certain types of attack.	Travelers	Speak any tongue; pass through stars; find and open portals.
Healing	<i>Heal</i> by touch; <i>neutralize poison</i> at will; remove curses.	Vengeance	Call on celestial allies; track target through the planes.
Hunting	Track any creature; never miss with an arrow; move silently.	War	Prodigious weapon speed; knowledge of any weapon; create strife.
Immortality	Grant immortality to mortal beings; resurrect the dead.	Wealth	Make money appear and disappear; create impassable wards.
Justice/law	Know the crimes of any being; cast <i>imprisonment</i> on wrongdoers.	Wisdom	Bestow wisdom; know the best course of action.

god can die in one of two ways: by losing his or her worshipers and fading into obscurity, or at the hands of other deities. Gods who do pass on are consigned to the Astral Plane, where their husks drift helplessly like tremendous islands of rock.

The death of an upper-planar god has many repercussions that affect not only the multiverse, but the other inhabitants of the Upper Planes as well. A celestial PC who loses his or her secondary power may choose a new one to

fill the void or not, as desired. But a celestial whose primary power dies loses all innate spell-like abilities and magic until he or she finds another primary power to serve. This isn't always easy; a celestial must prove his or her worth to the new deity, usually by approaching one of the god's proxies and asking permission to perform a task or service on behalf of the power. Upon accepting the PC, the new god restores all the character's lost abilities and magical powers.

The death of a god is a far more serious matter for his or her proxy, since proxies hold within themselves a portion of their gods' divine essence. The best a proxy can hope for is to lose all his or her divine gifts (including innate celestial powers). Quite probably all the proxy's ability scores will drop by half as well. It's not unknown, however, for a proxy who is especially close to his or her god to perish along with the deity, often in a spectacular burst of fiery energy.

celestials on the prime

Though celestials spend most of their time on the Upper Planes, they have vested interests in events on the Prime Material Plane—so much so that they are constantly striving to protect it from the incursions of fiends and other minions of evil. The Prime contains countless worlds, many of them populated by devout worshipers of upper-planar gods. These deities frequently call upon their celestial servants to guide their prime-material worshipers and protect the faithful from harm. Were it not for the tireless efforts of these beings, agents of lower-planar powers might have corrupted or enslaved most mortal worlds eons ago.

The Prime Material Plane has long been a battlefield between the forces of good and those of evil.

Cataclysms resulting from wars fought between the minions of evil and the servants of light have destroyed entire worlds. But even in those areas that have

remained largely untouched, celestials work tirelessly to reveal evil's hand and, through sublime intervention, avoid future calamity. Worlds such as Toril, Krymn, and Oerth have caught the attention of the Lower Planes, but thanks in part to the swift response from the Upper Planes, they have not yet fallen to evil. Of course, the powers of the Upper Planes work in mysterious ways, rarely allowing prime-material mortals to witness their actions or fully understand their motives.

gods and mortals

The desire of the upper-planar gods to ensure the safety and happiness of their prime-material worshippers is based on more than just charitable concern. The worship and service of mortals is what gives the gods their power, though few realize this. The fewer and less devoted a god's worshippers, the weaker the god. Thus, deities give their servants energy and strength in the hope of even greater reciprocation.

To ensure the strength of their power bases, the gods sometimes test the faith of their worshippers on the Prime Material Plane. If something seriously jeopardizes that faith, the deities may choose to intervene by sending their avatars, their proxies, or their emissaries to put matters right. Avatars are physical manifestations of the gods themselves and appear only in circumstances dire enough to warrant direct intervention; on Oerth, a pact between the gods prohibits

most avatars. Proxies are elevated beings in whom the gods have invested a fair measure of power (see "Becoming a Proxy"); these beings serve as their deities' direct representatives.

Emissaries are free celestials who



serve their gods by choice, but they are not vessels for divine power or consciousness.

Certain rules bind celestial proxies and emissaries while they are on the Prime Material Plane. These limitations forbid most forms of direct intervention and mandate low-profile activities. These rules are in place to keep well-meaning celestials from meddling too much in mortal affairs, protect them from possible capture, and prevent prime-material natives from learning more than they should about the true nature of the Upper Planes.

rules of prime-material conduct

Celestials may not intervene directly in the affairs of prime-material beings in ways that draw attention to themselves or to the greater forces of the Upper Planes. The reasons are threefold.

First, evil gods are as vigilant as their upper-planar counterparts. When celestials boldly effect changes on a prime-material world, the wicked deities take notice and retaliate against what they consider a blatant attempt to drive out evil. To conceal the hand of good, celestials must act discreetly.

Second, prime-material beings can't always rely on celestials to win their battles. There aren't enough of the latter in the multiverse to defend every world against its many and various threats. Mortals need their own heroes, and champions tend not to arise in realms that rely heavily on agents of the gods to solve problems. Thus, celestials must try to inspire others toward acts of courage rather than doing everything themselves.

Third, natives of prime-material worlds should never fully fathom the nature of celestials or the Upper Planes, as familiarity tends to diminish the sense of awe and majesty that these realms and their residents inspire. Prime-material beings who learn too much are likely to spread their newfound knowledge among unworthy creatures who might use that information for malevolent ends. What's more, mortals who experience no awe at the sight of a celestial might someday feel similarly unimpressed or irreverent toward their gods, and such an offense the gods cannot abide.

The above rules do not in any way preclude celestials from making contacts or participating in events on the Prime Material Plane. Indeed, they may freely interact with prime-material mortals provided that they:

- refrain from using their powers except in dire need, and then only discreetly;
- refrain from revealing their true natures or true selves (though there are situations in which such a revelation would be useful, if not prudent); and
- refrain from providing assistance or information (especially knowledge of the Upper Planes and their gods) beyond what is absolutely necessary.

Any celestial who violates these restrictions feels a strong compulsion to return to the Upper Planes and report his or her infractions. Those who ignore this urge are eventually recalled by their superiors. Punishment for celestials who take too obvious a hand in prime-material affairs usually consists of confinement to their home planes until they can earn back the confidence of their superiors or persuade them that circum-

stances warranted their actions. Such violations rarely require the involvement of the Celestial Tribunal, but an offender might still have to appear before a superior, a proxy of his or her god, or—if the celestial is very high in rank—the actual deity.

Eladrins have a special restriction: While on the Prime Material Plane, they must not, under any circumstances, reveal their true forms to the natives. Those who do are confined to Arborea for 1,001 years. Only Queen Morwel, the ruler of the eladrins, can lessen this punishment, but she does so only in the most special circumstances.

Guardinals, on the other hand, are more liberal. Members of this race are free to reveal their true selves anywhere in the multiverse, including on the Prime Material Plane. As one might expect, they exercise this privilege frequently.

Celestials encourage aasimar to refrain from revealing their true natures as well, but do not openly punish those who do so. Still, aasimar who continually strut about prime-material worlds, lording their abilities over the common folk, might earn the scorn of pure celestials who view them as dangerous, irresponsible, or both.

inspiring goodness in others

The celestials are neither numerous nor powerful enough to protect the entire Prime Material Plane from the onslaught of evil. So long as evil exists, prime-material worlds are vulnerable. The fiends and wicked gods offer their pawns power in exchange for obedience, and that temptation seduces many mortals. Agents of the Upper Planes strive to tilt the balance in good's favor by visiting worlds in peril, inspiring the natives to follow the path of righteousness, and subtly empowering them to retake any realms that evil has already seized.

This is the primary goal of any celestial on the Prime—to inspire goodness in select individuals who, in turn, can inspire it in others. Celestials choose their targets very carefully, often traveling incognito to seek out those who seem destined for greatness. Thus, heroes, leaders, and other shapers of history often count one or more disguised celestials among their friends and confidantes. Upper-planar agents also maintain close contact with certain other individuals who display "inner fire," such as martyrs, artists, and others whose convictions and drive to succeed might lead them to accomplish great things.

Some celestial visitations consist of little more than brief appearances, while other encounters span months or even years. In many cases, celestials adopt disguises and pretend to be stalwart companions, able henchmen, trusted mentors, or all-knowing seers. As noted above, celestials on the Prime Material Plane must try to inspire others toward good deeds without revealing their true identities. This restriction often makes the job tougher but ultimately more rewarding—after all, mortals who know they're talking to the agent of a god tend to say anything they can to gain favor, whether or not the words reflect what is in their hearts. So wherever possible, celestials remain out of the spotlight, allowing it to shine instead upon those whom they serve, whose deeds can in turn inspire others for ages to come.

Some celestials take it upon themselves to befriend evildoers,

hoping to lead them down the path of righteousness. Such missions are fraught with peril, but a celestial can know no greater triumph than reaching into the conscience of a poor soul lured to the side of evil and inspiring him to repent his wicked ways.

When the time comes to move on, celestials frequently leave behind gifts or impart words of wisdom to the mortals with whom they have interacted. Most elect to fade away in an unobtrusive manner, though some given to the dramatic have faked their own demises to inspire former colleagues toward even nobler goals.

diminishing power

Celestials draw their strength from the Upper Planes. The energies of those good realms sustain them and infuse them with power far beyond that available to prime-material mortals. Thus, it shouldn't be surprising that a celestial PC who spends too much time away from the Upper Planes begins to weaken. The longer the separation, the greater the loss. Apply the penalties listed below cumulatively, according to the length of absence.

- For each month spent away from the Upper Planes, the PC loses 1 hit point.
- For each year spent away from the Upper Planes, the PC loses 5% magic resistance.
- For every decade spent away from the Upper Planes, the PC loses resistance or immunity to one particular attack form (cold, fire, electricity, poison, and so on), plus 1 point from natural Armor Class (which can worsen to a minimum of AC 10). A celestial absent for this long also suffers a -1 penalty to all saving throws.

To regain any lost abilities, a celestial must return to the Upper Planes for a duration equal to that of his or her absence. Thus, an eladrin who lives on the Prime Material Plane for five years must spend five years on the Upper Planes to recuperate fully. Nothing else short of a carefully worded *wish* or the direct intervention of a god can restore such losses—not *restoration* spells, not *heal* spells, and not magical items.

celestial magic

The celestials guard their magic closely. They only rarely share the secrets of their magnificent spells with other celestials, and never with residents of other planes. That's not to say that these spells don't "get around," however; many prime-material spell-seekers have dedicated their whole lives to acquiring magic just beyond mortal reach.

Celestials who can cast wizardly or priestly magic may add the appropriate spells from the following list to the grand selection from which they can choose. After each spell name in the master list may appear a parenthetical note indicating which of the spellcasting celestial races—*asimons* (Aa), *archons* (Ar), *eladrins* (El), or *guardinals* (Gu)—created it. Spells developed by particular celestial races are not available to PCs of other races without the DM's specific permission. Spells without such origin notes are available to all celestial PCs.

wizard spells

- First Level:** *twilight touch* (El)
Second Level: *armor of light* (Aa), *protection from prime*
Third Level: *dolorous moths* (El), *shroud presence* (El),
windsphere (Gu)
Fourth Level: *arms of the tree* (Gu), *bestow wings* (Aa), *diffuse*
damage (Gu), *phantasmal terror* (Aa), *phantom*
strike (Gu), *protection from prime 10'* radius
Fifth Level: *starfire* (El), *summon lesser equar*, *true arrow*
Sixth Level: *sentinel of light*, *starmantle* (El)
Seventh Level: *animate trees* (Gu), *summon greater equar*
Eighth Level: *elemental wall* (Gu)
Ninth Level: *mantle of the heavens* (El)

first-level spells

Twilight Touch (Enchantment)

Level: Wizard 1
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 1
Saving Throw: None

By means of this spell, the caster can impart the luck of the faeries to one nonevil being. The recipient gains a +1 bonus to all saving throws and ability checks for the duration of the spell.

second-level spells

Armor of Light (Abjuration)

Level: Wizard 2
Range: Touch
Duration: 1 round + 1 round/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 2
Saving Throw: None

This dweomer, favored among eladrins visiting the Prime Material Plane, envelops the recipient in a protective, shimmering aura of light. The *armor of light* resembles a suit of dazzling plate mail, but it has no material form, and thus does not restrict the recipient's movement or attack capability in any way.

Armor of light sheds light equivalent to full daylight and instantly dispels any *darkness* spells or effects with which it comes into contact. In addition, the *armor's* brightness penalizes opponent attack rolls against the recipient by -4 (or -6 for beings who are particularly sensitive to bright light, such as goblins or drow).

The material component for this spell is a piece of crystal with a *light* or *continual light* spell upon it.

Protection From Prime (Abjuration)

Level: Wizard 2
Range: Touch
Duration: 2 rounds/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 2
Saving Throw: None

In effect, *protection from prime* is similar to the clerical *protection from evil* spell, but it does not function at all on the Prime Material Plane and its subject must be a planar creature or being. *Protection from prime* creates a magical barrier around the recipient at a distance of 1 foot. This barrier moves with the recipient and has three major effects.

First, prime-material beings suffer -2 penalties on attack rolls against the protected creature. A +2 bonus applies to any saving throws that such attacks necessitate.

Second, this spell blocks any attempt to possess (as by a *magic jar* attack) or exercise mental control over the protected creature (as by a vampire's *charm* ability). Note that this protection does not negate the *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, it merely keeps any possessing life forces from contacting the protected creature; it would not expel one already in place at the time of casting.

Third, the spell prevents direct bodily contact by creatures from the Prime Material Plane. This causes the natural (body) weapon attacks of such beings to fail and the beings themselves to recoil, if such attacks require touching the spell recipient. Animals or monsters summoned from the Prime Material Plane are likewise held at bay.

This third form of protection ends if the protected individual tries to force the barrier against or makes a melee attack on the blocked creature. The penalty applied to attacks from prime-material beings (the first spell effect) remains active in any event, however.

To complete this spell, the caster must trace a 3-foot-diameter circle on the floor (or the ground) with the powdered bone of a prime-material creature.

Third-Level spells

Dolorous Motes (Invocation/Evocation)

Level: Wizard 3
Range: 120 yards
Duration: 1 round/level
Area of Effect: One 10' × 10' × 10' cube/level
Components: V, S
Casting Time: 2
Saving Throw: Negates

With this spell, the caster can create one or more clouds filled with flickering motes of light. Creatures caught within a cloud must make successful saving throws vs. spell or succumb to mental anguish, suffering -4 penalties to all their attack rolls, proficiency checks, ability checks, and saving throws for as long as they are in contact with the motes. Spellcasters who fail their

saving throws while caught within a cloud may (50% chance minus victim's Intelligence score) miscast any spells attempted while in contact with it. To escape from a cloud, a victim must forego all other actions for the round and make a successful saving throw vs. spell. Anyone who fails may try again in any subsequent round, but a cumulative -1 penalty applies to each saving throw attempted after the first.

The caster can choose to invoke the dancing *motes* anywhere within the spell's 120-yard range and need not keep the individual clouds together. For example, a 4th-level caster could create four 10' × 10' × 10' clouds, targeting three of them on a band of enemies ahead and the fourth on a single spell-caster standing apart from that group. All the clouds must be within the spell's range, and each cloud is stationary once placed.

Shroud Presence (Illusion)

Level: Wizard 3
Range: 0
Duration: 1 turn/level
Area of Effect: Caster
Components: V, S
Casting Time: 5
Saving Throw: None

This modified version of the *invisibility* spell enables the caster to become invisible and inaudible to any or all intelligent creatures. At any time during the spell's duration, the caster may designate one or more such creatures as exceptions to the effect, thereby becoming visible and audible only to them. Thus, the caster can appear to selected individuals and carry on conversations with them while remaining unseen and unheard by those around them. Once granted, this privilege cannot be withdrawn from a designated individual for the remainder of the spell's duration.

If the caster makes any attacks, the spell effect ends immediately. *Shroud presence* has no effect on nonintelligent creatures or undead.

Windsphere (Conjuration/Summoning)

Level: Wizard 3
Range: 120 yards
Duration: 1 round/level
Area of Effect: Up to four creatures
Components: V, S
Casting Time: 1 round
Saving Throw: None

Windsphere summons forth four powerful winds that appear as swirling balls of air around the caster. At any time during the spell's duration, the caster can direct one of these toward a target within 120 yards. The tearing winds surround the target creature, deflecting all hurled or projected nonmagical missiles. In addition, any creatures attempting melee attacks upon the protected individual suffer -4 penalties to their attack rolls and must make a successful saving throw vs. paralyzation with every attack; failure indicates that the wind

has torn the weapon from that attacker's grasp. The caster can direct only one *windsphere* at a time, but may dissipate any or all of them at will.

fourth-level spells

Arms of the Tree (Alteration)

Level: Wizard 4

Range: Touch

Duration: 1 turn/level

Area of Effect: Up to four parts of a single living tree

Components: V, S, M

Casting Time: 2

Saving Throw: None

This guardinal-developed spell enables the caster to detach up to four parts (branches, twigs, and/or roots) of a living tree simply by grasping them. Thereafter, at any time within the spell duration, the caster may transform each of these parts into any desired weapon type with a touch. The resulting weapons are magical (+1 enchantment) and roughly equivalent in size and shape to the pieces of wood from which they were formed. For example, the wizard could form a *sword* +1, a *bow* +1, or a *quarterstaff* +1 from an appropriate branch, an *arrow* +1 or a *bolt* +1 from a twig, or a *whip* +1 from a root. Any character can wield such weapons, although the usual penalties for nonproficiency still apply. When the spell duration expires, the enchanted branches, twigs, and roots revert to their original forms and magically reattach themselves to the tree, which is not harmed by the magic.

This material component of this spell is living wood in its natural state; the dwomeer has no effect on dead branches or carved wood.

Bestow Wings (Alteration)

Level: Wizard 4

Range: 30 yards

Duration: 1 turn + 1 turn/level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 3

Saving Throw: Negates

This spell causes the recipient to sprout wings and fly. The caster must select the wing type bestowed from the choices listed below and may not alter that decision once the wings have appeared. In addition to the power of flight, these wings afford the recipient certain other benefits, as noted below:

Wing Type	Movement Rate	Benefits to Recipient
Butterfly	fly 18 (D)	<i>blink</i> (as the wizard spell of the same name)
Dragonfly	fly 36 (B)	+2 bonus to saving throws against fire- and cold-based magical effects
Eagle	fly 30 (C)	dive attack, gaining +2 bonus to hit
Wing Type	Movement Rate	Benefits to Recipient
Hornet	fly 24 (B)	+4 bonus to saving throws vs. magical confinement effects (such as <i>entangle</i> , <i>hold person</i> , <i>slow</i> , and <i>web</i>)
Swan	fly 18 (D)	extra wing buffet attack (1/round) for 2d4 points of damage

This spell has no effect on winged creatures. The material components are a sprinkle of pollen and a feather.

Diffuse Damage (Alteration)

Level: Wizard 4

Range: 120 yards

Duration: 1 turn + 1 round/level

Area of Effect: 20' radius

Components: V, S

Casting Time: 1 round

Saving Throw: Negates

This spell enables the caster to redistribute damage to a specified primary target among any number of designated secondary targets. The caster specifies both the primary and the secondary targets at the time of casting. All targets must be willing; any unwilling or unaware creatures are simply excluded from the effect. The effect centers on and moves with the primary target.

While *diffuse damage* is in effect, all damage inflicted upon the primary target is divided evenly among *all* the designated targets (primary and secondary) within the area of effect. Any remainder applies to the primary target. Secondary targets who move more than 20 feet from the primary target are exempted from diffused damage for as long as they remain outside the area of effect.

For example, a wizard casts *diffuse damage* on a paladin and chooses the latter's five comrades as secondary targets. Each time a foe strikes the paladin, the damage is distributed equally among all six characters. So if an opponent struck the paladin for 12 points of damage, each of the six adventurers would suffer 2 points. But if someone landed a 20-point blow on the paladin, each of the secondary targets would suffer 3 points of damage, and the paladin would sustain 5 points (3 points from the division plus the 2 points remaining). Note that the spell does not diffuse damage inflicted directly on secondary targets.

The spell ends early if the primary target or any of the secondary targets reaches 0 hit points. Thus, the best way to circumvent this effect is not to attack the primary target at all, but concentrate attacks on the secondary targets.

Phantasmal Terror (Illusion)

Level: Wizard 4
Range: 120 yards
Duration: 1 round/level
Area of Effect: Up to 4 creatures/level
Components: V, S
Casting Time: 4
Saving Throw: Negates

A nonlethal version of the 4th-level wizard spell *phantasmal killer*, this dweomer creates vivid illusions of whatever images would be likely to strike terror into the minds of the beholders. A group of fiends, for example, might see angelic creatures singing beautiful songs, blowing golden trumpets, and wielding swords of pure light. Good-aligned viewers who fail their saving throws might see terrible vile, twisted fiends erupting from the ground around them, raking at their flesh with vicious claws. The caster need not specify the precise illusions; the spell draws them from the minds of the viewers.

The caster may, however, stipulate which targets within a group the spell affects. Creatures of higher level or Hit Dice than the caster make their saving throws with a +2 bonus. Only those who fail their saving throws can actually see these illusions, however; those who succeed or are not designated targets merely see any affected creatures beset by some unseen terror, either squirming for freedom or hunkered down in positions of helplessness.

For those who do see the illusion, its visual, auditory, thermal, and olfactory effects are utterly convincing. Such victims try to squirm free of the horrors that have surrounded them and can perform no other actions. They defend themselves if attacked, but any real enemy attacks seem to be part of the whatever illusory horrors they are experiencing. When the *phantasmal terror* expires, affected creatures must again make successful saving throws vs. spell or flee in fear for 2d6 rounds. There is a 50% chance that such a fleeing creature will drop any items carried. Nonintelligent creatures and undead are immune to this spell.

Phantom Strike (Invocation/Evocation)

Level: Wizard 4
Range: 20 yards
Duration: 3 rounds
Area of Effect: 1 creature
Components: V, S
Casting Time: 4
Saving Throw: None

While it is in effect, this spell grants the caster an extra ranged attack each round against a single target. The caster must choose a creature within range as the unfortunate recipient of the effect and may not redirect these attacks during the spell's duration.

The spell effect manifests as an invisible blunt weapon of +2 enchantment that attempts to strike the target, seemingly out of nowhere, at the end of each round. The caster need not direct the "weapon" once it has manifested; it continues to strike at the same target each round, freeing the caster for other actions.

The phantom strike requires a successful attack roll to hit its target. Its THACO is the same as the caster's (disregarding any Strength bonus), and it inflicts 1d10+2 points of damage on a successful hit. On any round after the *phantom strike* actually inflicts damage, the target suffers a -4 penalty to initiative because of confusion over the source of the attack. The *phantom strike* attacks three times (once per round for three rounds) before dissipating.

Protection From Prime 10' Radius (Invocation/Evocation)

Level: Wizard 4
Range: Touch
Duration: 5 rounds/level
Area of Effect: 10' radius around creature touched
Components: V, S, M
Casting Time: 4
Saving Throw: None

This dweomer creates a globe of protection whose effects are identical in all respects to those of a *protection from prime* spell, except that this version protects a 10'-radius sphere and has a longer duration and casting time than the lower-level spell. The effect is centered on and moves with the creature touched. Any protected creature who enters melee with prime-material creatures breaks the spell for all those protected. If the recipient of the spell is a creature larger than the area of effect, the spell acts as a normal *protection from prime* spell for that creature only.

To complete this spell, the caster must trace a 20'-diameter circle on the floor (or the ground) with the powdered bone of a prime-material creature.

Fifth-Level spells

Starfire (Invocation/Evocation)

Level: Wizard 5
Range: 240 yards
Duration: 3 rounds
Area of Effect: 30' radius
Components: V, S, M
Casting Time: 3
Saving Throw: Special

This dweomer causes starlike embers to rain steadily from above. The caster must designate both the center of the effect and the height (10' minimum) from which the embers fall. The center may be a fixed location, an object, or a creature. A living target is entitled to a saving throw vs. spell; success indicates that the effect instead centers on a space about 1 foot behind the creature. Once designated, these parameters remain fixed for the duration of the spell.

The falling embers inflict 5d6 points of damage per round to unprotected creatures they contact. Anyone caught within the area of effect must make a saving throw vs. spell (modified by Dexterity); success indicates that the victim suffers only half damage that round. Creatures may leave the area to avoid addi-

tional damage, but a new saving throw is required for each round a victim remains within the fiery downpour. Hard cover (such as a wide stone ledge or stone structure) provides complete protection from the effect, but structures made of wood or other flammable materials offer no safe haven after the first round, as the rain of fire ignites any such items it contacts. Creatures equipped with medium or large metal shields can use these to deflect the embers, reducing the damage to half normal (or one-quarter normal with a successful saving throw vs. spell).

If the effect has been successfully centered on a specific victim, that individual cannot avoid the flaming embers and suffers full damage every round (no saving throw). Such a creature can, however, attempt to include others in the area of effect by moving so that the fiery rain encompasses them. Such victims are entitled to the normal saving throw vs. spell modified by Dexterity to reduce damage by half.

This spell inflicts no damage on creatures who are immune to magical fire; those who are immune to normal fire but susceptible to magical fire suffer half damage (or one-quarter with a successful saving throw).

This spell requires a pinch of stardust—a material component not readily available on most prime-material worlds, but easily obtainable from component collectors on the Outer Planes.

Summon Lesser Equar (Conjuration/Summoning)

Level: Wizard 5
Range: Special
Duration: 1 day/level
Area of Effect: 30-yard radius
Components: V, S, M
Casting Time: 5
Saving Throw: None

By means of this spell, the wizard can summon an equar (see "Equars" in Appendix 1) from one of the Outer Planes to the Prime Material Plane, causing it to appear one round after casting at any desired spot within the area of effect. Only one equar (always of the caster's alignment) answers the call. The creature is under no compulsion to serve the wizard, but is usually willing to do so if the latter agrees to its terms: In exchange for proper care and feeding, it will serve the caster in a single endeavor for a period not longer than the spell's duration. Any breach of these terms (improper feeding, betrayal to a creature of opposite alignment, or attack by members of the wizard's group) causes the equar to abandon the mission and return swiftly to its home plane without its rider. No other repercussions occur at that time, but if the caster tries to use the spell again without making amends for the transgression, no equar answers the call.

Equars may accept riders with alignments close to their own at the caster's request, but may prove to be difficult mounts, as they tend to be openly critical of any rider actions they deem offensive. For example, a trothspyre (lawful good equar) might consent to bear a neutral good or lawful neutral rider, but might continuously extol the ways of virtue during the ride. In no case will a good-aligned equar stand tamely by

and allow its companions to commit an evil act. If it cannot prevent the misdeed or convince them otherwise, it immediately leaves for its home plane, as above.

If successfully *dispelled*, the equar immediately gallops back to its home plane, taking anyone unfortunate enough to be in the saddle with it. The steed may also opt to take a rider who has made a particularly good impression upon its back to its home plane when the spell duration expires.

The material component for this spell is an offering of food to the taste of the summoned equar (see Equar sidebar). Among mortals, only those who have already mastered the *mount and monster summoning I* spells can learn to cast *summon lesser equar*.

True Arrow (Alteration)

Level: Wizard 5
Range: Touch
Duration: 1 day
Area of Effect: 2d6 arrows or bolts
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell imbues arrows or crossbow bolts with the power to fly true at any target the user can see. When fired from a



proper bow or crossbow, *true arrows* function as *arrows* +4. Those that successfully hit their targets disintegrate in magical (but harmless) bursts of light as they cause their damage; those that miss may be reused if retrieved before the spell duration expires. Adverse weather conditions and spells (such as *feather fall* and *gust of wind*) have no effect on the speed or course of these missiles. A *true arrow* veers around any object or barrier (physical or magical) that appears between it and the intended target once it is in the air. A *minor globe of invulnerability*, *antimagic shell*, or permanent *dispel magic* zone negates the *true arrow* spell, but does not protect the victim from the missile itself, which passes through these barriers unhindered. In such cases, the archer must roll the hit and damage normally.

The caster may use this spell on nonmagical missiles or may use this +4 to replace any magical bonus already on the arrows.

The material components for this spell are the arrows to be enchanted.

sixth-level spells

Sentinel of Light (Conjuration/Summoning)

Level: Wizard 6

Range: 20 yards

Duration: 1 turn/level

Area of Effect: One creature

Components: V, S

Casting Time: 1 turn

Saving Throw: None

By means of this spell, the wizard summons a coalescent plasma-based entity from the Positive Material Plane to protect a designated creature within range for the duration of the spell. The caster chooses the entity's form from among the six listed below at the time of casting. Both the *sentinel's* form and the recipient of its protection are fixed for the duration of the spell.

The *sentinel* remains within 10 feet of its charge at all times. If anyone attacks the spell recipient in melee, the *sentinel* retaliates with an attack of its own that same round, regardless of initiative. Thereafter, it continues to attack the same target, striking first in every round, until that attacker moves out of the entity's 10-foot range or other attackers present a greater danger to its charge. The *sentinel* can sense invisible and Ethereal attackers as well as those hiding in shadows or otherwise hidden from the recipient's view, and it cannot be surprised. Missile and ranged spell attacks do not activate its protection, however, as retaliation would require moving farther than 10 feet from the spell recipient.

The *sentinel* has AC 0, THAC0 5, and hit points equal to the caster's. The nature of its attack depends on the form selected, but it always strikes as a +3 magical weapon for purposes of determining target immunity.

- *Disc*: The *sentinel* assumes a flat, disclike shape approximately 3 feet in diameter. It swooshes through the air

(MV fly 18, MC A), striking opponents with its razor-sharp edge for 2d8+1 points of damage per attack. It can make up to three attacks per round, but no more than one of those against a single target.

- *Humanoid*: The sentinel takes the form of a 7-foot-tall human, sprouting pseudopods that resemble a head and four limbs (MV 15). Each round, it attacks with two fists for 3d8+1 points of damage each.
- *Jellyfish*: The sentinel assumes the form of a 3-foot-diameter, undulating plasm with dozens of strands or tentacles hanging under it (MV fly 12, MC E). It makes one attack per round by wrapping these strands around its target, inflicting 1d8+1 points of damage per round thereafter until the spell ends, or until the victim either falls unconscious or breaks free with a successful Strength check.
- *Star*: The sentinel takes the form of a whirling, seven-pointed star measuring 3 feet in diameter (MV fly 48, MC B). It attacks one target per round by impaling its prey on 2d4-1 "spikes" for 1d8+1 points of damage each. Roll each round to determine how many spikes it uses.
- *Sword*: The sentinel takes the form of a floating two-handed sword (MV fly 12, MC C) that strikes twice per round for 2d8+2 points of damage per hit. These attacks may be against the same or different targets, and they require separate attack rolls.
- *Worm*: The sentinel assumes a 20-foot-long tubular form (MV 18) that enables it to constrict one small or medium-sized foe for 1d4+1 points of damage per round with a successful attack. Constriction lasts until the spell ends, or until the victim either falls unconscious or victim breaks free with a successful Strength check at a -6 penalty.

Regardless of form, the *sentinel* cannot pass through solid objects or harm creatures native to the Positive Material Plane.

Starmantle (Abjuration)

Level: Wizard 6

Range: Touch

Duration: 1 turn + 2 rounds/level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 4

Saving Throw: None

This spell creates a spectacular, shimmering glow of protection around the recipient. The effect resembles a cloak of tiny, cascading stars that seem to flicker out before touching the ground. The *starmantle* transforms any nonmagical weapon or missile that strikes it into harmless light, destroying it forever. Contact with a *starmantle* does not destroy magical weapons or missiles or harm living or animated creatures, but the spell recipient is entitled to a saving throw vs. spell each time an opponent scores a hit with such a weapon. Success indicates that the wearer suffers half damage from the blow.

The material component for this spell is a pinch of dust from a pixie's wing.

seventh-level spells

Animate Trees (Alteration)

Level: Wizard 7
Range: 60 yards
Duration: 1 turn + 1 round/level
Area of Effect: One tree/4 levels
Components: V, S, M
Casting Time: 5
Saving Throw: None

As with the treat ability of the same name, this spell causes mature trees within range to animate, acquiring statistics as noted below. The caster may choose specific trees from among those available at the time of casting. The animated trees require one round to uproot themselves, after which they can move and enter melee with opponents at the caster's direction. Treelike creatures such as treants, quickwoods, and hangman trees are immune to the effects of this spell.

Druids can turn animated trees as a cleric turns undead. Use the Turning Undead table in the *DUNGEON MASTER® Guide*, treating druids as clerics of equivalent level and animated trees as 6 HD monsters. A "D" result does not destroy the tree, but does cause it to take root and deanimate.

The material component for this spell is a root from each type of tree the caster wishes to animate.

Animated Tree: AC 3; MV 3; HD 6; hp 5-8 /die; THAC0 11; #AT 1; Dmg 3d6; SW fire; SZ H (13'-18' tall); ML fearless (20); Int animal (1); AL N; XP 1,400.

Special Abilities: SW—penalty of -4 to saving throws vs. all fire-based attacks; attackers using fire gain a +4 attack bonus and a +1 damage bonus.

Summon Greater Equar (Conjuration/Summoning)

Level: Wizard 7
Range: 50 yards
Duration: 1 day/level of caster
Area of Effect: Summons 1 equar
Components: V, S, M
Casting Time: 7
Saving Throw: None

This spell is similar to the 5th-level spell *summon lesser equar*, and the conjurer must have knowledge of that spell before learning this one. This version calls a greater equar, with enhanced abilities and statistics. In all other ways, this spell resembles the *summon lesser equar* spell.

eighth-level spells

Elemental Wall (Invocation/Evocation)

Level: Wizard 8
Range: 10 yards/level
Duration: 1 turn/level
Area of Effect: Special
Components: V, S
Casting Time: 5
Saving Throw: Special

This spell conjures a barrier of elemental material. The caster selects the shape and elemental composition of the wall at the time of casting, but may change the latter as desired on a round-by-round basis. Should the caster cease concentration, the elemental wall maintains whatever composition it had at that time until the duration expires or the caster terminates the spell, whichever comes first.

The barrier can exist in the form of either an anchored plane or a hemispherical shell. The former covers a 10-foot-square area for every two levels of the caster and may be up to 5 feet thick. The latter is a hemisphere with a maximum radius of 3 feet plus 1 foot per caster level and a thickness of up to 3 feet. Thus, a 12th-level caster could create a wall spanning six 10' × 10' areas or a hemisphere with a radius of 15 feet (30 feet in diameter).

The possible choices for composition of the *elemental wall* are as follows:

Fire: This wall appears as a sheet of leaping flames. One side of it (caster's choice) sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage plus 1 point per caster level upon any creature passing through it from either direction. No saving throw applies to damage from this wall.

Ice: This wall is not composed of solid ice; rather it consists of millions of icy shards whirling about. It radiates a strong aura of cold on one side (caster's choice), inflicting 1d6 points of damage to any creature within 10 feet. Any creature passing through the wall from either direction suffers 3d8 points of damage plus 1 point per caster level from the jagged ice shards. No saving throw applies to damage from this wall.

Lightning: One side of this wall (caster's choice) crackles with lightning, which strikes anyone within 10 feet for 2d6 points of damage per round, or half that amount with a successful saving throw vs. spell. Those carrying or wearing metal weapons, shields, or armor are not entitled to saving throws. Creatures passing through the wall from either direction suffer 2d6 points of damage plus 1 point per caster level. No saving throw applies to this damage.

Coze: This wall catches all nonmagical missiles fired or launched into or through it. Any creature attempting to walk through the wall must make a successful saving throw vs. spell or become mired in it. A victim trapped inside the wall may attempt a new saving throw each round to escape, but no other actions are possible. In the meantime, mired crea-

tures lose all benefits for high Dexterity and are susceptible to attacks from either side of the wall. A person cannot drown in a wall of ooze.

Smoke: This wall completely obscures vision from one side (caster's choice), though creatures on the other side can see through it perfectly. Creatures on the obscured side suffer a -4 penalty to attack rolls against opponents on the other side; those on the clear side can attack through the wall without penalty. This wall inflicts no harm upon those who come into contact with it.

Stone: This wall inflicts no damage, but effectively bars passage. A successful *dispel magic* can remove the entire wall, or a *disintegrate* spell can remove a portion of it. Strong creatures may eventually be able to break through the wall, but it takes 150 points of damage concentrated on a specific area to create a 5-foot-diameter hole.

Water: This liquid wall creates a natural visual distortion on one side (caster's choice). Creatures on that side suffer a -2 penalty to attack rolls against opponents on the other side; those on the undistorted side may attack through the wall without penalty. The water also douses any fire—magical or mundane—that comes into contact with it. Anyone stuck for any reason inside a wall of water can drown (see the *DUNGEON MASTER Guide*).

Wind: Winds rage at high speeds on one side of the wall (caster's choice). Creatures attempting to fire missiles through the wall from that side suffer -6 penalties to their attack rolls, while those attempting melee attacks within 5 feet of the windy side incur -2 penalties to their attack rolls. Anyone passing through the wall from either side incurs a -4 penalty to all attack rolls, saving throws, and ability checks for that round. The wall extinguishes torches and other exposed flames upon contact. Magical fire-based spells lose half their potency (in terms of range and damage) upon passing through the wall.

Creatures particularly susceptible to certain elements suffer double the listed damage from the appropriate types.

ninth-level spells

Mantle of the Heavens (Abjuration)

Level: Wizard 9

Range: 10 yards

Duration: 1 turn + 2 rounds/level

Area of Effect: 1 creature/level

Components: V, S, M

Casting Time: 4

Saving Throw: None

This spell grants protection identical to that afforded by the 6th-level spell *starmantle* to multiple creatures. The caster designates which targets within the area of effect receive the benefit.

The material component for this spell is a pinch of dust from a pixie's wing.

clerical spells

First Level:	<i>protection from prime</i> , <i>protection from silver</i> (Gu)
Second Level:	<i>create healing potion</i> , <i>divine weakness</i> , <i>impart resistance</i> , <i>renewed ability</i>
Third Level:	<i>crown of cold</i> (Ar), <i>crown of radiance</i> (Ar), <i>radian messenger</i> (E)
Fourth Level:	<i>aura of terror</i> (Aa), <i>blessed forgetfulness</i> (Ar), <i>inspiration</i> (Aa), <i>protection from prime</i> 10' radius, <i>vengeful strike</i> , <i>wound transfer</i>
Fifth Level:	<i>aura of invincibility</i> (Aa), <i>aura of puissance</i> (Gu), <i>aura of valor</i> (Aa), <i>crown of flame</i> (Ar), <i>divest</i> (Aa)
Sixth Level:	<i>blessed concoction</i> , <i>conflagration</i> (Aa), <i>crown of brilliance</i> (Ar)
Seventh Level:	<i>crown of glory</i> (Ar), <i>holy smite</i> (Ar), <i>ray of life</i> (Aa), <i>shield of the archons</i> (Ar), <i>slay evil</i> , <i>spiritance</i>

first-level spells

Protection From Prime (Abjuration)

Level: Priest 1

Sphere: Protection

Range: Touch

Duration: 3 rounds/level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 4

Saving Throw: None

When this spell is cast, it creates a magical barrier that protects the recipient from attack by prime-material creatures. Aside from the differences in duration and casting time, this spell is identical to the 2nd-level wizard spell *protection from prime*.

Protection From Silver (Abjuration)

Level: Priest 1

Sphere: Protection

Range: Touch

Duration: 1 hour/level

Area of Effect: Creature touched

Components: S, M

Casting Time: 3

Saving Throw: None

Some beings, such as guardinals, are especially vulnerable to silver weapons. Protection from silver does away with that vulnerability for the duration of the spell. Attacks with a silver weapon against a protected creature are treated as attacks with a normal weapon of the same type.

The material component of the spell is a small silver needle (5 sp) which the caster must hold.

second-Level spells

Create Healing Potion (Alteration)

Level: Priest 2
Sphere: Healing
Range: Touch
Duration: 1 day + 1 day/level
Area of Effect: One container of liquid
Components: V, S
Casting Time: 7
Saving Throw: None

This spell allows the caster to transform a single flask or bottle of any liquid—be it water, poison, or even another potion—into a standard *potion of healing* capable of restoring up to 2d4+2 points of damage to an injured creature who imbibes it. The potion may be carried and used at a later time, but if no one imbibes it before the spell duration expires, it reverts to its previous composition.

Divine Weakness (Alteration)

Level: Priest 2
Sphere: Combat
Range: 30 yards
Duration: 1d4 rounds + 1 round/level
Area of Effect: One creature
Components: V, S
Casting Time: 5
Saving Throw: Negates

Divine weakness saps the strength of one living creature, rendering the chosen victim unable to stand, walk, run, lift, swim, throw, or wield any type of weapon. For all practical purposes, the effect reduces the target's Strength to 1 for the duration of the spell. The victim can still speak and cast spells requiring only verbal components, but cannot do anything requiring the use of arms, legs, or hands.

If the caster attacks or otherwise allows harm to befall the weakened creature, the *divine weakness* effect ends immediately. Celestials use this spell to render an enemy harmless without injuring it or to subdue a hostile foe while negotiating a truce.

Impart Resistance (Abjuration)

Level: Priest 2
Sphere: Protection
Range: 20 yards
Duration: Special
Area of Effect: Special
Components: S
Casting Time: 4
Saving Throw: None

Impart resistance enables a priest with innate magic resistance to share it with other beings. The caster may bestow magic resistance in 5% increments to as many beings as desired within range; this action immediately depletes the caster's own magic resistance by that amount. This arrange-

ment remains in effect until the priest terminates the spell. At that time, all the reallocated magic resistance is immediately restored to the caster. For example, a priest with 25% magic resistance could bestow 15% upon one comrade and 10% upon another. This would reduce the caster's magic resistance to 0% while the spell is in effect.

The number of creatures the priest can affect is limited only by range and the amount of innate magic resistance the caster has. Note that this spell does not allow reallocation of magic resistance imparted artificially by some magical item (such as a *ring of magic resistance* or a *robe of the archmagi*) or temporary magic resistance.

Renewed Ability (Enchantment)

Level: Priest 2
Sphere: Charm
Range: 0
Duration: Instantaneous
Area of Effect: Caster
Components: V, S
Casting Time: 4
Saving Throw: None

This spell can be cast only by creatures that already possess innate spell-like powers, such as *asimar*, *eladrins*, and *guardians*. When cast, *renewed ability* lets the priest "recharge" one spell-like power that normally has a limit on its usage over a given time period. A power can be renewed only if it is identical in effect to a wizard or priest spell of 3rd level or lower.

For example, an *asimar* who can normally use *mirror image* once per day can, upon casting *renewed ability*, employ the power a second time that same day.

Third-Level spells

Crown of Cold (Invocation/Evocation)

Level: Priest 3
Sphere: Combat, Elemental
Range: 0
Duration: 1 round + 1 round/level
Area of Effect: Caster
Components: V, S, M
Casting Time: 5
Saving Throw: None

The *crown of cold* surrounds the caster with ripples of cold, blue light. All innately evil creatures (including fiends, undead, evil spirits, and evil faeries, but not evil-aligned characters or petitioners) within 10 feet of the caster suffer 2d4 points of damage per round. Even creatures who are usually resistant or impervious to cold suffer half damage from this effect, and those who normally suffer half damage from cold sustain full damage from it, as the magical energy the spell releases is not entirely cold-based. Evil creatures (such as *yugoloths*) that normally suffer double damage from cold-based attacks suffer 4d4 points of damage per round while within 10 feet of this effect.

The material components of the spell are the priest's holy symbol and a small piece of ice or sliver of cold-wrought iron.

Crown of Radiance (Invocation/Evocation)

Level: Priest 3
Sphere: Sun
Range: Touch
Duration: Until dawn
Area of Effect: Creature touched
Components: V, S
Casting Time: 3
Saving Throw: None

Crown of radiance creates a shining light equivalent to that of a *continual light* spell centered on the recipient and extending outward in a 10-foot radius. The visible aspect of the spell indicates how successful petitioners and archons have been with the paths they have chosen; those who are close to completing their paths have bright crowns, while those with far to go have tarnished ones.

Radiant Messenger (Conjuration/Summoning)

Level: Priest 3
Sphere: Summoning
Range: Special
Duration: Special
Area of Effect: 1 summoned globe of light
Components: V, S
Casting Time: 3
Saving Throw: None

This spell summons a radiant, quasientient globe of light from the Plane of Radiance. This entity can remember and deliver any message that requires no longer than a single round to convey. The caster must utter the message, then speak the true name and present location of the desired recipient. If the caster lacks one or both pieces of information, the *radiant messenger* dissipates immediately without attempting delivery. Otherwise, once it has the required information, it enters the nearest source of illumination, then jumps from light source to light source until it reaches the recipient. If the caster and the recipient are on the same plane, the *radiant messenger* reaches its destination within one hour, regardless of the precise distance. An interplanar delivery requires a full day. The caster can use this spell only to deliver a single message; a *radiant messenger* can perform no other services of any sort.

The *radiant messenger* derives its energy from radiant, illuminating objects, so it cannot enter an area of total darkness—even to answer the spell's initial summons. Likewise, the delivery site must have some light source (such as sunlight, a torch, a candle, or even a pool of reflected light) from which the entity can emerge. It cannot deliver a message to anyone in a completely dark room. It also cannot enter dead magic zones or areas protected by *antimagic shells*. Any *radiant messenger* that cannot reach the intended recipient of its message dissipates without delivering the information.

A *radiant messenger* has no substance and cannot be injured. However, a successful *dispel magic* or *dismissal* spell releases it to the Plane of Radiance immediately, ending the spell.

fourth-level spells

Aura of Terror (Alteration, Enchantment/Charm)

Level: Priest 4
Sphere: Charm
Range: 0
Duration: 1 round/level
Area of Effect: Caster
Components: V, S
Casting Time: 3
Saving Throw: Negates

This spell surrounds the caster with a soft aura of shimmering silver and golden hues. Any evil creature beholding this aura must make a successful saving throw vs. spell at a -2 penalty or be fearstruck, suffering a -4 penalty on all morale checks while the *aura of terror* remains in effect. Additional reactions to this effect vary according to the creatures' Hit Dice: those with 2 HD or fewer flee for 1d6+1 rounds; those with more than 2 HD can do nothing except defend themselves for 1d3 rounds.

This spell has no effect on nonintelligent creatures and is not even visible to creatures with nonevil alignments.

Blessed Forgetfulness (Alteration, Enchantment/Charm), Reversible

Level: Priest 4
Sphere: Necromantic, Thought
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 7
Saving Throw: Negates

This archon-created spell serves a high purpose: to ease scarred and injured minds. *Blessed forgetfulness* negates the injurious effects of failed fear or horror checks and removes any madness suffered from contact with either the howling winds of Pandemonium or the terrors of the Abyss. It does not cure the effects of magically induced insanity or *feeblemind*, however.

The reverse form, *winged memory*, restores the memory of any creature affected by the river Lethe or the river Styx. It also restores memories lost to a *forget* spell or a *touch of the Styx* spell. If used on a spellcasting creature with no memory loss, *winged memory* restores a single, previously cast spell of first or second level to the recipient's mind. The target may choose the spell recovered. Only recipients other than the caster can gain the spell-restoration effect.

The priest must sprinkle a few drops of holy water on the recipient for either version of the spell to take effect.



Inspiration (Divination)

Level: Priest 4
Sphere: Divination
Range: 0
Duration: 1 round
Area of Effect: Caster
Components: V, M
Casting Time: 7
Saving Throw: Special

By means of this spell, the caster calls upon divine aid to learn the answer to one question or unlock the solution to one problem. For example, the spell could reveal the weakness of a particular monster, the answer to a riddle, the hidden way into a fiendish stronghold, or the command word of a magical item. The response to the caster's question tends to be vague and subject to interpretation, however, so the priest must make a saving throw vs. spell (modified by Wisdom) to interpret it. Success indicates that the caster learns the needed information; failure means the priest cannot fathom the enigmatic words of the divine respondent.

The *inspiration* spell cannot reveal solutions to problems that have none. For instance, if the caster is somehow teleported to a chamber without exits and sees no means of escaping, the *inspiration* spell cannot provide the priest with a solution if none exists. If, however, there is a hidden means of egress, *inspiration* will reveal it, provided that the priest interprets the information correctly. This spell is usable only once per day.

The material components for this spell are the priest's holy symbol and a sprinkle of ashes.

Protection From Prime 10' Radius (Abjuration)

Level: Priest 4
Sphere: Protection
Range: Touch
Duration: 1 turn/level
Area of Effect: 10' radius around creature touched
Components: V, S, M
Casting Time: 7
Saving Throw: None

Aside from the differences in duration and casting time, the spell is identical to the 4th-level wizard spell *protection from prime 10' radius*.

Vengeful Strike (Necromancy)

Level: Priest 4
Sphere: Combat, Guardian
Range: 10 yards
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 5
Saving Throw: None

This *dweomer* invokes several ghostly wisps of light (one per caster level) that circle the spell's recipient. The true nature of these luminescent motes manifests only in combat, however. Each time an attacker succeeds in a wounding or debilitating attack on the spell's recipient,

one of the ghostly wisps lashes out, striking back at the attacker with an equal amount of damage or an equivalent effect (no saving throw). Once a mote has returned an attack, it vanishes completely. The *vengeful strike* lasts 1 turn per caster level or until all the motes of light have been expended. The motes cannot retaliate against non-damaging or nondebilitating magical attacks.

Wound Transfer (Necromancy)

Level: Priest 4
Sphere: Healing, Necromantic
Range: 10 yards/level
Duration: Instantaneous
Area of Effect: 2 creatures
Components: V, S
Casting Time: 4
Saving Throw: None

This spell enables the priest to transfer some or all of the wounds inflicted upon one willing creature to another willing creature, so long as both are within range at the time of casting. The caster may, if desired, be either the beneficiary or the recipient of the wounds. Good-aligned priests must be careful about transferring their own injuries to others, however, as such acts are likely to incur the wrath of their gods. (There are situations in which an injured priest might garner approval to transfer any or all personal damage to another creature. For example, it might be necessary for that priest to survive long enough to perform some noble function or cast another spell in defense of many innocents. Such situations, however, are very rare.)

This spell transfers up to 1d6 points of damage per caster level from one being to another. Thus, a 7th-level priest could use it to move 7d6 points of damage from one being to a recipient within range. The spell removes the specified amount of damage from the beneficiary and transfers it to the recipient, with one caveat: The recipient (if other than the caster) must emerge from the trade with at least 1 hit point remaining. If the transfer involves more damage than the recipient can sustain, the spell inflicts the maximum allowed amount on the recipient and applies the remainder to the caster, regardless of amount and result. Thus, an attempt to transfer 12 points of damage to a creature with only 4 hit points would result in the recipient suffering 3 points and the caster sustaining the remaining 9 points.

Wound transfer cannot be used on creatures with 0 or fewer hit points, and unwilling targets are immune to the effect.

fifth-Level spells

Aura of Invincibility (Abjuration)

Level: Priest 5
Sphere: Protection
Range: Touch
Duration: 1 round/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 6
Saving Throw: None

This spell renders its recipient immune to hit point damage from nonmagical *melee* and missile weapons, as well as injuries caused by falling, collapsing stonework, acid, normal fire, normal cold, normal electricity, and other nonmagical, damage-inflicting occurrences. The aura created by this spell is normally invisible, but appears as a shimmering halo of rainbow hues to the caster of a *detect magic* spell. *Aura of invincibility* affords no protection against magical attacks or spells that inflict damage.

Aura of Puissance (Alteration)

Level: Priest 5
Sphere: Combat
Range: Touch
Duration: 1 round + 1 round/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 6
Saving Throw: None

Aura of puissance encapsulates one living creature in a sparkling aura of green light that enhances combat skills involving weapon use. While the spell is in effect, the recipient gains a +5 bonus to *melee* and missile attacks. A +5 bonus also applies to all damage rolls from such attacks. *Aura of puissance* affords no additional attacks per round and does not improve the recipient's spellcasting ability, unarmed combat skill, or chance to perform noncombat actions.

Aura of Valor (Enchantment)

Level: Priest 5
Sphere: Combat
Range: 10 yards
Duration: 1 turn/level
Area of Effect: 1 creature per level of caster
Components: V, S
Casting Time: 3
Saving Throw: None

This *dweomer* invokes a radiant aura of light around selected creatures within range. This luminescence imbues the recipients with tremendous courage, rendering them immune to the effects of natural fear (such as dragon awe) and affording them a +4 bonus to saving throws vs. magical fear. The caster must designate the recipients of the spell effect at the time of casting.

Crown of Flame (Invocation/Evocation)

Level: Priest 5

Sphere: Sun

Range: 0

Duration: 1 turn/level

Area of Effect: Caster

Components: V, M

Casting Time: 8

Saving Throw: None

This spell, popular among sword archons about to enter battle, causes the priest to become a blazingly hot beacon of the powers of good. The flames from the *crown* burn all innately evil creatures (including fiends, undead, and evil spirits but not evil-aligned characters or petitioners) within 10 feet for 2d6 points of damage per round. Even creatures who are resistant or impervious to fire suffer full damage from the spell, as the magical energy it releases isn't actually flame-based.

The *crown of flame* spell is part of the magic used when enchanting a *helm of brilliance*.

The material components of the spell are the priest's holy symbol and a small circlet of something appropriate to the priest's specific power (branches for a god of nature, iron for a war god, and so forth).

Divest (Alteration)

Level: Priest 5

Sphere: Combat, Thought

Range: 60 yards

Duration: Special

Area of Effect: 1 creature

Components: V, S

Casting Time: 8

Saving Throw: None

Divest can accomplish any one of the following, at the caster's choice:

- Deprive a creature of one innate spell-like ability (caster's choice or random selection) for one day per caster level. A deva casting this spell on a hamatula baatezu could, for example, *divest* it of its ability to use *produce flame*. A caster wishing to *divest* a creature of some specific power must be familiar with the exact effect—either from seeing it in action or from using it personally.
- Randomly remove one spell (4th-level or lower) from a creature's memory. The victim can regain the spell only by memorizing it the following day. A caster who knows that the target creature has a particular spell memorized may select that one for removal. If, however, the priest errs by trying to rid the target creature's mind of a spell not currently memorized, the *divest* spell is wasted.
- Lower a creature's magic resistance by 1% per caster level. The duration of such a loss is one day per caster level.
- Remove one of the creature's innate immunities (such as immunity to fire or electricity) for one day per caster level.

The spell cannot nullify the creature's resistance to weapons of a specific enchantment level; for example, it cannot remove a yugoloth's immunity to nonmagical weapons.

sixth-level spells

Blessed Concoction (Alteration)

Level: Priest 6

Sphere: Healing, Protection

Range: Touch

Duration: 1 week + 1 day/level

Area of Effect: 1 flask or bottle of liquid

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to transform a single flask or bottle of any liquid—be it water, poison, or even another potion—into a *potion of extra-healing*, *elixir of health*, or *potion of vitality*. The caster determines the potion type at the time of casting. When the spell duration expires, the liquid reverts to its original state.

The material component of this spell is the flask or bottle of liquid.

Crown of Brilliance (Invocation/Evocation)

Level: Priest 6

Sphere: Sun

Range: Touch

Duration: 1 round/2 levels (rounded up)

Area of Effect: Special

Components: V, S, M

Casting Time: 9

Saving Throw: None

This spell turns a piece of headgear into a blazing source of golden light as soon as the wearer engages in hand-to-hand combat. Any opponent engaged in melee with the recipient must make a successful saving throw vs. spell or be blinded for 1d4 rounds (suffering a -4 penalty to attack rolls, Armor Class, and saving throws). Even if the saving throw is successful, the opponent still incurs a -2 penalty to attack rolls against the wearer because of the headgear's dazzling brilliance.

The spell has a more severe effect on creatures who have an aversion to sunlight or suffer a penalty when fighting in bright light (drow, derro, duergar, goblins, and many undead). Any such creature within a 30-foot radius must make a successful saving throw vs. spell or flee. Those who succeed do not flee, but suffer their usual penalties for fighting in bright light. Undead other than skeletons and zombies suffer 1d6 points of damage each round that they stay within the affected area.

The spell must be cast on a piece of headgear—a hat, crown, tiara, helmet, circlet, or similarly crafted piece of apparel. The headgear must be properly worn or the spell does not function. The spell is triggered as soon as the wearer makes a successful attack roll in melee.

This spell was developed on Mount Celestia with the aid of the archons. Priests of good deities use it frequently, and

the archons are more than happy to share the spell with them.

The material component of this spell is an opal worth at least 100 gp, which must be carried on the caster's person. It shatters upon completion of the spell. If it is shattered prematurely, the spell ends at that time.

Conflagration Priest Spell

Conflagration (Evocation)

Level: 6 (Priest)

Sphere: Elemental (Fire)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: 100' radius + 10' radius per caster level

Saving Throw: None

This spell is a variation of the 5th-level priest spell flame strike. Upon completion of this spell, the caster unleashes a 10' high, scorching wave of fire that quickly expands from the caster's present location to the spell's maximum area of effect. Every flammable object that passes through the ring is ignited. Paper, cloth, and wooden items are instantly consumed and reduced to ash, while glass is instantly liquefied. Non-magical metal is set aflame and melts in 1d4 rounds unless doused. Stone and magical metal items are scarred by fire but otherwise unaffected.

The fire created by this spell is both magical and holy, and even creatures impervious to magical fire suffer damage. The spell originates at the caster, but the flames do not engulf the caster. The caster can choose up to one target or creature per level that is likewise unaffected by the conflagration. Thus, a 15th-level caster can grant immunity to as many as fifteen items or creatures caught in the area of effect; this allows the caster to protect allies from the spell's fury.

Anyone caught in the conflagration suffers 1d8 points of damage per level of the caster (maximum 15d8 points). Until the fires are doused or snuffed, affected creatures continue to suffer 1d8 points of damage per round. If left unattended, fires continue to burn for 1 round per caster level.

The material component for this spell is the caster's holy symbol or a small piece of tinder, the latter of which is consumed in the casting.

seventh-Level spells

Crown of Glory (Invocation/Evocation, Enchantment/Charm)

Level: Priest 7

Sphere: Sun, Charm

Range: 0

Duration: 1 round/level

Area of Effect: Caster

Components: V, S, M

Casting Time: 1 round

Saving Throw: Negates

This spell temporarily bestows an aura of godly power on the caster. Any creature with 6 or fewer Hit Dice must make a successful saving throw at the sight of the priest or be overcome with awe. All creatures within hearing distance can understand the priest's words, regardless of normal language barriers, and those who have failed their saving throws act upon the caster's instructions as if under the influence of a *suggestion* spell. Those whose saving throws were successful are not awed by the caster and can continue their actions normally. Creatures with more than 6 Hit Dice are immune to the effect of this spell.

This is yet another spell developed by the archons of Mount Celestia that has become quite widespread among priests dedicated to good-aligned gods.

The material component for this spell is the same as the one for a *crown of brilliance*, but the opal must be worth at least 200 gp for the spell to function.

Holy Smite (Invocation/Evocation)

Level: Priest 7

Sphere: Combat

Range: Special

Duration: Instantaneous

Area of Effect: 1 creature

Components: V, S

Casting Time: 6

Saving Throw: None

With this spell, the caster can invoke a manifestation of a divine hand to strike down one creature anywhere on the same plane. The priest must know the true name of the target creature; otherwise the hand dissipates immediately and the spell is wasted. With a single blow, *holy smite* reduces the victim to 1 hit point. The stunning force of the strike also causes the victim to be disoriented for 2d6 rounds, incurring a -6 penalty to all rolls (attack, damage, surprise, initiative, proficiency, ability checks, and so forth).

The spell's target need not be evil, although a deity whose priest invokes *holy smite* in an arbitrary manner may insist (usually through underlings) that the careless transgressor make amends by completing some perilous endeavor. (The deity's agents may even decide to ensure the priest's cooperation with a *quest* spell.)

This spell, known among the archons as the *hand of divine wrath*, is reserved for only the most devout clerics. Use of *holy smite* permanently drains 1d6 points from the caster's total hit points. Only the priest's own deity can undo such a loss; even a *restoration* spell does not work. Thus, priests resort to this spell only in the direst circumstances.

This spell does no harm to gods, their avatars, or their proxies. Such beings can sense and identify anyone who attempts to use the spell against them.

Ray of Life (Necromancy)

Level: Priest 7

Range: 60 yards

Duration: Instantaneous

Area of Effect: One creature

Components: V, S

Casting Time: 4

Saving Throw: None

This spell causes a thin beam of light to erupt from the caster's index finger, striking any one creature (caster's choice) within range. The *ray of life* heals all damage and cures all diseases and maladies, as per the 6th-level priest spell *heal*. In addition, the spell acts as a *raise dead* spell (with the same limitations) when used upon a deceased target. Any undead creature struck by a *ray of life* suffers 1d6 points of damage per hit die (ignoring partial Hit Dice). Thus, a 1-HD skeleton suffers only 1d6 points of damage from the *ray of life*, but an 8+3-HD vampire would suffer 8d6 points of damage.

Automatons and nonorganic monsters such as iron golems and necrophidii are immune to all effects of this spell.

Shield of the Archons (Abjuration)

Level: Priest 7

Sphere: Protection

Range: 0

Duration: 1 round/2 levels

Area of Effect: 120-degree arc

Components: V

Casting Time: 1

Saving Throw: None

This spell creates a mystic *shield* of beneficent energies that interposes itself between the caster and incoming magical attacks (including effects from spells, spell-like abilities, or magical devices such as rods, staves, or wands). Attacks on the caster within the spell's arc hit the *shield* instead, diffusing harmlessly. However, there is a 5% cumulative chance per attack absorbed that the *shield* shatters. A *shield* that shatters still provides protection from the spell that destroyed it, however.

If an area effect spell would include the caster, the *shield* provides a +4 saving throw bonus and reduces damage by -2 hit points per die. This protection also applies against breath weapon attacks that cause physical damage.

If attacks are launched at the caster from different directions at the same time, the *shield* interposes itself between the caster and the most dangerous threat, as determined by the DM. The *shield* provides no protection from attacks other than those specified.

This spell is usable only by celestials and priests of good alignment, and then only once per day.

Slay Evil (Necromancy)

Level: Priest 7

Sphere: Necromantic

Range: 120 yards

Duration: Permanent

Area of Effect: 60-yard radius

Components: V, S

Casting Time: 9

Saving Throw: Negates

This terrible dwomeer slays evil creatures within 60 yards of a point the caster selects within the spell range. The spell destroys a number of Hit Dice of evil creatures equal to 5 plus 1 per caster level, beginning with the one that has the most hit dice and then targeting progressively weaker creatures. Creatures of 5 or more Hit Dice receive a saving throw to negate the effect. Thus, a 15th-level priest can instantly kill 20 Hit Dice worth of evil creatures. If confronted by a nycaloth (12 Hit Dice) and a pisoloth (10 Hit Dice each), the priest could slay the nycaloth. The remaining 8 Hit Dice of the effect are wasted unless other evil creatures with 8 or fewer Hit Dice are present in the group. If a target makes its magic resistance check, the caster cannot redistribute that portion of the effect to slay other creatures.

Slay evil utterly destroys fiends (baatezu, gelzeleths, tanar'ri, and yugoloths); restoration of such creatures is impossible by any means short of a *wish*. It is possible to *resurrect* or *reincarnate* other evil creatures slain by this spell, but *raise dead* is ineffective.

Spiritdance (Conjuration/Summoning, Necromancy)

Level: Priest 7

Sphere: Summoning, Necromantic

Range: Touch

Duration: 1 round/level

Area of Effect: 30-yard radius

Components: V, S, M

Casting Time: 9

Saving Throw: None

By touching the body of a fallen champion, the caster can summon forth the radiant manifestation of that hero, which can move and attack anywhere within its range. This manifestation appears as a luminescent cloud of golden vapor with a shape similar to the one it had in life. This apparition is utterly terrifying to

any evil creature who gazes upon it. (Treat the effect as the 4th-level wizard spell *far* with respect to any evil targets within range.)

The heroic manifestation has THAC0 6, AC -7, HD 12, and 100 hp. It moves in a wild dance (MV fly 24, MC A), lashing out with two wispy appendages at any evil creature with whom it can close to melee range. The golden cloud strikes twice per round (separate attack rolls required), inflicting 4d6 points of damage per hit on evil targets. (Its radiant energy attacks inflict no damage upon good-aligned creatures.)

The apparition retains its form until the end of the spell's duration or until its hit points are reduced to 0 or below. Thereafter, it dissipates into the air. The "dancing spirit" has 15% magic resistance and is impervious to fire, electricity, poison, death magic, paralysis, *sleep*, *charm*, *hold*, and other mind-affecting attacks, as well as weapons of less than +2 enchantment. A *raise dead* or *resurrection* spell cast upon the manifestation has no effect, although casting either spell on its physical remains dissipates the golden cloud immediately and restores the deceased creature to life.

The manifestation cannot range more than 30 yards in any direction from its fallen body. Since it is a metaphysical phenomenon rather than a magical entity, it can pass through barriers against magic without harm.

The material component for this spell is the body of the deceased and the priest's holy symbol.

magical items

The Upper Planes are home to countless magical items that find use in the hands of the celestials. On extremely rare occasions, upper-planar beings also bestow such items upon mortals who have need of their powers. A handful of these majestic items are detailed below.

Archon's Horn: This finely wrought trumpet plays beautifully in the hands of any talented trumpeter. Invoking any of its magic, however, requires playing the *horn* uninterrupted for a full round and making a successful Musical Instrument (Horn) proficiency check. By playing certain tunes upon the *horn*, the user can cast each of the following spells once per day: *control winds*, *dismiss elemental* (reverse of *conjure elemental*), *raise dead*, *turn wood*, *weather summoning*, and *word of recall* (affecting user only). Three times per day, the trumpeter can also play a haunting tune that turns undead as a 16th-level priest. A *silence 15'* radius spell negates the *horn's* power for as long as it remains within the spell's area of effect.

An *archon's horn* has an XP value of 8,000.

Chains of Light: Legend has it that Reorx himself forged these bindings from solid sunbeams on the plane of Arcadia. When used to bind an evil creature, the metallic golden *chains* radiate an intense light equal to that produced by a *continual light* spell. Any creature of evil or chaotic bent who looks upon this light must make a successful saving throw vs. spell or be blinded (-4 penalty to attack and damage rolls and -2 penalty to AC) for 1d6 rounds. The radiance does not blind

lawful good and lawful neutral creatures who gaze upon it, nor in any way interfere with their vision.

If the bound creature tries to escape, the *chains of light* heat (or cool, if the latter option would inflict more damage upon the victim), causing 1d2 points of damage the first round, 1d4 points the second, 1d6 the third, and so on to a maximum of 1d12. This heat ceases immediately when the creature stops struggling. With each successive escape attempt, the heat restarts at the minimum and rises in the same manner.

Breaking the *chains* requires a successful Bend Bars/Lift Gates roll at a -15% penalty. A creature bound within them cannot employ weapons or cast spells against *chains of light*, but outside attackers may do so. Attacks directed at the *chains* also inflict half damage to the bound victim, however. For damage purposes, the *chains* are AC -2, with 100 hit points and 25% magic resistance.

Chains of light have an XP value of 4,000.

Eel Trident: Favored by noviere eladrins, the *eel trident* is a 7-foot-long shaft of polished shark cartilage ending in four radially spaced prongs of sharp coral, all reinforced with magic. The *trident* radiates light upon command, illuminating up to a 60-foot radius on land or underwater. The wielder determines the intensity of the light, and it can range from torchlight to full daylight. The *trident's* remaining powers are usable only underwater.

Three times per day, the user can create four watery pinwheels that shoot forth from the prongs of the *trident* and unerringly strike one or more targets as per the *magic missile* spell, causing 1d4+1 points of damage each. The pinwheels take a full round to coalesce and dissipate completely after striking. The range of this attack is 120 yards.

Once per day, the *trident* can transform into a 7-foot-long eel with silvery scales. This creature has AC 0, MV swim 36, HD 10, 50 hit points, and THAC0 11. The eel can travel up to 500 yards from the wielder in any direction, though it cannot pass through barriers against magic. From anywhere within range, the user can command the eel to move, to revert to *trident* form, or to restrain a Small- or Medium-sized creature, or to release such prey. To restrain a target, the eel entwines itself around the designated creature, acting as a *rope of construction*. Any victim so bound must make a successful Bend Bars/Lift Gates roll to escape. If reduced to 0 hit points, attacked by a *wand of negation* or *rod of cancellation*, or successfully *dispelled* (against 20th-level magic), the eel lets go of its captured prey and reverts to *trident* form. If the *trident* wielder orders the eel to release its prey, it complies, then immediately returns to its owner and reverts to *trident* form.

An *eel trident* has an XP value of 3,000.

Fiendslayer: Guardians craft these silver-tipped *spears* +2 on Arborea. Unlike most magical items, these weapons do not lose their +2 attack and damage bonuses when employed on other planes. Against baatezu, gehreleths, tanar'ri, and yugoloths, *fiendslayers* inflict double damage (2d6+2 points vs. Small- and Medium-sized foes, 2d8+2 points vs. Large-sized foes).

In addition, a *fiendslayer* radiates a powerful version of the *taunt* spell that affects only fiends. Any such creature within 50 feet of the wielder must make a saving throw vs. spell every round. Upon any failure, the fiend feels an irresistible compulsion to attack the spear's wielder, ignoring all other potential targets. Once engaged in combat with the wielder, the fiend cannot flee until either it or its opponent dies.

A *fiendslayer* has an XP value of 1,200.

Nephilus of Spell Immunity: This lavish adornment appears as a finely wrought platinum necklace adorned with 3d4+6 tiny platinum feathers. Each feather is enchanted with *spell immunity* (as per the priest spell), affording its wearer complete protection against a particular spell attack of 4th level or lower. The necklace affords no protection from any other type of attack. The necklace protects the wearer only, so a spell such as *fireball* would still cause damage to other creatures within its area of effect, although the wearer of the *nephilus* would be unharmed.

The *nephilus of spell immunity* does not function in conjunction with any other protective devices except *bracers of defense*. Protective spells such as *stoneskin*, *armor*, and *magical vestment* operate normally for the wearer, however.

A *nephilus of spell immunity* has an XP value of 1,000/feather.

Prism Maze: This faceted crystal fits into the palm of a human hand and is reinforced with *glasseel* spells to protect it from normal damage. Once per day, its holder can invoke a *maze* spell, trapping any single creature within 120 yards inside the *prism maze* for a duration determined by the target's Intelligence score (as per the wizard spell of the same name). *Teleport* and *dimension door* spells do not enable a prisoner to escape, though *plane shift* does. There is no saving throw against the *prism's* singular effect.

A *prism maze* has an XP value of 4,500.

Scimitar of Final Striking: This weapon appears as nothing more than a finely wrought platinum sword hilt decorated with depictions of angelic beings and inset with semiprecious stones. A planetar named Escocotes crafted the first such weapon, and he taught the art to a number of other aasimon smiths. They in turn have shared the knowledge of making these fine weapons with their students over several millennia.

At the mental command of a good-aligned wielder, a shimmering *scimitar* blade appears on the hilt. This weapon has all the properties of a *scimitar* +4, and it strikes for 1d8+4 points of damage. In addition, the blade emits an inspiring melody that evil beings find distressing (-4 penalty to morale checks). Any evil creature struck by the *scimitar* must make a successful saving throw vs. death magic or perish instantly from the force of the blow. An evil creature who clutches the platinum hilt must also make the same saving throw (with a -2 penalty for a chaotic evil wielder) successfully or die instantly. Fiends slain by the *scimitar* are irrevocably destroyed, regardless of where in the planes they happen to be at the time.

The *scimitar of final striking* shatters *walls of force*, *walls of ice*, *Otiluke's resilient spheres*, *Otiluke's freezing spheres*, and *forcecages* on contact.

A *scimitar of final striking* has an XP value of 3,000.

Trumpet of Healing: This finely wrought *trumpet* plays beautifully in the hands of any talented trumpeter. Invoking any of its magic, however, requires playing the horn untrumpeted for a full round and making a successful Musical Instrument (Horn) proficiency check. The trumpeter can employ the *trumpet* three times per day, selecting from the following powers for each use: *cure blindness and deafness*, *cure disease*, *cure serious wounds*, or *neutralize poison*. These powers affect all creatures within 120 yards of the horn. In addition, the *trumpet* can heal a single creature within hearing range of its uplifting song once per day. Evil creatures cannot benefit from any of these effects; in fact, they hear nothing at all when the horn plays. The trumpeter cannot personally benefit from the horn's healing powers.

A *trumpet of healing* has an XP value of 9,000.

Vambraces of Evil's Warding: These armbands are made of shiny metal and graven with runes. They fit snugly over the arms of any creature who dons them. When the wearer traces the runes, the armbands glow blue for an instant as their powers activate. These powers remain active until the *vambraces* are removed.

When properly worn and invoked, the armbands protect the wearer from missiles (javelins, arrows, sling shots, and so on) fired by evil creatures, who suffer -4 penalties to their missile attack rolls against the wearer. If such an attack fails, the *vambraces* harmlessly deflect the missile. Even magical ranged weapons are subject to this stricture, although their magical bonuses still apply. Missile weapons that strike their targets automatically continue to do so, and melee weapons are unaffected by the power of the *vambraces*. Area effect attacks (such as breath weapons and spells) have their normal effects on the wearer.

Any evil creature who dons and activates the *vambraces* suffers 2d8 points of damage and gains no benefits.

A pair of *vambraces of evil's warding* has an XP value of 4,000.

Aasimon

Aasimon are kind, compassionate beings who willingly and eagerly serve the powers of good on the Upper Planes. They frequently intervene in the affairs of mortal creatures, usually at their superiors' behest. Seven types of aasimon are known to exist: They are (in ascending order) agathinon, movanic devas, monadic devas, astral devas, planetars, solars. Light aasimon are also known.

Visitors to the Upper Planes often find the aasimon remarkable for their diversity. Not only do the various types differ physically, but the race encompasses a wide variety of moral sensibilities. All aasimon must be good, of course, but individuals can be lawful, neutral, or chaotic.

Lawful aasimon are pure reflections of lawful good deities. As such they rank among the most obedient of divine servants, following the orders of the higher powers to the letter and ensuring that, regardless of the cost, truth prevails over lies, honesty over deceit, and good over evil.

In the same manner, chaotic aasimon reflect chaotic good deities. These aasimon seem to have more latitude and less guidance when it comes to fulfilling their superiors' orders—the end results must be good and positive, but individuals are free to choose the means by which they attain such results.

Neutral aasimon, as reflections of the neutral good deities, are among the most passive and abiding members of the race. Neither “strident enforcers” like the lawful nor “misguided do-gooders” like the chaotic, they attune their senses to the balance of good and evil and tip the scales in good's favor whenever an opportunity presents itself.

Their powers

Aasimon are immune to poison and gas attacks, and they suffer only half damage from acid, electricity, and cold-based attacks. All members of the race also have the following spell-like abilities, which they can use once per round at will, unless noted otherwise: *aid*, *augury*, *change self*, *comprehend languages*, *cure serious wounds* (3/day), *detect evil* (always active), *detect magic*, *know alignment*, *read magic*, and *teleport without error*. (Note that aasimon don't necessarily begin their lives with all of these skills; for example, the agathinon gain them as they rise in level.)

An aasimon's *detect evil* ability is more potent than the spell of the same name. Within 100 feet of a source of evil (a strongly aligned individual, a powerful evil magical item, or something similar), the aasimon automatically detects its direction, strength, and general nature. An aasimon who gazes directly into the eyes of an evil creature immediately learns its background, nature, and name (or, if it fails a saving throw vs. spells, its true name). This power always functions automatically.

In addition, aasimon have a special power over mortals called *celestial reverence*, which they can only use in their normal, unaltered forms. When an aasimon invokes the *reverence*, a blinding flash of light draws the attention of all mortals within sight of it. Anyone viewing this spectacle must make a saving throw vs. paralyzation. Those who succeed are unaffected; failure indicates that the victim feels a strong emotion based on his or her alignment and Hit Dice: Good-aligned targets feel a protective love for the aasimon, neutral creatures stand fearstruck and do not attack, evil beings with fewer than 8 Hit Dice flee in terror, and evil creatures with 8 or more Hit Dice withhold their attacks from fear, just as neutral creatures do. The *celestial reverence* lasts for 2d6 rounds plus 1 round per Hit Die or level of the aasimon. Aasimon rarely use this ability, for goodness dictates that they avoid using their powers to manipulate others.

Aasimon cannot *gate* others of their kind. However, they can send out distress calls that other good beings can sense. Such a call manifests as either a heart-wrenching song or a moment of desperate silence. Either version of this call gains the attention of the closest enchanted good beings (for instance, ki-rins, unicorns, lammasu, or metallic dragons), who typically come to the rescue immediately. (Note that this



ability does not create or control the good-aligned beings; it merely alerts them to danger.) An aasimon may use this power as often as needed. However, those who send out calls repeatedly, gratuitously, or for entirely the wrong reasons (such as calling upon good-aligned creatures to stave off every evil threat encountered) may invite rebuke from their fellows.

Their realms

Unlike some other celestial races, aasimon freely roam the Upper Planes (Arcadia, Mount Celestia, Bytopia, Elysium, the Beastlands, Arborea, and Ysgard). They may visit other parts of the multiverse as well in the course of missions assigned to them by the greater powers.

Their virtues

Aasimon must always be true in their dealings with others. They cannot lie, cheat, or steal, nor can they easily tolerate such conduct in others. When dealing with companions who habitually engage in such base behavior, aasimon react according to their individual alignments—lawfuls typically preach reform, chaotics mitigate their companions' lies by exposing them for what they are, and neutrals try to reverse the wrongdoings without offending any of the concerned parties. Though aasimon are not afraid to share company with thieves and their ilk, the noble celestials are quick to voice their disapproval of others' bad habits. What's more, they seek to any repair damage that unscrupulous colleagues have

caused by gently ushering their "misguided" comrades toward repentance and humility. Failure to abide by this code can result in recall, reprimand, or in extreme cases, review by the Celestial Tribunal.

Less virtuous beings tend to stereotype the aasimon as pushy and relentless in their pursuit of truth, honesty, and justice. However, members of this race are actually among the most balanced of the celestials. Aasimon always strive to lead by example. By demonstrating that lying, cheating, and stealing are unnecessary and fruitless endeavors, they can often persuade others to follow the true path toward righteousness without resorting to long-winded sermons demanding reform. (Of course, the occasional preachy monologue has worked wonders for more than one lawful good aasimon over the eons.)

Aasimon consider violence a last recourse and never attack needlessly. It is against their nature to provoke a fight, attack a helpless enemy, or leap into battle without first attempting to negotiate a peaceful resolution. Those who violate this code suffer losses in power as per "Descendance and the Falling," above. By the same token, an aasimon who successfully sways a criminal toward reform, stops a needless war, or remains true to his or her ideals almost always gains greater power.

Nothing in the heavens compares to an aasimon's wrath. When they are horribly wronged or their anger is aroused, aasimon fight fiercely with the vehemence of a thousand storms. Their vengeance is terrible and exact, and in battles with fiends they show little quarter or mercy.

Their role on the planes

As protectors and defenders of the Upper Planes, aasimon regularly repel incursions of fiends and other debased creatures. Agathinon especially serve as warriors, and the fearsome might of the planetars and solars have no doubt deterred more than one invasion.

Aasimon also guard mortal beings traveling through the Upper Planes and are often called upon by greater powers to serve as intermediaries in rare instances when mortals come to the Upper Planes in search of truth, sanctuary, or enlightenment. Such aid isn't limited to the Upper Planes, however. Light aasimon act as familiars or guides for worthy mortals even on the Prime, and devas often perform similar missions on other planes.

Dealing with other celestials

Aasimon consider themselves the highest order of celestial beings. Though that opinion may be somewhat inflated, few critics could honestly refute the power and majesty of the solars and planetars, and most consider aasimon the celestial stewards of the planes.

Aasimon harbor little animosity toward most other celestials; in fact, the more rigidly aligned races (archons, eladrins, and guardinals) periodically call upon them to mediate disputes. The aasimon respect the archons for their might and purity and the eladrins for their free spirits—though the wild and undisciplined ways of the latter race do give the noble aasimon pause. Aasimon have a strong affinity for the animalistic guardinals, whose sense of privacy and self-control they admire. The only celestials the aasimon actually dislike are the asuras, with whom they share a strong mutual contempt.

Both the aasimon and the asuras freely roam the Upper Planes and have trouble comprehending the notion of boundaries, so they often cross paths during missions and excursions.



A casual encounter between an aasimon and an asura can quickly escalate into a heated debate, and planar travelers who witness such an incident realize just how small the Upper

Ellacarzel, lady of the clouds

A female movanic deva, Ellacarzel has milky white skin, clear blue eyes, and white, feathery wings with hints of gold. She can change her appearance in subtle ways, altering her skin tone as well as her hair and eye color to suit her shifting preferences.

Ellacarzel faithfully serves the elf deity Aerdrie Faenya, goddess of the air, weather, and avians. But the deva resides on Arcadia with her lover, a demipower known as the Cloud King, who is the appointed master of that plane's clouds. Though he is not as powerful as the other three Storm Kings of Arcadia (the Wind, Rain, and Lightning Kings), he has won Ellacarzel's heart and finds that her presence and spirit bolster his strength.

Ellacarzel spends her idle time either flitting about the Citadel of the Cloud King or visiting the Prime Material Plane, where she usually takes the form of an elflike cat. In that form, she whispers words of encouragement and advice to elven artisans in need of inspiration. Although the deva has no wish to serve as a proxy, Aerdrie Faenya has tried on several occasions to persuade her otherwise. The goddess finds Ellacarzel's contemplative and wistful nature both amusing and strangely compelling, and she believes the deva would serve her well in that capacity. But Ellacarzel enjoys her time away, soaring among the clouds of her lover's home and dreaming of the many different worlds she has visited.

Player characters are likely to encounter the deva in the stormy skies over Arcadia or among the elves of a prime-material world. She plays little stock in rank among celestials and feels just as inclined to speak her thoughts to a lantern archon as to a fellow deva. She holds a special fondness for the free-spirited eladrins and befriends any she meets.

statistics

Ellacarzel, female movanic deva: AC -1; MV 12, fly 30 (B); HD 8; hp 46; THACO 13 (12 with *sword +1, flame tongue*); #AT 2 (*sword +1, flame tongue*); Dmg 1d10+1/1d10+1; SA spell-like abilities, wizard spells; SD immunities, never surprised, automatic parry, *celestial reverence* aura, regeneration; MR 40%; SZ M (6'2" tall); ML fearless (19); Int genius (18); AL CG; XP 14,000.

special abilities

Ellacarzel can use the following spell-like abilities at will (unless otherwise noted): *aid*, *antimagic shell*, *augury*, *change self*, *comprehend languages*, *curse disease* (3/day), *curse light wounds* (7/day), *curse serious wounds* (3/day), *detect evil*, *detect lie*, *detect magic*, *detect snares & pits* (7/day), *dispel magic* (7/day), *heal*

Planes can seem when two powerful races each feel crowded by the other's presence. Since both aasimon and asuras often serve as messengers for upper-planar deities, conflict and competition are inevitable. (Rumor has it that a movanic deva was severely chided by his superior after calling the asuras "superfluous.") Suffice it to say that although the two races exhibit a fair measure of mutual prejudice, neither is willing to discuss the problem openly or allow it to foment into overt hostilities.

(1/day), *infravision* (always active), *invisibility* 10-foot radius, *know alignment*, *light*, *polymorph self*, *protection from evil*, *protection from normal missiles*, *read magic*, *remove curse*, *remove fear*, *spell turning*, *teleport without error*, and *tongues*. Once per day, she may cast any wizard Invocation/Evocation spell at will.

special defenses

Ellacarzel is never surprised, and only magical weapons of +1 or better enchantment can harm her. She is immune to cold, electricity, *magic missiles*, petrification, poison, nonmagical fire, and gas, and she suffers only half damage from breath weapons, acid, and magical fire. For each one of her own attacks that Ellacarzel forfeits, she can automatically parry an incoming blow or a magical attack targeted on her. Her double-strength *protection from evil* aura renders her immune to attacks from all evil creatures except those using magical weapons of +2 or better enchantment. In addition, the deva regenerates 2 hit points per round.

Ellacarzel can also exude *celestial reverence* at will, though like other aasimon, she does so only rarely. Anyone within sight of her while the aura is active must make a successful saving throw vs. paralyzation or fall under its influence. The exact effect of failure varies with the individual according to alignment and Hit Dice: Good-aligned targets feel a protective love for the aasimon, neutral creatures stand fearstruck and do not attack, evil beings with fewer than 8 Hit Dice flee in terror, and evil creatures with 8 or more Hit Dice withhold their attacks from fear, just as neutral creatures do. The effect lasts for 2d6+8 rounds.

special equipment

Sword +1, flame tongue (inflicts damage as a two-handed sword), *prism maze* (allows owner to invoke *maze* once per day, trapping any single creature within 120 yards inside the labyrinth for a duration determined by the owner's Intelligence, as per the wizard spell of the same name; no saving throw).

Powers

Primary Power: Aerdrie Faenya (Intermediate/CG/ Arborea, Ysgard)

Secondary Power: Cloud King (Demipower/LN/Arcadia).

Personality Traits

Contemplative, forgiving, romantic, and wistful

notable aasimon

The Upper Planes are filled with formidable aasimon, some of whom serve as proxies to deities and possess abilities comparable to those of demipowers. Among the most noteworthy are:

- Zora Sebirati, the female solar proxy of the Egyptian god Ra and current Arch-Penitar of the Parliament of the Celestial Concordance,
- His Munificence Amagriel, a male solar proxy of the Greek god Poseidon,
- Galgaliei, a male solar who lives in Chronias (the highest layer of Mount Celestia) and keeps the suns of Mercuria circling in their orbits,
- Parmadon and Sceleron, the two planetar generals who command the Army of Everlasting Light from the stronghold of Vundvellir near the fortified town of Himinborg in Ysgard.

Other aasimon are more infamous than famous. The madcap astral deva Kamazaz is notorious for freeing criminals and lunatics from prisons and asylums, “reforming” them, then sending them on dangerous missions to serve the cause of good. A moxican deva known as Toves steals fiends away from the Lower Planes and tries to make them repent their evil ways. But neither of those individuals compares to Quessella, a planetar who lives in seclusion in an otherwise-vacant basalt citadel deep in the Crystallist Mountains of the world of Gæynhawk, where she guards a gateway into one of the most dread layers of the Abyss. Rumor has it that her isolation has made Quessella mad, for she nearly destroyed the last celestial sent to relieve her.

Aasimon As Player Characters

Aasimon PCs begin play as 1st-level agathinon warriors. When they reach 8th level, the appropriate upper-planar power (or, in more pragmatic terms, the Dungeon Master) evaluates them. Those deemed worthy have the opportunity to ascend—that is, transform into higher aasimon with the potential to climb even further in the hierarchy. Characters who turn down ascension remain agathinon forever, never advancing beyond 8th level in their chosen classes.

PCs who do choose to ascend retain all memories of their past existences, but become completely new beings, with new powers and new responsibilities. By continuing to perform well, such a character can earn the chance to ascend again. At each step, the PC can choose to retain his or her current form and status or move forward with the next transformation. Most aasimon eagerly accept promotions—not so much because they’re ambitious, but because they want to attain ever purer, more virtuous states of being.

The gods do not offer ascension to all aasimon; only the most pious, devoted, and dedicated can earn the chance for elevation to higher status. Any who fall from grace and neglect to redeem themselves never receive such an opportunity. In game terms, any PC who has performed well, stayed true to alignment, and demonstrated goodness through acts of bravery and heroism is deserving of this tremendous honor.

Agathinon

Agathinon are warriors by nature, though they do possess spellcasting ability. On the Upper Planes, an agathinon resembles an elf with shining eyes and luminous, opalescent skin.

Ability Scores: An agathinon PC receives a +2 bonus to Wisdom. The character’s ability scores (after bonuses) must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	9	18
Dexterity	8	18
Constitution	8	18
Intelligence	10	18
Wisdom	12	20
Charisma	11	18

Class Restrictions: Although agathinon PCs must be warriors, they can choose to be fighters, rangers, or paladins. They can reach a maximum of 8th level; at that point, they cease to gain experience in their chosen classes. They must then either ascend or remain 8th-level agathinon forever.

Average Height and Weight: In natural form, agathinon are 60+2d10 inches in height and 130+6d10 pounds in weight.

Hit Dice: PC agathinon gain Hit Dice according to class, but they do not gain bonus hit points for high Constitution scores.

Alignment: Agathinon PCs are commonly neutral good, though lawful good and chaotic good agathinon also exist. No other alignments are allowed. Lawful good agathinon can be paladins if they meet the ability score requirements for that class.

Armor Class: A 1st-level agathinon PC has a natural Armor Class of 7. That value drops by one point for each level of experience above that until it reaches 0 (at 8th level). Agathinon don’t wear armor; as natural shapeshifters, they’re uncomfortable with the “shell” that armor places around them. They may employ shields, however, augmenting their AC values accordingly.

Languages: An agathinon can communicate with any intelligent creature using a powerful form of telepathy.

Proficiencies: Agathinon are automatically proficient in all weapons, but they cannot specialize or wield edged weapons in combat. They have the following nonweapon proficiencies: Animal Handling, Animal Lore, Animal Training, Blind-fighting, Charioteering, *Planar Direction Sense*, *Planar Sense*, *Planar Survival* (Upper Planes), Running, Tracking, and Swimming. (Italicized proficiencies are described in *Planewalker’s Handbook* [2620].)

Special Benefits: Agathinon can assume the forms of other creature types at will. The new body must be roughly equiva-

lent in size to the agathinon's own, and the adopted form must be that of a creature whose Hit Dice do not exceed the celestial warrior's own level. (Thus, a 1st-level agathinon could assume the form of a 1-HD orc.) This shapeshifting power does not allow an agathinon to imitate a specific individual.

Agathinon gain the Armor Class, movement, attacks, damage per attack, special attacks, and special defenses of their new forms. They retain their own Intelligence, alignment, level/Hit Dice, hit points, THAC0, magic resistance, and morale. An agathinon can wield blunt weapons and use magical items if the new form allows it, but cannot create these as part of the new form.

On the Upper Planes, agathinon typically remain in their natural forms, since other celestial beings can usually recognize them for what they are anyway. Elsewhere, they tend to adopt other guises so as to blend in with the natives. Agathinon never attack in natural form, not even with weapons; they must adopt shapes other than their own to enter combat.

Regardless of form, agathinon radiate magic and make saving throws as priests of twice their level, up to a maximum of 14th level. (Thus, a 3rd-level agathinon warrior uses the saving throw table for a 6th-level priest, while an 8th-level agathinon uses the one for a 14th-level priest.)

Agathinon develop more spell-like powers and acquire other benefits as they gain levels. Use the agathinon's level as the caster level wherever needed to determine the effects of innate spell-like abilities.

- At 1st level, agathinon PCs have 20% magic resistance and are immune to *death* spells. They also have the following spell-like powers, usable once per round at will: *comprehend languages*, *detect evil* (the special aasimon version), *detect magic*, and *read magic*.
- At 2nd level, agathinon gain immunity to energy from the Positive Material Plane and the ability to cast priest spells while in human form (see the shaded box at right). Spellcasting agathinon are entitled to the added spell adjustments for high Wisdom.
- At 3rd level, agathinon master their shapechanging abilities, gaining the ability to transform themselves into inanimate objects as well as other creatures. The object selected may be considerably smaller than the agathinon's true form, but not substantially larger. Commonly, agathinon select items that other beings might carry (such as vials, vases, swords, or lamps) when shapeshifting in this way. Any good-aligned creature who carries such an item temporarily gains the ability to cast 1st-level priest spells from any sphere at will and the ability to turn undead as a priest of the agathinon's level. Evil creatures do not gain any benefits from contact with a transformed agathinon; in fact, any evil being who touches such an item suffers 1d12 points of damage (no saving throw). Neutral beings gain the benefits only if their current missions or actions serve the agathinon's needs.

Also at 3rd level, agathinon gain *aid*, *augury*, *ESP*, and *know alignment* as spell-like abilities usable once per round at will.

- At 4th level, agathinon become immune to disintegration and life-draining effects from any source.
- At 5th level, agathinon can only be struck by weapons of +1 or better enchantment. They also acquire *clairaudience*, *clairvoyance*, and *hold person* as spell-like abilities usable once per round at will.
- At 6th level, agathinon gain the ability to *teleport without error* once per day.
- At 7th level, agathinon can use *cure serious wounds* once per day.
- At 8th level, agathinon gains the ability to become ethereal at will and can use *cure serious wounds* three times per day.

Agathinon rangers and paladins also gain all the normal class abilities for their respective levels, though much of a ranger's "wilderness" knowledge is specific to the Upper Planes. Both classes gain cleric spells as indicated in the shaded box; for example, a 5th-level character has three 1st-level spells and two 2nd-level spells. Note that agathinon can employ such magic only while in human form.

Agathinon spell progression

Level	Cleric Spell Level			
	1	2	3	4
1	—	—	—	—
2	1	—	—	—
3	2	—	—	—
4	2	1	—	—
5	3	2	—	—
6	3	3	1	—
7	3	3	2	—
8	3	3	2	1

Special Hindrances: Agathinon have many useful powers, but they also have a number of limitations and disadvantages.

First of all, agathinon never attack while in their natural forms. Those who shapeshift into beings capable of weapon use may employ only blunt weapons in combat, but those who assume the forms of creatures with "natural weapons" (such as claws or teeth) can utilize any slashing or piercing attacks that are normal for that creature type. Agathinon of 3rd level or higher can also turn themselves into swords or other weapons that other beings might "wield."

Secondly, agathinon cannot use their powers or abilities to commit evil acts, assist evil individuals, or endanger innocent lives (either deliberately or unconsciously). Those who are duped into performing evil deeds or aiding the cause of evil are no less responsible for their deeds than those few who knowingly turn from good, and their gods levy punishment accordingly. Typically, the penalty for such a misdeed

involves the loss of one or more powers (depending on the severity of the infraction) until proper atonement is made.

The gods are merciless when it comes to meting out punishment for evil, negligent, or irresponsible behavior, and they can take away any powers they deem appropriate.

Third, agathinon must attack any evil they encounter, unless the situation prohibits such an action. For example, an agathinon who faces two evil foes simultaneously is not likely to face punishment for attacking one and allowing the other to escape.

Fourth, agathinon must never lie, steal, or cheat, for engaging in any form of such activities can rob them of their powers. Telling even a “little white lie” could result in the loss of all innate spell-like abilities, while taking a weapon from a fallen comrade without asking permission could cost the offender spellcasting powers, magic resistance, shapechanging ability, and immunity to nonmagical weapons. When imposing penalties, the DM should err on the side of severity rather than lenience—after all, agathinon can always perform deeds to atone for their sins and regain their powers (either gradually or all at once).

Fifth, magical items and spells that afford protection, augmenting either Armor Class or magic resistance, give no benefit to an agathinon. *Bracers of defense* and *cloaks of protection* become inert in a celestial PC’s possession, and *armor spells* have no effect.

Finally, agathinon can’t reverse cleric spells they cast, even those that are normally reversible.

Roleplaying Notes: Agathinon are the primary defenders of the Upper Planes. When the Blood War spills over into Arcadia or Ysgard, the good deities call upon the agathinon to repel the threat and remind the fiends where the true power lies. When an evil god sends charmed minions into the Upper Planes to steal a powerful artifact of good, it is the agathinon who repel the incursion and protect the artifact. The powers of good sometimes even send agathinon outside the Upper Planes to attack evil strongholds, reinforce armies of light, and rebuild celestial citadels that have fallen to tyranny and despair. In a nutshell, agathinon are the strong arm of the aasimon, both at home and abroad.

On the Prime Material Plane, agathinon typically serve as guardians for good-aligned beings, helping them complete epic quests or fulfill great destinies. In this capacity, celestial warriors often assume the forms of enchanted items, such as swords, lanterns, or medallions, and allow their worthy charges to use them. Occasionally, an agathinon even takes human form and serves a mortal hero as a cleric or guide until evil rears its ugly head. Then and only then does the celestial’s true warrior prowess come into play.

Occasionally, a power sends an agathinon to the Prime Material Plane for a special purpose, such as helping a troubled warrior regain paladinhood by atoning for earlier misdemeanors. The agathinon consider mortal paladins to be kindred spirits—and important emissaries of the good-aligned powers—so they take such missions very seriously.

Higher Aasimon

At 8th level, agathinon reach the pinnacle of development and can no longer gain levels or experience. However, if the gods are pleased with a particular agathinon’s achievements at that point, they may offer him or her the privilege of ascension. Acceptance elevates the agathinon to the next higher rank in the aasimon hierarchy—that of *movanic deva*. Each subsequent transition (to *monadic deva*, *astral deva*, *planetary*, and finally *solar*) becomes possible after the PC completes seven successful missions at the previous level. Not every aasimon receives such opportunities, however—only those who please their gods and truly exemplify virtue can ascend. Solar status in particular is incredibly rare, and the gods offer it only to those whose performances have been exemplary in every way.

Those PCs who leave behind their existences as agathinon and begin to rise through the hierarchy no longer gain levels or experience points. From this point on, only the gods can grant promotions, and they do so only for those most worthy. With each ascension, the PC transforms physically into a new creature, gaining new powers and responsibilities while losing the old ones. Such PCs do, however, retain enough of their previous appearances that friends (and foes) can recognize them. Transformed PCs cannot change their minds and revert to their former states, nor should properly placed celestials wish to do such a thing.

Ascension is never mandatory; all aasimon are free to turn down offers of advancement. There is no stigma attached to such a move; many aasimon are content in their roles and choose to remain as they are. Only those who aspire to reach the pinnacle of goodness strive for promotion. Of course, candidates must consider their decisions regarding ascension most carefully, for those who decline promotion rarely receive any subsequent offers.

Note: The powers of all higher aasimon are described fully in the *PLANESCAPE MONSTROUS COMPENDIUM Appendix (2602)*.

MOVANIC DEVAS

Movanic devas have the power to pass into the Prime Material Plane and return to the Upper Planes at will. Therefore, their missions frequently involve visiting other planes to aid prominent mortal followers of good deities in moments of dire need. Such freedom has tremendous appeal from a player’s point of view, and the possibilities for adventure are endless.

A typical mission for a movanic deva might be to help a good king on the Prime Material Plane overcome an invading tyrant. The deva must accomplish this not by direct interference, but by strengthening the king’s will, bolstering the confidence of his men, and persuading him to make peace with his brother, a high priest of some influence in a neighboring realm. A PC deva could also help a paladin retrieve a holy sword from the tomb of a lich-king, defend an isolated valley peopled with good-aligned humanoids from evil incursions while its normal defender—a *ki-rin*—visits her home plane

for a month, or help a recently resurrected hero avenge his own death.

Note that contrary to popular belief, devas of any type can be either male or female. Previous claims that all devas were male probably grew from the tales of explorers new to the planes who happened to see a few males and jumped to the wrong conclusion.

Monadic devas

The gods charge monadic devas with safeguarding the Upper Planes. These beings command the agathinon warriors who patrol the borders and guard the shining citadels. In addition, monadics attend to matters on the Inner Planes (Elemental, Paraelemental, Quasielemental, and Energy). These devas can pass into any Inner Plane at will and survive there without ill effect. Typical inner-planar missions might involve helping a djinni caliph fend off attacking efreet from the City of Brass, thwarting the machinations of the Elemental Princes of Evil, or guiding good-aligned mortals safely through the hazards of the more inhospitable realms.

Astral devas

Based on the name, many believe that astral devas can travel only to the Astral Plane. But while it's true that they can journey to the Silver Void, at will to rescue good-aligned mortals stranded there, these mighty warriors actually spend more time dealing with issues on the Lower Planes.

Astral devas can pass into the Lower Planes at will, bringing their brand of justice directly to the heart of evil. The powers frequently call upon them to lead armies of agathinon against fiendish strongholds, infiltrate the domains of Abyssal lords to rescue the souls of captured mortals, and exact vengeance for fiendish attacks against the Upper Planes. An astral deva can enter any layer of a Lower Plane without passing through the intermediary layers.

planetars

Like devas, planetars gain no levels or experience points, as no one planetar is stronger or weaker than any other. Planetars serve their gods directly, rarely leaving the Upper Planes except to carry out critical tasks or bring aid to powerful mortal servants of good (NPCs of 12th level or higher). These awe-inspiring beings are defenders of truth, avengers of fallen heroes, and messengers of the gods. Their missions are among the most perilous celestials can perform—defeating a pit fiend who has enslaved a portion of the Prime Material Plane and captured the high priest of a good deity, slaying an Abyssal lord on his home plane, or invading an arcanaloth's library to recover a stolen book of *castled deeds*. Planetars typically act alone, and they are more likely than any other aasimon to inspire goodness in others through their actions rather than their words.

In most campaigns that allow celestial player characters, the rank of planetar is the highest that a PC can expect to achieve. However, if the DM so desires, PCs can rise further still. In that case, any planetar who successfully completes an

assigned task may (1% chance, noncumulative) receive an offer of promotion to solar status.

solars

Solars are, without question, the most powerful good-aligned beings next to the gods themselves. These celestials are the very epitome of goodness, purity, devotion, and honor. Little can stand their way, and no evil being fails to shudder in their presence. Player characters who ascend to the rank of solar can commune with their gods directly. Though such beings are mighty enough to be deities themselves, they choose to serve rather than to have worshippers.

Solars rarely leave the Upper Planes save to command huge armies of agathinon, devas, and planetars in wars against the fiends, and even then such conflicts occur but once in many thousands of years. Solar missions, though grand in scope, are not always interesting to play out. Unless all the campaign's characters have godlike powers, the DM may wish to suggest that players of solar PCs retire their characters and begin anew.

Light aasimon

When a deva, planetar, or solar dies somewhere other than its home plane, its spirit returns to the Upper Planes. Sometimes, if the gods deem that such a spirit could serve in a greater capacity, the celestial essence is reborn as a light aasimon.

Lights are shapeless beings of pure energy who often serve powerful, good-aligned worshippers of the gods. Though light aasimon are akin to familiars in this capacity, they far more formidable. Strictly speaking, lights aren't as mighty as planetars or solars, but all other celestials hold them in reverence and awe.

Player characters cannot become light aasimon except in the most extraordinary of circumstances.

Light aasimon are described in the *PLANESCAPE MONSTROUS COMPENDIUM Appendix (2602)*.

Archons

Archons are the protectors of Mount Celestia, the shining realm that prime-material adventurers often call the Seven Heavens. When lawful good mortals die, their spirits can choose to settle in the realms of their gods forever, or they can journey to the Mount and petition to continue actively serving the cause of good. On Mount Celestia, the gods examine the petitioners and transform those they find worthy into lantern archons—the lowest station of the archon hierarchy. Through their good deeds and devotion, lantern archons gradually advance through the ranks, transforming into progressively more powerful archons.

Seven types of archons populate the layers of Mount Celestia: In ascending order, they are lanterns, hounds, wardens, swords, trumpets, thrones, and tomes. Each of these stations ranks higher than the last and has a distinctive physical appearance. Furthermore, all archons except the luminescent and formless lanterns sport metal accoutrements—collars,

bracers, breastplates, and so forth, depending on the type of archon. The quality of the metal shows the wearer's advancement within his or her station. From lowest to highest, the order is lead, tin, brass, bronze, silver, gold, and platinum. For example, a warden archon with platinum accoutrements has greater virtue and devotion to law and goodness than does a warden wearing brass. Eventually, through virtuous acts, the platinum warden will rise to the next station, and become a sword archon with lead appointments. After progressing through each of the metals again, the sword archon ascends to the next station (trumpet). Archons do not receive new accoutrements when they advance within station; instead, the metal they already wear transmogrifies into the next higher state. This is because the metal is part of the archon's body—it can't be removed or affected by spells that change metal.

All archons of a given station are equal, regardless of how precious the metal that adorns them. The only difference is that some, by their virtue, may advance faster than others. There is no jealousy among archons, and almost never has there been a recorded incident in which members of this race turned on their fellows for the sake of rising in rank. Archons are always content to remain in their current forms until such time as the greater powers of Mount Celestia deem it appropriate to reward them for their virtue.

With the exception of the trumpet archons (see below), members of this race rarely venture beyond their home plane. Only under the most unusual circumstances does an archon receive permission to leave Mount Celestia, and then only for a short time.

Their powers

In battle, all archons can constantly exude an aura of extreme menace called *divine wrath* to a range of 30 feet. Only their enemies actually feel the *wrath*, though it inspires awe in others. Any foe within range must make a saving throw vs. spell at a modifier whose value depends on the type of archon exuding the *wrath* (+1 bonus for a lantern, no modifier for a hound, -1 penalty for a warden, -2 penalty for a sword, -3 penalty for a trumpet, -4 penalty for a throne, and -5 penalty for a tome). Those who fail suffer a -2 penalty to each attack roll until they successfully hit the archon. Thereafter, those individuals may attack without this penalty.

All archons also have the powers of *protection from evil* 10' radius and *tongues*, both of which are always active. In addition, they can use the following innate, spell-like abilities, once per round, at will: *continual light*, *detect evil*, *infravision*, and *teleport without error*. Each type of archon also has several special powers in addition to these.



their realms

Lantern archons commonly reside in Lunia, the first layer of Mount Celestia, where they sustain themselves by absorbing the light and essence of the plane. They typically act as guides for visitors, though higher archons sometimes call upon them to serve as messengers to the upper layers.

Hound archons reside in Lunia and Mercuria (the second layer), often serving as planar hosts for travelers to Mount Celestia. However, the hounds must also ensure the safety of the Mount's first two layers.

Warden archons are the ever-vigilant sentinels of the Mount, guarding the portals between the plane's seven layers to prevent unauthorized travel.

Sword archons travel between the layers, relaying messages from the tomes or the gods themselves to other archons. They are akin to heralds, spreading the words and wisdom of greater beings to the expectant masses.

Trumpet archons may also carry messages from above, but their primary task is to escort the spirits of newly dead mortals back to their bodies in case of successful *raising* or *resurrection*. So that they can perform this sacred duty, the trumpets—alone of all the archons—are free to leave the confines of Mount Celestia.

Throne archons, appropriately enough, rule the cities and realms of the plane, and are thus found in each layer. They handle day-to-day issues such as mediating disputes, resolving conflicts, and exemplifying goodness.

Each of the seven tome archons known to exist rules one layer of Mount Celestia. They can also travel throughout the plane, though they do not often do so. (For more information, see “Notable Archons,” below.)

their virtues

An archon is the epitome of lawful goodness—faithful, generous, patient, tolerant, law-abiding, and forgiving. Though they are fully aware of hate, deviousness, prejudice, and other evil tendencies, they don't fully understand such things. Therefore, other beings can sometimes manipulate them by taking advantage of their unwavering virtue and honesty. Archons abhor combat and avoid it whenever possible. When they must fight, however, they do so with a vengeance. Archons can't abide anyone or anything that despoils Mount Celestia or threatens their way of life.

The archons are contemplative, always measuring the consequences of their words and actions. They are also deliberative, but once they decide on a course of action, nothing can sway them from their chosen paths. Archons of lower station tend to pay less attention to the “greater good” and focus more on whether or not their immediate actions serve the best interests of law and goodness. Those of higher station, who are better able to perceive the big picture, often make decisions that seem harsh or indifferent, knowing that the inevitable result will be lawful and good.

Not surprisingly, archons don't covet material possessions—their favorite rewards are intangibles, such as celestial understanding and compassion. They never accept or carry money, nor

do they bargain with it. Even rare magical items hold no allure. Instead, archons value knowledge. Naturally curious about the multiverse, they often keep company with good-aligned travelers who bring stories or rumors from other planes.

their role on the planes

Archons are the keepers and guardians of Mount Celestia. Except for the trumpets, who must leave the Mount on occasion to escort *raised* spirits, archons travel to other planes only rarely and briefly. Occasionally, high-level spellcasters in need of extraplanar advice, knowledge, assistance, or reassurance summon archons to another plane in order to confer with them. Unlike some creatures who hate to be called away from their home planes, archons feel no annoyance about such summons—indeed, they relish any opportunity to inspire others who share their overall philosophy and compassion for others.

dealing with other celestials

Because they rarely travel the planes, archons are the most settled of the celestials. Most of their contact with asimons, asuras, eladrins, and guardians occurs when members of those other races visit Mount Celestia. Archons tolerate them all. It doesn't bother them that the asimons consider themselves superior; the archons respect that belief even if they don't agree with it.

Unfortunately, these benevolent feelings aren't always mutual. The asuras, for example, don't care for Mount Celestia's protectors at all. The archons don't understand this aversion; after all, they regard the asuras as noble and passionate, if a bit disorganized. Perhaps it's this archon tendency to judge entire races so casually that irks the asuras—scholars really have no idea. Still, the archons constantly try to build bridges of friendship with the asuras, and such attempts only seem to make the latter more angry.

Eladrins occasionally come to Mount Celestia with fantastic stories from other planes, and the archons find these tales—and their tellers—amusing. While they don't envy the eladrins' freedom to wander the multiverse at will, the archons have trouble relating to the Arboreal celestials because the two races have so little in common. So when they are in the company of eladrins, archons may seem aloof—mostly because they don't quite know what to say.

Archons consider themselves to be on good terms with guardians, though the latter are less inclined toward the denizens of the Mount and rarely cavort with them. The relationship between the two races, therefore, remains somewhat distant. Archons can't understand the guardians' need to “even the odds” by leaving their home plane and taking the fight to the baatezu and tanar'ri. The more the archons question the wisdom of such aggressive tactics, the less the guardians enjoy their company.

notable archons

Together, the seven tome archons comprise the Hebdomad—the ruling council of Mount Celestia. The tomes oversee their

Melevon, the winged advisor

The sword archon known as Melevon is a towering and sobering figure, standing more than eight feet tall. With his slender body, rather hawkish nose, and white, gray-flecked wings in place of arms, he resembles the classic image of a guardian angel. His hair is silvery-white, and his eyes glow with a soft golden fire. When standing with his wings folded down and his head tilted slightly, Melevon can seem very stern, but when he is heartily amused, his boisterous laughter echoes for miles. When he walks, he has an awkward, almost laughable gait.

Melevon loves to give advice to those he serves. With his shrewd, tactical mind, he can almost always anticipate his opponent's next move. His ultimate goal is to rise to the station of throne archon and govern one of provinces of Venya (the third layer of Mount Celestia). To realize that dream, he knows he must perform his duty unflinchingly, and he does so with a devotion few other celestials can muster.

Melevon serves Erathael, the tome archon in charge of Venya. Rumors on the Mount say that the sword archon will soon achieve promotion to trumpet status. Whether that's true or not, Erathael clearly favors him, entrusting him with messages for the rest of the Hebdomad and counting on him to advise lawful good mortals from the Outlands and the Prime Material Plane.

In this capacity, Melevon comes into contact with all manner of planewalkers and primes, but he has sworn an Oath to provide advice only when asked, and then only in an obtuse fashion. This Oath further prevents him from using his magical powers to aid primes unless his life or theirs is in imminent jeopardy. He therefore cannot interfere directly in mortal affairs and must resist the temptation to take charge or "guide" benevolent rulers in the running of their kingdoms. Since he can't offer his own solutions to problems, Melevon sometimes says little more than, "Are you sure that's the wisest course of action?" Often, he is privy to a decision that he feels is wrong-headed, but must bite his lip and refrain from interfering.

Melevon enjoys a friendly rivalry with Rastisphere, a solar sworn to protect the halfings of Green Fields and the dwarves of Erackinor (two realms on Mount Celestia). At times, their disputes seem heated, but the anger is feigned. The two constantly challenge each other's beliefs about the multiverse, debating how best to crush the fiends and "set right the planes." They play chess often, and both hate to lose.

statistics

Melevon, male sword archon: AC -5 (-8 when diving); MV 15, fly 18 (C); HD 10; hp 52; THAC0 11; #AT 4; Dmg

layers with near omniscience, though they are unaware of what transpires in the realms of the gods who reside on the plane. Every layer consists of 196 provinces, each of which is governed by a warden archon who reports through the hierarchy back to the tome archons.

2d4/2d4/2d4/2d4; SA dive, spell-like powers; SD *divine wrath*, +2 or better weapons to hit, requires no food and only light sleep; MR 30%; SZ L (8'2" tall); ML 18 (fanatic); Int 18 (genius); AL LG; XP 14,000.

Spells Memorized (9/8/8/7/4/2/1): 1st—*animal friendship, command, cure light wounds* (×3), *detect magic, faerie fire, invisibility to undead, remove fear*; 2nd—*aid, detect charm, heat metal, hold person* (×2), *impart resistance*, messenger, resist fire/cold*; 3rd—*call lightning, cure blindness and deafness, cure disease, crown of cold*, crown of radiance*, protection from fire, speak with dead, vengeful strike**; 4th—*blessed forgetfulness*, cloak of bravery, cure serious wounds, detect lie, free action, neutralize poison, protection from lightning*; 5th—*cure critical wounds, dispel evil, flame strike, plane shift*; 6th—*heal, word of recall*; 7th—*astral spell*.

*Indicates spells listed in the "Celestial Magic" section of this book.

special attacks

Melevon's dive attack inflicts 2d10 points of damage with a successful hit. (During the dive, his AC is -8.) In addition, the archon can use the following spell-like abilities once per round, at will: *continual light, detect evil, invisibility, and teleport without error*. He also exudes *protection from evil 10' radius* and has a *tongues* effect active at all times.

special defenses

Melevon's *divine wrath* aura requires foes within 30 feet of him to make saving throws vs. spell (each at a -2 penalty). Those who fail suffer a -2 penalty to each attack roll until they successfully hit him. Thereafter, those individuals can attack without penalty.

proficiencies

Melevon wields no weapons and therefore has no weapon proficiencies. However, he has all nonweapon proficiencies (at a rating of 14) and receives a +2 bonus to all proficiency checks.

special equipment

None

powers

Primary Power: *Paladine* (Greater/LG/Mount Celestia)
Secondary Power: *Arvoreen* (Intermediate/LG/Mount Celestia)

personality traits

Articulate, decisive, militant, and shrewd

In order of their stature, the seven tomes are:

- Barachiel, ruler of Lunia (the Silver Heaven)
- Domiel, ruler of Mercuria (the Golden Heaven)
- Erathael, ruler of Venya (the Pearly Heaven)
- Pistis Sophia, ruler of Solania (the Electrum Heaven)

- Raziël, ruler of Mertion (the Platinum Heaven)
- Sealtiel, ruler of Jovar (the Glittering Heaven)
- Zaphkiël, ruler of Chronias (the Illuminated Heaven) and leader of the Hebdomad

Archons as player characters

Archon characters must begin as noncorporeal lanterns. Through good deeds and temperance, they can become hound archons, gaining actual bodies and metal fittings. Thereafter, they can continue to ascend through the hierarchy according to the standard path. Levels are meaningless to archons—they advance by performing acts of charity and kindness, not to mention noble and valorous deeds.

Archons do gain experience points (XP), and this determines how quickly they may rise. All archons (except lanterns) have collars, bracers, or other metal fittings of various qualities to show their virtue. These metal accoutrements automatically transform into material of the next higher quality whenever their “wearer” has demonstrated sufficient devotion to lawful goodness (that is, accumulated a certain amount of XP). Archon PCs who gain enough XP to merit platinum fittings can ascend to the next higher station, where they start out again with lead fittings.

The lawful celestials developed this rigid method of advancement to remove the taint of subjectivity from the process. However, they do share a few procedures with the aasimon. Archons gain new powers and responsibilities (and lose their old ones) each time they rise in station. Furthermore, they physically change into new beings, but retain enough of their previous appearances so that others can still recognize them. Finally, they remember all of their past experiences, using them as guides while walking higher and higher paths toward perfection.

As with the aasimon, archons may refuse ascension. For example, a warden who gains enough XP to wear platinum fittings but doesn't want to become a sword archon can remain a warden, then move on at a later time if desired. The decision to postpone or reject advancement, though, is not without political repercussions—archons are expected to follow the regular process of promotion.

Lantern Archons

Lantern archons are the spirits of lawful good prime-material beings. Each manifests on the Upper Planes as an insubstantial globe of light about three feet in diameter. Lanterns rarely, if ever, leave Mount Celestia. Typically, they serve as sources of information and fonts of inspiration for neophyte mortal adventurers, many of whom visit the Mount looking for the truth behind the wondrous place known to them only as “the Seven Heavens.” The only time most lanterns experience combat is when hound archons summon them to help defend the plane against evil interlopers.

Player-character lanterns, on the other hand, may expand the typical lantern role. In addition to their regular duties, PCs can serve as scouts, wandering the Upper Planes independently to ensure that all is secure. In the course of their travels, they must strive to aid all good-aligned creatures and thwart all evil-aligned beings they meet. Since PC lanterns are generally more intelligent and more eager to ascend than their fellows, they are prone to taking independent risks. Their dedication to serving good in even greater capacities than normal generally earns them the attention of the tome archons, who watch over the plane and promote lanterns when the time is right.

Ability Scores: As lantern archons are noncorporeal beings, they possess no measurable Strength or Constitution scores. Each lantern receives a +1 bonus to Dexterity, Intelligence, or Wisdom (player's choice) and a -1 penalty to Charisma.

After adjustments, a lantern's ability scores must fall within these ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	—	—
Dexterity	9	18
Constitution	—	—
Intelligence	5	18
Wisdom	6	18
Charisma	6	17

Class Restrictions: Lantern archons have vague memories of their prior existences as lawful good mortals, but no character classes per se. A lantern's player can decide what class (if any) the spirit possessed in life, or determine the class randomly by rolling on the table below. The player may then designate the character's level at the time of death by rolling 1d20. However, these determinations only serve to provide background color for the PC, as lantern archons cannot call upon any of the abilities they had while alive.

1D100 ROLL	PREVIOUS CLASS
01–10	Cleric
11–20	Specialty Priest
21–45	Fighter
46–55	Ranger
56–60	Paladin
61–70	Mage
71–75	Specialist Wizard
76–00	No class (0-level)

Average Height and Weight: Lantern archons are approximately three feet in diameter. As they have no bodies, however, they have no weight.

Hit Dice: PC lantern archons are 1-1 Hit Die creatures.

Alignment: All lantern archons are, without exception, lawful good.

Armor Class: Due to their noncorporeal forms, all PC lanterns are Armor Class 5 (base).

Languages: Lantern archons communicate telepathically, using an innate power similar to the spell *tongues*. They understand and can reply in any language they hear.

Proficiencies: Lantern archons cannot wield weapons, so they have no weapon proficiencies. Each is, however, entitled to two nonweapon proficiencies, selected from among the following: Ancient History, Local History, *Planar Sense*, *Planar Direction Sense*, *Planar Survival* (Mount Celestia), Religion, or Spellcraft. (Italicized proficiencies are described in the *Planeswalker's Handbook* [2620].)

Lantern archons also retain faint impressions of the proficiencies they possessed in life (half the mortal score in each, rounded down), though their noncorporeal forms make it difficult to employ most of them directly. Still, a lantern archon who had the Fire-building proficiency in its past life could instruct someone on how to build a fire if it made a successful proficiency check at its reduced score.

Advancement: Lanterns don't gain levels or amass experience points. Rather, when a tome archon (that is, the DM) determines that a lantern has performed exceptionally well in the service of good, the lantern ascends, becoming a hound archon with lead fittings (see below). Ascendance from lantern to hound archon requires the successful completion of no fewer than three tasks. PC lanterns who demonstrate questionable morals or ethics or who fail to take their roles seriously should not advance.

Special Benefits: Twice per round, lantern archons can fire a ray of light to a range of 30 feet. The rays have no effect on beings who are pure of heart and intend no harm to the archon, but enemies suffer 1d6 points of damage per ray that hits (normal attack roll required). These beams are as radiant as bright sunlight, so they inflict double damage against creatures (such as vampires) who are particularly susceptible to that form of energy.

Lantern archons possess the innate magical abilities common to all archons, including *divine wrath* and the ability to *teleport without error* to any location in Mount Celestia at will. In addition, lanterns can fly at a rate of 24 (maneuverability class A).

Since lanterns are noncorporeal beings, nonmagical weapons have no effect on them, and even magical weapons inflict only half damage. Although they are vulnerable to most magic, lanterns are immune to *paralyzation* and all enchantment/charm spells. Spells that target corporeal bodies (such as *feign death*, *grease*, *gust of wind*, *hold person*, *irritation*, *stinking cloud*, *strength*, and *web*) are also ineffective against these beings.

Lastly, these archons have protection against normal temperature variances equivalent to that of a *resist fire* and a *resist cold* spell combined. Magical cold- or fire-based attacks inflict

normal damage, however. Lanterns can survive in an airless void and pass through solid and liquid substances with impunity. Since they don't breathe, they can also exist in watery environments without fear of drowning.

Special Hindrances: Lantern archons cannot leave Mount Celestia without the permission of an archon of higher station. Missions that could legitimately take a lantern off-plane might include accompanying a more powerful archon on a mission away from the Mount, or perhaps aiding a group of lawful good adventurers who are seeking information about another plane.

Because they are insubstantial, lantern archons can't manipulate physical objects. Even their light rays have no force or real substance. Therefore, these beings cannot employ magical items, wear armor, wield weapons, or perform any physical task.

Roleplaying Notes: Player characters who aspire to become archons of higher station must begin as lanterns and work their way up the hierarchy by performing tempered, valorous, and charitable acts. Possible roleplaying opportunities for lantern archons include spying on a group of deviously aligned planewalkers who are "touring" Mount Celestia, helping a hound archon defeat an infiltrating fiend, guiding a humble paladin along the path of valor, aiding a faithful dwarf adventurer in his search for Moradin (the dwarven father) and his Soul Forge (birthplace of the dwarves), helping a paladin locate a missing member of the Order of the Planes-Militant (sworn defenders of Mount Celestia), or guiding a group of would-be heroes to the Glass Tarn (a mystical lake on the third layer of Mount Celestia, where the powers of good offer prophecies to those they deem worthy of such foreknowledge).

Lanterns also offer unique roleplaying opportunities for players who have lost lawful good characters (paladins in particular) in other campaigns. When the dead character's spirit arrives on Mount Celestia, it becomes a lantern archon with only a vague awareness of its prior existence. The character can then remain in play in a whole new way.

Hound Archons

Hound archons appear as powerfully muscled humans with canine heads. Though they are primarily defenders of just causes and innocents, they also safeguard those who are unable to protect themselves against mightier foes. When not fighting, hounds act as hosts to travelers who visit Mount Celestia, watching such visitors closely for any hint of treachery or deceit. Hound archons wear simple metal collars.

Player characters who begin a campaign as lantern archons may ascend to become hounds through their pure and valorous deeds. Hound PCs initially "wear" collars made of lead, but these transform into progressively more precious metals as their "wearers" continue to serve the cause of lawful goodness.

Ability Scores: Hound archons receive a +2 bonus to Strength and a +1 bonus to Constitution. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	12	20
Dexterity	9	18
Constitution	8	19
Intelligence	8	18
Wisdom	8	18
Charisma	9	18

Class Restrictions: Hound archons have no character classes. Since they all share the same abilities, they judge their prowess not by the powers they possess, but by how they use their skills.

Average Height and Weight: Hounds are 60/59 + 2d10 inches in height and 175/150 + 5d10 pounds in weight. The number before the slash refers to male hounds, and the number after it to females.

Hit Dice: All hound archons have 6 Hit Dice. Those with exceptional Constitution scores add bonus hit points to their totals according to the table below. A hound's hit points do not change with the quality of his or her metal fittings.

CONSTITUTION	EXTRA HIT POINTS
15	6
16	12
17	18
18	24
19	30

Alignment: All hound archons are, without exception, lawful good.

Armor Class: A hound archon has a natural Armor Class of 1.

Languages: Hound archons communicate with the equivalent of a *tongues* spell (which is always active). They can instinctively comprehend and reply in any language they hear.

Proficiencies: Hound archons are proficient with all weapons, and each can select a weapon with which to specialize. They need not study or practice to gain nonweapon proficiencies, and they never incur penalties to proficiency checks.

Advancement: All hound archons begin play with lead collars. Those PC hounds who perform particularly valorous, noble, or selfless acts gain "experience" that not only increases their status, but also transforms their collars into metal of greater purity, according to the table below. A hound archon whose collar turns to platinum becomes eligible for promotion to warden archon status.

Metal	XP Required
Lead	0
Tin	8,000
Brass	16,000
Bronze	32,000
Silver	64,000
Gold	125,000
Platinum	250,000

Special Benefits: An unarmed hound archon can attack three times per round, slashing with two sharp-clawed paws (for 1d4 points of damage each) and delivering a fierce bite (for 1d8 points of damage). A hound who forsakes these natural attacks can wield a weapon instead, but can strike only once per round with it.

- These archons possess the innate magical abilities common to all members of the race. Only magical weapons of +1 or better enchantment can harm them, and they have 10% magic resistance.

A hound archon can shapechange into a dog or wolf of any type, but not into a lycanthrope. While in animal form, hounds can use any attacks or abilities natural to their assumed forms, as well as all of their own.

Each hound archon maintains telepathic links with one hundred lantern archons and can relay telepathic messages to any or all of them as desired. Should the hound require assistance, 1d10 lantern archons arrive each round until all one hundred are present. Of course, the hound must guard these "troops" carefully, since those who perish are not replaced. The telepathic links between hounds and their lanterns persist as long as all parties remain on Mount Celestia; those who leave and then return find themselves linked as before.

Special Hindrances: Hound archons spend almost all their time on Mount Celestia, safeguarding the plane and its inhabitants from evil trespassers. Opportunities to leave the Mount are rare, and when off-plane missions do occur, the hounds must return immediately afterward and report to their superiors. Punishment for hound archons who neglect their duties, meddle in mortal affairs, or fail to act kindly and selflessly typically involves a reduction in status. The collars of those who commit minor transgressions may revert to less pure metals—for example, a platinum collar might revert to gold, or a gold collar to silver, and so forth. Hound archons who perform wanton evil acts, knowingly or unknowingly, immediately become lantern archons once again and must redeem themselves. Those who do so can begin again as hounds with lead collars.

Hound archons cannot wear armor, but they may employ shields and magical items that improve Armor Class.

Roleplaying Notes: Adventuring opportunities for hound archons might include rescuing a lantern archon captured by an insane fiend, aiding members of the Order of the

Planes-Militant (a sect dedicated to defending Mount Celestia) in rescuing their captured comrades from a yugoloth citadel on the Lower Planes, helping to subdue a dragon who is threatening dwarven mining operations in Erackinor (a realm on Mount Celestia's fourth layer), escorting a band of planewalkers who seek an audience with the lammasu Lebes in the town of Heart's Faith, or safely delivering a magical gemstone from Bahamut's palace to Erackinor. Most of the quests assigned to hound archons do not require absence from Mount Celestia, but a PC hound might receive permission to leave the plane for an extremely important mission.

warden archons

Warden archons are towers of strength. Only a PC who has reached the rank of platinum-collared hound archon can rise further to gain warden status. Upon ascension, the character becomes a hulking humanoid with the head of a grizzly bear, human-shaped hands that end in claws, and tiny, bright eyes that reflect extreme intelligence. The PC retains the collar worn as a hound and gains metal arm bracers as well. All the character's metal reverts to lead, signifying an archon who has just begun a new journey.

Ability Scores: Each warden archon receives a +3 bonus to Strength, a +2 bonus to Constitution, and a +1 bonus to Intel-

ligence. After adjustment, their ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	16	21
Dexterity	6	18
Constitution	12	20
Intelligence	12	19
Wisdom	6	18
Charisma	9	18

Class Restrictions: Warden archons have no character classes. Like hounds, they all share the same abilities and judge their prowess not by the powers they possess but by how they use them.

Average Height and Weight: Wardens are 80/75 + 2d12 inches tall and weigh 350/310 + 12d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: All warden archons have 8 Hit Dice. Those with exceptional Constitution scores add bonus hit points to their totals according to the table below. A warden's hit points do not change with the quality of his or her metal fittings.

CONSTITUTION	EXTRA HIT POINTS
15	6
16	12
17	18
18	24
19	30
20	36

Alignment: All warden archons are lawful good.

Armor Class: As guardians of Mount Celestia's portals, these archons can resist attacks better than most of their race. The warden's natural Armor Class of -1 reflects this resilience.

Languages: Warden archons can communicate telepathically with any creature of animal Intelligence or higher. They have an innate understanding of any language they hear.

Proficiencies: Wardens are proficient with all weapons, but each may choose one weapon with which to specialize. They need not study or practice to gain nonweapon proficiencies, and they make all proficiency checks at a +1 bonus.

Advancement: Beginning warden archons retain the experience point totals they had as hound archons, but they start with lead collars and arm bracers. Those PC wardens who perform particularly valorous, noble, or selfless acts gain "experience" that not only increases their status, but also transforms their collars into metal of greater purity, according to the table below. A warden archon whose collar and arm



bracers become platinum is eligible for promotion to sword archon status.

METAL	XP REQUIRED
Lead	250,000
Tin	500,000
Brass	750,000
Bronze	1,000,000
Silver	1,500,000
Gold	2,000,000
Platinum	2,500,000

Special Benefits: Warden archons typically attack with two claw attacks and a powerful bite, inflicting 1d8/1d8/2d6 points of damage (plus any Strength modifiers). If both claws strike a single opponent, the warden can hug the victim for an additional 1d10 points of damage (plus Strength bonus) and bite with a +4 bonus to that attack roll. Hugged victims cannot use their arms or hands for combat, nor can they cast spells. To break free, such a victim must make a successful Bend Bars/Lift Gates check. A warden wishing to restrain a target without causing serious injury can choose to inflict minimum damage (1 point per round) with the hug. Wardens can wield weapons if they forsake all their natural attacks, but can strike with these only once per round.

Wardens possess the innate magical abilities common to all archons. In addition, they can cast any Divination spell (wizard or priest) of 4th level or lower as if they were 6th-level spellcasters. Finally, wardens have 20% magic resistance, and only magical weapons of +2 or better enchantment can harm them.

Special Hindrances: Warden archons cannot wear armor, but they may employ shields and various magical items to improve their natural Armor Class ratings. Since they stand at least eight feet tall, they suffer the extra damage appropriate to large-sized targets from certain weapon attacks.

Like hound archons, wardens typically remain in Mount Celestia at all times, save on those rare occasions when their superiors assign them tasks on other planes.

Roleplaying Notes: The primary task of most warden archons is guarding the various portals of Mount Celestia. Some of these portals link the seven layers of the Mount itself, while others lead elsewhere in the multiverse. The wardens prevent unauthorized or unwanted travelers from entering and ensure that the myriad lantern archons who inhabit Mount Celestia don't pass indiscriminately through the portals to other layers and planes.

PC wardens do, however, enjoy more flexibility than their peers. They occasionally help members of the Order of the Planes-Militant in attacking fiendish strongholds on the Lower Planes, slay (or banish) evil monsters who enter Mount Celestia through previously unknown portals, see where newly formed portals lead, help lawful good wizards retrieve spell components from dangerous places in Mount

Celestia and beyond, or test the mettle of fallen paladins who arrive seeking atonement.

Sword Archons

Sword archons appear as tall humans with wings instead of arms. They have silvery hair, and their eyes glow with an inner light. Sword archons wear collars, leg greaves, and breastplates.

Warden archons who attain platinum fittings may, if they choose, become sword archons, provided that their dedication to goodness and virtue pleases the powers. Those who ascend lose their warden levels, hit points, and abilities, beginning anew as sword archons with lead fittings. They remember all their previous experiences as warden, hound, and lantern.

Most upper-planar beings perceive sword archons as messengers and heralds who carry decrees and other communications from the throne archons to the rest of Mount Celestia. In reality, however, only the most powerful sword archons receive such distinction. Swords with accoutrements of lead, tin, brass, or bronze are only "swords-in-training." Beginning sword archons serve as celestial guards in the militia of a throne archon. In this capacity, they help maintain law and order in a particular town or city on Mount Celestia—not a particularly onerous or difficult task most of the time. Through extraordinary circumstances, however, PC sword archons can aid the cause of good in other ways. Their superiors often call upon them to complete more pressing assignments, many of which can lead to adventure (see "Roleplaying Notes," below).

Ability Scores: Each sword archon gains a +2 bonus to Wisdom and a +1 bonus to Charisma. Final ability scores for these characters must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	9	18
Dexterity	9	18
Constitution	9	18
Intelligence	9	18
Wisdom	15	20
Charisma	12	19

Class Restrictions: Like hound and warden archons, swords have no character classes. They all share the same abilities and judge their prowess not by the powers they possess, but by how they use them.

Average Height and Weight: Sword archons stand 80/75 + 2d10 inches tall and weigh 150/120 + 5d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: All sword archons have 10 Hit Dice. Those with exceptional Constitution scores add bonus hit points to their totals according to the table below. A sword's hit points do not change with the quality of his or her metal fittings.

CONSTITUTION	EXTRA HIT POINTS
15	6
16	12
17	18
18	24

Alignment: All sword archons are lawful good.

Armor Class: The natural Armor Class of a sword archon is -5. But the tremendous speeds that swords achieve in their diving attacks gives them Armor Class values of -8 during those maneuvers.

Languages: Sword archons can communicate telepathically with all sentient creatures of animal Intelligence or higher. They have an innate understanding of all languages they hear.

Proficiencies: Sword archons have no hands with which to wield weapons, so they have no weapon proficiencies. (The name comes from the blinding speed with which they attack their enemies.) Like hounds and wardens, swords need not study or practice to use nonweapon proficiencies. They make all proficiency checks at a +2 bonus.

Advancement: Beginning sword archons retain the experience points they had as warden archons, but they start their new careers with lead collars, leg greaves, and breastplates. Those PC swords who perform particularly valorous, noble, or selfless acts gain "experience" that not only increases their status, but also transforms their fittings into metal of greater purity, according to the table below. A sword archon whose accoutrements become platinum is eligible for promotion to trumpet archon status.

METAL	XP REQUIRED
Lead	2,500,000
Tin	3,000,000
Brass	3,500,000
Bronze	4,000,000
Silver	4,500,000
Gold	5,000,000
Platinum	6,000,000

Special Benefits: Sword archons possess the innate spell-like abilities common to all archons. In addition, they can use priest spells from any sphere as if they were 15th-level casters.

In combat, swords can attack (lash or bite) up to four times per round, inflicting 2d4 points of damage (plus Strength modifiers) with each hit. A sword can also forego those attacks in favor of a dive, though this requires at least 100 feet of vertical space in which to move. To attack in this way, the sword must fly up, then dive downward at a foe, biting for 2d10 points of damage (plus Strength modifiers) on a successful hit. As noted above, the celestial's Armor Class drops to -8 during the attack because of his or her great speed.

When not diving, sword archons can fly at a rate of 18 (maneuverability class C). Though these beings require suste-

nance no sustenance, they can exert themselves without tiring and are remarkably light sleepers.

Sword archons have 30% magic resistance, and only magical weapons of +2 or better enchantment can harm them.

Special Hindrances: Sword archons never wield weapons, wear armor, or carry shields. They prefer to use their natural attacks and considerable priestly magic against any enemies who dare confront them. Since they stand at least eight feet tall, they suffer the extra damage appropriate to Large-sized targets from certain weapon attacks.

Swords avoid fighting whenever possible and never attack weak or defenseless foes. So noble are these celestials that they insist on fighting their enemies on equal terms—even if their opponents are not so honorable. Sword archons never strike from behind and always allow their foes to make the first tactical move in battle, counting on their natural Armor Class and resistance to injury to keep them safe.

Furthermore, sword archons are forbidden to kill or otherwise harm enemies who surrender. Celestials whose foes admit defeat must either allow them to withdraw from the field of battle or "escort" them back to Mount Celestia for trial and appropriate punishment. Of course, if a deceitful opponent surrenders only to buy time and later attacks the archon or his allies, the sword may then smite the villain freely.

Sword archons who leave Mount Celestia without permission and meddle in the affairs of mortals quickly receive orders from their superiors to return and find the true path once more. Those who refuse become fallen archons. Such beings who try to return to the glorious Mount thereafter face swift retribution.

Roleplaying Notes: Sword archons primarily serve as messengers and defenders, which rarely requires them to leave their home plane. Occasionally, the Order of the Planes-Militant requests the aid of the combat-worthy swords to help defend the Upper Planes from fiendish incursions. Because of their pleasing and regal forms, these celestials sometimes find themselves delivering messages from the gods to worshippers throughout the Upper Planes—and sometimes even the Outlands. Such appearances are, however, understandably rare.

To PC swords may fall the task of hunting down fallen archons and persuading them to return to Mount Celestia to face the Celestial Tribunal. This duty also involves setting right any wrongs their wayward comrades may have committed. However, since fallen archons are few in number, only a handful of swords ever receive such a mission. Other adventuring opportunities for sword PCs might include capturing a slaad or fiend who has infiltrated Mount Celestia using used powerful magic to conceal his or her alignment, mediating a dispute between two dwarven mining clans on Solania (the Mount's fourth layer), leading a force of warden or hound archons to repel the latest modron march, helping members of the Order of the Planes-Militant recover a lost artifact from its resting place in the Abyss, or retrieving the

remains of a paladin slain in the Baatorian realm of Tiamat (mother of evil dragons).

Trumpet Archons

When sword archons reach the pinnacle of their existence by earning their platinum collars, leg greaves, and breastplates, the powers determine whether they are worthy of promotion. Any sword can, of course, refuse ascension to trumpet archon, but few can resist the call. After all, the gods rarely make this offer more than once in a sword archon's immortal life.

Physically, trumpet archons appear as tall, radiant, winged elves wearing metal collars and breastplates and carrying silver trumpets. Those who have seen both insist that these archons are even more beautiful than avariel. Trumpet archons blow their horns to announce their arrival at any destination—and they travel quite a bit. In addition to serving as messengers of higher archons and powers, trumpets have the vital task of escorting the spirits of the newly dead back to their *raised* or *resurrected* bodies. Because of this, they alone of all archons are free to leave Mount Celestia without permission from their superiors. Thus, lantern, hound, warden, and sword archons all hold the trumpets in awe.

Trumpets differ from lesser archons in another respect, too—they all take orders from one of their own kind, a platinum-fitted trumpet named Israfel, who is the appointed lord of heralds. It seems that this being turned down a promotion to the station of throne archon so that he might accept this distinguished position. Player character trumpets also report to Israfel, performing tasks at his command.

Unless the DM plans to run a celestial campaign in which player characters are the rulers and lawmakers of Mount Celestia, the station of trumpet archon is the highest any PC can ever achieve. If a trumpet player character earns enough experience points to gain platinum accoutrements and accepts promotion to the rank of throne archon, retirement or relegation to NPC status is the next logical step. (Throne archons are not adventurous and seldom leave their realms. Besides, they're so virtuous and perfect that few players would be able to run them effectively.)

Ability Scores: Trumpet archons gain a +1 bonus to Intelligence, a +2 bonus to Wisdom, and a +3 bonus to Charisma. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	9	18
Dexterity	9	18
Constitution	9	18
Intelligence	12	19
Wisdom	12	20
Charisma	16	21

Class Restrictions: Like other archons, trumpets have no character classes. They all share the same abilities and judge their prowess not by the powers they possess but by how they use them.

Average Height and Weight: Trumpet archons stand 75/70 + 3d6 inches tall and weigh 180/160 + 5d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: All trumpet archons have 11 Hit Dice. Those with exceptional Constitution scores add bonus hit points to their totals according to the table below. A trumpet's hit points do not change with the quality of his or her metal fittings.

CONSTITUTION	EXTRA HIT POINTS
15	6
16	12
17	18
18	24

Alignment: All trumpet archons are lawful good.

Armor Class: The natural Armor Class of a trumpet is -3.

Languages: Trumpet archons can converse telepathically with all sentient creatures of animal Intelligence or higher. They have an innate understanding of all languages they hear.

Proficiencies: Trumpet archons can wield any weapon proficiently. However, they rarely attack with any weapons other than their trumpets (see "Special Benefits" below). Like other archons, they need not study or practice to gain nonweapon proficiencies. They make all proficiency checks at a +3 bonus.

Advancement: Beginning trumpet archons retain the experience points they had as swords, but they start their new careers with lead collars and breastplates. Those PC swords who perform particularly valorous, noble, or selfless acts gain "experience" that not only increases their status, but also transforms their fittings into metal of greater purity, according to the table below. A trumpet archon whose accoutrements become platinum is eligible for promotion to throne archon status.

METAL	XP REQUIRED
Lead	6,000,000
Tin	6,500,000
Brass	7,000,000
Bronze	7,500,000
Silver	8,000,000
Gold	8,500,000
Platinum	10,000,000

Special Benefits: Trumpet archons have all the innate spell-like abilities common to their race. In addition, they can use spells from all priest spheres as if they were 17th-level casters. Trumpets generally disdain combat, but when they must fight, they do so fiercely.

These noble beings have 40% magic resistance, and only magical weapons of +3 or better enchantment can hit them. They can fly at a rate of 21 (maneuverability class B).

A trumpet archon's silver horn emits a sound of heavenly beauty and utter clarity when blown. All nonarchons who hear it must make a successful saving throw vs. spell or stand awestruck and motionless for 1d4 rounds. The instruments serve another purpose as well—at their users' commands, they instantly transform into silver *swords* +3. Trumpet archons can attack twice per round with these weapons, inflicting 1d10 points of damage per hit (plus Strength modifiers). A trumpet archon receives only one trumpet in his of her immortal lifetime. Should anyone ever steal this horn, it transforms into a useless chunk of lead until its rightful owner reclaims it.

As noted above, trumpet archons may come and go from Mount Celestia as they please, though they rarely leave their home plane without purpose. Wherever they go, they always sound their arrival with their trumpets.

Special Hindrances: Trumpet archons never wear armor or carry shields, though with their impressive Armor Class values and transforming trumpets, they don't really need additional protection. A bit shorter than the warden and sword archons, trumpets stand only 7 feet tall. Nevertheless, they still suffer the extra damage appropriate to Large-sized targets from weapon attacks. Like sword archons, trumpets avoid combat whenever possible and never attack weak or defenseless foes.

Interestingly, while trumpets often visit other planes to conduct business on behalf of their superiors, they are forbidden to meddle in the affairs of mortals. What's more, they must try to inspire goodness in others using as few magical abilities as possible. Trumpet archons can't go around *resurrecting* champions of good and destroying villains' castles with earthquakes—the gods of Mount Celestia consider such uses of power gratuitous and inappropriate. Even something as benign as healing an injured person with a *cure serious wounds* spell might constitute "inappropriate intervention," especially if it happened frequently and indiscriminately. Trumpets who meddle in mortal affairs or abuse their powers receive immediate recalls to Mount Celestia, where the powers or their emissaries review the situation and apply appropriate penalties (as described in "Fallen Archons," below).

Roleplaying Notes: When the spirit of a newly deceased lawful good mortal arrives on Mount Celestia, it takes the form of a lantern archon if the powers deem it worthy. If someone *raises* or *resurrects* that mortal before he or she can advance to the rank of hound, someone must escort the spirit back across the planes to its awaiting body. This job falls to the trumpet archons, who ensure the safe passage of spirits back to the mortal world.

Occasionally, an evil being snares a lawful good mortal spirit for its own dark gratification, often hoping to use that life force to fuel some loathsome magical item. Trumpet archons find and liberate such captive spirits, then bring them to the safety of the Mount.

In addition to escorting and rescuing mortal spirits, trumpet archon PCs sometimes hunt down fallen archons and persuade them to return and face the Celestial Tribunal. In such cases, trumpets must also undo any damage the fallen celestial's questionable actions may have caused. However, since fallen archons are few in number, trumpets can go a long time between such missions.

Often, higher archons and deities send trumpet archons on special errands. For example, a trumpet might have to wrest a mortal's captured spirit from the clutches of a succubus or convey a warning from an upper-planar power to an Abyssal lord planning an attack on a paladin's stronghold on the Outlands. In such cases, the deities of Mount Celestia might dispatch one or more fearless trumpet archons to the Lower Planes to ensure that the message reaches the fiend in the very heart of its domain.

In fact, fiends pose constant problems for the archons—and for all celestials. The Lords of the Nine (the rulers of Baator) and the uncountable Abyssal lords (the tyrants of the Abyss) view the worlds of the Prime Material Plane as ripe for conquering. Were it not for celestial intervention, many of these worlds would long since have fallen to the hordes of evil. Trumpet archons provide much of that intervention by expelling fiends from prime-material worlds and destroying their gateways. The efforts of these shining beings keep the greedy, grasping hordes and the Blood War itself from spilling out of the Lower Planes. Indeed, trumpet archons often find themselves face-to-face with some of the most hideous lower-planar creatures imaginable.

Since they cannot meddle in mortal affairs, trumpets struggle to perform their tasks while keeping their very existences secret from those whose worlds they're defending. Sometimes, though, a mission requires that they interact with the locals. They typically accomplish this by serving as trusted aides and companions, offering insights and words of wisdom rather than intervening directly. Even then, they offer aid for only a short time.

Fallen Archons

Not every archon is perfect, and not all of these beings can handle the rigors of being good, pure, virtuous, and merciful all the time. Sometimes, an archon chooses to reject the ways of the race, earning expulsion from the hierarchy. Punishment in such cases depends on the magnitude of the transgression. Since archons are naturally forgiving creatures, it takes a display of incredible foolishness for an archon to fall from grace and lose all hope of redemption.

Archons who demonstrate malevolent intent, ignore orders from their superiors, use their powers to aid or influence mortals directly, indulge in wanton behavior, shirk responsibility, or decline to show mercy to their enemies are ripe candidates for what celestials call *desecration*. In such cases, the celestial's superiors review the evidence and decide whether the offender is worthy of his or her current station. Those whose actions are unacceptable lose ground within the

hierarchical structure. For archons, desecration means a reduction in the purity of their metal fittings, or even demotion to a lower station.

If an offender flees Mount Celestia to escape judgment or commits a crime while on another plane, an archon of higher station locates the transgressor and requests that he or she return to the Mount voluntarily. The higher-ranked celestial never tries to force the other to come back; the request is just that. Offenders who refuse to comply, however, can never return to their home plane without facing their superiors' wrath. Such beings are known as fallen archons.

Fallen archons often feel they can justify their offenses. No matter the intent, however, an archon's fall always happens because of some alignment shift away from lawful goodness. Usually, the transgressors move toward one of the following alignments. (Perhaps because of their strong beliefs, archons rarely fall toward true neutrality.)

Chaotic good

An archon who has good intentions but fails to follow the rules set down by higher-order archons undergoes an alignment shift from lawful good to chaotic good. These impulsive celestials face one of three forms of punishment.

- Chaotic good archons who seek redemption for minor grievances suffer one-step reductions in the purity of their metal fittings, along with a corresponding loss of experience points. For example, the metal fittings of a sword archon who merited such punishment might revert from bronze back to brass.

Particularly egregious offenses result in a one-level reduction in station, plus reversion of the offender's fittings to lead—again, with the appropriate loss of experience. Thus, a sword archon with bronze fittings would become a warden archon with lead fittings for such a transgression.

- A chaotic good archon who desires to leave Mount Celestia can petition the powers to transform him into a 1st-level asuras. The gods grant this request only if the archon's intentions or offenses have not been evil or malicious in nature—and only if it suits them to do so.
- Unrepentant archons who flee Mount Celestia or make it clear that they don't wish to become asuras are ousted from the Mount in their present forms. Such fallen celestials retain their attack capabilities, but lose all mystical powers that connection with the plane afforded. Thus, fallen hound archons would keep their appearances and natural attacks, but lose the ability to *shapechange* or summon lantern archons. Warden and sword archons would retain their appearances and natural attacks, but lose their priest spells. Trumpet archons would lose not only their priest spells, but their silver trumpets as well.

Neutral good

An archon who believes that the end justifies the means and is willing to break the law for the "greater good" has suffered an alignment shift from lawful good to neutral good. There are three forms of punishment for such behavior:

- As with chaotic good archons, a neutral good archon who seeks redemption loses metal purity for a small offense or drops by one station (beginning again with lead fittings at the new one) for a more serious crime.
- As with chaotic good archons, neutral good archons who wish to leave their home plane can ask the gods to turn them into other creatures—in this case, 1st-level guardinals.
- Neutral good archons who flee the Mount or refuse to become guardinals are expelled from the Mount in their current forms.

evil

Two options for punishment are available for archons who commit lawful evil, neutral evil, or chaotic evil acts. The gods may reduce them to lantern status and give them the opportunity to redeem themselves, or they may simply destroy them utterly to prevent their abhorrent natures from contaminating the rest of Mount Celestia. Evil-minded archons usually try to flee the plane to escape such "tyranny." Those who do so are banished to the Prime Material Plane, Sigil, or elsewhere.

Evil archons lose all connection to their home plane. Within days of leaving Mount Celestia, they begin an excruciatingly painful physical transformation that ends with transformation into lemures (lawful evil), manes (chaotic evil), or larvae (neutral evil), depending on the direction they fell. Those who survive the transformation and subsequent enslavement to higher-order fiends might someday rise to become powerful fiends themselves. More often, however, the fiends simply destroy these former archons utterly.

ASURAS

Asuras are noble avengers and righteous warriors. They travel throughout the Upper Planes, serving the powers as messengers and heralds. Asuras are voices of knowledge, bringing wisdom to mortal priests and seers. They also carry messages of revenge, punishment, and death to those who have angered the gods.

Asuras appear as willowy, fair-skinned humanoids with birdlike talons for feet and wings of brightly burning flame. They have fiery eyes and hair of flaming copper or gold. The males wear feather-crested helms of bronze.

their powers

An asuras can make two talon attacks (1d10 points of damage each) and one weapon attack (weapon of choice, typically a scimitar or huge spear) each round. Both claw attacks must be against the same target; the weapon attack may be against the same opponent or a different one.

Asuras sometimes fight in groups called flights. Members of a flight blow mighty trumpets as they enter battle, and the sound of those horns causes rampant fear among evil creatures. Even if they are not yet engaged in conflict, evil-aligned beings with 3 Hit Dice or less must make morale checks upon hearing these trumpets.

Three or more asuras of any level working together can create a burning wind with their wings. Each round, this hot blast of air inflicts 2d10 points of damage (no saving throw) upon all evil beings within a 60-foot radius. Only evil creatures can feel the burning wind; it inflicts no injury upon good or neutral beings. Asuras engaged in creating a burning wind cannot otherwise participate in combat.

As asuras gain levels and increase their power, they become more radiant. This luminescence increases their Charisma scores by 1 point each level. Although these beings lack the highly-structured hierarchy of the archons, particularly radiant asuras can easily assume leadership roles. Their innate magnetism ensures the loyalty of the lower-level asuras who serve under them.

Asuras also gain other abilities as they increase in level (see "Special Benefits," below).

Their realms

Asuras roam the Upper Planes freely. When not carrying messages for the powers or crushing some heinous evil, they go where they please.



Their virtues

More than any other celestial race, asuras are prone to certain vices—most of which are attributable to their chaotic nature. Jealousy and envy are common among these beings, particularly when it comes to competing for the attention of their gods. Although they always mean well, they can be abrasive, judgmental, impulsive, intolerant, and stubborn. However, asuras do not recant on deals, and they never fail in their duty, though how they go about achieving success is often a matter of personal preference. They smite evil without giving it a second thought and never negotiate with fiends or their ilk.

Asuras are just about the most passionate celestials imaginable. They are quick to love, quick to anger, impatient with delay, and eager to serve. All asuras crave conflict, and they prefer to resolve their disputes directly and immediately.

Their role in the planes

These celestials function in loose groups called hosts. An asuras may freely leave one host and join another, as all host leaders welcome the services of gifted individuals. Such leaders are typically high-level asuras with high Constitution and Wisdom scores.

Their relationships with other celestials

Asuras dislike both asimons and archons, seeing them as rivals for the attention of the good powers. Asuras frequently find themselves at odds with asimons. Since both races roam the Upper Planes freely, they have plenty of opportunities for contact. Conflicts with archons are far less common, since the latter are good enough to confine themselves to Mount Celestia. Asuras rarely let their rivalries with members of other races degenerate into blows, and they never resort to double-dealing or underhanded measures. Instead, they maintain openly contemptuous attitudes toward both asimons and archons.

Many asuras enjoy spending leisure time on the plane of Arborea. They adore and respect the eladrin who are, in many ways, their kindred spirits. Both races are extremely passionate in their dedication to preserving goodness and stamping out evil. Whenever there is a dispute between the archons and the eladrin, the asuras are quick to take the latter's side, even when logic might dictate otherwise.

The asuras also like and respect guardinals—beings who seem utterly peaceful at home and yet frequently mount lightning raids against evil strongholds in the Lower Planes. Asuras count on guardinals to help maintain peace between their people and the asimons, but they often become annoyed when the guardinals fail to take their side in a given disagreement.

Notable asuras

The general of the Grand Celestial Host is a 25th-level asuras warrior named Absalom. This luminous being commands an

vembra moonflame, the talons of vengeance

Vembra has ruby-tipped talons for feet and wings of burning flame. Her cropped hair is red with copper highlights, and a light dusting of freckles covers her neck and shoulders. She typically wears a gold-trimmed toga of snow white.

Vembra serves Soma, Indian god of the moon. When not standing watch outside the Gates of the Moon in Ysgard, she tours the planes of Ysgard and Arborea looking for lost travelers to rescue and evil to stamp out.

This asuras is an impetuous, spirited avenger. She doesn't know how to back down in a fight and shows utter contempt for anyone who does not wish to stand toe-to-toe with evil. Her zealous devotion to good makes her intolerant of evil in any form, so it is a simple matter for fiends and other evil beings to provoke her. Vembra does not understand why the asuras have not led more strikes into the Lower Planes, and she dislikes celestials who oppose her views on how best to deal with the fiends.

Her greatest wish is to join the Celestial Grand Host under the command of General Absalom and follow him into battle against the fiends. The truth is, however, that her lack of self-control in combat situations poses risks to herself and those in her company. Therefore, her superiors feel that she has a lot to learn before she is ready for such outings. They do, however, recognize Vembra's desire to spread her wings, so they frequently send her on missions to the Outlands. Though waiting for her heart's desire makes her despondent, she nevertheless carries out these assignments with characteristic zeal. With her unerring sense of direction, she has guided countless travelers through difficult or hostile terrain to their intended destinations.

statistics

Vembra Moonflame, female asuras Ft: AC -3 (Dex bonus); MV 12, fly 33 (C); HD 4; hp 29; THACO 17 (15 with *scimitar* +2); #AT 3; Dmg 1d10+1/1d10+1/1d8+3; SA trumpet blare, burning wind; SD spell immunities; MR 20%; SZ M (5'7" tall); ML fearless (19); Str 16, Dex 15, Con 11, Int 18, Wis 20, Cha 15; AL CG; XP 3,000.

Spells Memorized (6/6/3): 1st—*command, cure light wounds* (×2), *detect evil, faerie fire, protection from evil*; 2nd—*aid, augury, hold person, resist fire/resist cold, wound transfer*, silence* 15' radius; 3rd—*divine weakness*, prayer, remove paralysis*.

*Indicates spells detailed in the "Celestial Magic" section of this book.

army of thousands, and those who have served with him in campaigns against the baatezu, tanar'ri, and yugoloths believe they have found the true purpose of their existences.

Asuras as player characters

All PC asuras begin the game as 1st-level warriors. Asuras (singular and plural) are, much like the agathinon, a warrior

special Abilities

Vembra can cast priest spells as a 5th-level priest with 20 Wisdom. In addition, she can use each of her innate abilities (*detect lie* and *true seeing*) three times per day as a 5th-level caster. Like all asuras, Vembra requires no sleep, food, or air.

special Attacks

The sound of Vembra's trumpet causes fear in evil creatures who hear it (saving throw vs. spell to negate); evil beings with 3 Hit Dice or less must make successful Morale checks or flee immediately. She can combine her efforts with at least two other asuras to create a burning wind that inflicts 2d10 points of damage to all evil creatures within a 60-foot radius (no saving throw).

special defenses

Vembra's 20 Wisdom grants her immunity to *cause fear, charm person, command, forget, friends, hold person, hypnotism, ray of enfeeblement, and scare spells*.

proficiencies

Vembra is specialized in scimitar and proficient with long sword, spear, and long bow. Her nonweapon proficiencies are Blind-fighting, Bowyer/Fletcher (14), Charioteering (17), Planar Direction Sense (21), Planar Sense (19), Planar Survival (Arborea, 17 and Ysgard, 17), and Tracking (20).

special equipment

Vembra wields an intelligent *scimitar* +2 named Nightcrescent (AL CG; INT 16; Ego 13). It can communicate with her telepathically and cast *starshine* once per day. In addition, Nightcrescent allows its wielder to use *negative plane protection* three times per day. Vembra also wears a *nephilus of spell immunity* with four feathers. This necklace protects her from *enervation, fireball, lightning bolt, and polymorph* other spells.

powers

Primary Power: Soma (Intermediate/CG/Ysgard).

Secondary Power: None

personality

Condemning, despondent, impetuous, zealous

race. However, they do possess spellcasting ability.

Ability Score Adjustments: Asuras PCs receive a +3 bonus to Wisdom, a +2 bonus to Intelligence, and a -1 penalty to Constitution. The adjusted scores of a beginning asuras character must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	9	18
Dexterity	9	18
Constitution	3	17
Intelligence	12	20
Wisdom	15	21
Charisma	9	18

Class Restrictions: All asuras are fighters. There is no limit to the level they can achieve.

Average Height and Weight: Asuras stand 60/55 + 3d4 inches tall and weigh 120/100 + 5d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Asuras gain Hit Dice as do other PC fighters. They are entitled to bonus hit points for high Constitution scores.

Alignment: Most asuras are chaotic good, although neutral good individuals do exist.

Armor Class: These radiant beings are Armor Class -2 (base).

Languages: Asuras speak their own language, plus such additional languages as their individual Intelligence scores allow (player's choice).

Proficiencies: Asuras gain weapon proficiencies, nonweapon proficiencies, and weapon specializations in the same manner as do fighters. Most asuras include *Blind-fighting*, *Planar Direction Sense*, *Planar Survival (Upper Planes)*, and *Planar Sense* among their nonweapon proficiencies.

Special Benefits: Asuras draw their sustenance from the Positive Material Plane, so they require no food, air, or sleep. They fly at a rate of 33 (maneuverability class C). In addition to their natural attacks and their special group attack (burning wind), they can cast priest spells from any sphere at one level higher than their own. Thus, an 8th-level asuras casts spells as a 9th-level priest. Like priests, they gain bonus spells and spell immunities for high Wisdom.

By means of their innate abilities, asuras can see the truth behind illusions and veils of deceit. They can cast *detect lie* at will and *true seeing* three times per day. All their innate spell-like abilities function at one level higher than their own.

Asuras have magic resistance equal to five times their own experience levels, up to a maximum of 80%. Thus, a 1st-level asuras has 5% magic resistance, an 8th-level asuras has 40%, and an 18th-level asuras has 80%.

These shining warriors also gain additional abilities as they rise in level:

- At 7th level, an asuras can use *polymorph self* once per day to become a human or demihuman of pleasing appearance. All asuras retain their fighting prowess, spellcasting abilities, and special defenses regardless of their outward appearance.

- At 8th level, asuras can *polymorph self* twice per day, with the same restrictions noted above.
- At 9th level, an asuras warrior automatically attracts a host of followers (2d4 asuras warriors of 1st–8th level). These asuras are fervent, loyal warriors, although they are by no means subservient. If treated well, they serve the character for an indeterminate time until another host lures them away. This does not diminish the PC's following, however, as new recruits arrive to take the places of those who have moved on. Asuras who are treated poorly leave for another host immediately and are not replaced until the leader's reputation has improved.
- At 9th level, any asuras who has not yet obtained a magical weapon of choice receives a *sword +1, flame tongue* as a special award.
- At 12th level, an asuras warrior may become a trusted lieutenant of a 16th-level asuras commander. Each year of service guarantees the character 250,000 XP, regardless of how much combat occurs. Lieutenants continue to attract lower-level asuras as followers, increasing their hosts to 4d4 warriors of 1st–11th level.
- At 16th level, asuras warriors advance to the rank of Commander and report directly to General Absalom. At this point, they gain a permanent entourage of 2d4 8th-level fanatically loyal asuras who obey their every order—even sacrificing themselves upon command. In addition to these lieutenants, the Commander leads a wing of 10d10 asuras warriors of 1st–12th level. Unlike the entourage, these troops constantly shift from host to host and commander to commander.

Special Hindrances: Asuras are chaotic creatures—as inconstant as a blazing fire—but they take their roles as staunch enforcers of good seriously. They live by a strict moral code that forbids lying, cheating, stealing, associating with or capitulating to evil beings, and allowing evil deeds to go unpunished. An asuras who confronts an evil perpetrator will fight tirelessly until one or the other of them perishes.

The code of the asuras also prohibits withdrawal from battle and surrender. Those who show such cowardice lose part of their "life fire," incurring -4 penalties on all attack rolls, saving throws, ability checks and proficiency checks. If a host leader commits such a cowardly act, the host disbands and no new recruits replace its members. The punishment for cowardly lieutenants or commanders is discharge from the host and loss of rank. All these penalties remain in place until the offenders can redeem themselves by defeating those same enemies to whom they surrendered or from whom they withdrew.

Asuras never wear armor, but they may employ shields and magical protective devices.

Asuras who are not high enough in level to cast *plane shift* or some similar spell must use portals to travel from one plane to the next. Thus, low-level asuras tend to confine themselves to the Upper Planes.

Roleplaying Notes: When not engaged in battle against fiends and other vile creatures, asuras can do as they please within the confines of the Upper Planes. They are, in the truest sense, free spirits—wandering from place to place, looking for signs of trouble, and rooting out evildoers. Other ways of life fascinate them, and they often attach themselves for a time to other beings who seem wildly different. It is not uncommon for an asura to keep company with an eladrin traveler or a group of human planewalkers, or to serve as a guardian for a caravan of planar merchants. Asuras also make excellent and willing mercenaries.

Occasionally, asuras commanders call upon their lower-level followers to avenge a death, particularly if the victim's friends and family are unable or unwilling to exact vengeance themselves. Other missions appropriate for a PC asuras might involve tracking down and destroying fiendish infiltrators, retaking a keep on the Upper Planes or Outlands that has fallen to evil war-mongers, accompanying an eladrin sage on a mission to recover vital herbs and medicines to cure some planar plague, discouraging a self-righteous aasimon from enforcing law in a chaotic burg on Arborea, stopping a group of evil humanists terrorizing the Beastlands, or delivering an important message from a planar power to a temple in Sigil or the Outlands. Asuras can also leave the Upper Planes and live as rogue asuras, if desired.

Rogue Asuras as Player Characters

As creatures born of chaos, asuras sometimes lose their way. For whatever reason, such an asuras might end up without a power to serve. Such beings typically roam the planes, committing random acts of charity and good will. They defend the downtrodden, rescue the oppressed, and provide for the needy. These asuras often become so narrowly focused that they will do anything to achieve the desired end, sometimes even getting carried away in violence and misusing their powers.

Some believe that asuras who spend too much time away from the Upper Planes begin to go a little crazy and lose perspective on the whole good vs. evil issue. Such an asuras might attack a hunter who killed a deer to feed the hungry or maul a wizard accused of giving an apprentice too much homework. Few asuras stray this far from the true path, however, as most feel the call of the Upper Planes often enough to prevent such lapses.

Occasionally, a rogue asuras succumbs to the charms of a particularly pious or righteous human or demihuman. The offspring of such a union is an aasimar—usually with fair skin, piercing eyes, and the innate ability to *detect lie* in the same manner as his or her asuras parent.

Player characters wishing to serve the cause of good beyond the shapeless confines of the vaunted Upper Planes may become rogue asuras. As such, they retain all of their powers and inhibitions, but suffer only the penalties that all celestials do for extended absences from the Upper Planes. Adventuring possibilities are endless, as rogue asuras often find themselves keeping company with all manner of well-intentioned ruffians and foolhardy crusaders.

Eladrins

Eladrins are spectacular and passionate beings native to the plane of Arborea—a wilderness of violent moods and deep affections. Some believe that elves who age beyond their mortal lifespans become eladrins in the elven equivalent of the afterlife. Others have suggested that the spirits of slain chaotic good elves reappear in Arborea as newly formed eladrins. The eladrins themselves are silent about the issue, but in fact neither of these suppositions is true. Though some of these faerie beings could pass for elves, and the race as a whole is on good terms with the elven pantheon, eladrins are born on Arborea to eladrin parents, not created from other mortal beings. They are mirror reflections of the land they inhabit: stunningly beautiful, seemingly delicate, surprisingly hearty, and deeply magical.

Lesser eladrins—bralani, coures, novieres, and shieres—normally confine themselves to their home plane. Greater eladrins—firres, ghaeles, and tulani—can wander the multiverse serving the cause of good as they desire.

Planewalkers who encounter eladrins often describe them as wild, and indeed they are the most unabashed of the celestial races. They exult in their own existence, aiding the good-hearted against the tyranny of evil through individual acts of kindness and heroism. Eladrins are fervently independent, moving from plane to plane seemingly on a whim, defending goodness and freedom wherever anything threatens it.

Unlike archons and aasimon, eladrins are not truly immortal. Like elves, they age very slowly—too slowly, even, to measure in years or centuries. They spend their long, happy childhoods in the twilight courts of Arborea, which drift through the plane like clouds of ether, both invisible and impenetrable to outsiders. When they reach maturity and feel ready to leave the courts, they may strike out on their own to fill whatever niches the gods intend for them.

Their powers

All eladrins can use the following spell-like powers once per round, at will: *alter self*, *comprehend languages*, *cure light wounds*, *detect evil*, and *phantasmal force*. Any effects dependent on caster level function at 9th level.

Eladrins have natural resistance to many kinds of attacks. Lesser eladrins are immune to electricity and suffer only half damage from cold, fire, and gas. They suffer double damage from weapons of cold-wrought iron; however, if such weapons are also enchanted, they inflict only normal damage. (The magic spoils the baneful properties of the iron.) Greater eladrins are immune to cold and electricity and suffer only half damage from fire, gas, and poison. They suffer normal damage from all cold-wrought iron weapons, even though they are immune to other nonmagical weapons. Finally, all eladrins suffer normal damage from silver weapons enchanted sufficiently to hit.

Any eladrin can travel to any Upper Plane, the Outlands, and the Astral Plane. Greater eladrins also can journey to any

Outer or Inner Plane, the Ethereal Plane, or any prime-material realm. They can freely enter any world they can reach; waiting for a native to summon them is not necessary. However, eladrins must magically veil themselves when on the Prime.

Veiled eladrin assume the guises of beings native to the world in which they are traveling. They usually take human or demihuman form, pretending to be adventurers, peasants, or wandering bards. Once committed to their veils, they cannot reveal their true natures except under the direst circumstances. This means that while in the presence of mortals, the veiled eladrins cannot do anything that their assumed identities couldn't do. (They don't lose their eladrin powers; they are simply forbidden to use them where prime-material mortals can see.) Any eladrins who violate their veils are recalled to Arborea, where they must stay for 1,001 years before they may walk the Prime Material Plane again. Usually, the gods grant the offending eladrins a brief period—a few minutes, or an hour at most—to attend to any business they must finish before returning.

When eladrins die beyond the borders of Arborea, their spirits, unless captured, return to their home plane, where they are eventually reborn as other eladrin. When eladrins die on Arborea, the pain (or, in some cases, glory) of their deaths can be felt by all who knew them, regardless of the intervening distance. The sensation is nothing more than a

sudden, ephemeral awareness of their departure and, for those who cared about them, an overwhelming sense of loss. This sensation doesn't reveal precisely where or how the deaths occurred, although folk tales claim that if they involved violence, other eladrins can subsequently identify the slayers simply by looking into their eyes.

Their realms

Eladrins inhabit the plane of Arborea, which has three layers: Olympus (the first), Ossa (the second), and Pelion (the third). The bralani reside in Pelion, a dusty realm of blowing white sand that is home to the Egyptian goddess Nephthys. The courtes, firres, and ghaeles roam throughout all three layers of the plane, although they spend most of their time in Olympus. The shieres and the noble tulani also prefer this layer to the others. The beautiful, seaborne novieres are most prevalent in Ossa, the watery layer.

Their virtues

Eladrins believe that actions speak louder than words. They are willing to take extreme risks and employ unorthodox tactics in their continuous efforts to destroy evil wherever it rears its ugly head. Among their greatest virtues is their perseverance. Eladrins regularly fight against tremendous odds to drive evil back into the Lower Planes and destroy it utterly.

Some celestial races base their existence on a set of principles, such as honor,



virtue, charity, kindness, and the like. But the inherently good eladrins allow themselves to be guided more by instinct than rules. These beings don't quibble over whether their actions serve the greater good or inspire goodness in others. Instead, they follow their hearts and do what must be done. More often than not, their actions aid rather than inhibit the cause of good. Sometimes their deeds might seem rash, but asking eladrins not to follow their hearts is like asking archons to stop sounding their trumpets.

Eladrins do not lie, cheat, or steal—unless compelling circumstances dictate otherwise. For example, an eladrin might steal a ranger's sword to compel the reluctant woodsman into aiding with the completion of an important quest. Similarly, an eladrin who rescues a child of destiny from evil, unscrupulous parents might lie about their nature to ensure that the youngster neither despises nor emulates them later in life.

Their role on the planes

Eladrins have no predefined roles in the multiverse. They do as they please, relying on the archons and the aasimon to be the upholders of truth and virtue and counting on the guardians and asuras to destroy the greater evils of the cosmos. Eladrins believe in individual freedom of choice, and as such, they may not interfere in the lives of mortals. Queen Morwel (see "Notable Eladrins," below) does not impose order on her people, provided that their actions do not endanger the eladrins' very existence.

Where the archons are the angelic symbols of all that is good and pure, and the aasimon are the self-proclaimed guardians of the greater good, the eladrins take a more direct role in dealing with the forces of wickedness. If they can't manipulate evil into destroying itself, they're willing to risk their own lives to ensure that it gains no foothold, making whatever sacrifices are needed to deal with the immediate problem.

Dealing with other celestials

Eladrins regard the aasimon with tremendous awe, firmly acknowledging the purity and might of such beings as devas, planetars, and solars. The eladrins make it clear by their actions, however, that the aasimon had best not flaunt their status. To keep things simple, they usually try to keep a respectful distance from the aasimon and are careful not to step on the latters' toes. As far as the eladrins are concerned, there's plenty of room on the Upper Planes for the aasimon and eladrin races to coexist harmoniously.

Eladrins and archons are opposites. While the archons are content to stay at home and uphold the virtues of Mount Celestia, the eladrins roam the planes, defiantly blocking the machinations of fiends bent on planar conquest. Where the archons are content to inspire goodness by example, the eladrins are more interested in smiting evil where it stands. By such deeds, they give the cause of good a much-needed foothold in places that more lawful celestials fear to tread. Eladrins have often accused the archons of being too passive

and relenting, while the archons claim that the eladrins are too eager to invite full-scale wars against the baatezu and tanar'ri. This difference has led to conflicts between the two races, but the timely intervention of mediating guardians or the powers themselves usually quells such feuds quickly.

Eladrins find the asuras amusing. The latter gladly assume part of the responsibility for defending Arborea against fiendish incursions, but while the eladrins are grateful for the assistance, they consider Arborea *their* plane and sometimes resent the presence of their celestial allies. Conflicts between eladrins and asuras rarely escalate beyond disparaging glances and a few choice words and both sides are quick to forget such altercations. Small eladrin and asuras sects have been known to fight each other and in such cases neither side is willing to admit how much the two races are alike.

Although they have little contact with the guardians, eladrins get along well with them. In fact, eladrins and guardians often conduct joint operations against the forces of evil. These usually take the form of covert strikes into the uppermost layers of the Lower Planes or carefully calculated raids on fiendish strongholds. Truly, eladrins and guardians have much in common—both are fiercely protective of their homelands and view evil as an infection to be destroyed utterly and without hesitation. If the eladrins have any complaint about the guardians, it would be that the latter are too shy and introspective. On the whole, though, eladrins have come to respect guardians, both on the field of battle and in diplomacy.

Notable eladrins

The most powerful and influential eladrin in Arborea is Queen Morwel, Lady of Stars, Sovereign of the Twilight Realm. Surrounded by the most radiant eladrins, Morwel rules from the Court of Stars, which moves from place to place within Arborea, existing only where night falls over the realm. (The queen's spired palace phases in and out of the Border Ethereal.) The Court is not the government of the eladrins as much as it is the heart and spirit of the race.

Morwel, a beautiful and benevolent tulani eladrin, is a 25th-level fighter and 25th-level wizard. Vaeros, an 18th-level fighter and 19th-level priest, is her shy tulani consort. He provides guidance and assistance as needed with delicate matters of state. The two have a lasting peace with the elven pantheon and consult with them periodically in matters that affect elves and eladrins on specific prime-material worlds.

Vaeros and Morwel adore each other increasingly with each passing night. Though it is more of a faerie tale than an actual belief, some eladrins think that without their mutual love, the eladrins would lose their magical powers.

Eladrins as player characters

Like standard AD&D player characters, eladrin PCs gain experience points for their heroic endeavors and advance in their chosen character classes. Whereas the immortal celestial races—the aasimon and the archons—actually change

Brieme, the Triton's concubine

Brieme's natural form is that of a lithe, blue-scaled human female with deep blue-green hair and bright, silvery eyes. Her elongated ears are pointed, but she has no webbing between her fingers and toes. She never appears in her true form on the Prime Material Plane unless she's alone.

Brieme's patron deity is Ahto, a greater god who resides on the Elemental Plane of Water. This god has been courted by the elusive triton goddess Persana, who has so far spurned most of his blatant advances. However, she is concerned for the well-being of her loyal triton worshippers on Toril, for sahuagin have posed a constant threat to them, and an evil demipower known as the Taker has driven countless others from their homes. She is particularly concerned about a triton king named Mirentos for whom she has a special, secret fondness, and she believes he needs guidance.

To gain Persana's favor, Ahto agreed to send one of his noviere worshippers to serve as advisor to King Mirentos. Cleverly, he chose the beautiful Brieme. She appeared in the king's palace, claiming to be the sole survivor of another triton community the sahuagin had ravaged, and quickly won the ruler's heart. Brieme now advises Mirentos in all matters, offering him ways to counter the sahuagin threats and the Taker's evil machinations, using her magic subtly to aid his cause, and helping him protect his community. The shell necklace she wears is a gift from Mirentos for the help she has already given.

Brieme's fine work has rather angered the goddess Persana, who views her as a rival for the triton king's affections. Persana has not informed Ahto of her displeasure, not wishing to offend the greater god, but she has sent her own agents to thwart the noviere's efforts.

statistics

Female noviere eladrin F6/M6: AC 2 (*shell necklace of protection* +1) or -3 (watery dolphin form); MV 15, swim 24; HD 6; hp 41; THAC0 15; #AT 1; Dmg 1d4 (dagger), 1d6 (spear), 1d6+1 (trident), or 2d8 (ram); SA *water bolt*, net, ram, spell-like powers; SD immunities; SW double damage from non-magical cold-iron weapons; MR 20%; SZ M (5'2" tall or 7' long); ML fanatic (18); Int exceptional (16); AL NG; XP 9,000.

Spells Memorized (4/2/2): 1st—*magic missile*, *mending*, *message*, *twilight touch**; 2nd—*bind*, ESP; 3rd—*clairvoyance*, *shroud presence**.

Priest Spells Memorized (5/3/1): 1st—*aquatic animal friendship*, *detect predator***; *float***; *radiant messenger**, *sanctuary*; 2nd—*augury*, *slow poison*, *speak with aquatic animals*; 3rd—*continual light*.

*Indicates a spell described in the "Celestial Magic" section of this book.

**Indicates a spell described in *Of Ships and the Sea* (2170).

special attacks

Once per day, Brieme can hurl a *water bolt* to a range of 60 feet. This attack inflicts 4d6 points of damage to all creatures within a 5-foot-wide path. A successful saving throw vs. spell halves the damage.

The eladrin can throw her net up to 30 feet underwater and 60 feet on land. The victim must make a successful saving throw vs. paralysis or be entangled for 1d6 rounds, suffering a -4 AC penalty.

Brieme can also assume the shape of a watery dolphin. In this form, her AC is -3 and she can ram opponents for 2d8 points of damage per successful hit. On a natural 19 or 20 attack roll, she envelops and holds her foe, who must then make a successful Bend Bars/Lift Gates check to break free.

Brieme can use the following spell-like powers, once per round at will: *alter self*, *charm person*, *comprehend languages*, *continual light*, *cure light wounds*, *detect evil*, *improved phantasmal force*, *mirror image*, *phantasmal force*, and *slow*. All her spell-like powers function at 9th level. Once per day, she can confer *water breathing* on another creature.

special defenses

Brieme is immune to *cause fear*, *charm person*, *command*, *forget*, *friends*, *hold person*, *hypnotism*, *ray of enfeeblement*, and *scare* spells. She is also immune to electricity, and she suffers only half damage from cold, fire, and gas attacks.

proficiencies

Brieme is proficient with dagger, mancatcher, net, spear, and trident. Her nonweapon proficiencies are: Ancient History (Faerûn, 15), Artistic Ability (Sculpture, 14), Dancing (14), Engineering (Underwater, 13), Etiquette (19), *Planar Direction Sense* (15), *Planar Survival* (Arborea, 15), Religion (14), Spellcraft (14), Swimming (17), and Weaving (15).

special equipment

Brieme wields an *eel trident*, which radiates light upon command in 60-foot radius. It can also shoot four watery pinwheels (as per the *magic missile* spell) three times per day and transforms into a 7-foot-long eel once per day at her command. She wears a *shell necklace of protection* +1 that acts as a *ring of protection* +1 and a *ring of ixitxachitl warding*, which renders its wearer undetectable to ixitxachitl and other aquatic rays. Attacking negates the benefit ring's.

powers

Primary Power: Ahto (Greater/NG/Elemental Water).

Secondary Power: Athena (Intermediate/LG/Arborea).

personality traits

Adventurous, conspiring, inquisitive, and temperate

form as they rise through their hierarchies, the eladrins don't. A bralani, for example, will remain a bralani until death.

bralani

In their natural form, bralani resemble short, stocky elves—broad in the shoulders, but graceful nonetheless. They have bright, silvery-white hair and eyes like ever-shifting rainbows—indeed, the eye color of these beings seems to flicker and change with their moods.

Ability Scores: Bralani PCs gain +1 bonuses to Strength and Dexterity and a -1 penalty to Wisdom. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	12	19
Dexterity	9	19
Constitution	8	18
Intelligence	8	18
Wisdom	8	17
Charisma	9	18

Class Restrictions: In addition to the classes listed below, bralani can select of the following multiclassed options: fighter/cleric, fighter/mage, fighter/mage/cleric, mage/cleric, and cleric/ranger.

CLASS	MAXIMUM LEVEL
Fighter	15
Ranger	15
Mage	12
Specialist Wizard	12
Cleric	12
Bard	15

Average Height and Weight: Bralani stand 135/130 + 3d12 inches tall and weigh 125/110 + 3d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Bralani gain Hit Dice and bonus hit points for exceptional Constitution according to character class.

Alignment: Bralani are typically chaotic good. They may also be neutral good or chaotic neutral, but never lawful or evil.

Armor Class: Bralani are Armor Class 6 (base) in normal form or -2 (base) in living whirlwind form (described below).

Languages: Bralani can speak, read, and write the eladrin language. Like all their brethren, they have the innate power to *comprehend languages* and can speak and write additional languages of choice up to the limits imposed by their Intelligence scores.

Proficiencies: Bralani gain weapon and nonweapon proficiencies of choice according to their character classes, and

fighters of this race may specialize. Most bralani choose proficiency with the spear, the bow, the scimitar, and other weapons favored by desert nomads, though PC bralani are free to make their own selections.

Recommended nonweapon proficiencies include the following: Ancient History, Bowyer/Fletcher, Local History, *Planar Direction Sense*, *Planar Sense*, Spellcraft, and Tumbling. Bralani can also have Dancing and *Planar Survival (Arborea)* as bonus proficiencies. (Italicized proficiencies are described in the *Planetwalker's Handbook* [2620].)

Special Benefits: Because of their high Dexterity and mastery of the wind, bralani are superb archers. In addition to any missile attack adjustments based on Dexterity, a bralani PC has a +2 bonus to hit with any bow (long, short, or composite, but not crossbows).

A bralani can, at will, assume the form of a living whirlwind. In this form, the eladrin has an Armor Class of -2 and can attack with two scouring sand- or snow-blasts per round. Such a blast has a range of 20 feet and affects all creatures within a cone 5 feet in diameter at its widest point. Damage from this attack depends on the bralani's level (1d6 points at 2nd level, 1d8 points at 4th level, 1d10 points at 6th level, and 1d12 points at 8th level and beyond).

Any creature within 20 feet of a bralani in whirlwind form must make a successful saving throw vs. paralysis or incur a -2 penalty to attack rolls from the stinging dust. Any man-sized or smaller creature within 5 feet (melee range) of the whirlwind must make a second successful saving throw vs. paralysis or be swept off balance and thrown 5 feet per level of the bralani, to a maximum of 30 feet.

While in whirlwind form, a bralani can fly at a rate of 30 (maneuverability class A). In humanoid form, these beings have a movement rate of 15 and can't fly at all.

Bralani can be struck only by magical weapons or +1 or better enchantment or weapons forged of cold-wrought iron. They gain magic resistance at a rate of 5% per level (cumulative), up to a maximum of 50% at 10th level. Once per week, bralani can *heal* others, but never themselves. The rest of a bralani's magical abilities (all usable once per round, at will, as a caster of equivalent level, unless otherwise noted) emerge as the PC increases in level:

- At 2nd level, bralani gain the ability to cast *charm person*. Each can also *gate* in 1d4 other bralani once per day, bringing them to the caster's location with a 10% chance of success. Bralani use this power sparingly; the gods strip this power from those who routinely summon aid or call upon their fellows for trivial matters.
- At 3rd level, bralani can cast *blur* and *mirror image*.
- At 4th level, a bralani's chance of successfully *gating* other bralani increases to 20%.
- At 5th level, bralani can cast *cure disease*, *gust of wind*, and *lightning bolt* (1/day for 8d8 points of damage).
- At 6th level, bralani can cast *control weather*, *wind wall*, and either *cure serious wounds* or *neutralize poison* (2/day).

Furthermore, they gain an additional use of *lightning bolt* each day, and their chance to *gate* in their brethren successfully increases to 40%.

Special Hindrances: Bralani can wear armor to increase their Armor Class, but those who do so cannot assume whirlwind form while wearing it. Therefore, most prefer to rely on their Dexterity, natural immunities, and magic resistance to protect them instead. Likewise, most bralani do not carry shields or anything else that they cannot easily contain or conceal on their persons.

Like all eladrins, bralani must swear never to reveal their true natures to mortal creatures on the Prime Material Plane. However, those whose natures become known despite their best efforts to keep them hidden may then unveil themselves to others. As long as the mortals who know the truth vow to keep it secret, the upper-planar powers typically allow the compromised bralani to remain on the Prime; otherwise, the eladrin must return to Arborea. (In fact, bralani can be recalled to Arborea by their superiors or the powers at any time to fulfill other obligations, such as fending off a fiendish invasion or aiding in another urgent quest.)

Roleplaying Notes: Bralani are temperamental, fickle, and full of passion. They are quick to anger, and their wrath is formidable. Although these beings appear to have little purpose save to dance and race about the desert wastes of Pelion, all such activities stop the moment they encounter evil in their domain. A few rare and unusual bralani visit other worlds, allying themselves with the local forces of good.

If they find themselves in battle on other planes, bralani typically choose to act as scouts and skirmishers, harrying an enemy's flanks and rear and using their whirlwinds to disrupt the foe as much as possible. On the Prime Material Plane, they assume human or demihuman form and wander deserts or arctic wastes, aiding local nomads and other travelers against various arid and arctic threats.

COURSES

Coures are 2-foot-tall, spritelike eladrins with keen senses of humor. They resemble tiny, slender elves with long, gossamer wings trailing from their shoulders. They appear in a variety of improbable colors and are fond of bright apparel. The typical coure has a strong mischievous streak and a fondness for song and dance.

Ability Scores: Coure PCs each have a +2 bonus to Dexterity and a -2 penalty to Strength. Their adjusted ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	3	12
Dexterity	9	20
Constitution	3	18
Intelligence	8	18
Wisdom	3	18
Charisma	9	18

Class Restrictions: In addition to the classes listed below, coures can select from among the following multiclassed options: fighter/mage, fighter/cleric, fighter/druid, fighter/thief, fighter/mage/cleric, fighter/mage/thief, mage/cleric, and mage/thief.

CLASS	MAXIMUM LEVEL
Fighter	5
Ranger	6
Mage	10
Specialist Wizard	10
Cleric	9
Druid	9
Thief	10
Bard	10

Average Height and Weight: Coures stand 12/10 + 2d12 inches tall and weigh 20/15 + 2d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Coures gain Hit Dice according to character class. However, they receive no bonus hit points for exceptional Constitution scores, regardless of class.

Alignment: The vast majority of coures are chaotic good. The most mischievous and troublesome of their race are chaotic neutral, while the more socially tolerable ones lean toward neutral good. Coures can be neither lawful nor evil.

Armor Class: Coures are Armor Class 9 (base) in normal form or 0 in orb form (see below).

Languages: Coures speak, read, and write the eladrin language. Like all members of their race, they have the innate power to *comprehend languages* and can speak and write additional languages of choice up to the limits imposed by their Intelligence scores.

Proficiencies: Coures gain weapon and nonweapon proficiencies according to their character classes. Warriors and rogues can become proficient with the miniature short sword (1d4/1d3 points of damage), the miniature short bow and arrows (1d3/1d2 points of damage), or any other tiny weapon. Thieves, wizards, and bards of this race can wield miniature daggers (1d2/1 points of damage), staves (1d2/1 points of damage), or darts (1/0 points of damage). Priests can be proficient with miniature slings (1d2/1 points of damage), staves, and cudgels (1d3/1d2 points of damage). Coure fighters may specialize.

Most coures have the following nonweapon proficiencies, though PCs are free to choose their own: Agriculture, Artistic Ability, Dancing, Musical Instrument, *Planar Sense*, Reading/Writing, Set Snares, Singing, Spellcraft, and Ventriloquism. A coure PC can also have a bonus proficiency in *Planar Survival (Arborea)*. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: In their normal forms, these faerie beings can attack twice per round, with a weapon in each hand.

They also have wings that enable them to fly at a rate of 24 (maneuverability class B).

At will, however, a course can shapechange into a globe of faerie light 6 inches in diameter. Courses in globe form have AC 0 and can fly at twice normal speed (movement rate 48, maneuverability class A). A course has only one attack in this form: a magical discharge equivalent to a *magic missile* spell. The PC can fire one such missile per day at 1st level, two per day at 2nd level, three per day at 3rd level, and four per day (the maximum) at 4th level. A course can make no physical or magical attacks except this one while in globe form.

Courses are naturally skilled archers. Warriors proficient with bows receive +2 bonuses to all their attack rolls with these weapons. This modifier is cumulative with benefits for bow specialization.

In addition to the spell-like abilities common to all eladrins, courses have the following innate powers, each usable once per round at will as a caster of equivalent level: *audible glamor, cantrip, dancing lights, faerie fire, and sleep*. At 3rd level, every course can, once per day, create a magical jest with an effect identical to that of *Tasha's uncontrollable hideous laughter*. Courses begin play with 5% magic resistance at 1st level; thereafter they accumulate an additional 5% per level (cumulative), up to a maximum of 25% at 5th level.

Special Hindrances: Courses are vulnerable to normal weapons and, like all lesser eladrins, they suffer double damage from weapons made of cold-wrought iron. They cannot *gate* others of their kind.

These beings cannot wear armor. They must rely on their Dexterity and their ability to assume orb form to keep them from harm. Fighters and priests of this race can employ small wooden shields, and courses of all classes can use protective magical items (appropriately sized). Given their size, however, courses are unable to use most items and equipment intended for larger PCs. The weapons they wield are specially designed or cleverly improvised.

Like all eladrins, courses must swear never to reveal their true natures to mortals on the Prime Material Plane. However, the upper-planar deities don't pay much attention to what these small creatures do. Should a course decide to unveil on the Prime Material Plane, there is only a 2% chance per PC level that the powers will take notice. Thus, a 5th-level course has a 10% chance of getting caught, while a 1st-level course has only a 2% chance. Nevertheless, courses who routinely disclose their true natures to mortals are bound to incur the displeasure of the gods sooner or later, and when they do, recall to Arborea is the inevitable result.

Roleplaying Notes: Courses are messengers, scouts, pranksters, and troublemakers who enjoy pestering any and all travelers visiting their home plane. Unlike other eladrins, courses form close ties to their land, seldom traveling far from their faerie groves and mushroom rings. There are always notable exceptions, however—bold courses sometimes set out into parts unknown, looking for new people and new species

to harangue. Away from the sanctuary of Arborea, they're quick to attach themselves to powerful individuals, offering their services and occasionally providing much-needed levity.

Despite their natural humor and bright demeanor, courses grow serious in the presence of evil creatures. They shun direct confrontations, instead relying on sly hit-and-run tactics to win the day.

The gods occasionally send courses to join bands of adventurers. Their powers, though seemingly minor, are extremely useful against orcs and goblinkind. Such vile creatures might not be as fearsome as fiends, but in large numbers they can still pose a threat to good-aligned worshippers on the Prime Material Plane.

*firre*s

In their natural form, *firre* (pronounced *feer*) eladrins resemble elves with brilliant red hair and fiery red eyes. At a distance, some mistake them for half-elves, but their eyes (which have neither iris nor pupil) blaze with an inner flame that gives away their origins.

Ability Scores: Firre PCs gain +1 bonuses to Strength and Intelligence and suffer a -1 penalty to Wisdom. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	12	19
Dexterity	9	18
Constitution	9	18
Intelligence	11	19
Wisdom	8	17
Charisma	9	18

Class Restrictions: In addition to the classes listed below, firres can also be multiclassed fighter/thieves.

CLASS	MAX. LEVEL
Fighter	12
Thief	12
Bard	15

Average Height and Weight: Firres stand 60/55 + 3d8 inches tall and weigh 125/110 + 3d20 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Firres gain Hit Dice and hit point bonuses for exceptional Constitution scores according to their character classes.

Alignment: Firres are typically chaotic good. A rare few are neutral good or chaotic neutral, but they can be neither lawful nor evil.

Armor Class: Firres are Armor Class 1 (base).

Languages: Firres speak, read, and write the eladrin language. Like all of their kind, they have the innate power to *compre-*

hend languages and can speak and write additional languages of choice up to the limit imposed by their Intelligence scores.

Proficiencies: Firres gain weapon and nonweapon proficiencies according to their character classes. Fighters may specialize. Most fire are proficient in swords (all types) and the javelin.

Most of these beings have the following nonweapon proficiencies, though PCs are free to select their own: Dancing, Disguise, Juggling, Musical Instrument, *Planar Direction Sense*, *Portal Feel*, Reading/Writing, Singing, and Tumbling. Firres gain Artistic Ability and *Planar Survival (Arborea)* as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Firres can transform themselves into streaking balls of fire that fly at a rate of 36 (maneuverability class A). Alternatively, they can become man-sized pillars of searing flame. While in either fiery form, a fire can't use weapons, but has a natural attack that inflicts damage according to level (2d6 points at 1st–4th level, 3d6 points at 5th–8th level, 4d6 points at 9th–12th level, and 5d6 points—the maximum—at 13th–15th level). Firres attack once per round at 1st–7th level and twice per round at 8th level and up.

Any creature within 10 feet of a flaming fire must make a successful saving throw vs. spell or suffer 1d6 points of damage from the heat. Any weapon (magical or not) that strikes a fiery fire must survive an item saving throw vs. magical fire or be destroyed, although the fire still sustains damage as normal from the hit.

Regardless of form, fire eladrins radiate *protection from evil* in a 10-foot radius. Only magical weapons of +2 or better enchantment or those forged from cold-wrought iron can harm them. Firres have 5% magic resistance at 1st level; thereafter they accumulate an additional 5% per level (cumulative), up to a maximum of 50% at 10th level.

Any intelligent creature who meets the gaze of an angry fire must make a successful saving throw vs. paralysis or suffer 1d10 points of damage and be blinded for 2d10 rounds. A +2 bonus applies to the target's saving throw against a 1st–2nd level fire, a +1 bonus against a 3rd–5th level fire, no modifier against a 6th–8th level fire, a –1 penalty against a 9th–12th level fire, and a –2 penalty against a 13th or higher level fire.

Firres with the singing proficiency can choose to sing a magical song instead of attacking in any given round. With a successful proficiency check, the singer can create one special effect of the singer's choice, according to the following limits:

- At 1st level, the fire's voice can *charm person*.
- At 4th level, the song can *charm person* or *hold person*.
- At 7th level, the enchanting melody can *charm person*, *hold person*, or act as a *suggestion*.
- At 10th level, the fire's voice can create any of the above effects or act as a *sleep spell*.

In each case, the singer decides the exact effect of the song. Regardless of its nature, it affects all creatures within 50 feet

who fail a saving throw vs. spell. (The above saving throw modifiers for level of the fire apply to this saving throw as well.) The fire's song can affect even creatures who are normally immune to *sleep spells*.

In addition to the innate magical abilities common to all eladrins, firres have the ability to cast priest spells from any sphere at one level higher than their own. (Thus, an 8th-level fire casts spells as a 9th-level priest.) Firres gain bonus spells for high Wisdom scores in the same manner as priests.

As firres rise in level, they gain new innate spell-like abilities, each usable once per round at will, as a caster of equivalent level, unless otherwise noted.

- At 1st level, firres can cast *affect normal fires*.
- At 3rd level, they can cast *continual light*, *detect invisibility*, and *ESP*.
- At 5th level, they can cast a *fireball* (6d6 points of damage).
- At 6th level, the damage from a fire's *fireball* increases to 8d6 points.
- At 7th level, firres can cast *improved invisibility*, *polymorph self*, and *wall of fire*. Their *fireball* damage increases to 10d6 points.
- At 8th level, firres can cast *advanced illusion* and *prismatic spray* once per day.

Special Hindrances: Firres don't fear water, but they cannot assume fiery form while even partially immersed. A hard rain that drenches the fire also negates this power, though a light sprinkle does not.

Firres have a burning passion for art of all kinds. They cannot harm or allow harm to come to any work of art or anyone who engages in creative artistic pursuits (including sculpting, painting, singing, dancing, performing, or building). If such items or beings are evil in nature, firres still cannot do harm to them directly, though they won't stop others from doing so.

Firres cannot assume fiery form if they are wearing armor, but many use shields and magical items for defense. While wandering the Prime Material Plane in human or demihuman form, firres typically do wear armor, in part to make their disguises more convincing. As with other eladrins, firres may not reveal their true natures to prime-material mortals. The gods always notice such infractions and recall the offenders to Arborea quickly.

Of course, firres' superiors or deities can demand their return at any time, not just in cases of disguise violation. Most firres hate being recalled, perhaps because they tend to form such strong ties with mortals.

Roleplaying Notes: Firres travel across the planes, searching for artists whose work they can appreciate. They exist for beauty and appreciate it in all its splendid forms. They strive to fill their long lives with wonder and delight. Warrior firres appreciate the art of fine weapons and the finesse of battle; thieves see art as something to be liberated from the underserving; and bards spread and share their art through music, poetry, paintings, dance, and so on. Their pursuit of beauty

takes them to every corner of the known multiverse, and they spend a great deal of time on the Prime Material Plane.

Adventuring opportunities for these beings are legion. Firres may choose to lead perilous archaeological explorations into ancient ruins to recover lost pieces of art, magnificent weapons, and other wondrously crafted treasures. They could serve as muses for struggling artists, presenting themselves as models or learned tutors. They might even provide inspiration for playwrights, musicians, architects, or armorers while opposing anyone who fails to appreciate the aesthetic process or stands in its way. Most artists who have received inspiration or aid from firres remain blissfully unaware of their benefactors' true nature.

ghaeles

The eladrin knights known as ghaeles resemble tall, athletic high elves. Some travelers mistake them for elven nobles, although their pearly eyes and radiant auras reveal their celestial origins.

Ability Scores: Ghaeles gain +1 bonuses to Strength, Dexterity, and Charisma. Their adjusted ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	14	19
Dexterity	12	19
Constitution	8	18
Intelligence	10	18
Wisdom	6	18
Charisma	12	19

Class Restrictions: Since ghaeles focus on combat, they limit themselves to warrior classes and don't pursue multiclassed options.

CLASS	MAX. LEVEL
Fighter	20
Ranger	20

Average Height and Weight: Ghaeles stand 60/55 + 2d12 inches tall and weigh 140/125 + 6d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Ghaeles gain Hit Dice (and hit point bonuses for high Constitution scores) according to their character classes.

Alignment: The majority of ghaeles are chaotic good, though a few are neutral good. They can have no other alignments.

Armor Class: Ghaeles are Armor Class -1 (base).

Languages: Ghaeles can speak, read, and write the eladrin language. Like all eladrins, they have the innate power to *comprehend languages* and can speak and write additional languages of choice, up to the limit imposed by their Intelligence scores.

Proficiencies: Ghaeles gain weapon and nonweapon proficiencies according to their character classes. They favor swords, but can be proficient with any weapon. Ghaele fighters can specialize.

Most ghaeles have the following nonweapon proficiencies, though PCs are free to choose their own: Ancient History, Blind-fighting, Local History, *Planar Direction Sense*, *Planar Sense*, Reading/Writing, Riding (Land-based), Tracking, and Weaponsmithing. They can also have *Planar Survival (Arborea)* as a bonus proficiency. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: A ghaele stirred to anger can slay certain evil creatures with a mere glance. This gaze attack affects a single target of the ghaele's choice within 60 feet. The victim must make a saving throw vs. spell to determine the outcome of the attack. A +2 bonus applies to the target's saving throw against a 1st-4th level ghaele, a +1 bonus against a 5th-8th level ghaele, no modifier against a 9th-12th level ghaele, a -1 penalty against a 13th-16th level ghaele, and a -2 penalty against a 17th or higher level ghaele. The results of success or failure vary according to the Hit Dice and alignment of the victim. For evil creatures with up to half as many Hit Dice as the ghaele has levels (rounded down), failure means instant death, whereas success afflicts the victim with *fear* (as the spell) for 2d10 rounds. (Thus, an 11th-level ghaele could kill an evil creature with 5 Hit Dice or less who failed its saving throw vs. spell.) For nonevil opponents and evil foes with high enough Hit Dice to avoid death from the gaze, failure results in the same *fear* effect, while success indicates that the victim is unaffected. Victims unable to see the ghaele are never affected.

Any ghaele can shapechange into a 5-foot-diameter scintillating sphere of eldritch colors. In this form, the ghaele attacks by firing two positive-energy beams (with a +4 bonus to each attack roll) capable of searing any enemies they hit within a 100-yard range. Damage from these beams is 2d4/2d4 points at 1st level, 2d6/2d6 points at 3rd level, 2d8/2d8 points at 5th level, 2d10/2d10 points at 7th level, and 2d12/2d12 points at 9th level and above. These rays of light have no effect on creatures native to the Positive Material Plane. Ghaeles in sphere form cannot use their gaze attacks, but they can fly at a rate of 60 (maneuverability class A).

Regardless of their form, an aura of radiant light surrounds these beings at all times. This aura functions as a double-strength *protection from evil* effect with a radius of 20 feet. It also duplicates the effect of a *minor globe of invulnerability* and affords *protection from normal missiles*, though both of these effects benefit only the ghaele, not anyone standing nearby. Ghaeles start play at 1st level with 5% magic resistance; thereafter, they accumulate an additional 5% per level (cumulative), up to a maximum of 50% at 10th level.

Ghaeles can cast priest spells from any sphere at three levels higher than their own (thus, a 1st-level ghaele casts spells as a 4th-level priest.), and are entitled to bonus spells

for high Wisdom as though they were priests. In addition to these spells and their innate eladrin abilities, ghaeles gain the following innate powers as they advance. Each of these is usable, once per round, at will as a caster of equivalent level (unless otherwise noted):

- At 1st level, ghaeles can cast *color spray* and *dancing lights*. Only magical weapons of +1 or better enchantment or weapons forged of cold-wrought iron can harm them.
- At 3rd level, they can cast *continual light*, *detect invisibility*, and *ESP*.
- At 5th level, ghaeles gain the ability to cast *dispel magic*, and their weapon immunity improves, making them susceptible to damage only from cold iron weapons or magical weapons of +2 or better enchantment.
- At 7th level, they can cast *charm monster* and *improved invisibility*.
- At 9th level, ghaeles can cast *advanced illusion*, *hold monster*, *telekinesis*, and *wall of force*.
- At 11th level, they can cast *chain lightning* (12d8 points of damage), *polymorph any object*, *prismatic spray*, and *teleport without error*. Their immunity improves once again, making them vulnerable only to damage from cold iron weapons or magical weapons of +3 or better enchantment.

Special Hindrances: Ghaeles must carefully guard themselves when away from Arborea and be sure to hide their abilities from mortals. Ghaeles who reveal their true natures while on the Prime Material Plane risk immediate recall to Arborea and confinement there for 1,001 years—an unbearably long sentence for beings accustomed to roaming the planes and aiding good creatures. Ghaeles who serve the tulani on Arborea often languish in this state, unable to leave the plane for several more centuries. Despair weighs heavily on such confined ghaeles, and their countenances tend to show it.

Lesser eladrins (such as the coures) can get away with mischief now and then, but the powers of Arborea watch ghaeles carefully. Any ghaele who behaves in a malicious or unseemly manner or fails to act with kindness and charity is quickly recalled and given other roles to occupy his or her time.

Ghaeles prefer not to wear armor, though they do employ shields and protective magical devices when needs arise.

Roleplaying Notes: On Arborea, ghaeles serve as counselors and advisors to the tulani eladrins. They are also staunch defenders of their homeland, repelling invaders such as fiends and slaadi who use secret portals and gates to infiltrate the plane. But while they love Arborea, ghaeles have a special predisposition toward the Prime Material Plane and loathe being away from it for long. They adore moving among mortals, offering guidance to beings of good heart who have the courage to stand against their oppressors. More so than any other eladrins, ghaeles are accus-

tomed to working from behind the veil, and their missions weigh heavily on their minds. They are dedicated, but heavy-hearted beings who find little humor in everyday life.

PC ghaeles have countless opportunities to help mortals combat evil on prime-material worlds. Such a character might join a band of heroes in ridding an ancient dungeon of its wicked denizens, closing gateways to the Lower Planes, preventing the escape of an imprisoned marquis cambion, and thwarting the machinations of an evil warlord. A ghaele might also help a human knight assemble a team of warriors to free comrades from a githyanki prison, or help a spoiled princess prepare for her role as queen by prompting her to unite the warring factions under her rule. Disguised ghaeles frequent elven courts, offering words of wisdom to lords attempting to save their forests from encroaching enemies, such as evil humans, dragons, and tyrants.

Success is reward enough for the ghaeles. They never seek glory or thanks for the work they do, but they are prone to developing special kinships with particular mortal beings, whom they visit periodically.

NOVIERES

Novieres possess a gentle radiance all their own. Like the bralani, they celebrate the beauty of the lands and emerald waters they call home. Novieres resemble aquatic elves or nixies, with blue-green skin, gills, and webbing between their fingers. They are most at home in the seas of Ossa, but they do keep company with merfolk and ocean nymphs along the coastlines of prime-material worlds.

Ability Scores: Each noviere PC has a +1 bonus to Strength, a +2 bonus to Charisma, and a -1 penalty to Constitution. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	12	19
Dexterity	12	18
Constitution	6	17
Intelligence	12	18
Wisdom	9	18
Charisma	15	20

Class Restrictions: In addition to the classes listed below, novieres can select from the following multiclassed options: fighter/mage, fighter/cleric, fighter/thief, fighter/bard, fighter/mage/cleric, fighter/mage/thief, mage/cleric, mage/cleric/thief, and cleric/bard.

CLASS	MAX. LEVEL
Fighter	12
Ranger	12
Mage	15
Cleric	12
Thief	9
Bard	12

Average Height and Weight: Novieries stand 55/45 + 2d8 inches tall and weigh 100/90 + 5d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Novieries gain Hit Dice according to their character classes, but they are not entitled to hit point bonuses for high Constitution scores.

Alignment: Most novieries are chaotic good, although lawful good and neutral good novieries do exist. Novieries cannot be evil.

Armor Class: Novieries are Armor Class 3 (base) in demihuman form or -3 (base) in watery form.

Languages: All novieries speak, read, and write the eladrin language. Like all eladrins, they have the innate power to comprehend languages and can speak and write additional languages up to the limits imposed by their Intelligence scores.

Proficiencies: Novieries gain weapon and nonweapon proficiencies according to their character classes. They favor tridents, nets, and daggers, but can be proficient with any weapons. Noviere fighters can specialize.

Most novieries have the following nonweapon proficiencies, but PCs are free to choose their own: Appraising, Dancing, Planar Direction Sense, Planar Sense, Riding (Water-based), and Singing. Novieries have Planar Survival (Arborea) and swimming as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Novieries who are proficient with nets can hurl them up to 30 feet underwater and 60 feet on land. On any successful hit, the victim must make a successful saving throw vs. paralysis or be entangled for 1d6 rounds. A +4 bonus applies to any attack roll against an entangled opponent. Novieries always try to ensure that air-breathers don't drown while wrapped up in their nets. Regardless of form, novieries move at a rate of 24 in water and 15 on land.

Any noviere, regardless of level, can assume a watery dolphin form. While so transformed, the eladrin has an Armor Class of -3 and can attack with a powerful ramming strike once per round for 2d8 points of damage (no Strength bonus applies). A noviere who scores a natural 19 or 20 on a ramming attack roll can envelop and hold the opponent. Any victim so restrained must make a successful Bend Bars/Lift Gates roll to wriggle free. So long as the hold continues, however, neither the eladrin nor the foe can attack.

All noviere warriors, wizards, and rogues can cast priest spells at one level lower than their own. (Thus, a 2nd-level noviere warrior casts spells as a 1st-level priest.) Noviere priests do not gain any additional spellcasting ability, but they are immune to certain mind-affecting spells (such as *cause fear*, *charm person*, *command*, *forget*, *friends*, *hold person*, *hypnotism*, *ray of enfeeblement*, and *scare*).

Novieries begin play with 4% magic resistance at 1st level; thereafter, they accumulate an additional 4% per level, to a

maximum of 20% at 5th level. Only magical weapons of +1 or better enchantment or those forged of cold-wrought iron can harm them.

All novieries have the innate magical abilities common to all eladrins. In addition, they gain the following abilities as they increase in level. All of these are usable once per round at will, as a caster of equivalent level, unless otherwise noted:

- At 2nd level, novieries can use *charm person*.
- At 3rd level, novieries can cast *alter self*, *improved phantasmal force*, and *mirror image*.
- At 4th level, a noviere can hurl a *water bolt* up to 60 feet, inflicting 4d6 points of damage to all creatures within a 5-foot-wide path. (Targets who make successful saving throws vs. spell suffer only half damage from this attack.) This ability is usable only once per day.
- At 5th level, these beings gain the ability to cast *continual light* and *slow*. A noviere can also confer *water breathing* (with a 6-hour duration) upon one other creature once per day.
- At 8th level, a noviere can summon and command an 8-HD water elemental once per week. The control lasts for 1d6 turns, after which the elemental returns to its home plane. Use of this ability requires immersion in a natural body of water large enough to contain both the noviere and the elemental.
- At 12th level, a noviere can summon and command a 12-HD water elemental once per week, as above.

Special Hindrances: Novieries prefer life in the water to life on land. They share a special kinship with the seas and oceans of whatever world or plane they visit, and the need to maintain that link is strong. A noviere loses one point of Constitution for each week spent on land, to a minimum score of 3. Returning to the water instantly restores all lost Constitution points.

Novieries must hide their true forms and abilities from mortals. As with all eladrins, novieries who lack discretion face recall and confinement to Arborea. These beings try to avoid violence as much as possible, always striving to help the largest possible number of people with the least combat and bloodshed.

Roleplaying Notes: Novieries are abiding and accommodating creatures who are highly tolerant of others' foibles. They are slow to anger and shun fighting wherever possible. When combat is unavoidable, they prefer weapons usable on both land and water, such as tridents, nets, and daggers.

Novieries tend to choose favorite coastlines or islands and linger there for years at a time, using their powers to frighten away anything they perceive as a threat to the tranquility or ecosystem of their "domains." Though they are sociable creatures, they generally avoid the Court of Stars and other eladrins, preferring the company of mortal beings indigenous to watery domains or coastal kingdoms.

Adventuring opportunities for novieries might include attending the court of a triton king, helping a band of mer-

folk defend an undersea town against sahuagin raiders, destroying a covey of sea hags who have captured a young storm giantess, exploring sunken pirate ships, helping a merchant defend his vessels against a terrible undersea monster (such as a dragon turtle or giant squid), or helping a group of land-dwellers search through a sunken city for lost relics.

shieres

Of all the eladrins, shieres are probably the least likely to venture beyond their home plane. These are the knights of Arborea, defenders of the Court of Stars, and attendants of the noble tulani. Shieres appear as exceptionally tall elves with lanky frames, slender limbs, and narrow faces. They typically have fair skin, pale golden or silver hair, and piercing eyes of blue, green, or violet.

Ability Scores: A shiere PC gains a +2 bonus to Strength and a +1 bonus to Dexterity. Adjusted ability scores for such characters must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	13	20
Dexterity	12	19
Constitution	9	18
Intelligence	9	18
Wisdom	9	18
Charisma	12	18

Class Restrictions: As the warriors of Arborea, the shieres don't concern themselves with functions other than combat.

CLASS	MAX. LEVEL
Fighter	Unlimited
Ranger	15

Average Height and Weight: Shieres stand 70/60 + 3d12 inches tall and weigh 150/135 + 6d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Shieres gain Hit Dice (and hit point bonuses for high Constitution) according to their character classes.

Alignment: All shieres, without exception, are chaotic good. In fact, they're immune to spells and spell-like effects that alter alignment.

Armor Class: Shieres are Armor Class 4 (base). However, they commonly wear armor of glass and crystal equivalent to magical field plate armor (+1 to +4 enchantment) and carry long, narrow *shields* +1.

Languages: Shieres speak, read, and write the eladrin language. They have the innate power to *comprehend languages* and can speak and write additional languages of choice, up to the limit imposed by their Intelligence scores.

Proficiencies: Shieres gain weapon and nonweapon proficiencies according to their character classes. They favor knightly weapons, especially the lance, battle-axe, horseman's mace, horseman's flail, and longsword. Shiere fighters may specialize.

Most shieres have the following nonweapon proficiencies, though PCs are free to choose their own: Armorer, Blind-fighting, Herbalism, Hunting, *Planar Sense*, Riding (Airborne), Swimming, and Weaponsmithing. They gain *Planar Direction Sense*, *Planar Survival (Arborea)*, and Tracking as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: In addition to their formidable combat skills and the innate abilities common to all eladrins, shieres have the power to instill *fear* in evil creatures who meet their eyes. A successful saving throw vs. spell negates this effect, but the attack increases in potency with the level of the shiere, as follows: A +1 bonus applies to the target's saving throw against a 1st–5th level shiere, no modifier against a 6th–10th level shiere, a –1 penalty against an 11th–15th level shiere, and a –2 penalty against a 16th or higher level shiere.

Shieres may wear any type of armor, but they prefer magical over mundane. They begin play with 5% magic resistance; thereafter they gain an additional 5% every other level (cumulative), up to a maximum of 30% at 11th level. Only cold-wrought iron and magical weapons of +1 or better enchantment can harm a shiere.

Once per day, a shiere can shapechange into a sphere of faerie light 1 foot in diameter. This form allows flight at a rate of 24 (maneuverability class A). However, the noble shieres don't assume these forms often, as it takes them an hour or more to regain their demihuman shapes afterward. What's more, though shieres in light form are immune to all physical attacks, they can't make any themselves. This shape does not prohibit the eladrin from making magical attacks, but it offers no protection from such either.

Shieres gain additional benefits and develop new magical powers as they rise in level. Each of these innate abilities is usable once per round at will, as a caster of equivalent level, unless otherwise noted:

- At 2nd level, shieres can cast *color spray* and *detect evil*. Each also gains a faithful warhorse for use in hunting, patrolling, and riding to war. This animal is the equivalent of a heavy warhorse (AC 7; HD 4+4; THAC0 17; Dmg 1d8/1d8/1d3) but it has a morale rating of fearless (19), and it never has fewer than 5 hit points per Hit Die. Its movement rate is 24 regardless of terrain, and it can fly at that speed (maneuverability class A) as long as the sun is not in the sky.
- At 3rd level, a loyal shiere receives a +1 magical weapon of choice from his or her tulani lord as a reward for faithful service. Only shieres who have demonstrated fealty to their superiors are given this gift of honor.
- At 4th level, shieres can cast *alter self* and *detect invisibility*.
- At 5th level, they gain the ability to cast priest spells at

four levels lower than their own, gaining bonus spells and all other priestly benefits for high Wisdom scores. (Thus, a 9th-level shiere casts spells as a 5th-level priest.) In addition, shieres of this level can use *continual light* and *spectral force*.

- At 6th level, a loyal and honorable shiere receives a +2 magical weapon of choice from Queen Morwel's faithful tulani consort, Vaeros.
- At 7th level, shieres can use *ice storm*.
- At 9th level, a shiere who has served Queen Morwel with distinction and does not yet have a +3 magical weapon may select one as her gift. This weapon always has *sharpness*, *quickness*, or *defender* properties. In addition, shieres of this level can cast *wall of ice* or *cone of cold* (for 10d4+10 points of damage) at will and *heal* another creature once per day.

Furthermore, Queen Morwel invites all 9th-level shieres to serve in the Court of Stars as members of her vaunted honor guard. To earn knighthood, each must best a peer in nonlethal combat. Shiere knights command respect from all other eladrins, and the queen herself often assigns them specific jurisdictions to protect on Arborea. Knights in charge of defense for such areas typically set up strongholds to use as bases of operations. (The queen does not assign such jurisdictions to all knights; some she reserves for her own service, assigning them special missions instead.)

- At 10th level, the shiere's trusty warhorse (if still alive) is transformed into a favonian—a greater equar accustomed to traveling the open fields of Arborea (see Appendix 1: Celestial Mounts). Favonians are a bluish-white or dappled-gray steeds with keen senses and exceptional tolerance for poor weather conditions. Riders never fall off of favonians unless one party or the other wishes it. In addition, the shiere can command the equar to employ any of the following spell-like abilities, each up to three times per day: *phantom steed* (conjures 1–3 steeds that also act as *mirror images*), *alter normal winds*, *cloudburst*, *gust of wind*, and *obscurement*.
- At 12th level, shieres can use *heal* twice per day on other creatures (but never themselves). Once per day, a shiere can choose to inflict double damage with any one strike against an enemy, assuming a successful hit. In addition, Queen Morwel replaces the loyal shiere's +3 weapon with a similar one of +4 enchantment.
- At 15th level, shieres can use *heal* three times per day (but never on themselves). Once per day, a shiere of this level can also unleash a whirlwind attack, striking eight times in a single round against multiple targets and inflicting maximum damage with each successful strike.

Special Hindrances: Shieres can't leave Arborea without the consent of their lords—usually tulani nobles, or perhaps even Queen Morwel herself. Because their duties include defending the plane from threats within and without, they seldom

have opportunities to visit other parts of the multiverse. The lords of PC shieres, however, might call upon them to complete special tasks requiring brief sojourns to the Prime Material Plane, Sigil, the Outlands, or elsewhere.

Shieres place tremendous stock in their personal honor. They can never betray their lords or turn their backs on trusted friends. A shiere ordered to protect a town or individual is honor-bound to fulfill that duty at any cost, and these noble eladrins are always ready to sacrifice themselves to defend others in their charge.

Roleplaying Notes: Shieres are exceptionally courageous and chivalrous. Although they are by no means aloof and unfriendly, they can be as cold as ice when dealing with those who don't measure up to their standards of behavior or codes of honor.

Shieres rarely leave Arborea. They defend the Court of Stars and the rest of the plane from attack and spend most of their time on patrol, alert for signs of trouble. More often than not, they find it—usually in the form of monsters and fiends who have made their way through portals and taken up residence in the wilderness. Shieres often hunt dragons, behir, bulettes, owlbears, and other menaces. At times, they must defend towns and villages from chaotic-minded creatures and fiends who are more at home in the Abyss, but feel some kinship with the chaos that permeates Arborea.

Every so often, however, tulani lords ask shieres to accompany them to other planes or carry out secret missions for Queen Morwel in other parts of the multiverse. Additionally, eladrin armies occasionally venture into the Lower Planes to attack fiends and their evil strongholds, and shieres often lead these raids.

Tulani

Tulani are the lords of the eladrins. Their courts drift throughout Olympus, seldom remaining in the same place from one night to another. These "masters of the twilight realm" possess unearthly beauty and grace. Their voices are like music, and their tall, elflike forms are surrounded by radiance that no evil creature can bear.

Ability Scores: A tulani PC has a +1 bonus to Dexterity and Wisdom, a +2 bonus to Strength and Intelligence, and +3 bonus to Charisma. Final ability scores for such characters must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	15	20
Dexterity	12	19
Constitution	8	18
Intelligence	15	20
Wisdom*	14	19
Charisma	16	21

*A tulani priest† have a minimum Wisdom of 17 and a maximum Wisdom of 22.

Class Restrictions: In addition to the classes listed below, tulani can select multiclassed options from the following list: fighter/mage, fighter/cleric, mage/cleric, and fighter/mage/cleric.

CLASS	MAX. LEVEL
Fighter	20
Mage	25
Cleric	25

Average Height and Weight: Tulani stand 70/60 + 3d12 inches tall and weigh 150/135 + 6d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Tulani gain Hit Dice according to their character classes.

Alignment: All tulani are chaotic good.

Armor Class: Tulani are Armor Class -3 (base).

Languages: These beings can speak, read, and write the eladrin language. They have the innate power to *comprehend languages* and can speak and write additional languages up to the limits imposed by their Intelligence scores.

Proficiencies: Tulani gain weapon and nonweapon proficiencies according to their character classes. However, few of these beings actually wield weapons, given their innate ability to summon forth blazing swords of light (see below). Tulani fighters may specialize.

Most tulani have the following nonweapon proficiencies, though PCs are free to choose their own: Ancient Languages, Animal Handling, Artistic Ability, Healing, Herbalism, Local History, *Planar Direction Sense*, *Planar Sense*, *Planar Survival (Arborea)*, Reading/Writing, Religion, Riding (Airborne), and Spellcraft. Tulani have Ancient History and Etiquette as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: A tulani constantly radiates a *protection from evil* aura with a radius of 20 feet. An evil creature must make a successful saving throw vs. spell to approach within 20 feet of the eladrin. This aura also confers the benefits of both the *minor globe of invulnerability* and *protection from normal missiles* spells.

Once per round at will, a tulani can *fly* (movement rate 30, maneuverability class A) or assume the secondary form of any other eladrin. Regardless of their shapes, they retain their own AC and THAC0 values, but cause double the normal damage of the secondary forms they have chosen.

Tulani begin play with 10% magic resistance at 1st level; thereafter they accumulate an additional 10% (cumulative) every other level, up to a maximum of 90% at 17th level. (Thus, tulani have 20% magic resistance at 3rd level, 30% at 5th level, 40% at 7th level, 50% at 9th level, and so on.)

Warriors and wizards of this race can cast priest spells at three levels higher than their own, and they gain all priestly benefits (including bonus spells) for high Wisdom scores. (Thus, a 1st-level tulani warrior or wizard casts spells as a 4th-level priest.) Tulani priests gain an additional +3 bonus to their Wisdom scores (maximum of 22), with appropriate spell modifiers and immunities.

Tulani need not carry weapons, for each member of the race can create a swordlike blade of fiery light at will. This weapon is about the same length as a longsword, but weightless. As tulani rise in level, the magical properties of their swords increase as well. (Note that the sword's speed factor is always 2, regardless of its current magical nature.)

LEVEL	SWORD MODIFIER	#AT/RND	DMG/AT*
1-3	+1 <i>quickness</i>	1	2d4+1 + Str bonus
4-6	+2 <i>quickness</i>	3/2	2d4+2 + Str bonus
7-9	+3 <i>sharpness</i>	2	2d4+3 + Str bonus
10-12	+4 <i>sharpness</i>	5/2	2d4+4 + Str bonus
13-15	+4 <i>sharpness</i>	3	2d4+4 + Str bonus
16-20	+4 <i>vorpal</i>	7/2	2d6+4 + Str bonus
21-25	+5 <i>vorpal</i>	4	2d6+5 + Str bonus
26-30	+5 <i>vorpal</i> , <i>speed**</i>	4	2d6+5 + Str bonus

* Against evil foes, the sword delivers an extra 2d8 points of positive energy damage.

** As per a *scimitar of speed*.

Tulani also possess powerful gaze attacks that affect targets of their choosing as follows:

Level	Effects of Gaze
1-6	Evil creatures with less than 8 Hit Dice must make successful saving throws vs. spell or succumb to <i>fear</i> for 2d4 rounds; nonevil creatures and evil beings with 8 HD or more are unaffected.
7-10	Evil creatures with less than 8 HD must make successful saving throws vs. spell or succumb to <i>fear</i> for 2d8 rounds; success indicates blindness for 2d8 rounds. Nonevil creatures and evil beings with 8 HD or more suffer the same effects at half the duration (1d4 rounds) and gain +2 bonuses to their saving throws.
11+	Evil creatures with less than 8 HD must make successful saving throws vs. spell or die instantly; those who survive are blinded and stricken with <i>fear</i> for 2d10 rounds. Nonevil creatures or evil beings with 8 HD or more suffer <i>fear</i> and blindness only if they fail their saving throws (no modifier).

In addition to the innate abilities all eladrins possess, tulani have the following benefits and spell-like abilities (each usable once per round at will, as a caster of equivalent level, unless otherwise noted):

- At 1st level, tulani suffer damage only from cold-wrought iron or magical weapons of +1 or better enchantment.
- At 2nd level, they can cast *color spray* and *dancing lights*.
- At 4th level, they can cast *detect invisibility* and *ESP*. Only cold-wrought iron or magical weapons of +2 or better enchantment can harm them.
- At 6th level, tulani can cast *continual light* and *dispel magic*.
- At 7th level, only cold iron or magical weapons of +3 or better enchantment can harm them.
- At 8th level, they can cast *improved invisibility*.
- At 10th level, they gain the ability to cast *advanced illusion*, *hold monster*, *telekinesis*, *teleport without error*, *wall of force*, and *chain lightning* (for 12d8 points of damage). Tulani of this level are immune to damage from all weapons except those of +4 or better enchantment or cold iron.
- At 12th level, tulani can cast *mass charm*, *prismatic spray*, and *polymorph any object*. *Meteor swarm*, *power word kill*, and *time stop* are each usable once per day. Once per year, a tulani can grant another being's *wish*.
- At 13th level, any tulani can form a personal twilight court in a private demiplane touching the Border Ethereal. The court takes whatever form pleases the tulani, from a cloud castle to a sprawling forest hideaway. Only eladrins can visit; the place is invisible and insubstantial to all others. (If desired, tulani with courts can allow a number of noneladrins equivalent to their own levels to visit, but only for 2d20 turns.) The court is accessible from one specific location of the tulani's choosing on Arborea, though the owner can change the point of entry at will, moving it to another spot on the plane. In addition, all 13th-level tulani gain greater eladrin attendants (1./level) and lesser eladrin servitors (2./level). Two mated tulani who share a single court can combine their total attendants, thereby increasing the overall size of the court. These attendants and servitors are not slaves, and mistreatment will cause them to seek out more benevolent lords or ladies to serve.
- At 14th level, a tulani attracts a loyal animal companion with the innate power of *true seeing*. This guardian, regardless of its form or size, has the following statistics: AC -5; MV 15, fly 15 (B), swim 15; HD 9; #AT 3; Dmg 3d8+3; SD immune to fire, cold, poison, paralysis, death magic, *polymorph*, and mind-affecting spells/attacks; MR 50%; ML fearless (20); Int very (12); AL CG; XP 3,000.

Special Hindrances: Tulani rarely leave the twilight courts of Arborea or venture beyond the boundaries of their home plane, except when matters of diplomacy demand otherwise. For example, they might pay homage to Syranita, the goddess of the aarakocra, who resides in her aerial realm on the border of Ysgard and Arborea. Alternatively, they could seek wisdom from the Seldarine or partake in a festival held in the Seebe Court of the diminutive faerie folk.

Tulani who act against their allegiance by deliberately inflicting harm on nonevil creatures or callously mistreating

attendants and guests anger Queen Morwel, who calls them before the Court of Stars for stern lectures on noble etiquette. If the errant behavior continues, the queen strips the offenders of their nobility—a dreadfully humiliating event—and forces them to spend 1,001 years as servants to other tulani, who act as both wardens and role models. During this time, the errant tulani may not leave Arborea for any reason.

Like all eladrins, tulani may not interfere in the lives of mortals. As the shapers of the eladrin code of conduct, they must uphold this philosophy to the highest degree possible. Queen Morwel frowns upon tulani who advocate interference and punishes those who pursue it.

Roleplaying Notes: Tulani player characters are scions and leaders of their people. Born in the twilight courts, they typically remain there for centuries, if not millennia, before leaving to form courts of their own. Though bred to be nobles, tulani still must earn their places in eladrin society and hone their skills in sorcery, etiquette, and diplomacy. They can become full-fledged nobles only at level 10 or above, and only a tulani of 13th level or higher can earn the title of Lord or Lady and command a court of followers.

As befits their station, tulani rule over the other eladrins and have scores of servants and messengers to perform tasks on their behalf. Thus, a tulani is more likely to partake in court intrigues than wild adventures abroad. Once in a while (which, for a tulani, can mean once every few centuries), one of these nobles might feel a compelling urge to seek enlightenment beyond the confines of Arborea. With Queen Morwel's permission, such a character may leave the plane for a brief sojourn—though again, a tulani's definition of "brief" could equate to years or decades. Thus, it is possible for a player to run a tulani character outside the confines of the twilight courts.

Like other eladrins, tulani must hide their true natures from mortals and resist the urge to meddle in their affairs. It would be fine for a tulani to provide advice to a young ranger trying to protect a forest from goblins, for example, but the eladrin could not use obvious tulani powers to annihilate the goblin tribe. Queen Morwel monitors the tulani closely, for she is fully aware that with great power comes even greater responsibility, and she realizes that not all of her nobles can carry the burden.

guardinals

Guardinals are beautiful, muscular humans with noticeable animal traits. The degree of animalistic appearance varies among individuals. They are something of a paradox to other beings, for they can be compassionate and gentle one moment, then ruthless and violent the next, depending on their moods and the situation. Though guardinals lead tranquil lives on their home plane, they cannot tolerate evil in any shape or form, and they have no qualms about taking the fight to the Lower Planes, where evil waits like a great nest of vipers eager to strike.

Guardinals are native to Elysium, a picture-perfect plane of magnificent landscapes sewn together by the spectacular River Oceanus. The guardinals love their home and watch it care-

fully for any sign of trouble. Although they aren't as numerous as some of the other celestial races, they have an uncanny way of showing up whenever evil rears its ugly head. (In Elysium, creatures of good conscience can travel quickly from place to place, while those of despoiled thought find themselves mired and slow to gain ground.) Guardinals are living embodiments of Elysium's tranquility, and they refuse to tolerate anything that could disturb that peace. They do not wait for trouble to come to them—they'd rather seek it out and smite it fiercely.



Like eladrins, guardinals aren't truly immortal, but they do live long, healthy lives. Born of guardinal parents on Elysium, young guardinals are slow to mature, often spending centuries learning the ways of their kin from their ancestors and the community. More than any other celestial race, guardinals value family—be it a tribe, a clan, a pack, or something else—though some members develop instinctual preferences for solitude once they've matured (the avorals and ursinals, for example).

Societal organization beyond family units is rather loose.

Guardinals have little use for strict laws or orderly societies; they roam their plane like nomads and settle wherever they feel most comfortable. Their society is not rigidly hierarchical, although leonals lead the way whenever the threat of evil requires celestials to band together. The leonals are the most vigilant members of the race, and their commanding auras can draw together groups of guardinals as needed to crush the powerful forces of evil.

Their powers

All guardinals, young and old, have *detect illusion*, *detect evil* (100-foot range), *detect invisibility*, *dimension door*, *dispel magic*, *infravision*, and *protection from evil* 10' radius as spell-like powers, usable at will.

Somewhat like paladins, these beings can lay on hands, healing a number of hit points equal to their own hit point totals each day. They can divide this healing among several individuals as they see fit.

Guardinals are immune to electrical attacks, and they suffer only half damage from cold, gas, poison, and *magic missile* spells. Iron weapons inflict half damage on those guardinals who are vulnerable to nonmagical weapons and no damage on those susceptible only to enchanted weapons. Silver weapons, magical or otherwise, can harm all guardinals.

These beings possess a special type of telepathy that enables them to communicate with intelligent, nonmonstrous creatures or natural creatures of any kind. (A dragon or beholder wouldn't fall into either category, but a tiger, roc, or giant lizard would.) Neither normal, nonmagical animals nor giant animals ever attack guardinals, even under magical compulsion.

Guardinals can, of course, travel the planes by using gates, portals, and the like, but they can also leave Elysium via an innate ability that resembles *probability travel*. This power allows them to enter the Astral Plane with their physical bodies. Furthermore, any guardinal can travel directly to the first layer of Bytopia, the Beastlands, or the Outlands from any point on Elysium.

Their realms

Guardinals call Elysium their one true home. However, those who live abroad and travel the planes in search of evil to destroy are nomads by nature, constantly relocating from place to place.

The winged avorals generally keep watch over the skies of Amoria (Elysium's first layer), although they prefer the isolation of Eronia and Belierin (the second and third layers). The satyrlike cervidals—the most common of the guardinals—are the people of Amoria. With the equinals, they form the backbone of any guardinal army. Equinals share Amoria with the cervidals, tending the open fields and farmlands. Leonals are most at home in the wilds of Eronia. Lupinals travel throughout Elysium, searching for any hint of evil intrusion. The ursinals are likewise widespread, although they are more concerned with philosophical pursuits and gathering lore.

Their virtues

Guardinals are naturally helpful, selfless beings of exceptional honor and integrity. They don't lie, cheat, or steal, they don't fight needlessly, and they don't force unwilling beings into servitude. The concept of slavery is repugnant to them, as is any circumstance that involves placing limits on personal freedom. They respect the decisions of other creatures of good conscience and offer such folk their services whenever possible.

The guardinals have no tolerance for evil. They attack fiends and other evil beings at any opportunity. Their intention is always to slay the foul being or, at the very least, banish it to a place from which it can't escape or cause harm. Unlike the eladrins, who respect mortals' freedom of choice as much as their right to live untroubled by evil, guardinals make no secret of who or what they are when they travel the planes. Regardless of the circumstances, they take whatever steps they deem necessary to defeat evil wherever they find it.

Their role on the planes

Other upper-planar beings see guardinals as the peacekeepers among the celestial races because of their generally even temperament and neutral perspective. They neither bind themselves to rules nor cast aside all semblance of order for the sake of individual freedom. In the past, these gentle beings have resolved thousands of disputes between the archons, eladrins, and asuras, and they continue to mediate disagreements when asked. This role is somewhat surprising, considering that the guardinals are neither powerful nor numerous enough for the other races to consider them as true equals. Nevertheless, they're often found among the ranks of the aasi-

mon, serving as trusted advisors, guards, and henchmen. In fact, many planetars and tulani have stood before wise Talisid (see "Notable Guardinals," below), seeking the leonal prince's advice and guidance in matters that affect the Upper Planes.

Unlike the other celestials, guardinals are free to leave the Upper Planes whenever they please, interfere in the lives of mortals as much as they like, and hunt evil wherever it dwells. They don't revel in this freedom; they merely take it for granted. Guardinals are often called "the arm of good" because of the manner in which they reach out and strike down evil foes in places where other celestials rarely tread.

Dealing with other celestials

The guardinals and the aasimon enjoy excellent relations, despite the latter group's occasional condescension. The guardinals tolerate that kind of treatment primarily because they recognize that the aasimon are powerful beings—not to mention valuable allies. By the same token, the aasimar regard guardinals as able defenders of Elysium and shining examples of good for the rest of the multiverse.

The guardinals have trouble associating with the archons on anything but a formal level. The defenders of Mount Celestia are creatures of pure and untainted goodness, but where guardinals actively search for evil to destroy, archons seem more interested in preserving the sanctity of the Upper Planes. Of course, this is rarely grounds for a dispute, and most guardinals know better than to go to the Mount looking for an argument. Besides, that plane is so well-protected against evil that they seldom have cause to visit it in the first place.

The asuras are envious of the guardinals—a jealousy that sometimes degenerates into deep derision. Bold defenders of the Upper Planes, the asuras would like nothing more than to swoop into the Lower Planes and take the fight straight to the fiends. Unfortunately, most can't readily leave the good-aligned planes. Given this fact, it's no surprise that the guardinals' ability to travel where they please has soured their relationship with the asuras. However, whenever fiendish hordes threaten Elysium, the asuras are quick to come to the guardinals' aid, and their assistance is always appreciated.

The guardinals find the eladrins mystifying. Many eladrins also wander the multiverse serving the cause of good, but they're easily consumed by petty indulgences, artistic pursuits, and the veils of illusion and secrecy they weave to fool and misguide mortal creatures. By comparison, the guardinals are quite direct and forthright. One observant prime-material native, remarking on the relationship, said the two races were like cats and dogs. Guardinals and eladrins sometimes encounter one another on other planes, but they tend to keep their distance and rarely fraternize.

Notable guardinals

The mightiest guardinal is the leonal prince Talisid, whom the pantheons of Elysium hold in the highest regard. (In fact, he may even be a quasi- or demipower himself.) In

Jekrel steeljaws, leader of the wild pack

Jekrel looks like a typical lupinal—half-man, half-wolf, with a lean, rangy build. The features that distinguish him from others of his race are his particularly long fangs, the covering of downy white fur on his paws, and the white tips on his long, pointed, canine ears. His face is very expressive, and he's mastered a baleful glare that can make even the most resolute foe quiver with fear.

Jekrel is the nominal leader of the Wild Pack, a band of five lupinals of various classes who roam the Prime Material Plane in search of evil to destroy. They travel on foot through the frontier lands to avoid unnecessary contact with humans, who often mistake them for migrating werewolves. When they must pursue an enemy into human lands, Wild Pack members use their *change self* abilities to appear as adventurers or actors traveling in a troupe.

Currently, the group plumbs the Free City of Greyhawk for trustworthy adventurers to help them find the headquarters of an evil, fiend-worshipping cult whose members might include several prominent locals. One adventurer who has provided considerable assistance for the Wild Pack is Lemni Merizor, a human thief with contacts in the undercity. Jekrel is infatuated with Lemni and goes out of his way to please her, bringing her planar souvenirs and hiring bards to write poetry that he memorizes and passes off as his own.

The lupinals are also searching for a babau slave trader who eluded them in Ulek. This fiend, known by the name Vakarak, likes to *polymorph* into a gnome, mostly because gnomes are widely perceived as harmless, good natured, and friendly. Jekrel believes that the babau assumed demihuman form and fled to Greyhawk City to consult with others of his kind. As the loyal servitor of a gnomish god, Jekrel believes it is his special duty to destroy this particular denizen of the Lower Planes.

Jekrel is a relentless stalker of evil creatures, but when not engaged in a hunt, he can be quite charming and alluring. He's not the least bit sheepish around the ladies, but he's careful never to drop his guard, for one of them could be an erinyes or succubus with grisly intentions—perhaps with the power to mask her true alignment.

statistics

Jekrel Steeljaws, male lupinal R7: AC -1 (Dex bonus); MV 18; hp 44; THAC0 14 (12 with *fiendslayer*); #AT 3 (claw/claw/bite) or 3/2 (*fiendslayer*); Dmg 1d4+7/1d4+7/2d6 or 1d6+2; SA drag, howl, species enemy, spell-like powers; SD immunities, dodge missiles, surprise, thief skills; MR 25%; SZ M (5'11" tall); ML fanatic (17); Str 19, Dex 17, Con 14, Int 15, Wis 14, Cha 16; AL NG; XP 9,000.

special attacks

If Jekrel hits with his bite by a margin of 4 or more, he seizes his prey. The victim must make a successful saving

throw vs. death magic or be dragged to the ground. Jekrel automatically bites a dragged foe each round thereafter until the victim is helpless or dead, or until the lupinal chooses to releases his grip.

Jekrel's howl causes *fear* in all creatures within 100 yards (save vs. spell or flee in terror). When fighting yeth hounds (his ranger species enemy), Jekrel gains +4 to his attack rolls. He can use the following spell-like powers once per round at will: *blink*, *blur*, *change self*, *darkness* 15' radius, *detect illusion*, *detect invisibility*, *detect evil* (100-foot range), *dimension door*, *dispel magic*, *infravision*, *protection from evil* 10' radius, and *wraithform*. Once per day, Jekrel can lay on hands, healing a total of 44 points of damage. Once per day, he can *cure disease* or *neutralize poison* by touch. Three times per day, he can cast *magic missile* (four missiles), *fly* (MV 30, maneuverability class A), or *cure serious wounds*.

special defenses

Only silver weapons or those with +2 or better enchantment can strike Jekrel. He is immune to electricity and suffers only half damage from cold-based attacks, poison, gas, and *magic missiles*. By making a successful saving throw vs. paralyzation, he can dodge normal (nonmagical) missiles. Jekrel is surprised only on a roll of 1 on 1d10.

special abilities

Jekrel's thieving skills are: MS 73%, HS 80%.

special equipment

Jekrel wears *vambraces of evil's warding* (metal armbands that impose a -4 attack penalty on missiles fired at the wearer by evil creatures) and carries a *fiendslayer spear* (silver-tipped spear +2 that retains its enchantment on all planes, inflicts double damage against fiends, and *taunts* fiende). He also wears a *ring of free action*.

proficiencies

Jekrel is proficient with spear, longsword, quarterstaff, and short bow. His nonweapon proficiencies are Animal Lore (15), Blind-fighting, Etiquette (16), Hunting (13), Tracking (17), Tumbling (17), and Weaponsmithing (12).

powers

Primary Power: Baervan Wildwanderer (Intermediate/NG/Bytopia).

Secondary Power: Kishijoten (Lesser/NG/Prime Material Plane).

personality traits

Aggressive, charming, eloquent, and suspicious.

times of need, Talisid commands his people to action, and his words carry weight throughout the Upper Planes. Most of the time, though, he lets the guardinals do as they please and serves only as a symbol of freedom, pride, and might. A 25th-level fighter and 17th-level wizard, the leonal prince has a brilliant mind for strategy. He can be both ruthless and merciful, given appropriate circumstances.

Prince Talisid always travels in the company of the Five Companions—an avoral, an equinal, a lupinal, a cervidial, and an ursinal, each the strongest and wisest of its kind. Currently, the Five are:

- Lady Zvestra of the avorals (12th-level wizard and 10th-level priest), a recent replacement for his honor; Duke Windheit, who “retired.”
- Lord Hwhyn of the equinals (12th-level fighter and 9th-level priest),
- Duke Lucan of the lupinals (18th-level fighter),
- Lord Rhanok of the cervidials (9th-level fighter and 12th-level wizard), and
- Duchess Callisto of the ursinals (21st-level wizard and 15th-level priest).

guardinals as player characters

Like the eladrins, the guardinals gain experience points and levels like standard AD&D player characters. They don’t transform into more powerful guardinals—in other words, a lupinal who performs well has no chance of being turned into a leonal. He’ll simply remain a lupinal and continue to increase in level.

Avorals

Avorals are tall beings with powerful, eagle-like wings, feathery vanes that act as tails during flight, and legs that end in wickedly sharp talons. Their faces are more human than avian, but their hair resembles a feathery cowl, and their eyes are bright and golden. Their bones are strong but hollow, so even the largest of their kind are surprisingly light. An avoral’s wings have small hands at the midpoints, which can do just about anything human hands can do.

Ability Scores: Avorals gain +1 bonuses to Intelligence and Dexterity, and a –1 penalty to Wisdom. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	9	18
Dexterity	10	19
Constitution	9	18
Intelligence	12	19
Wisdom	6	17
Charisma	9	18

Class Restrictions: In addition to the classes listed below, avorals can select from the following multiclassed options: fighter/mage, fighter/cleric, mage/cleric, ranger/mage, and fighter/mage/cleric.

CLASS	MAXIMUM LEVEL
Fighter	10
Ranger	12
Mage	12
Cleric	10

Average Height and Weight: Avorals stand 60/50 + 4d10 inches tall and weigh 100/85 + 3d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Avorals gain Hit Dice according to character class.

Alignment: Neutral good is the most common avoral alignment, but lawful good and chaotic good avorals also exist.

Armor Class: Avorals are Armor Class 3 (base).

Languages: Avorals have the innate power to telepathically communicate with any intelligent, nonmonstrous creature or natural animal (even giant-sized ones). They also speak their own language (consisting mainly of low shrieks and squawks), which all avian creatures can understand.

Proficiencies: Avorals gain weapon proficiencies and specializations as per their class. However, they loathe carrying weapons and prefer their natural attacks.

Most avorals have the following nonweapon proficiencies, though PCs are free to choose their own: Fishing, Healing, Herbalism, Hunting, *Planar Sense*, Religion, Spellcraft, and Tracking. Avorals have *Planar Direction Sense* and *Planar Survival (Elysium)* as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker’s Handbook* [2620].)

Special Benefits: On the ground, avorals can buffet opponents with their wings, making two attacks per round and inflicting 1d8 points of damage per attack. They can’t use this trick in the air (since they’re using their wings to stay aloft), so instead they strike with their two rock-hard talons, inflicting 2d6 points of damage per attack. If both talons hit a single foe who weighs no more than twice the avoral’s weight plus 60 pounds, the guardinal can hoist the victim up into the air, climbing to 60 feet in the same round. After that round, the avoral can ascend 120 feet per round, even so burdened. Although clutched prey is entitled to a Strength check or a saving throw vs. paralyzation to break free of the avoral’s clutches, that would seem an imprudent move—unless the escapee has its own means of flight.

An avoral who dives 100 feet or more to attack a target standing on the ground gains a +2 bonus to attack rolls and inflicts double damage with each successful talon hit. Normally, the avoral requires 1 round to climb and circle before making another dive attack.

The visual acuity of avorals is unbelievable; if no obstructions block their view, they can see small details as far away as 10 miles. By concentrating for 1 round, they can use the power of *true seeing* (100-foot range). Avorals gain magic resistance at a rate of 5% per level (cumulative), up to a maxi-

mum of 60% at 12th level. An avoral can be struck only by +1 or better weapons or those forged of silver.

In addition to the spell-like abilities common to all guardians, avorals gain the following powers as they advance (each usable once per round at will, unless otherwise noted):

- At 2nd level, avorals gain the innate ability to cast *command*, *light*, and *magic missile* (two missiles).
- At 3rd level, they can generate *fear* in a 20-foot radius once per day, but creatures receive a +2 bonus to their saving throws. This modifier is reduced by 1 for every two levels possessed by the avoral, to a maximum penalty of -2 (thus, the modifier is +1 at 5th level, 0 at 7th level, -1 at 9th level, and -2 at 11th level). Once a creature makes a successful saving throw against the *fear*, it is immune to that avoral's *fear* ability for the rest of the encounter.
- At 4th level, avorals add *blur* to their innate spell repertoire, and they can hurl three *magic missiles* per casting instead of two.
- At 6th level, avorals can cast *gust of wind* and *hold person*, and they can use four *magic missiles* per spell instead of three.
- At 8th level, avorals can cast *lightning bolt* (inflicting 8d6 points of damage) once per day—an innate ability that requires no special preparation.
- At 10th level, avorals can summon a flock of normal avians once per day. Within 1d4 rounds of the casting, 1d100 birds arrive at the avoral's location and converge to attack his or her enemies. Those beset by the birds can't cast spells, and any large-sized or smaller targets who are attacked by 10 or more birds suffer a -2 penalty to their attack rolls, proficiency checks, ability checks, and saving throws. The birds remain until the avoral has no further need of their assistance. This ability does not function on planes devoid of avian life.

Unless the indigenous avian life forms are peculiar in some fashion, assume that all summoned birds have these statistics: AC 7; MV 3, fly 36 (B); HD 1; hp 5 each; THAC0 19; #AT 1; Dmg 1d3; SZ T; ML Special; Int animal (1); XP 7.

- At 12th level, avorals gain the ability to *shapechange* into any birdlike form, from a sparrow to a giant eagle. This ability often aids the guardians in reconnaissance. Transformed avorals retain their own Armor Class, hit points, THAC0, and special immunities, and they may use any of their innate spell-like abilities (but not memorized wizard or priest spells).

Special Hindrances: Avorals don't kill needlessly, although they enjoy stalking small game mostly for the thrill of the hunt. If they detect evil on their home plane, they attack it. They never associate with evil beings or creatures.

Avorals don't like crowds and suffer +2 penalties on reaction rolls in crowded places. Because they're accustomed to soaring through wide-open spaces, they're quite claustrophobic. When underground (even in large caverns) or inside

buildings or other "contained" areas, they attack at -4 and suffer a +2 penalty to their Armor Class.

Avorals have a wingspan of 20 feet and can't fly in narrow corridors or places where they can't fully spread their wings.

Roleplaying Notes: Avorals are proud, solitary creatures who seldom gather together, preferring isolated wilderness locations and spectacular mountain peaks. Many avorals never leave Elysium. As they are the only guardians who can fly, they maintain aerial vigilance over the plane, using their keen eyesight to spot trouble. However, they're prone to wanderlust—an overwhelming desire to visit other worlds and soar above fabulous landscapes.

On the Prime Material Plane, avorals occasionally find themselves in league with good-aligned adventurers, particularly those who oppose a powerful force of evil in their land. However, once an avoral has helped to free a realm from tyranny, he or she moves on. Avorals rarely enjoy lasting friendships, even with their own kind.

Cervidals

Cervidals are the most peaceful of the guardians, seeking physical violence only when no other solutions present themselves. These herbivores resemble satyrs or fauns. They are slim yet strong, and their golden skin is covered in short, reddish-brown fur. Their heads are crowned with antlers or horns, and they have hooves for feet. A cervidal's hands are backed by hooflike material effective for bludgeoning attacks.

Ability Scores: Cervidals gain +1 bonuses to Strength and Dexterity, and a -1 penalty to Intelligence. Their adjusted ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	14	19
Dexterity	12	19
Constitution	6	18
Intelligence	5	17
Wisdom	6	18
Charisma	8	18

Class Restrictions: In addition to the classes listed below, cervidals can select from the following multiclassed options: fighter/mage, fighter/cleric, fighter/thief, fighter/bard, ranger/mage, ranger/thief, ranger/bard, mage/cleric, mage/druid, mage/thief, cleric/thief, cleric/bard, and druid/bard.

CLASS	MAX. LEVEL
Fighter	9
Ranger	9
Mage	12
Cleric	12
Druid	12
Thief	9
Bard	12

Average Height and Weight: Cervidals stand 50/45 + 3d12 inches tall and weigh 130/115 + 7d10 pounds. The number

before the slash refers to males; the one after it to females.

Hit Dice: Cervidals gain Hit Dice according to their character classes. In addition to any bonus hit points from high Constitution scores, each cervidal PC receives a +1 hit point bonus at 1st level and another at 5th level.

Alignment: Most cervidal PCs are neutral good, but these beings can be of any good alignment.

Armor Class: Cervidals are Armor Class 4 (base).

Languages: Cervidals, like all guardinals, have the innate power to communicate telepathically with any intelligent, nonmonstrous creature or natural animal (even giant-sized beasts).

Proficiencies: Cervidals gain weapon and nonweapon proficiencies according to their character classes. Cervidal fighters may specialize; however, all these beings prefer their natural attacks.

Most cervidals have the following nonweapon proficiencies, though PCs are free to choose their own: Agriculture, Armorer, Blacksmithing, Brewing, Cooking, Dancing, Fishing, Healing, Herbalism, Jumping, Musical Instrument, Planar Sense, Religion, Spellcraft, Swimming, Tracking, and Weaponsmithing. Cervidals gain *Planar Direction Sense* and *Planar Survival (Elysium)* as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Cervidals attack with two punches or kicks (each of which causes 1d6 points of damage plus any Strength bonus) and a head-butt (which inflicts 1d12+3 points of damage). Their horns or antlers are treated as +3 magical weapons in all respects. A cervidal who is at least 60 feet away from an opponent can forego hoof attacks to charge with horns lowered, inflict double damage (2d12+3) on a successful hit. A cervidal's horns have three special abilities:

- The horns can help a victim fight off the ill effects of poison, acid, contaminated food or water, or other harmful substances. An affected creature touched by a cervidal's horns may immediately attempt one additional saving throw at a +6 bonus. (Note that cervidals can't use their horns to negate harmful substances within their own bodies, although one cervidal can use this power to help another.)
- Any summoned, conjured, or extraplanar creature wounded by a cervidal's horns or antlers must immediately make a successful saving throw vs. spell or return whence it came. (If the creature is native to the plane the cervidal is currently on, it's not considered extraplanar and can't be dispelled in this manner.)
- Illusions of any type are instantly dispelled when touched by a cervidal's horns.

Cervidals can be damaged by any weapon, and they gain magic resistance at a rate of 5% per level (cumulative), up to a maximum of 40% at 8th level. In addition to the innate abili-

ties afforded all guardinals, cervidals gain the following innate spell-like abilities as they increase in level (each usable once per round at will, unless otherwise noted):

- At 2nd level, cervidals can cast *bless*, *command*, *detect poison*, and *light*. Once per day, they can cast *magic missile* (one missile).
- At 3rd level, these beings can cast either *hold person* (one target only) or *magic missile* (two missiles) once per day.
- At 4th level, cervidals can cast *hold person* (one target only), *magic missile* (two missiles), or *suggestion* once per day.
- At 5th level, cervidals can cast *hold person* (one target only), *magic missile* (three missiles), or *suggestion* once per day. Each also gains a bonus nonweapon proficiency (one slot) of choice.
- At 6th level, cervidals can cast *protection from normal missiles* on themselves or another nonevil creature once per day. At 7th level, they can use this power twice per day, and at 8th level, three times per day.
- At 9th level, they can cast *haste* or *slow* on themselves or another creature once per day. Unlike the wizard spell, the cervidal's *haste* ability does not age the recipient.

Special Hindrances: Cervidals can be struck by any weapon, magical or ordinary. Perhaps that's one reason they never start fights. If a conflict occurs, their first response is to diffuse the situation using a minimum of violence. A cervidal who initiates combat with another creature or strikes the first blow gains no experience points for that encounter.

Cervidals are shy and reclusive by nature and shun the company of strangers. Outside of their home, they suffer a +2 reaction penalty when dealing with non-celestial races.

Roleplaying Notes: Cervidals are docile, family-oriented guardinals. Most remain with their families for their entire lives, leaving only to find a mate or enlist in a leonal's cause. A few cervidals who have lost their families or made friendships with visitors to Elysium sometimes leave their home plane in search of adventure.

Cervidals are even-tempered and rarely prone to brash behavior or wild mood swings. Anyone who earns a cervidal's trust can count on that friendship for the rest of his or her life. Cervidals always remember the names and faces of those they've befriended and find it impossible to turn their backs on friends in need. To a cervidal, the only thing more important than personal honor is family, which must be protected at all costs.

equinals

Equinals are massive herbivores combining the features of a human and a draft horse. They have broad chests and shoulders and their arms end in thick, iron-hard fingers that make a hoof when curled in a fist. Their legs are even more horse-like, with reversed knees and true horse's hooves for feet, and their faces are long and narrow. A long horse's mane runs from an equinal's head down to the center of his or her back.

Ability Scores: Equinals possess unearthly might. Each has a +4 bonus to Strength, a -1 penalty to Wisdom, and a -1 penalty to Charisma. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	18	22
Dexterity	9	18
Constitution	9	18
Intelligence	9	18
Wisdom	6	17
Charisma	8	17

Class Restrictions: In addition to the classes listed below, equinals can be multiclassed fighter/clerics.

CLASS	MAX. LEVEL
Fighter	12
Ranger	10
Cleric	11
Druid	9

Average Height and Weight: Equinals stand 75/70 + 5d8 inches tall and weigh 220/200 + 8d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Equinals gain Hit Dice according to their character classes. At 1st level, they receive 3 extra hit points in addition to any bonus points they may receive from high Constitution scores.

Alignment: Equinal PCs can be of any good alignment, though neutral good is the most common.

Armor Class: Equinals are Armor Class 3 (base).

Languages: Equinals can telepathically communicate with any intelligent, nonmonstrous creature or natural animal (even giant-sized ones).

Proficiencies: Equinals gain weapon and nonweapon proficiencies according to their character classes. Although fighters of this race may specialize, they disdain weapons, preferring to wade into battle with a boxerlike routine of devastating jabs and uppercuts.

Most equinals have the following nonweapon proficiencies, but PCs are free to choose their own: Armorer, Blacksmithing, Cooking, Healing, Herbalism, *Planar Direction Sense*, *Planar Sense*, Religion, Running, Swimming, Tracking, and Weaponsmithing. Equinals gain Endurance and *Planar Survival (Elysium)* as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Each round, an equinal can attack with two hoof-strikes, inflicting 1d8 points of damage (plus any Strength bonus) with each blow. These punches can splinter stone and crumple metal. Armored foes struck by an equinal must also make successful saving throws vs. crushing blow

for their armor (or for their shields, if they use such to block the attack). Enchanted armor or shields gain a +1 bonus to the saving throw for each magical plus. An enchanted shield that fails its saving throw loses one magical plus; a nonmagical shield is destroyed. A suit of armor that fails its saving throw also loses one magical plus; a nonmagical suit is worsened by one AC point. For example, an ordinary suit of chainmail (AC 5) damaged in the attack would afford the same protection as a suit of scale mail (AC 6) if it failed its saving throw. Likewise, a suit of *chainmail* +3 would be reduced to *chainmail* +2.

In addition to its powerful fists, an equinal can *whinny* once per turn, a piercing shriek that affects all non-equinals within 20 feet. If a creature in that range fails to make a successful saving throw vs. spell, it's either stunned (if it has 4 or fewer Hit Dice) or deafened (if it has more than 4 Hit Dice). Both effects last 1d6 rounds. Deafened creatures suffer a -1 penalty to surprise checks and have a 20% chance to miscast any spell with a verbal component. Stunned creatures are unable to act for the duration of the effect. The equinal's *whinny* becomes more effective with increasing level. Against an equinal of 1st-4th level, a target gains a +2 bonus to the saving throw; against an equinal of 5th-8th level, the target gains no bonus; and against an equinal of 9th level or higher, the target makes the save at -2.

In addition to the innate abilities they share with all guardinals, equinals develop the following powers as they progress in level (each usable once per round at will, unless otherwise noted):

- At 2nd level, they can cast *bless*, *command*, *light*, and *magic missile* (one missile).
- At 4th level, they can cast *fog cloud*, and their *magic missile* ability improves (two missiles per use).
- At 6th level, they can cast *slow* or *wall of stone* once per day, and their *magic missile* power improves again (three missiles per use).
- At 8th level, they can cast *summon insects* or *repel insects* once per day.

Equinals can be struck only by +1 or better weapons or those made of silver. They gain magic resistance at a rate of 10% every three levels (cumulative), up to a maximum of 45% at 13th level. (Therefore, an equinal has 5% magic resistance at 1st level, 15% at 4th level, 25% at 7th level, 35% at 10th level, and 45% at 13th level.)

Special Hindrances: Equinals are natural fighters and find it difficult to retreat from combat. If an equinal ever wants to leave the scene of a battle, he must make a successful saving throw vs. spell with a -2 penalty. Failure means that he can't bring himself to leave and must continue fighting until he or his enemy has fallen.

What's more, an equinal is easily provoked into melee and thus especially susceptible to *lame* spells, incurring saving throw penalties of -4 against them. Equinal priests, however, tend to be wiser and less headstrong, suffering only -2 saving throw penalties. Even against normal insults, every equinal

must save vs. spell (with no penalty) or react in an aggressive manner—usually by trying to pound the tactless fool who delivered the insults into the dirt.

Equinals stand about seven and a half feet tall and are considered Large-sized creatures for damage purposes.

Roleplaying Notes: Equinals are fond of athletic contests and games of skill. The strongest of them love a good brawl and enthusiastically embrace any cause that lets them stand hoof-to-toe with evil. They can seldom resist a challenge put to them by a worthy opponent, and they don't mind overwhelming a weaker foe who doesn't know enough to stay out of their way.

Equinals are boisterous at their happiest and cantankerous at their meanest. They are tenacious, courageous, and stubborn. Once they have it in their heads to do something, they'll make Herculean efforts to achieve their objective, refusing to let any other matters distract them.

Equinals tend to gather in bands, instinctively preferring the company of their own kind. However, it's not uncommon for one who's especially driven (or especially laid-back) to find pleasure in the company of other races, particularly humans. But they don't take kindly to insults or crude nicknames. Those who dare to call an equinal "muleface" or "horse-man" should be prepared for the beating of their lives.

Leonals

Leonals are the imperious leaders and chieftains of the guardinals. They resemble tall, muscular humans with reddish-gold manes for hair and short, tawny-gold fur covering their bodies. Their lower legs are like those of a lion, and their powerful arms end in steel-hard talons. Their leonine visages are both regal and terrifying, and they have a presence that commands respect.

Ability Scores: Leonals gain +3 bonuses to Strength, +2 bonuses to Charisma, and +1 bonuses to Dexterity. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	15	21
Dexterity	13	19
Constitution	12	18
Intelligence	13	18
Wisdom	13	18
Charisma	15	20

Class Restrictions: Leonals can't be multiclassed characters, as they are highly focused beings who devote themselves entirely to their chosen callings.

CLASS	MAX. LEVEL
Fighter	24
Ranger	18
Mage	18
Cleric	18

Average Height and Weight: Leonals stand 50/45 + 2d12 inches tall and weigh 170/155 + 10d12 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Leonals gain Hit Dice according to their character classes. At 1st level, they receive 2 extra hit points in addition to any bonus points from high Constitution scores.

Alignment: Most leonal PCs are neutral good, but they can be of any good alignment.

Armor Class: Leonals are Armor Class -2 (base).

Languages: Leonals, like all guardinals, have the innate power to communicate telepathically with any intelligent, nonmonstrous creature or natural animal (even a giant-sized one).

Proficiencies: Leonals gain weapon and nonweapon proficiencies according to their character classes. Though leonal fighters can specialize, they prefer their natural attacks.

Most leonals have the following nonweapon proficiencies, but PCs are free to choose their own: Ancient History, Animal lore, Animal Training, Endurance, Engineering, Etiquette, Local History, Mountaineering, *Planar Direction Sense*, *Planar Sense*, *Portal Sense*, Reading/Writing, Religion, Spellcraft, Survival, and Swimming. Leonals gain *Planar Survival (Elysium)* and Running as bonus proficiencies. (Italized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: A leonal can make three attacks per round: two claw strikes (each inflicting 2d4 points of damage plus Strength bonuses) and one bite (causing 1d8 points of damage). In addition to their surprising strength, leonals are agile combatants. They gain a bonus on their initiative rolls equal to their defense adjustment for exceptional Dexterity. (Thus, a leonal with a Dexterity score of 18 receives a -4 bonus to initiative rolls.)

Leonals can dodge missiles and missilelike magical attacks by making a successful saving throw vs. paralysis. This includes thrown weapons; missiles fired from bows, crossbows, and slings; and spells such as *burning hands*, *Melf's acid arrow*, and other physical manifestations of magic (except for *magic missile*). Leonals can't be surprised.

Regardless of level, any leonal can issue a terrifying magical *roar* three times per day. It affects a cone-shaped area 60 feet long and 20 feet wide at the end and is the equivalent of a *holy word* spell. In addition, all creatures in this area suffer damage based on the leonal's level: 2d6 points at 1st-4th level, 2d8 points at 5th-8th level, 2d10 points at 9th-13th level, 2d12 points at 14th-20th level, and 2d20 points at 21st level or higher. Furthermore, all creatures in the area of effect must make a successful saving throw vs. spell or be deafened for one day. (Deafened creatures suffer a -1 penalty to surprise checks and have a 20% chance of mis-casting spells with a verbal component.) When a leonal roars, any evil creature within 200 yards must make a successful saving throw vs. spell or be stricken with *fear* for 2d6 rounds. The deafening and fear effects become increasingly

hard to resist as the leonal rises in level. Against a 1st–4th level leonal, a target saves at +4; against 5th–8th level, at +2; against 9th–13th, with no modifier; against 14th–17th, at –2; against 18th–21st, at –4; and against a leonal of 22nd level or higher, at –8.

Leonals are surrounded by a double-strength *protection from evil* aura with a radius of 20 feet. They have 10% magic resistance at 1st level and gain an additional 10% every three levels (having 20% at 4th level, 30% at 7th level, and so on, up to a maximum of 80% magic resistance at 22nd level). They build resistance to certain types of weapons as they rise in level as well:

LEVEL	CAN BE STRUCK ONLY BY
1–4	+1 or better (or silver) weapons
5–9	+2 or better (or silver) weapons
10–15	+3 or better (or silver) weapons
16+	+4 or better (or silver) weapons

Leonals have the spell-like abilities common to all guardinals, and they gain further powers as they rise in level (each usable once per round at will, unless stated otherwise):

- At 1st level, leonals can cast *magic missile* (one missile).
- At 3rd level, they can cast *ESP*, *know alignment*, and *magic missile* (two missiles).
- At 5th level, leonals can cast *continual light*, *fireball*, and *magic missile* (three missiles). They can also *cure disease* once per day.
- At 7th level, these beings can cast *polymorph self* and *magic missile* (four missiles). They can also *cure disease* or *neutralize poison* once per day.
- At 9th level, leonals can cast *wall of force* and *magic missile* (five missiles). They can also *cure disease*, *neutralize poison*, or *cure critical wounds* once per day.
- At 11th level, leonals can *cure disease*, *neutralize poison*, or *cure critical wounds* twice per day.
- At 13th level, they can *cure disease*, *neutralize poison*, or *cure critical wounds* three times per day. Once per day, they can *heal* another creature. A leonal of this level can also grant another's *wish* once per year, provided that it serves the greater good.
- At 15th level, a leonal gains 1d6 6th-level equinals or 1d4 8th-level lupinals as lieutenants or henchmen. These absolutely loyal guardinals are sworn to serve the leonal and never check morale; they're also immune to all forms of magical influence or compulsion while under the leonal's charge.
- At 18th level, a leonal gains 1d3 12th-level leonals as trusted advisors. The advisors don't stay with the PC, but gather when summoned to provide advice and assistance. (If desired, the PC can choose to become one of Prince Talisid's valued counsel rather than gain personal advisors.)
- At 21st level, a leonal may challenge Prince Talisid to a rite of combat, after which the victor becomes the

unquestioned leader of the guardinals. (Talisid is a 24th-level leonal fighter who has humbled many challengers in his day. However, if he is defeated in nonlethal combat, he will step down, remaining as an advisor and mentor to the leonal who bested him.)

Special Hindrances: The burdens of nobility and command often prevent a leonal from taking up the life of an adventurer. Leonals use their charisma and influence to lead other guardinals into battle against the forces of evil, but those few who seek other roles wander the planes, allying with various good-aligned creatures to put down evil where it stands. Even abroad, leonals quickly find themselves thrust into leadership roles. Where possible, they try to ally themselves with beings of comparable power so that they can learn from their peers.

Leonals are the epitome of honor and courage. They can't lie, cheat, run from battle, attack without due cause, or take advantage of the weak. A leonal who succumbs to fear (magical or otherwise) even once immediately loses his or her magical *aura*. Such disgraced guardinals either leave Elysium to seek their fortunes elsewhere or try to atone for their humiliation by performing incredible acts of courage.

Leonals can't refuse or ignore a good-aligned creature in need. A leonal who shirks this responsibility loses some or all of his or her magical powers and immunities, as determined by the gravity of the offense. (Failing to return a lost child to his or her mother is relatively minor in the grand scheme of the multiverse, while refusing to help a citadel of good-aligned soldiers hold off an onslaught of fiends could cost the leonal dearly.) A leonal who performs a malicious act is tainted by the deed and can't attract followers or use his innate magical abilities until he atones.

Roleplaying Notes: On peaceful Elysium, leonals are loners. They keep to themselves, roaming the forests and mountains of the plane's more remote areas. All other guardinals regard them as royalty and treat them accordingly. However, the leonals don't take advantage of this relationship—they use their authority judiciously and only when they need assistance in a matter that can't be attended to personally.

Every now and again, leonals conduct secret missions outside of Elysium, the details of which they generally keep to themselves. Such missions include reconnoitering deep within an evil domain, rallying support for a great military venture, meeting with other good-aligned celestials to discuss matters involving the Blood War or something equally significant. At least one leonal leaves Elysium regularly to answer a powerful summons to the Prime Material Plane, usually because assistance is desperately required.

Lupinals

Lupinals are half-man and half-wolf with lean, rangy physiques and pronounced muzzles filled with sharp canine teeth. Their rear legs are bent like a wolf's, and their skin is covered with short, fine, silver-gray fur. Natives of prime-material worlds often mistake them for werewolves.

Ability Scores: Lupinals gain +1 bonuses to Strength and Dexterity and a -1 penalty to Wisdom. Their adjusted ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	14	19
Dexterity	14	19
Constitution	9	18
Intelligence	11	18
Wisdom	6	17
Charisma	9	18

Class Restrictions: In addition to the classes listed below, lupinals can select from among the following multiclassed options: fighter/thief, fighter/bard, ranger/thief, and ranger/bard.

Class	Maximum Level
Fighter	18
Ranger	15
Thief	18
Bard	15

Average Height and Weight: Lupinals stand 50/45 + 2d12 inches tall and weigh 150/135 + 4d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Lupinals gain Hit Dice according to character class. They receive one extra hit point at 1st level, in addition to any bonus points gained from high Constitution scores.

Alignment: Lupinal PCs are usually neutral good, but they can be of any good alignment.

Armor Class: Lupinals are Armor Class 2 (base).

Languages: Lupinals, like all guardinals, have the innate power to communicate telepathically with any intelligent, nonmonstrous creature or natural animal (even giant-sized ones). They also speak their own language, which consists of guttural growls, snarls, and howls.

Proficiencies: Lupinals gain weapon and nonweapon proficiencies according to their character classes. Of all the guardinals, they are the most inclined to wield weapons. Lupinal fighters may specialize.

Most lupinals have the following nonweapon proficiencies, but PCs are free to choose their own: Animal Lore, Animal Training, Appraising, Blind-fighting, Endurance, Fire-building, Jumping, Tumbling, *Planar Direction Sense*, *Planar Sense*, *Planar Survival (Elysium)*, Running, Set Snare, Survival, Swimming, and Weaponsmithing. Lupinals gain Hunting and Tracking as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Lupinals are natural hunters and stalkers, attacking their prey with savage fury. They gain an initiative modifier equal to their defense adjustment for exceptional Dexterity;

for example, a lupinal with a Dexterity of 18 makes initiative rolls at -4. Lupinals can also dodge normal (nonmagical) missiles by making a successful saving throw vs. paralysis. Due to their keen senses, they're surprised only on a roll of 1 on 1d10.

Although lupinals often carry weapons, they are far from defenseless when unarmed. They can make three natural attacks per round, slashing a foe with two claws (1d4 points of damage each, plus any Strength bonuses) and biting (2d6 points of damage). A lupinal who hits with a bite attack by a margin of 4 or more seizes his or her prey and drags it to the ground unless the victim makes a successful saving throw vs. death magic. A victim who's seized and dragged is automatically bitten by the lupinal each round thereafter until unconscious or dead—or until released.

The howl of a lupinal causes *fear* in any evil creature within 100 yards, unless the creature makes a successful saving throw vs. spell with a modifier dependent on the lupinal's level. Against a lupinal of 1st-3rd level, the modifier is +2; against 4th-6th level, the modifier is +1; against 7th-9th level, the modifier is 0; against 10th-12th level, the modifier is -1; against 13th-15th level, the modifier is -2; and against 16th or higher level, the modifier is -4.

At 1st level, lupinals can be struck only by +1 or better weapons or those made of silver. At 5th level, this resistance increases such that they can be struck only by +2 or better (or silver) weapons. Lupinals gain 5% magic resistance at second level and an additional 10% every other level (cumulative), up to a maximum of 45% at 10th level.

In addition to the innate spell-like abilities they share with all guardinals, lupinals manifest the following powers as they gain in level (each usable once per round at will, unless otherwise noted):

- At 1st level, they can use *change self* once per round and *magic missile* (one missile) three times per day.
- At 3rd level, they can cast *blur* and *darkness* 15' radius once per round and *magic missile* (two missiles) three times per day.
- At 5th level, they can cast *blink* and *wraithform*. Three times per day, they can *fly* for up to 3 turns (MV 30, class A) or cast *magic missile* (three missiles). Once per day, they can *cure disease*.
- At 7th level, they can cast *cure serious wounds*, *fly* (as above), or *magic missile* (four missiles) three times per day. They can also cast *cure disease* or *neutralize poison* once per day.
- At 9th level, three times per day, they can *cure serious wounds*, *fly* (as above), cast *magic missile* (four missiles), or breathe a *cone of cold* (8d4+8 points of damage) measuring 40 feet long and 10 feet wide.
- At 12th level, they can *dominate* (as the wizard spell *domination*) any lupine or partly lupine creature that meets their gaze, regardless of the creature's intelligence and disposition. Undead wolves are immune, but ordinary wolves, dire wolves, worgs, winter wolves, werewolves, wolfweres, and similar creatures are affected.

- At 15th level, a lupinal can use *feblemind* on a single intelligent creature that meets his or her gaze. The effect lasts for only 1d4 rounds, but is otherwise similar to the wizard spell.

Special Hindrances: While on prime-material worlds, lupinals are easily mistaken for werewolves. Closer inspection reveals that they're less bestial and more expressive, but many lupinals on the Prime are still at risk from groups of lycanthrope hunters armed with silver weapons. The wolfen guardinals prefer to avoid these hunters rather than risk injury and further misunderstanding.

Because of their appearance, lupinals suffer a +4 reaction penalty when dealing with humans and demihumans. They're easily noticed in urban settings, where lupinal thieves suffer a 50% reduction of their chances to hide in shadows and move silently.

Lupinals are hated by werewolves, wolfweres, and loup-garous; any of these species will attack the guardinals on sight, preferably in large packs.

Roleplaying Notes: Lupinals hunt evil aggressively and are always ready for battle at a moment's notice. Like equinals, they're social creatures, gathering in small packs to hunt, play, and fight. However, they have no special loyalty to one particular group and tend to move from pack to pack. Lupinals are naturally suspicious of strangers and would rather stay with their own kind than cavort with outsiders. They're especially wary of humans and their ilk. However, an occasional mortal has managed to win a lupinal's friendship, and as companions the guardinals are unfailingly loyal and steadfast.

Lupinals are easily bored by mundane tasks. They need the thrill of the hunt. Any time they catch wind of an evil menace threatening Elysium (or wherever they happen to be), their first instinct is to stalk and eliminate the enemy. It's a responsibility they take very seriously.

ursinals

The benevolent ursinals are hulking men and women with bearlike attributes. They stand approximately eight feet tall and are covered with light golden, red, or golden-brown fur that's long on their forearms, backs, and lower legs and too fine to see on their torsos and faces. An ursinal's face has a pronounced muzzle and high ear-tufts—and, usually, a kindly expression.

Ability Scores: Ursinals gain +2 bonuses to Strength and Intelligence, but suffer a -2 reduction to Dexterity. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	16	20
Dexterity	6	16
Constitution	9	18
Intelligence	15	20
Wisdom	6	18
Charisma	11	18

Class Restrictions: In addition to the classes listed below, ursinals can select from the following multiclassed options: mage/cleric and cleric/bard.

CLASS	MAXIMUM LEVEL
Mage	21
Specialist Wizard	21
Cleric	18
Bard	15

Average Height and Weight: Ursinals stand 92/86 + 2d8 inches tall and weigh 380/330 + 2d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: Ursinals gain Hit Dice according to character class. At 1st level, they receive 4 extra hit points in addition to any gained from high Constitution scores.

Alignment: Generally, ursinals are neutral good. However, lawful good and chaotic good ursinals do exist.

Armor Class: Ursinals are Armor Class -2 (base).

Languages: Ursinals, like all guardinals, have the innate power to communicate telepathically with any intelligent, nonmonstrous creature or natural animal (even giant-sized ones).

Proficiencies: Ursinals gain weapon and nonweapon proficiencies according to their character classes. Ursinal fighters can specialize, but they prefer to use their formidable natural attacks.

Most ursinals have the following nonweapon proficiencies, but PCs are free to choose their own: Ancient History, Ancient Languages, Animal Lore, Appraising, Artistic Ability, Etiquette, Gem Cutting, Healing, Herbalism, Local History, Planar Direction Sense, Planar Sense, Planar Survival (Elysium), Portal Sense, and Swimming. Ursinals gain Reading/Writing and Spellcraft as bonus proficiencies. (Italicized proficiencies are described in the *Planewalker's Handbook* [2620].)

Special Benefits: Ursinals are intimidating combatants who can deliver terrible damage, making three attacks per round. Each of their two forepaws inflicts 2d6 points of damage (plus any Strength bonus) per strike, and their bite inflicts 1d10 points of damage. An ursinal who hits an enemy with both paws can automatically hug the victim for an additional 2d10 points of damage and gain a +4 bonus to any bite attacks against that victim.

Ursinal mages and bards prefer spells of enchantment, misdirection, and divination to spells that inflict massive amounts of damage. In addition to the spell-like powers common to all guardinals, ursinals gain the following abilities as they rise in level (each usable once per round at will, unless otherwise noted):

- At 1st level, ursinals can cast *magic missile* or *sleep* (affects 4d6 Hit Dice worth of creatures, and affects creatures up to 7 Hit Dice). The number of missiles available increases with the ursinal's level, as per the spell.
- At 3rd level, they can cast *ESP* or *know alignment*.

- At 5th level, they can cast *continual light* once per round and *cure disease* three times per day.
- At 7th level, ursinals can *polymorph self* or create *solid fog* once per round and either *cure disease* or *neutralize poison* three times per day.
- At 9th level, they can *hold monster*.
- At 11th level, they can cast *cure disease*, *neutralize poison*, or *heal* three times per day and use *holy word* once per day. Once per year, an ursinal can grant a *limited wish*, provided that it aids the greater good.
- At 13th level, ursinals can use *legend lore* three times per day and *true seeing* once per round. They can choose to bestow the latter ability by touch upon another creature with an Intelligence of 5 or higher.
- At 15th level, ursinals can cast *Serten's spell immunity* once per day upon themselves or another being (by touch). Also, an ursinal's soothingly deep voice can act as a *mass suggestion* spell once per day, affecting all those who hear him of her speak.

Beginning ursinal PCs can be struck only by +1 or better weapons or those made of silver. At 5th level, this resistance increases such that they can be struck only by +2 or better (or silver) weapons. At 9th level, they can be struck only by +3 or better (or silver) weapons. At 16th level, they can be struck only by +4 or better (or silver) weapons.

At 1st level, ursinals have 15% magic resistance. This value increases by 15% every five levels (cumulative), up to a maximum of 75% at 21st level. (This gives them 30% magic resist-

ance at 6th level, 45% at 11th level, 60% at 16th level, and 75% at 21st level.) This resistance in no way impairs their ability to employ magical items.

Special Hindrances: Ursinals must try to resolve conflicts by the least damaging means available. For example, an ursinal might attempt to calm an enemy with charm spells before attacking with paws and teeth or casting a destructive spell. Ursinals who rely on wounding attacks in any confrontation receive only half the normal experience points for that encounter.

At a height of 8 feet, ursinals are considered large-sized creatures for damage purposes.

Roleplaying Notes: Ursinals are scholars, librarians, and philosophers who enjoy sharing their knowledge of the multiverse openly, digressing endlessly until they no longer remember the original topic of discussion. They dislike physical combat and avoid physical confrontation until it becomes inevitable. In contrast to their benevolence, ursinals are capable of inflicting terrible carnage when incited.

Ursinal mages have a special fondness for magical items and spellbooks, collecting them whenever the opportunity arises. Ursinal priests are dedicated to spreading peace and harmony through enlightenment and knowledge of the multiverse. Ursinal bards are storytellers and collectors of forgotten lore, traveling the planes in search of the secrets of the cosmos while using their magic to oppose evil wherever they find it.

Aasimar

This chapter presents the last of the celestial races, the aasimar. Aasimar are the only celestials that aren't part of a larger society of different kinds of beings. The aasimon race consists of seven distinct types of creatures, as does the archon and eladrin race. Similarly, six different types of guardinals exist. But there's only one kind of aasimar. Of course, no two aasimar are exactly alike, but the fact remains that in some ways they're far less diverse than the other celestials.

Aasimar are the scions or descendants of celestials from the Upper Planes. More precisely, an aasimar is the mortal progeny or offspring of a celestial being—an aasimon, archon, eladrin, or guardinal—and a mortal being. However, the blood of a celestial courses through each aasimar's body, even if it's just a trace amount.

As a result of this influence, aasimar are often referred to as *plane-touched*. It's usually a compliment. When used to describe a tiefling, though, the term is much more of an insult. Tieflings are the children or descendants of a union between a fiend and a mortal, and just as an aasimar is considered to be blessed, a tiefling is thought to be tainted, often irredeemably so. It's no surprise, then, that tieflings generally hate aasimar.

Though rare, aasimar are a powerful force in the Upper Planes, gathering armies for crusades and leading evangelical missions beyond the planes' boundless confines. They generally appear as gloriously beautiful humans with golden hair, fair skin, and piercing eyes. They might be mistaken for half-elves



or even true aasimar. True of heart, courageous, and honest to a fault, their nobility and goodness are legendary.

At least, that's how they're commonly portrayed. But as mortal beings cursed with the subtle imperfections of their human parent or ancestors, aasimar aren't always the epitome of virtue. Some are reckless, headstrong types, while others are treacherous and deceitful, justifying their malign actions any way they can.

Unlike tainted tiffings, aasimar are rarely abandoned by their celestial parents. Typically, the mortal parents raise these children in mortal communities, but their celestial parents always maintain some hand—even if an invisible one—in their offsprings' lives, guiding them along the "right path" (or what the celestials *believe* to be the right path).

Aasimar often attempt to pass as normal humans in order to fit more easily into society. However, their proud heritage always sets them apart, and they usually feel driven to right wrongs and defend goodness in the mortal world. Many rise to become revered leaders and honorable heroes.

Aasimar as player characters

Like most standard AD&D player characters, aasimar PCs begin the game at 1st level. They gain experience points for their heroic exploits and rise in levels in their chosen classes.

Ability Scores: Aasimar PCs gain a +1 bonus to Strength or Charisma (player's choice) and a +1 bonus to Wisdom. They suffer a -2 penalty to Constitution. Their final ability scores must fall within the following ranges:

ABILITY	MINIMUM	MAXIMUM
Strength	8	18
Dexterity	5	18
Constitution	5	18
Intelligence	11	18
Wisdom	11	18
Charisma	13	18

The above minimums and maximums apply before ability adjustments are added or subtracted.

Class Restrictions: All character classes are available to aasimar. In addition, they can choose from among the following multi-classed options: fighter/cleric, fighter/mage, fighter/bard, ranger/mage, ranger/cleric, mage/cleric, mage/thief, mage/bard, and cleric/bard. Single-classed aasimar can rise two levels above the stated maximums given below:

CLASS	MAXIMUM LEVEL
Fighter	14
Paladin	14
Ranger	14
Mage	12
Cleric	15
Druid	15
Thief	9
Bard	9

Average Height and Weight: Aasimar stand 61/60 + 2d10 inches tall and weigh 140/90 + 5d10 pounds. The number before the slash refers to males; the one after it to females.

Hit Dice: PC aasimar gain Hit Dice according to character class.

Alignment: PC aasimar may be of any nonevil alignment, though most are lawful good, neutral good, or chaotic good.

Armor Class: As with most mortals, an aasimar's natural Armor Class is 10.

Languages: Aasimar typically speak the language of their mortal parent's homeland (usually the Common tongue), as well as other languages they have learned.

Proficiencies: PC aasimar gain weapon and nonweapon proficiencies according to their character classes. Those with high Intelligence scores gain additional nonweapon slots.

Special Benefits: Aasimar have infravision to a range of 60 feet. Because of their keen senses, they add +1 to their surprise checks. Though aasimar are usually slender and even somewhat frail, their celestial heritage protects them from half of the damage normally delivered from heat and cold attacks. Additionally, they gain a +2 bonus to saving throws vs. any sort of magical *charm, fear, emotion, or domination* effect. This includes *cause fear, chaos, charm person or mammal, charm monster, cloak of terror, command, confusion, demand, enthral, eyebite, friends, hypnotic pattern, hypnotism, mass charm, mass suggestion, scare, spook, suggestion, Tasha's uncontrollable hideous laughter, and taunt*. All non-wizard aasimar have 10% Magic Resistance as well.

A select few aasimar have spell-like powers such as *detect evil, detect lie, or light* (each usable once per day) rather than resistance to heat and cold. If the player desires, he or she can roll on the "Aasimar Abilities" table found in Appendix 2 to determine his or her PC's spell-like power or other special benefit.

Finally, aasimar rogues gain a 10% bonus to their Find/Remove Traps skill, a 5% bonus to Move Silently, a 10% bonus to Hide In Shadows, and a 5% bonus to Detect Noise.

Special Hindrances: There aren't many drawbacks to playing aasimar. They rarely suffer from the same alienation felt by half-elves, who are welcome in neither human nor elven communities—on the contrary, aasimar tend to have stable homes. (Aasimar thieves are the exception, and their tendency toward thievery is often a reflection of a poor upbringing.)

On the other hand, aasimar who perform despicable or dishonorable deeds might be admonished or even punished by their celestial parents. The offender might be forced to atone for mistakes to regain mysteriously lost innate powers or magic resistance. Sometimes, though, the celestial watches from a distance but leaves the aasimar alone, hoping the child will have the strength of character to find the true path alone.

Aasimar wizards can't wear armor or employ shields.

seraphistus, prince of statues

Seraphistus has gold eyes, naturally tanned skin, straight teeth, and a manner that gives the impression of perfect stillness. He has six fingers on each hand and six toes on each foot. His nimble, slender arms are ideal for reaching into otherwise hard-to-reach places, and his wide grin is both mischievous and seductive.

Seraphistus makes no bones about his profession. He's a thief, but he uses his thieving abilities in a good way, depriving the forces of evil of anything that gives them an edge. His most prized item is his *cloak of statues*, which he uses to infiltrate fiendish strongholds. By assuming the forms of innocuous or disturbing statuary and waiting patiently for the moment to strike, he's killed many fiends and stolen numerous dark magical items originally intended for use against the Upper Planes. Seraphistus sells most of these objects to beings with the power to destroy them, and he either gives his profits to charity or uses the money to bribe folk for information that will help him in future raids.

Seraphistus supports a network of kenku spies throughout the Prime Material Plane and uses them to gather information—everything from guard rotations to floor plans—on evil fortresses there. The *aasimar* prides himself on his ability to infiltrate any stronghold, no matter how heavily fortified.

Although he's a thief with a mischievous streak, Seraphistus is trustworthy and never goes back on his word. When he commits to a job, he carries it out regardless of the personal risk. He pays deference to the kenku god Quorlinn but is not a particularly religious individual. He believes his fate is in his own hands.

statistics

Seraphistus, male *aasimar* T9: AC 4 (Dex bonus, *cloak of statues*); MV 12; hp 35; THAC0 16; #AT 1; Dmg 1d6+2; SA thief skills; SD infravision 60 feet, +1 to surprise rolls, +2 to saves vs. poison, +2 to saves vs. mind-affecting spells, assume

Roleplaying Notes: As a rule, *aasimar* are noble, courageous, honorable, and sincere. They're descended from celestials and they know it (usually), so they consider themselves worthy of respect. *Aasimar* are vigilant in their search for purveyors of evil, who seemingly lurk in every shadow. Their duty is to protect all mortal creatures under their charge and vanquish the forces of darkness at every opportunity.

Few *aasimar* advertise their celestial heritage, but seldom is this required. Other mortal beings can sense that something is special about them—the goodness at their core, blazing like a light in the fog. Despite their inherently noble stature, *aasimar* don't strive to dominate other mortals or hold them in sway. Rather, they try to lead by example, earning their respect. They are natural leaders and capable champions against the tyranny of evil.

Equars are intelligent, horselike creatures native to the Outer Planes. Nine different breeds are known to exist, each strongly

statue form (with *cloak of statues*); MR 10%; SZ M (5'11" tall); ML champion (15); Str 9, Dex 18, Con 13, Int 16, Wis 15, Cha 16 AL LN; XP 5,000.

proficiencies

Seraphistus is proficient with longsword, short sword, dagger, and crossbow. His nonweapon proficiencies are: Appraising (15), Disguise (15), *Planar Sense* (14), *Planar Survival* (Baator, 14), Rope Use (18), Tumbling (18), and *Ventriloquism* (14).

special abilities

Seraphistus has the following thieving skills: PP 55%, OL 65%, F/RT 60%, MS 85%, HS 85%, DN 50%, CW 80%, RL 20%.

special attacks

Seraphistus can backstab at +4 to hit, inflicting quadruple damage with a successful strike.

special equipment

Seraphistus wields a *short sword of quickness* +2 and wears a *ring of jumping* and a *cloak of statues*. (The *cloak* allows the wearer to cast *statue* on himself up to seven times per day, with no chance of death. The wearer can determine the size and shape of the statue, although it can be no smaller than the wearer's hand and no larger than twice his or her full size. The *cloak* also affords a +2 bonus to the wearer's Armor Class.)

powers

Primary power: Quorlinn (Lesser/N/Beastlands)

Secondary power: None

personality traits

Forward, tenacious, trustworthy, and mischievous.

aligned to the ethos of its native plane. An equar can speak the Common tongue, its alignment language, and—when summoned to the Prime Material Plane via a *summon lesser equar* or a *summon greater equar* spell—the racial language of the caster. These spells form a pact between the equar and its rider (who need not be the caster). The equar agrees to aid the rider, who in turn pledges to provide the unique food the equar craves while absent from its home plane.

Lesser and greater equars are actually the same creatures; the difference is in how fully the individual creature exists on the Prime Material Plane. Some of a lesser equar's essence remains on its home plane; therefore its prime-material presence is less powerful than normal. Greater equars are fully present at the point of conjuration. Thus, any equar encountered on its home plane is of the greater variety.

Only good-aligned equars may serve as mounts for celestials, but others of nongood alignments also exist. For com-

plete information on all equars, refer to "Destriers of the Planes" by Steve Berman (DRAGON[®] Magazine #243).

Trothspsyre (Lawful Good)

A trothspsyre resembles a unicorn, with its hard, crystalline hooves and the single, spiral horn rising from its brow.

Combat: A trothspsyre can either attack with its two front hooves or impale an opponent on its majestic horn. A touch of the horn can also seal wounds, healing 1 point of damage and stopping blood loss, even if the damage came from a *sword of wounding* or similar item. The trothspsyre can also cast *know alignment* at will, simply by touching the target creature with its horn.

Special Abilities: All trothspsyres have higher-than-normal hit points (5–8/die) and are never surprised. They are immune to petrification, disease, and poison, as well as *charm* and other forms of mental control. Only magical weapons of +1 or better enchantment can harm them.

Lesser trothspsyre: The horn attack of a lesser trothspsyre inflicts 1d10 points of damage, or double that amount upon undead or chaotic evil targets. These noble creatures can cast *detect lie* and *protection from evil*, each twice per day at 9th level ability. Treat the equar's Wisdom as 18 for purposes of *detect lie*.

These equars cannot exist on the Prime Material Plane at night. At sundown, any lesser trothspsyre in service there slowly fades away, returning to its rider's location at daybreak.

Greater trothspsyre: The greater trothspsyre's horn attack inflicts 2d6 points of damage, or double that amount upon undead or chaotic evil targets. In addition, this honest and valiant creature can cast *detect lie* at will at 12th level ability. (Treat the creature's Wisdom as 18 for purposes this spell.) A greater trothspsyre can cast *cure serious wounds* once per day, and it radiates a *protection from evil* effect (at 12th level ability) that protects both it and its rider, so long as the latter is upon its back. Greater trothspsyres have 20% magic resistance.

The greater version of this creature does not vanish from the Prime Material Plane at sundown like its lesser counterpart. Instead, it remains on the plane (to its chagrin), but its AC falls to 5 and it incurs a -1 penalty on all its attack rolls until the next daybreak.

Habitat/Society: Native to Mount Celestia, trothspsyres are the favored mounts of archons and lawful good asimons. They wander the slopes in herds of no more than ten individuals, led by the strongest stallion. Trothspsyres mate for life, with each pair producing a foal only once every twenty years.

Ecology: On its native plane, trothspsyres graze on the natural plant life. On the Prime Material Plane, however, the trothspsyre must feed on only the finest and rarest grains, *blessed* by a lawful good priest or paladin. (Each such meal costs at least 50 gp.) The creature would rather starve than eat mundane grain. A trothspsyre must also spend at least four hours of every day drinking in sunlight. If more than



two days pass without an opportunity to drink light, the creature considers its service pact broken and returns to its home plane.

Gildmane (Neutral Good)

This equar appears as a stout chestnut horse with a shimmering golden mane, no tail, and hooves of pure gold that shine in the sun.

Combat: Gildmanes attack with their two front hooves.

Special Abilities: All gildmanes have higher-than-normal hit points (5–8/die) and are never surprised. They are immune to petrification, disease, and poison, as well as *charm* and other forms of mental control. Only magical weapons of +1 or better enchantment can harm them.

By touching a hoof to any suspect gold, a gildmane can determine its purity and identify false gold, including gilded iron and lesser metals enchanted with *fool's gold*. At any time, the equar can speak with an astral traveler by gently laying a hoof upon the latter's physical body. In addition, the creature can surround itself with a golden aura that provides light (as per the *light* spell) and affords a +1 bonus to saving throws against any form of curse or hex for anyone within the aura's 20-foot radius. This luminescence reveals cursed magical

items within its area of effect for what they truly are and allows owners to abandon them without penalty. The equar can summon this curse-breaking radiance but once per day, and its effect lasts for no more than one hour.

Gildmanes attract the attention of evil creatures. Any evil-aligned monster of low intelligence (7 or less) within one mile of a gildmane must make successful saving throw vs. spell or seek out and attack the equar and its rider; a new saving throw is required each day that the two creatures are within the same range of each other.

Lesser gildmane: The lesser version of this equar can grant good fortune to a single individual once per day, providing the recipient with a +1 or +5% bonus on any single die roll. In addition, the gildmane can cast *glitterdust*, *shield* (protecting both itself and its rider), and *astral window*, each once per day.

Greater gildmane: The greater gildmane can grant exceedingly good fortune to any one individual per day, providing either a +1 (or +5%) bonus to all die rolls for one turn or a single +3 (or +15%) bonus to any single attempt, once per day. The greater equar can cast *glitterdust*, *shield* (protecting both itself and its rider), and *astral window*, each twice per day. Like other greater equars, it has 20% magic resistance.

Habitat/Society: These creatures, native to Elysium, are the favored mounts of lupjinals, cervidals, and neutral good aasimon. On their native plane, they travel in herds of no more than ten individuals. A pair of gildmanes can produce a foal only once every twenty years.

Ecology: On their native plane, gildmanes are herbivorous, but on the Prime Material Plane their diet consists of worked gold (coins, jewelry, and the like)—the purer the better. The equar requires at least 200 gp of such metal each day. Should it feast upon less for more than three days, it becomes surly and returns to Elysium. A rider who knowingly supplies false gold to the equar voids the pact of service between them.

Favonian (Chaotic Good)

This equar, the favored mount of eladrins and chaotic good aasimon, appears as a pale horse, either bluish-white or dappled gray.

Combat: Favonians fight with their two front hooves.

Special Abilities: Favonians have higher-than-normal hit points (5–8/die) and are never surprised. They are immune to petrification, disease, and poison, as well as *charm* and other

forms of mental control. Only magical weapons of +1 or better enchantment can harm them.

Even the most grueling conditions cannot unseat a favonian's partner unless either steed or rider wishes it. Regardless of the surface, a favonian leaves no tracks to mark its path, and adverse weather conditions in no way hinder its senses.

Any favonian can summon 1–3 *phantom steeds* (as per the 3rd-level wizard spell) once per day; these phantasms look identical to the favonian and act as *mirror images*, distracting enemies and diverting their attacks.

Habitat/Society: Native to the fields of Arborea, favonians are unafraid of the worst weather conditions, considering the wildest storm as no more inconvenient or threatening than a gentle rain. They travel their native plane in herds of no more than ten individuals. Favonians do not mate for life, and any pairing produces a foal only once in twenty years.

Ecology: Though they forage on grasses and other plants on their native plane, favonians serving on the Prime Material Plane live on rain and ancient sagas. They happily consume rainwater collected in barrels, or even from puddles after a sudden downpour. It is far more difficult to find the epic poems and songs that a favonian demands—and more arduous still to perform them in its presence with the proper zeal. Three days without a new and different tale cause the favonian to return to Arborea.

Favonians enjoy the songs and antics of bards and entertainers, seeking out such company whenever an opportunity arises. Because of this, these equars can never harm such individuals—even those of sinister disposition. They prefer to deal with entertainers of impure heart by dispersing any crowds the latter have attracted, thereby depriving them of both audience and livelihood. If the favonian's rider attacks a bard or other entertainer, the equar considers this a breach of the pact and sternly admonishes the offender before returning to its home plane.

Lesser favonian: A lesser favonian can cast *alter normal winds*, *gust of wind*, and *obscurement*, each once per day.

Greater favonian: The greater version of this equar can cast *alter normal winds**, *cloudburst**, *gust of wind*, and *obscurement*, each three times per day. Three times a day, it can perform a flying gallop (MC: B), lasting one turn, during which the equar moves at its normal movement rate through the air (as per the *fly* spell). A greater favonian has 20% magic resistance.

*Indicates a spell appearing in the *Wizard's Spell Compendium*.

QUESAR

by Christopher Perkins

“Quesar, it is said, were created by a group of lawful aasimon to serve as guardians over celestial treasures. These aasimon went to the radiant plains of Elysium and into the layer known as Belieren. There, they formed from the marshy mud a dried husk of human shape and form. In a hidden fortress called Nellis-thur, the aasimon magically transformed this mannequin so that it would absorb its energy from daylight. The fires of the construct began deep within it, but they quickly blossomed forth in cascades of might.

“Soon the creation was more essence than form. The aasimon named the fruit of their labors a quesar, which meant ‘borrowed from heaven’s crown.’ They were so enamored with themselves and their ingenuity that they immediately began creating more ...”

— *Planes of Conflict Monstrous Supplement* [2615]

The quesar are, at once, a source of pride and shame for the aasimon. Unlike the clumsy, nonsentient golems crafted by mortals, the quesar are radiant, free-thinking beings infused with life and an unshakable desire to uphold the cause of good. They are virtuous, strident, and compassionate by design. The aasimon, in their supreme arrogance, thought they had created the perfect servitors. However, once the eagerness to please their creators had worn off, the quesar rejected their role of servitude. They had every intention of remaining a powerful force for good, but they wanted to walk their own path. The aasimon reacted poorly to the quesar’s push toward freedom, thinking them insolent and disrespectful. The rift between the creators and the created widened until, at last, this divergence led to war.

The conflict between the aasimon and the quesar shook the heavens. The arguments were heard throughout the Upper Planes. The war ended quickly with the intervention of the powers of Elysium, who advised the aasimon to recognize the quesar as beings of order who follow the commands of no one. These powers then turned to the quesar and advised them not to succumb to rash thoughts and chaos, for such was not the way of Elysium. Thus the quarrel ended. While the Upper Planes turned their attention back toward the Blood War and other pressing concerns, the aasimon left the quesar to fend for themselves.

The quesar appear as slender humans with narrow faces and pointed ears. (For mostly esthetic reasons, they appear as males and females, although they are actually genderless.) Quesar lack many of the fine social graces of the true celestials, and they seem wholly incapable of laughter. (Granted, since the time of their creation, the quesar have found little humor in their lives.) Their seemingly delicate forms radiate incredible amounts of energy which the quesar can vary in intensity. The energy encompassing an enraged quesar has been likened to that of a newborn star.

◆ THEIR POWERS ◆

Quesar are immune to energy-based attacks such as fire, lightning, and *magic missiles*, and they possess magic resistance. (See “Special Benefits” below.) These luminous

beings draw energy from the sun and regenerate 1 hit point per round while in daylight, even after they have been “slain.” There are only two ways to kill a qesar permanently. The first is to defeat the qesar in battle (i.e., reduce the qesar to -10 hit points) and then place its remains where daylight never reaches. After 1 turn in this state, the qesar cannot rejuvenate and simply fade out of existence. The second method requires the annihilation of the qesar by magical means, such as *disintegration*, multiple *energy drains*, or *wish*.

Qesar rarely employ weapons, since even the most enchanted weapons would eventually melt or dissolve in their hands. (This is not true for most artifacts and relics.) Qesar normally attack with a burning strike, inflicting 1d12 points of damage per hit. The energy delivered by this attack affects all creatures, including those immune to magical fire. Magic resistance has no effect on this attack.

Qesar radiate an intense energy halo. At its lowest intensity, this light can blind all seeing creatures within 100 yards; such creatures must make a saving throw versus spell or be blinded for 1d10 rounds. (Creatures that do not have visual senses are unaffected.) This energy is equivalent to sunlight for purposes of battling certain evil and undead creatures. After one round of blinding light, the intensity can be increased, unleashing a pulse of *searing light* that inflicts 6d6 points of damage; a saving throw versus breath weapon reduces the damage by half. After a round of searing light, qesar can increase the intensity further: Everything within 5 yards must make a saving throw versus death magic or be incinerated. The *searing light* and *incinerating light* attacks can be used a specific number of times per day and even affect creatures immune to fire. Magic resistance does not apply to either attack form. See “Special Benefits” for details.

A qesar must rejuvenate its energy in the light of the sun. If deprived of sunlight for eight hours, the qesar’s searing radiance weakens and no longer inflicts damage; their melee attack inflicts 1d10 points of damage instead of 1d12 points. After twelve hours without sunlight, a qesar can no longer generate enough light to blind foes, and its melee attack inflicts only 1d8 points of damage. After twenty-four hours, the qesar loses its energy halo, appearing as nothing more than a delicate humanoid, and its strike inflicts only 1d6 points of damage. If reduced to -10 hit points in this form and left in the darkness for 1 turn, the qesar is forever slain.

Qesar require no food, water, or air and can exist for thousands of years. However, qesar are essentially golems, incapable of procreation. The aasimon have refused to share the secrets of creating qesar, and as the qesar slowly die off, many planars suspect that there will come a day, several millennia hence, when qesar vanish from the heavens altogether.

◆ THEIR REALM ◆

Qesar inhabit Belieren, the third layer of Elysium. Most qesar remain there, occupying former aasimon strongholds, aiding travelers, or searching for a purpose. A few qesar have left Belieren to wander the Upper Planes, searching for a path or cause. Others, driven by an intensity greater than that of the fiercest aasimon, have found their way into the Lower Planes, where they fight spectacular, often suicidal battles

against hordes of baatezu, tanar’ri, and yugoloths.

◆ THEIR VIRTUES ◆

The honest, passionate, and free-thinking qesar are the enigmas and pariahs of the Upper Planes. Since turning against their creators, the qesar have been alienated from the celestial hierarchy and left to find their own path. Even when their powers would make them useful as allies in conflicts against evil, they are never approached by the other celestial races for aid. The aasimon, righteous magistrates of the Upper Planes, have not forgiven the qesar for their insolence. For millennia, the qesar have endured aasimon scorn and languished half-forgotten in their desolate realm. This has made some qesar fiercely determined to prove themselves in the eyes of their celestial peers—a drive that can seem overwhelming and can lead the qesar to commit valiant yet self-destructive deeds. Qesar are sensible, but like golems they think nothing of their own safety, always placing their mission or task above any instinct for self-preservation. A qesar thinks nothing of wading into a pack of fiends, using its radiant halo and burning touch to incinerate evil even as it’s being dragged down by fiendish talons.

Qesar are not bound by strict laws, nor do they wish to impose their own beliefs on others. They aid the cause of good where they can and destroy evil where it dwells.

◆ THEIR ROLE ON THE PLANES ◆

Without a strong, overriding purpose, most qesar continue to perform the tasks for which they were originally created: guarding powerful artifacts of good hidden in aasimon citadels on the third layer of Elysium. A few qesar wander the planes, searching for a valorous cause, but rarely are they found in the company of other celestials. More often they travel alone or join the ranks of heroic planewalkers in need of strong allies. A few lucky qesar find permanent homes in the Upper Planes, as guardians and assistants to powerful and benevolent wizards and priests. At least one tulani eladrin has gone against the wishes of the aasimon and taken a qesar outcast into his Twilight Court, but such instances are understandably rare. Qesar who find no purpose on the Upper Planes usually ensure their own destruction by facing evil alone on the Lower Planes.

◆ DEALING WITH OTHER CELESTIALS ◆

There is no greater animosity among the celestials than that which exists between the qesar and the aasimon. Time has not healed the wounds between the constructs and their creators. Qesar have no dealings with the aasimon, and a handful resent the aasimon’s refusal to share the secrets of qesar creation.

Qesar dealings with other celestial races (archons, asuras, eladrins, and guardinals) are mostly incidental. The most frequent contact occurs on Belieren, where groups of guardinals are known to train and hunt. These visiting guardinals occasionally encounter qesar and ask for directions through Belieren’s vast bogs, but the qesar are never invited to join them.

Asuras are enthralled by the qesar and admire their persistent refusal to serve the aasimon. It’s no secret that the aasimon and the asuras do not see “eye to eye.” A num-

ber of asuras have tried to help the qesar gain recognition in the celestial hierarchy; to date, however, their efforts have met with little success, as the other celestial races are less inclined to oppose the wishes of the all-mighty aasimon.

◆ NOTABLE QUESAR ◆

In the beginning, all qesar were created equal. At that time, the aasimon perceived the qesar as little more than obedient constructs. As they refined the process of creating qesar, the aasimon began to experiment. Arrogant in their ingenuity, they wanted to create something far surpassing anything mortals could hope to construct, and thus a society of qesar came to be. The aasimon gave the qesar opportunities to learn and the power to grow, and each construct was infused with a trace of individuality.

Thousands of millennia after their birth, the qesar continue to struggle with their identity, but only a few have managed to garner some attention for their deeds (or misdeeds, depending on whom you ask). One of the first qesar to rebuke aasimon domination was Ourixad, who stood before the Parliament of the Concordance and demanded freedom for his people. Ourixad was also one of the first casualties in the brief aasimon-qesar conflict—slain by a righteous, fiery-tempered planetar. Other qesar of note include the barmy Azabrallica, who left Belieren to wage a private war against the tanar’ri. At least one qesar is known to dwell in the planar city of Sigil, although his name and deeds are not known.

◆ QUESAR AS PLAYER CHARACTERS ◆

A player who wishes to run a qesar character must begin that character at 1st-level. Qesar may be fighters, paladins, mages (but not specialist wizards), clerics (but not specialty priests), and bards.

The qesar are not pious beings by design, but many have found strength in religion. This transformation began when the strife between the qesar and the aasimon prompted several gods on Elysium to advance and affirm qesar independence—a motion that the qesar have not forgotten. Qesar paladins and clerics must choose a primary and secondary power to worship from **Table 1** below; qesar fighters, wizards, and bards may choose both a primary and secondary power, a primary power only, or no power whatsoever. For more information on primary and secondary powers, consult the *Warriors of Heaven* accessory.

Table 1: Deities of the Qesar

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer	Influence ¹
Belenus	Celtic	Intermediate	Sun, light, heat	NG	Elysium/Thalasia	Primary, Secondary
Bragi	Norse	Intermediate	Poetry, music	NG	Elysium/Eronia	Primary ² , Secondary
Diulanna	Mystara	Lesser	Determination	NG	Elysium/Amoria	Secondary
Eldath	Toril	Lesser	Peace, pools, groves	NG	Elysium/Eronia	Secondary
Kuan-ti	Chinese	Intermediate	Diplomacy	NG	Elysium/Amoria	Primary, Secondary
Majere	Krynn	Intermediate	Thought, control	NG	Elysium/Amoria	Primary ³ , Secondary
Nut	Egyptian	Intermediate	Sky	NG	Elysium/Belieren	Primary, Secondary
Pelor	Oerth	Greater	Sun, light, healing	CG	Elysium/Amoria	Primary
Savitri	Indian	Intermediate	Life, light	NG	Elysium/Amoria	Primary
Seker	Egyptian	Lesser	Light	NG	Elysium/Thalasia	Secondary
Ushas ⁴	Indian	Intermediate	Light, dawn	LG	Elysium/Eronia	Primary, Secondary
Zodal	Oerth	Lesser	Mercy, hope	NG	Elysium/Eronia	Secondary

¹ If a deity's influence is "Primary," that deity can only be selected as a character's primary power. If a deity's influence is "Secondary," the deity can only be selected as a character's secondary power. If a deity's influence is "Primary/Secondary," the deity may be selected as either a primary or secondary power.

² Only bards may select Bragi as a primary power.

³ Only wizards may select Majere as a primary power.

⁴ Quesar paladins must choose Ushas as either their primary or secondary power.

ABILITY SCORES

The frail-looking bodies of the quesar are deceptive, as the quesar possess surprising fortitude. However, they are not especially strong. Quesar PCs receive a +1 bonus to Constitution and suffer a -1 penalty to Strength. Despite being somewhat antisocial, quesars are radiant, heavenly beings and possess a minimum Charisma score of 9.

Ability	Minimum	Maximum
Strength	3	17
Dexterity	3	18
Constitution	3	19
Intelligence	3	18
Wisdom	3	18
Charisma	9	18

CLASS RESTRICTIONS

Quesar PCs can be fighters, paladins, mages, clerics, and bards. They can be multi-classed with the following options: fighter/mage, fighter/cleric, and fighter/bard.

Class	Max. Level
Fighter	18
Paladin	18
Mage	16
Cleric	14
Bard	14

AVERAGE HEIGHT AND WEIGHT

Quesar have a height of 60 + 2d10 inches and a weight of 120 + 6d10 pounds.

HIT DICE

Quesar PCs receive Hit Dice by class. They gain the usual bonus hit points for high Constitution scores.

ALIGNMENT

Quesar PCs are typically neutral good, although lawful good and chaotic good quesar are permitted. Quesar paladins must be lawful good. Any quesar whose alignment shifts to evil, either through its own misdeeds or because of some horrible magical influence (such as a *helm of opposite alignment*) is instantly and irrevocably destroyed.

ARMOR CLASS

At 1st level, quesar PCs have a natural Armor Class of 3. For every two levels thereafter, the quesar's natural AC improves by 1 (i.e., AC 2 at 3rd-level, AC 1 at 5th-level, AC 0 at 7th-level, AC -1 at 9th-level, and so on). Quesars cannot wear armor or employ magical protection devices of any kind (including magical rings, bracers, *ioun stones*, cloaks, and the like), relying on their natural AC and Dexterity modifiers in combat.

LANGUAGES

Quesar can communicate with any intelligent creature using a powerful form of telepathy. They also speak their own unique language, which is clearly understood by all other celestial races as well as intelligent creatures of the same alignment. Quesar can read and comprehend any written language.

PROFICIENCIES

Quesar cannot become proficient with weapons, regardless of class. They may choose from the following nonweapon proficiencies (italicized proficiencies are described in the *Planewalker's Handbook* [2620]): Agriculture, Ancient History, Artistic Ability, Dancing, Direction Sense, Endurance, Etiquette, Heraldry, Languages (ancient), Languages (modern), *Planar Direction Sense*, *Planar Sense*, *Planar Survival*, *Planology*, *Portal Feel*, Religion, Running, Singing, Spellcraft, *Spell Recovery*, Stonemasonry, Tracking.

SPECIAL BENEFITS

- At 1st-level, a quesar has 15% magic resistance. Each level thereafter, the quesar's magic resistance increases by 5%. Thus, an 8th-level quesar has 50% magic resistance, while an 18th-level quesar fighter has 100% magic resistance! For multiclassed quesar, use the average of the two classes (rounded down) to determine the quesar's level. Thus, a 3rd-level fighter/1st-level wizard quesar is treated as a 2nd-level character and has 20% magic resistance.
- Quesar are impervious to nonmagical weapons. As quesar increase in level, they become more difficult to harm even with magical weapons. Refer to **Table 2**; for multiclassed quesar, use the average level of the two classes (rounded down).

Table 2: Quesar Weapon Immunities

Level	Only Harmed By
1-3	+1 or better magical weapons
4-6	+2 or better magical weapons
7-12	+3 or better magical weapons
13+	+4 or better magical weapons

- Quesar PCs can use their blinding radiance as often as desired, provided the quesar have the solar energy to maintain their radiant aura. Quesar PCs at 1st-level can use their *blinding light* power thrice per day, their *searing light* power once per day, and cannot yet harness the power to generate *incinerating light*. (See "Their Powers" for

details.) Manipulating their radiant auras to unleash energy of such intensity takes practice and time.

The frequency with which a qesar may use its *searing light* and *incinerating light* attacks varies with level:

Table 3: Qesar Aura Intensities and Frequencies

Level ¹	Blinding Light ²	Searing Light ³	Incinerating Light ⁴
1	3/day	No	No
2	4/day	No	No
3	5/day	1/day	No
4	6/day	2/day	No
5	At will	3/day	No
6	At will	4/day	1/day
7	At will	5/day	2/day
8–9	At will	6/day	3/day
10–11	At will	7/day	4/day
12–14	At will	8/day	5/day
15–18	At will	At will	6/day

¹ For multiclassed qesar, use the average level of both classes, rounded down. Thus, a 12th-level fighter/9th-level wizard qesar would be considered a 10th-level character.

² All seeing creatures within 100 yards of the qesar must make a saving throw versus spell or be blinded for 1d10 rounds.

³ After one round of *blinding light*, the intensity of the aura may be increased to *searing light*. All creatures within 10 yards of the qesar must make a saving throw versus breath weapon or suffer 6d6 points of damage; a successful saving throw reduces damage by half.

⁴ After 1 round of *searing light*, the intensity of the aura can be increased to *incinerating light*. Everything within 5 yards of the qesar must make a saving throw versus death magic or be instantly disintegrated. (Items must make a saving throw versus disintegration.)

- Qesar wizards and bards neither require nor keep spellbooks. Qesar possess marvelously precise memories that allow them to retain their spells. They “prepare” each day’s spell selection and cast spells as normal wizards and bards do.

- Qesar bards receive the following modifiers to their rogue abilities: CW —, DN +5%, PP -5%, RL — (but see below).

- As noted in the “Languages” section, all qesar have the innate ability to read and comprehend any written language or script (as per the *comprehend languages* spell).

- Qesar do not require sleep, food, water, or air to survive, but they must rejuvenate their energy field. Qesar can live for thousands of years, and although they are not immune to magical aging, they would have to be aged several hundred years for any measurable effect to occur.

SPECIAL HINDRANCES

In addition to the hindrances mentioned above (see “Their Powers”), qesar have several additional hindrances and limitations:

- Qesar cannot activate or employ magical items of any kind. (This includes potions, scrolls, rings, wands, rods, staves, scrolls, weapons, amulets, phylacteries, tomes, enchanted apparel, and cursed items.) Such devices simply do not function in

the qesar's possession. The aasimon designed the qesar this way; they needed beings to guard powerful artifacts and relics but who lacked the ability and desire to use the items in question.

- Qesar PCs suffer a +4 reaction penalty when dealing with other celestial races. The DM may reduce this penalty if the character encounters celestial NPCs who are more sympathetic to the qesar's situation.

- Qesar cannot be *raised*, *reincarnated*, or *resurrected*. When qesar die, nothing of them remains. Not even a *wish* can restore a destroyed qesar.

- As constructs, qesar are particularly susceptible to items designed for use against golems, such as a *scarab versus golems*, *arrow of slaying golems*, or *rod of smiting*. (One strike from a *rod of smiting* inflicts 2d8+6 points of damage to a qesar. An *arrow of slaying golems* destroys a qesar utterly.)

- Qesar clerics receive their spells from gods native to Elysium. The farther away they travel from their deities, they more likely they are to lose their spells. For details, see the "Priests and Their Gods" section (page 13) in the *DM's Guide to the Planes* book of the *PLANESCAPE® Campaign Setting* boxed set [2600].

- Although nimble and fast (MV 24), qesar are exceedingly poor swimmers and suffer a -8 penalty to Swimming proficiency checks. Luckily, they cannot drown. A qesar who finds its way blocked by a large body of water will simply walk along the bottom (at one-quarter its normal movement rate) or circumvent the body of water using a spell of some sort (*fly*, for instance).

ROLEPLAYING NOTES

Most qesar never leave their home plane, but qesar PCs are unusual. Qesar PCs generally want to explore the planes and see all there is to see. These qesar are driven by curiosity—an anomalous trait that was probably never intended by the aasimon who created them. Although qesar are not considered "true celestials" and are generally shunned or ignored within the celestial hierarchy, qesar PCs who are true of heart have no trouble making friends. With the possible exception of a few hard-nosed aasimon, even the most predisposed celestials are inclined to judge a qesar by his words and deeds, and a qesar who proves valorous and trustworthy is likely to earn their trust and confidence.

Qesar who roam the planes are often found in the company of other good-aligned beings. Qesar, however, are unaccustomed to fellowship and are prone to abandoning their newfound companions to pursue their own goals. Qesar have perfect memories and never forget their friends and enemies, and non-chaotic qesar are careful to fulfill promises and honor their word. However, intimacy is completely foreign to them, and while they value companionship, they don't fully understand the needs of friendship. The bonds that hold friends together often do not apply to the qesar who wishes to see the rest of the universe.

A few qesar wander the planes for centuries and never find a worthy cause or purpose, eventually tiring of their endless journey. These qesar become preoccupied with their own annihilation and can be extremely dangerous. They often invite conflict with insurmountable evil for the express purpose of ensuring their own destruction. A que-

sar in such a frame of mind can be both a powerful and perilous ally.

◆ LYDIVEM ◆

The Wandering Star

Quesar, 3rd-level fighter/3rd-level bard

AC 1 (natural armor + Dexterity adjustment); MV 24; hp 30; THAC0 18 (base); #AT 1; Dmg 1d12+1 (includes Strength bonus); SA *blinding light*, *searing light*; SD +1 or better weapons to hit, immune to energy-based attacks, regenerates 1 hp/round; MR 25%; SZ M (6' tall); ML champion (16); Str 16, Dex 15, Con 17, Int 13, Wis 11, Cha 16; AL NG; XP 1,400.

Primary Power: Pelor (Greater/CG/Elysium).

Secondary Power: Bragi (Intermediate/NG/Elysium).

PROFICIENCIES

Ancient Languages (13), Dancing (15), Planar Direction Sense (12), Planar Sense (10), Singing (16), Spellcraft (14).

SPECIAL ATTACKS

Lydivem can use his *blinding light* aura five times per day and his *searing light* aura once per day. As a bard, Lydivem can cast two 2nd-level wizard spells per day; his preferred spells include *color spray*, *dancing lights*, *friends*, *Murdock's feathery flyer*, *phantasmal force*, and *taunt*. Lydivem may also Climb Walls (60% chance), Detect Noise (55% chance), Pick Pockets (15% chance), and Read Languages (100% chance; special quesar ability—see “Special Benefits”).

SPECIAL DEFENSES

Lydivem can be struck only by +1 or better weapons. He's immune to fire, electricity, *magic missiles*, and similar energy-based attacks. He regenerates 1 hit point per round in daylight or in the dazzling light of his sunflies (see below).

In his travels, Lydivem has befriended many peculiar creatures. He now travels with an unusual group of friends: a small cloud of twenty-four sunflies. The sunflies are careful to keep their distance from the quesar when he uses his *searing light* attack, but they are not harmed by his *blinding light*. (In fact, they are lured to it.) Each sunfly can create a dazzling burst of natural light once per hour, which Lydivem uses to sustain his unearthly radiance when traveling in places deprived of sunlight. The quesar also avails himself of the protection afforded by the sunflies' *sundance* ability. Sunflies are benign, beautiful creatures fully described in the *PLANESCAPE MONSTROUS COMPENDIUM*[®] Appendix II [2613].

Sunflies (24): AC 6; MV 3, fly 30 (B); HD 1+1; hp 4 each; THAC0 19; #AT 1; Dmg 1; SA dazzling burst of light (usable once/hour and affects targets within 10 feet; save vs. spell or be blinded for 1d10 rounds); SD *sundance* (requires 12 or more sunflies; creates a double-strength *protection from evil* spell with a diameter of 1'/sunfly); SZ T (1' long); ML unsteady (7); XP 120.

SPECIAL EQUIPMENT

None.

APPEARANCE

Lydivem is slender and willowy with turquoise skin, elongated features, and white hair. His fingers are long and delicate, and he wears a mantle of golden light that flaps and billows constantly. His eyes are small, white, and pupilless, and his face is capable of tremendous expression, from broad smiles to terrifying frowns.

PERSONALITY TRAITS

Contemplative, trustworthy, cryptic, theatrical

ROLEPLAYING NOTES

Lydivem is one of those rare qesar gifted with a sense of wanderlust. The aasimon created him to run errands between the various Upper Planes. For millennia, Lydivem delivered magical relics safely from one aasimon stronghold to another, taking in the various sights and learning a number of songs. When the qesar were set free by the gods of Elysium, Lydivem remained in servitude for several hundred years before a barmy asuras with a sense of fun convinced him to abandon his charge and explore the Upper Planes. While crossing a lush glade on Dothion (a layer of Bytopia), Lydivem was befriended by a cloud of twenty-four sunflies who have remained with him ever since, adding their brilliance to his own.

Lydivem wandered the Upper Planes for nearly one hundred years before he stumbled upon a portal that brought him and the sunflies to the Outlands. Since then, he has befriended a hard-nosed bariaur cleric of Pelor named Thurbor and a young half-elf bard named Keliana, who is enamored with Lydivem's heavenly songs. The three currently wander the Outlands, thwarting evildoers while taking in the sights; however, Lydivem has been known to wander off on his own from time to time.

DEVIL'S DEAL

by Christopher Perkins

“Devil’s Deal” is an AD&D® adventure intended for use with the *Warriors of Heaven* accessory [TSR #11361]. The adventure is designed for 4–6 good-aligned celestial PCs of levels 3–4. Celestial races include agathion, aasimar, archons, asuras, eladrins, guardinals, and qesar. Archon PCs may be lantern or hound archons only. Ideally, the adventuring party should contain a mixture of lawful, chaotic, and neutral PCs.

Rules for creating aasimon, archon, asuras, eladrin, guardinal, and aasimar PCs are presented in the *Warriors of Heaven* supplement; rules for creating qesar PCs can be downloaded from the TSR website (www.tsr.com).

◆ ADVENTURE BACKGROUND ◆

When the pit fiend Azavistos was slain and reduced to lermure status by a pair of devas on the Prime Material Plane, his gelugon subordinate Felgelor took it upon himself to mind the lair of his fallen lord. The monstrous edifice that once served as Azavistos’s abode, the Fortress of Malevolence, sits deep in the cauldron of an active volcano on Baator, submerged beneath hundreds of feet of bright, molten lava. From inside the fortress, Felgelor plotted to recover that which the devas had “wrongfully” taken: Azavistos’s great mace, Malefactor.

Unlike Azavistos, the gelugon saw nothing to be gained by fighting in the Blood War. The Abyss was already a bottomless cesspool of corruption, and as far as Felgelor was concerned, the tanar’ri were welcome to it. The gelugon also felt no burning compulsion to heed the whims of Baator’s dark rulers; many times he petitioned for promotion to pit fiend status, and each time the Lords of the Nine cast him back into the bloody fray without due consideration of his abilities or his guile. Felgelor believes that recovering Azavistos’s weapon from the dreaded aasi-

mon will make the Lords of the Nine stop and take notice, forcing them to grant that which he most desires: transformation into a pit fiend. Thus, Felgelor has turned his undivided attention to the Upper Planes, hoping to wrest Malefactor from the hands of the hateful celestials.

◆ FOR THE DUNGEON MASTER ◆

The devas who destroyed Azavistos’s Prime Material form took the pit fiend’s evil mace to the Upper Planes to ensure that the weapon would never again fall into fiendish clutches. Malefactor was brought to the aasimon citadel of Xal Brivala on Ysgard, and there it remained for one hundred years. Felgelor spent much of that time trying to trick clueless primes into locating and stealing the weapon, but all of his schemes were thwarted. Finally, his growing frustration and impatience demanded that he resolve the matter himself.

Felgelor and several lesser baatezu *polymorphed* themselves into benevolent pilgrims and found a portal leading to the Upper Planes. They had barely set foot on the plane of Ysgard when they were set upon by a wing of fire-tempered asuras. A spectacular battle ensued, and all of the baatezu were destroyed save Felgelor and one spinagon. During the altercation, Felgelor managed to capture one of the celestials—an impetuous and bold asuras warrior named Vembra Moonflame. After fleeing through the portal with his captive, Felgelor ordered the last surviving spinagon to stay behind and destroy the portal. Its collapse prevented the other asuras from recovering their lost warrior, and they naturally feared she would be slain by her outraged captors.

Instead of slaying the temperamental asuras, Felgelor brought her to the Fortress of Malevolence on Baator and trapped her inside Azavistos’s *mirror of life trapping*. Through his web of contacts, he sent word to the celestials that he would release his pris-

oner in exchange for Malefactor.

When the asuras learned of Felgelor's offer, they brought the matter before the Parliament of the Concordance and demanded that the aasimon relinquish the weapon, saying that Vembra's life was worth the loss of one Baatorian artifact. However, the aasimon declined to make the trade, vowing never to let Malefactor fall into the hands of evil. The Parliament, to no one's surprise, supported the aasimon position. The asuras challenged the decision, but they had little choice but to comply—or so the aasimon believed.

An asuras named Keliar Stormfire approached Seraphistus, an aasimar thief, and asked him to steal Malefactor from the citadel of Xal Brivala and trade it for Vembra's life. The asuras's desperate plea struck Seraphistus as funny, given that he had spent most of his career snatching artifacts from the fiends, not giving them back. Although Keliar declined to elaborate on his relationship with Vembra, Seraphistus saw the fierce passion in the asuras's eyes and accepted the task because he felt it was the right thing to do. (The aasimon would be furious, but Seraphistus could always offer to steal it back.) Thus, with some handy magic and careful planning, the aasimar infiltrated the citadel and purloined the wicked mace.

Seraphistus's flight from Xal Brivala did not go undetected, and he suspects that the aasimon are looking for him. The aasimar doubts that he has time enough to deliver the mace to Keliar before he is captured and questioned. Still, he would rather face the consternation of the aasimon (his escapades have placed him at odds with the celestials on many occasions) than barter with a baatezu on its own turf. The cagey aasimar has decided to pass the item to a group of sympathetic celestial adventurers, hoping that they will complete the trade and see Vembra safely returned to the Upper Planes.

The aasimar also believes that Vembra's salvation might be possible without actually relinquishing the mace, but such an endeavor would undoubtedly involve open conflict with the baatezu and require more than the skills of a talented thief.

◆ SERAPHISTUS ◆

The adventure begins when the PCs meet Seraphistus, the aasimar thief. He tries to coax the heroes into taking Malefactor to Baator and trading the artifact for Vembra's freedom. If they agree to complete the quest, he hands them the *bag of holding* containing the wicked mace. The mace has been helpfully enchanted to *plane shift* its wielder and entourage to Baator. (See the "Malefactor" sidebar).

Read or paraphrase the following when the PCs first encounter the aasimar:

You find yourselves standing on one of the great limbs of Yggdrasil, the giant ash tree that connects the various planes. Beneath your feet you can feel the rough, silvery bark, and all around your hang giant oval leaves in varying shades of deep blue. Either you misunderstood the bariaur's directions, or the haughty fellow was himself mistaken. You expected to find a portal leading to Elysium at this very spot, and yet there is none.

Fortunately, you are not alone for long. Farther along the great branch you see a lone aasimar approaching. For a time, he seems too enrapt in his own thoughts to notice you, but as he draws closer he smiles and waves in your direction. The slender aasimar quickens his pace. He springs nimbly over a scurrying beetle as large and as brightly colored as a Nidavellirian mushroom, throws his gray cloak over one shoulder, and extends a six-fingered hand in friendship, introducing himself as Seraphistus.

Seraphistus is trying to lose himself on the limbs of Yggdrasil, hoping the aasimon will have trouble locating him as he passes through portal after portal. Presently, he is as

lost as the PCs and can provide no information to help them find their way. However, short conversation with the PCs is enough to persuade Seraphistus that these are the heroes he needs to complete his task. Before long, he confides the following:

“I have taken something from the citadel of Xal Brivala on Ysgard—an evil mace crafted from Baatorian steel. The aasimon who swore an oath to guard this hateful weapon are searching for me even as we speak.”

From the folds of his modest cloak, Seraphistus draws forth an unremarkable bag of pitted gray leather. *“The mace is contained within this bag of holding. Grasping the weapon can be perilous, so one must handle it judiciously.”*

“The mace once belonged to a pit fiend named Azavistos, whom the aasimon defeated in battle. The victors brought the weapon to Xal Brivala for safekeeping. One of the pit fiend’s subordinates, a baatezu named Felgelor, has demanded that the weapon be returned to him on Baator—in exchange for the release of an asuras prisoner named Vembra Moonflame.”

“Vembra was captured by the baatezu in a brief skirmish on Ysgard. When Felgelor sent word that he would release Vembra in exchange for his master’s mace, the issue was brought before the Parliament of the Concordance. The asuras requested that the aasimon trade the mace for Vembra’s life, but the aasimon refused. The Parliament would not sanction the trade, and within days I was approached by a lone asuras named Keliar—he hired me to steal the weapon.”

“Vembra’s survival is important to Keliar, and I’m guessing that the two asuras are intimate. I was not paid to steal the mace—I wish only to see Vembra and Keliar reunited.”

“I’ve made a career stealing fiendish artifacts from the blackened fortresses of Baator, the fetid reaches of the Abyss, and yugoloth strongholds on Gehenna. If there were some way to rescue Vembra without relinquishing the mace, I would pursue it. Unfortunately, my special talent is thievery, not diplomacy. I do not negotiate well

with fiends, nor would I care to try.”

“If the aasimon retrieve the weapon now, no greater good will have come from the theft, and Vembra’s life will end in the hell of Baator. I ask that you use the mace to transport yourselves to Felgelor’s lair and free the asuras from his clutches. Give him the weapon if you must; if necessary, I will swear an oath to steal it back.”

The Warriors of Heaven accessory provides a complete description and statistics for the aasimar thief, Seraphistus.

The PCs are confronted with a difficult choice: By trading the mace for Vembra’s life, they are wilfully allowing a terrible artifact to fall into the clutches of evil. If they go against Seraphistus’s wishes and enable the aasimon to reclaim the mace, they condemn Vembra to a horrible, lingering death. For the purposes of this adventure, the best choice would be to use the mace as leverage to free Vembra, then find some way to keep the weapon out of Felgelor’s wicked talons and return it to the Upper Planes.

If asked why the aasimon don’t use the mace to send a group of high-powered celestials to Felgelor’s abode and take the asuras by force, Seraphistus replies, *“These aasimon are the purest of the pure—they would never use an evil artifact to further their own ends. More importantly, aasimon never strike so deep into Baator on a whim. Such an attack would occur only after careful deliberation and years of planning, at a cost far greater than the life of one ill-fated asuras.”*

If the PCs agree to trade Malefactor for the asuras, Seraphistus hands them the *bag of holding* and provides them with any additional information they require. He has researched the special powers of the mace (see below), and he knows that speaking the words *“Cauldra Azavistos”* while invoking the mace’s *plane shift* power transports the wielder and up to six other beings to Felgelor’s lair on Baator.

Seraphistus suspects that Felgelor is either

◆ MALEFACTOR ◆

Malefactor is a *mace +5* crafted from green Baatorian steel. The mace's head is shaped like the horned skull of a screaming cornugon, and the end of the haft is shaped like a barbed hamatula claw. It is otherwise unadorned.

The mace was designed to inflict considerable harm to the enemies of the baatezu, in particular the tanar'ri. The mace *enlarges* or *reduces* itself to suit the needs of its wielder, and the damage it inflicts varies with size: In the hand of a size S wielder, Malefactor inflicts 1d6+5 points of damage; in the hand of a size M wielder, it inflicts 2d6+5 points of damage; in the hand of a size L wielder, it inflicts 3d6+5 points of damage; and in the hand of a size H creature, it inflicts 4d6+5 points of damage. It cannot be wielded effectively by size T or size G creatures. Against creatures of chaotic evil alignment, Malefactor inflicts double damage on a natural roll of 19 or 20.

Any good-aligned creature that touches or wields Malefactor must make a magic resistance roll; if the wielder's magic resistance

fails, he or she must make a saving throw vs. spell or be *feble-minded* (as per the *feeble - mind* spell). A new saving throw is required each time the mace is touched or grasped (but not every round it is held).

Malefactor allows its wielder to use the following spell-like abilities three times per day, at will: *banishment* (by touch), *contagion* (by touch), *destruction* (by touch), *fear*, *flame strike*, *plane shift* (affects wielder and up to six other creatures), *true seeing*, *undetected lie*, *wall of fire*. PCs who utter the words "Cauldra Azavistos" while invoking the mace's *plane shift* power are transported to the rim of the volcano wherein lies the Fortress of Malevolence. (See "The Cauldron's Rim" section for details.) Once per day the wielder can cast *word of recall*.

Malefactor is sentient and communicates with its wielder via empathy. It has an Intelligence of 9 and an ego of 16. If its wielder has a combined Intelligence and Wisdom of less than 25, the mace fills the wielder's head with hideous emotions so repugnant that the wielder must drop the weapon immediately (no saving throw).

a gelugon or cornugon baatezu, but he does not know for certain. He can provide no information on the exact location or configuration of Felgelor's lair on Baator.

Once he has given Malefactor to the PCs, Seraphistus bids them farewell and departs, promising to keep the aasimon "distracted" while they carry out their mission.

Unless the PCs have the ability to *plane shift* on their own, they must either rely on the *plane shifting* power of the mace or search Yggdrasil and the Upper Planes for a portal leading to Baator—an arduous task that would undoubtedly be confounded by the aasimon who are tracking the mace using powerful magic and divinations. Even if the PCs manage to avoid an entanglement with the aasimon and find a portal to Baator, they

must still fight their way through scores of baatezu and would almost certainly perish before reaching Felgelor's fortress. Under the circumstances, the safest approach (ironically) requires using of the mace.

◆ THE CAULDRON'S RIM ◆

Malefactor's *plane shift* power transports the PCs to the rocky rim of a volcano on Phlegethos, the fourth layer of Baator. Read or paraphrase the following when the PCs arrive:

You are transported to the rim of a volcano in the heart of Baator. Rivers of orange lava have cracked the dark, rocky landscape, and conical fumaroles burst forth with molten ooze like horrible, festering sores. Peering down into the vol -

cano's cauldron, you are struck at once by the intensity of the light and the heat. Searing waves of heat and billowing clouds of sulfur rise from the bubbling inferno.

There is no sign of a fortress, but clinging to the volcano's rim about one hundred yards from your position is a hideous, 10-foot-high, claw-shaped protrusion, its talons reaching up toward the sulfurous sky.

Closer inspection reveals that this claw-shaped protrusion of volcanic rock is some kind of obelisk or pedestal. Crudely chiselled steps spiral upward from the base of the claw, allowing PCs to climb to the top with ease. Any PC who stands atop the pedestal and speaks the name "Azavistos" is instantly teleported to area 1 of the Fortress of Malevolence, which is hidden at the bottom of the volcano's fiery cauldron.

There is room enough for five medium-sized creatures, two large-sized creatures, or one huge-sized creature to stand on the claw-shaped pedestal. All are teleported to the fortress simultaneously if the command word is spoken aloud.

Guarding the pedestal is an *invisible* imp named Pzarzat. Felgelor despises this hellish rascal and has given Pzarzat the daunting task of defending the pedestal and questioning all visitors. When the PCs approach within 10 feet of the pedestal, the *invisible* imp asks them their business, his voice seeming to emanate from the pedestal itself. If the PCs say that they wish to trade Malefactor for the life of the asuras Vembra Moonflame, Pzarzat instructs one of the PCs to place the mace atop the pedestal and leave it there; once this is done, he promises that the asuras will be set free. (If the PCs seem skeptical, Pzarzat reminds them that baatezu always fulfill their end of a deal.) If the PCs comply, Pzarzat grabs the mace and uses the pedestal to teleport inside the Fortress of Malevolence. If the PCs do nothing but wait, the asuras Vembra Moonflame is soon

◆ ALTERED SPELLS ON BAATOR ◆

Much of this adventure takes place in the Fortress of Malevolence on Phlegethos, the fourth layer of Baator. Several schools of magic suffer altered effects on this plane:

Conjuration/Summoning: Such magic requires rigorous rituals, including a binding cast upon the summoned creature(s) to keep them from attacking the summoner. To check the correctness of the binding, the caster must make a successful Spellcraft proficiency check or, lacking the proficiency, an Intelligence check at -5.

Divination: Any divination spell cast on Baator has a grim tone to its result, and the news is presented in the worst possible light. Moreover, casting powerful divination spells (such as *commune*) has a 25% chance of attracting 1d4+1 baatezu (type determined by the DM) to the diviner. The fiends show up in 2d4 turns.

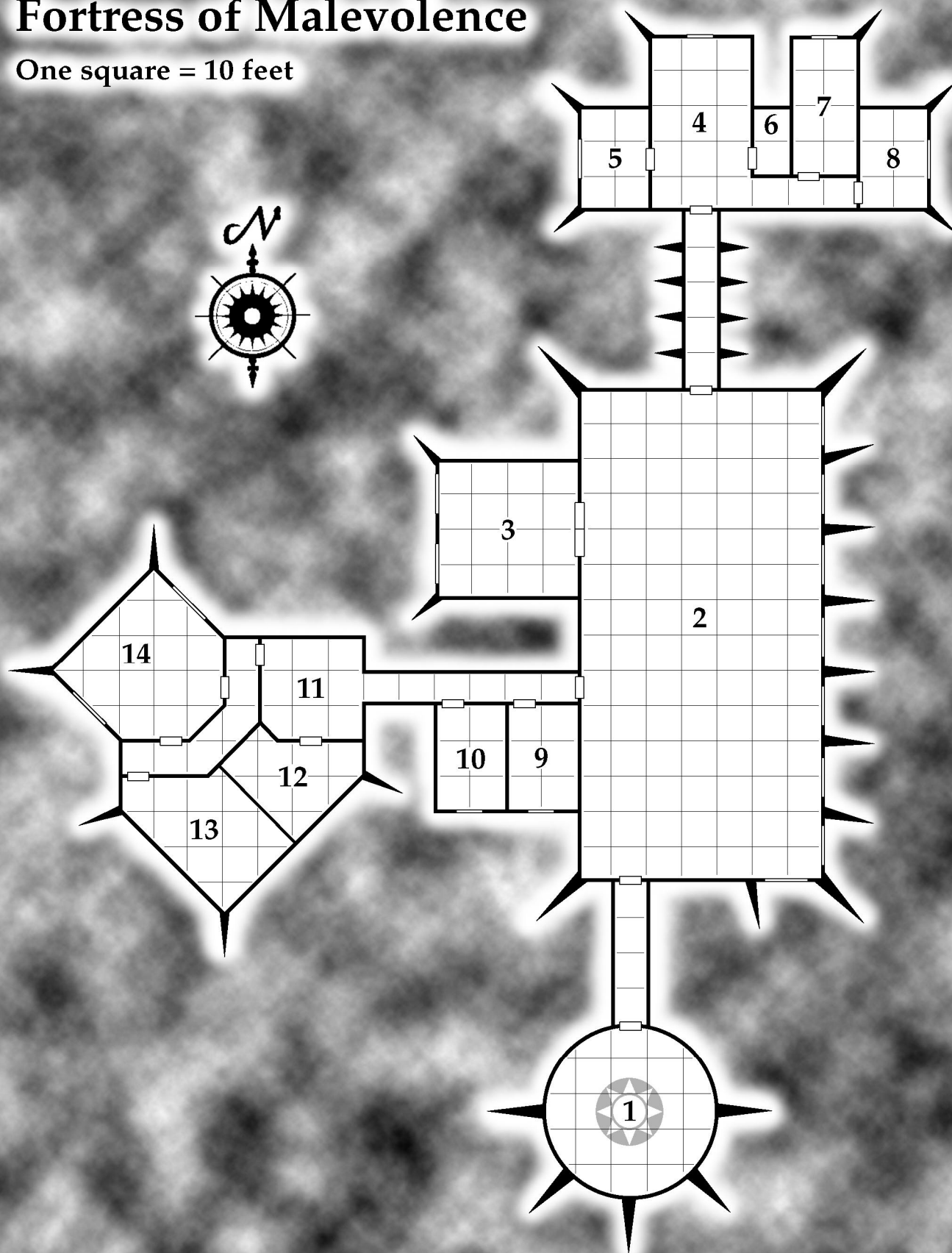
Necromancy: Necromantic spells that grant life or healing perform badly on Baator. Those who cast these spells must make a successful saving throw vs. spell to see if the magic succeeds; otherwise, the magic fails and the spell is wasted. Necromantic spells that cause damage or pain or control the undead perform as if the caster were one level higher.

Wild Magic: All wild mages are reduced by five levels on Phlegethos. This affects only the mage's spellcasting ability; hit points, proficiencies, and other traits are not reduced.

Elemental: Phlegethos's fiery nature makes it extremely difficult to cast water-based spells. Anyone casting a water-based spell must make a successful saving throw vs. spell; a failed roll indicates that the magic has failed, and the spell is lost. On the other hand, fire-based magic is enhanced on Phlegethos; mages using fire-based magic cast such spells as if they were three levels higher.

Fortress of Malevolence

One square = 10 feet



released into their custody, as per Felgelor's arrangement. She appears atop the pedestal 5 rounds after the imp vanishes.

The *Warriors of Heaven* accessory provides a complete description and statistics for Vembra Moonflame. She is disoriented and wounded from her battle with the baatezu on Ysgard, but otherwise she is unharmed. (She has 17 hit points remaining.)

If the PCs relinquish the mace, they must escape from Baator on their own. Felgelor gives the PCs a five-minute head start before sending the barbazu T'Chang and a pack of nine spinagons to destroy them. (With the deal concluded, he sees no reason to tolerate the celestial interlopers.)

If the PCs refuse to part with the mace, Pzarzat tries to determine which of the PCs has the weapon and uses his *suggestion* spell to compel the character to place the weapon atop the pedestal. If Pzarzat's *suggestion* spell fails, the imp sees no recourse but to allow the PCs to enter the Fortress of Malevolence and negotiate with Felgelor face-to-face. The imp provides the PCs with the method and command word for entering the Fortress of Malevolence. If the PCs try to interrogate Pzarzat further, the imp flees, staying clear of the fortress, Felgelor, and the PCs.

Pzarzat (imp): AC 2; MV 6, fly 18 (A); HD 2+2; hp 11; THAC0 19; #AT 1; Dmg 1d4; SA poison sting (save or die); SD spell-like abilities; harmed only by silver or magical weapons; immune to cold, fire, and electricity; resists all other attacks as a 7-HD monster; regenerates 1 hp/round; MR 25%; SZ T (2' tall); ML average (9); INT average (10); AL LE; XP 1,400.

Spell-like abilities (usable once/round, at will): *detect good*, *detect magic*, *invisibility*, *polymorph self* (into a bat or goat). The imp can cast *suggestion* once/day.

◆ FORTRESS OF MALEVOLENCE ◆

Once the abode of the dread pit fiend Azavistos, the Fortress of Malevolence now

serves as Felgelor's domicile. The gelugon has a small but loyal cadre of baatezu allies, including the vicious barbazu T'chang, the sly hamatula Yyktarr, and the scheming abishai Belevius, who serves as the fortress's majordomo. The remaining inhabitants (lemures, spinagons, tieflings, and hobgoblins) are considered expendable.

The fortress lies at the bottom of the volcano's cauldron, completely submersed in searing lava. Powerful magic keeps the fortress intact, and the interior is frightfully cold. (Spawned in the frigid wastes of Caina, Baator's eighth layer, Felgelor loathes warmth and has adjusted the temperature of the fortress to suit his own tastes.) *Glassteel* spells have been cast on the windows, and chambers without windows are illuminated by hellish-red *continual light* spells.

The fortress walls are made of smoothly polished volcanic rock streaked with the blood of Azavistos's vanquished foes. Anyone gazing at a wall for more than a single round sees tortured faces forming in the glassy surface and must make a saving throw vs. spell or cower in fear for 2d4 rounds. Creatures immune to fear are merely disturbed by the images.

All doors in the Fortress of Malevolence are made of iron shaped into diabolical visages. They are opened with heavy iron pull-rings embedded in the nostrils of these hideous faces. Door always open into rooms, not hallways; doors that connect two chambers always open into the larger chamber.

1. Teleportation Chamber. This 50'-diameter chamber is conical, its apex rising to a height of 60 feet. Evenly spaced along the black stone walls 10 feet off the floor are four *continual light* spells. A star-shaped pattern has been neatly chiselled into the black floor, and dried blood fills the grooves. The room is uncomfortably cold—a shocking change from the volcano's rim.

PCs *teleported* to this chamber from the

volcano's rim appear in the middle of the star-shaped mosaic. PCs may return to the claw-shaped pedestal by standing inside this circle and speaking the command words "Cauldra Phlegethos." All of the fortress's occupants (including the imp Pzarzat) know these command words.

The door in the north wall pulls open to reveal a 40'-long, arched corridor illuminated by a single *continual light* spell. Like this room, the corridor is unnaturally cold. An identical door at the end of the corridor opens into area 2.

2. Cold Reception Hall. Read or paraphrase the following when the PCs enter this room:

A cold fog shrouds the floor of this immense chamber. Moving sluggishly in the fog are countless indistinguishable shapes that seem vaguely humanoid. The shapes recoil in your presence, moaning and howling as they withdraw.

The walls are adorned with hideous frescoes depicting creatures in torment, and encircling the room is a 40'-high stone ledge lined with scowling gargoyles. Hanging from the arched, 60'-high ceiling are three massive iron chains, suspended from which are three iron wheels adorned with spikes and dangling with icicles.

Everything is bathed in bright orange light pouring through eight gigantic panes of glass. Beyond these 30'-tall windows, you can see nothing but curtains of churning lava.

The "iron wheels" hanging from the ceiling resemble chandeliers, but they are mere ornaments. The chains supporting them can each withstand 50 points of damage; cutting a chain causes the 12'-diameter wheel to fall, inflicting 4d8 points of damage to anyone beneath and alerting the entire fortress.

The creatures moving through the cold fog are lemure baatezu. These loathsome creatures shun the PCs and do not attack them under any circumstances. PCs attempting to cross the hall must wade through the foul ichor trails

left behind by the hideous hellspawn.

Hiding among the gargoyles along the west wall are nine spinagon baatezu. They use their *change self* ability to give their flesh a stony texture, thus concealing their presence. They remain perfectly still until commanded to attack. When so commanded, they begin hurling gouts of flame at the PCs (using their *produce flame* ability). If this attack proves ineffective, they swoop down and bombard their enemies with flaming spikes. The spinagons instinctively fear celestial PCs and prefer ranged attacks to melee combat, resorting to the latter only when cornered or desperate.

The fortress's majordomo, Belevius, stands in the middle of the hall. The abishai has used his *change self* ability to assume the form of a lemure baatezu, hiding perfectly among the other lemures. When the PCs enter the room, Belevius uses his *advanced illusion* ability to create an illusion of the 12'-tall gelugon, Felgelor, and the asuras Vembra Moonflame. Vembra appears at Felgelor's side, bound in iron chains. The illusory gelugon commands the PCs to "surrender the mace" to one of the lemures, at which time he vows to release Vembra into their custody. The lemure is actually Belevius, and once he has Malefactor, he *teleports* to area 14. Once Belevius is gone, the *advanced illusion* of Felgelor and Vembra vanishes.

If Belevius's ruse fails and the PCs refuse to surrender the mace to "Felgelor," the abishai uses its *suggestion* spell to coax a PC into relinquishing the mace. If this tactic fails and Belevius has not been harmed, the abishai assumes his true form and agrees to escort the PCs to Felgelor (in area 3). If the PCs attack Belevius or refuse to accompany him, he *teleports* to area 14 without another word.

Belevius (black abishai): AC 5; MV 9, fly 12 (C); HD 4+1; hp 19; THAC0 17; #AT 3; Dmg 1d4/1d4/1d4+1; SA poison, dive; SD

+1 or better weapons to hit, regeneration; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ L (8' tall); ML average (9); AL LE; XP 7,000.

Spell-like abilities: *advanced illusion, animate dead, change self, charm person, command, infravision, know alignment (always active), produce flame, pyrotechnics, scare, suggestion, teleport without error.* Once per day, an abishai can gate in 2–12 lemures (60% chance of success) or 1–3 abishai (30% chance of success).

Spinagons (9): AC 4; MV 6, fly 18 (C); HD 3+3; hp 15 each; THAC0 17; #AT 3; Dmg 1d4/1d4/by weapon type (1d6 with short-sword); SA flame spikes; SD suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 15%; SZ S (3' tall); ML average (8); INT average (10); AL LE; XP 3,000.

Spell-like abilities: *affect normal fires, change self, command, produce flame, scare, stinking cloud.* Once per day, a spinagon can attempt to gate in 1–3 additional spinagons (35% chance of success).

Special Abilities: SA—In combat, a spinagon can launch up to twelve of its spikes as projectiles while in flight, two per round. The spikes burst into flame when launched, causing flammable materials to ignite on contact. For purposes of range and damage, treat the spinagon's spikes as darts. A spinagon can hurl itself at a target and wound it with 1d4 spikes (1d3 points of damage each), but the spinagon cannot otherwise attack that round.

Lemures (120): AC 7; MV 3; HD 2; hp 8 each; THAC0 19; #AT 1; Dmg 1–3; SD immune to mind-affecting spells, regenerate 1 hp/round; suffer half damage from cold-based attacks; impervious to fire and poison; SZ M (5' tall); ML unsteady (6); INT semi (3); AL LE; XP 120.

3. Audience Chamber. Read or paraphrase

the following when the PCs enter:

The double doors pull open to reveal a 40' square room. Positioned in each corner is a iron brazier set in a claw-shaped tripod of black marble. Clouds of dry ice billow forth from each brazier, coalescing on the floor. A pair of 30'-high, arched windows allow light from the volcano's lava cauldron to enter this otherwise dreary room.

Between the two windows stands a 15'-tall dais of red stone carved to resemble a pile of demonic skulls. Iron spikes, cruel blades, and broken weapons have been embedded in the stone. Resting atop the dais is a massive iron throne with spiked armrests. Protruding from each armrest is a 9'-tall iron spear. Seated in the throne is a 12'-tall, insectlike creature with sharp claws and mandibles. Its white carapace and black, multifaceted eyes glow bright orange in the lava light.

The two iron spears affixed to the throne can be hurled by a size L or H creature. Each spear inflicts 2d6 points of damage, and those struck by a spear must make a saving throw vs. paralyzation or be slowed for 2d4 rounds by numbing cold. These weapons are favored by the gelugon.

Felgelor greets the PCs in his raspy voice. Whether or not the PCs still have the mace in their custody, Felgelor plans to honor his end of the agreement and surrender Vembra. He is lawful evil, after all, and an agreement is an agreement. After introducing himself and welcoming the PCs to his abode, the gelugon instructs the heroes to accompany Belevius to the "mirror room." Felgelor then teleports to area 14 and awaits the PCs' arrival. If Belevius has been slain, Felgelor sends T'Chang to escort the PCs to area 14 in his place. Felgelor knows that the good-aligned PCs, having come this far, won't leave without Vembra. If the PCs demand that Vembra be brought to them, Felgelor pretends to be incensed by their brazen demand and tells them to abide by his arrangements or leave.

Felgelor (gelugon): AC -3; MV 15; HD 11; hp 55; THAC0 9; #AT 4; Dmg 1d4+4/1d4+4/2d4+4/3d4+4 (includes Strength bonus); SA tail freeze (save vs. paralysis or be paralyzed with *slowed* for 2d4 rounds), fear (10' radius; save vs. rod or flee in panic for 1d6 rounds); SD regenerates 2 hp/round; +2 or better weapons to hit; suffers half damage from fire-based attacks; impervious to cold and poison; spell-like abilities; MR 50%; SZ H (12' tall); ML champion (15); INT genius (17); AL LE; XP 19,000.

Spell-like abilities (once per round, at will): *advanced illusion*, *animate dead*, *charm person*, *detect invisibility* (always active), *detect magic*, *infravision*, *fly*, *know alignment* (always active), *polymorph self*, *suggestion*, *teleport without error*, *wall of ice*. Once per day, the gelugon can attempt to *gate in* 2–12 barbazu (50% chance of success).

4. Banquet Hall. This chamber is dominated by a large dining table carved from volcanic rock and covered with a bed of ash. The corners of the table and the backrests of the thirty-two chairs surrounding the table are carved with devilish visages and flames.

Trapped in small iron cages hanging from the ceiling near the walls are eight manes tanar'ri. These hideous creatures scream in anguish whenever someone enters the room. They beg for release from the baatezu's torment but attack any celestial PC who foolishly grants their request. There is one manes per cage, eight cages total. The locks on the cages are of superior quality, imposing a -15% penalty to Open Locks rolls. Each lock has AC 5 and can withstand 15 points of damage.

Manes (8): AC 8; MV 6; HD 1; hp 5 each; THAC0 20; #AT 3; Dmg 1d2/1d2/1d4; SA acidic vapor; SD immune to mind-affecting spells; MR 10%; SZ S (3' tall); ML average (10); INT semi (2); AL CE; XP 975.

Special Abilities: Anyone within 10 feet of a manes when it dies must make a saving throw vs. poison or sustain 1d6 points of damage from the acidic vapor.

5. Kitchen. This hellish kitchen is cluttered with all manner of pots and utensils. Most of the cooking implements are fashioned from iron, although much of the crockery is fashioned from bronze. A skinned rutterkin tanar'ri lies draped over one table, his innards gushing foul liquids onto the floor amid the remains of several unidentifiable beasts. Splayed out on another table are three dead larvae, which Felgelor considers a delicacy.

Six tieflings (three males and three females, all 2nd-level fighters) are preparing meals here. They have ready access to knives of various shapes and sizes, the longest of which inflict damage as shortswords. Two of the tieflings are slicing a larva, another two are removing choice cuts of rutterkin flesh, and the last two are standing over a fuming cauldron of vargouille soup.

The tieflings attack celestial PCs on sight unless the PCs are accompanied by one or more of the fortress's inhabitants. If two of the tieflings are slain or incapacitated, the others must make a Morale check or flee, using their innate *darkness 15' radius* spell to hide their escape.

Tieflings (6): AC 10; MV 12; F2; hp 16 each; THAC0 19; #AT 1; Dmg by weapon type +1 (16 Strength); SA poisoned weapons, cast *darkness 15' radius* once/day; SD 60' infravision; half damage from cold-based attacks; +2 bonus to saving throws vs. fire, electricity, and poison; SZ M (6' tall); ML steady (11); INT very (12); AL LE; XP 270.

6. Privy. This area contains only two items of interest: a wash basin (a large brass bowl set atop a claw-shaped, wrought-iron pedestal) and a waste chute (a wrought-iron chair with

a *bag of devouring* fastened beneath it). This room is mostly used by the tieflings and infrequent guests.

7. Tieflings' Quarters. This rectangular chamber contains four large, iron-framed beds adorned with spikes, horns, blades, and other protrusions. The mattresses are made of sewn tanar'ri skin stuffed with writhing black maggots. At the foot of each bed is an unlocked iron chest (3' × 2' × 2') containing a full suit of tiefling *platemail +1* (AC 2), a double-bladed staff (see below), a hand crossbow, 2d6 hand crossbow bolts, and 1d4 vials of black Type O poison (each vial containing 1d6 applications).

The double-bladed staff is a 7'-long, collapsible metal staff with a shortsword blade mounted at each end. The blades are made of Baatorian steel and inflict 1d6 points of damage each (plus Strength modifiers). The wielder may attack with both ends of the staff in a single round. The double-bladed staff has a Speed Factor rating of 7 and weighs 15 lbs. When fully collapsed, the weapon's length is slightly more than 2 feet.

The occupants of this room are normally encountered in area 5. If a general alarm is sounded, they rush back to this room, don their armor, and grab their weapons. It takes 3 rounds to don the armor and another round to gather their weapons.

8. Majordomo's Quarters. This room is set aside for Felgelor's most loyal servant, Belevius. In addition to looking after guests and preserving order, the abishai commands the various "lesser" denizens of the fortress: the lemures, spinagons, tieflings, and hobgoblins.

The abishai requires few "creature comforts," so this room contains nothing more than prized trophies. Chained to the wall across from the window, basking in the hellish light of the volcano's lava cauldron, are the emaciated corpses of three human

adventurers (a fighter, a wizard, and a cleric) who dared enter the Fortress of Malevolence without invitation. Belevius has gathered their equipment inside an unlocked iron chest with clawed feet that rests against the wall beneath the window. The iron chest weighs almost 500 lbs, and its lid is shaped like a large, toothed maw. Anyone opening the chest activates a trap, causing the lid to snap shut after 2 rounds. Anyone still poking around inside the chest who fails a saving throw vs. paralyzation (modified by his or her Dexterity Reaction Adjustment) suffers 2d6 points of damage as the lid slams down. The trap may be detected and deactivated normally by a thief. A *hold portal* spell also prevents the lid from closing. Inside the chest are the following items: a severed vrock's talon, a suit of human-sized *splint mail +1* (+0 on Baator) a suit of human-sized *chainmail +3* (+2 on Baator), a pair of *bracers of defense AC 2*, a *wand of lightning* (14 charges), a holy symbol of Pelor, a *mace of disruption +4* (+3 on Baator), a finely-made (but nonmagical and unstrung) shortbow, a quiver containing seven *arrows +2* (+1 on Baator) and an *arrow of slaying baatezu*, *gauntlets of ogre power*, a *horn of goodness/evil*, a *ring of fire resistance*, and a *cubic gate* (leading to Baator, the Prime Material Plane, Mount Celestia, Carceri, Arcadia, and Ysgard). All items save the vrock's talon were fashioned on the Prime Material Plane.

9. Guest Room. Felgelor rarely entertains guests, but his predecessor Azavistos was notorious for making deals and pacts with other evil-minded individuals, and often he would invite them to the Fortress of Malevolence for dinner. This room was set aside for such company.

The room has a single window and contains a pair of large, iron-framed beds with a mattress made of sewn tanar'ri skin stuffed with crawling black maggots. Mounted above each bed are two crossed glaives,

while at the foot of each bed is an iron trunk with a lid shaped in the likeness of a smiling cornugon baatezu. The lid springs open when the cornugon's tongue is depressed. Both trunks are currently empty.

10. Guest Room. This room is identical to area 9 in all respects, except that scattered upon the floor are bits of food and clothing. This area is currently being used by the hobgoblins in area 11. PCs searching the room find some worthless trinkets and personal effects, but nothing valuable.

11. Guard Post. Standing guard in this otherwise featureless room are six hobgoblins. The hobgoblins stumbled upon a one-way portal to Baator while exploring a cavern near their lair on the Prime Material Plane. Their band was originally much larger, but the other hobgoblins were slain in a skirmish with an osyluth baatezu; the six survivors were "rescued" by the hamatula Yyktarr and brought to Felgelor, who admired their vile attitudes enough to spare their lives. They have seen what Felgelor does to his enemies, so they are inclined to serve the gelugon in any capacity.

The hobgoblins have been instructed to attack anyone trying to pass through this room who is not accompanied by Felgelor, Belevius, Yyktarr, or T'Chang.

Hobgoblins (6): AC 3; MV 9; HD 1+1; hp 8 each; THAC0 19; #AT 1; Dmg by weapon type; SZ M (6' tall); ML champion (16); INT average (9); AL LE; XP 65; platemail, halberd, footman's flail.

12. T'Chang's Room. Felgelor's unruly barbazu henchman claims this room as his own. The barbazu spends his idle time practicing combat maneuvers with his glaive.

Strewn about the room are the rotting corpses of three humans, one hordling, and two mezzoloths, as well as several more

corpses that have been hacked to tiny pieces.

When T'Chang wishes to practice, he uses his *animate dead* ability to *animate* the corpses, letting them shamble about and "attack" him while he parries and strikes at them with his glaive. When he runs out of bodies, he offers to gather information on the Blood War for Felgelor and collects a few new cadavers in the process.

If T'Chang is commanded to destroy the PCs and feels he needs reinforcements, he *animates* these remains and commands the zombies to attack once the PCs are in sight.

Among the strewn corpses the PCs can find several battered weapons and shields. Among these worthless items is a spiked *shield +3* (+2 on Baator) forged on the Prime Material Plane. The shield bears a symbol of the sun and once belonged to a priest of Pelor whose remains adorn Belevius's quarters (area 8).

Human zombies (3): AC 8; MV 6; HD 2; hp 6 each; THAC0 19; #AT 1; Dmg 1d8; SD immune to cold, poison, *sleep*, *charm*, *hold*, *fear*, and paralysis; SW always attack last in a round; SZ M (6' tall); ML special; INT non-(0); AL N; XP 65.

Hordling zombie: AC 6; MV 9; HD 6; hp 29; THAC0 15; #AT 1; Dmg 4d4; SD as above; SZ L (8' tall); ML special; INT non-(0); AL N; XP 650.

Mezzoloth zombies (2): AC 3; MV 9; HD 6; hp 23 each; THAC0 15; #AT 2; Dmg 2d6/2d6; SD as above; SZ M (7' tall); ML special; INT non-(0); AL N; XP 650.

13. Yyktarr's Room. This room belongs to Felgelor's cautious hamatula advisor, Yyktarr. The room is illuminated by a single *continual light* spell cast on the ceiling.

Yyktarr wants Felgelor to succeed in his bid to become a pit fiend and remain at Felgelor's side as his closest advisor. To that end, Yyktarr is willing to take uncharacteristic risks to secure Malefactor for his dark

liege. Normally the hamatula avoids combat on Baator, since baatezu slain on Baator are forever destroyed.

Suspended from the ceiling of Yyktarr's room are the half-frozen remains of a young black dragon killed on Avernus, Baator's first layer. The dragon is held aloft by nine chains ending in sharp hooks, which are deeply embedded in the drake's flesh. The unnatural coldness of the fortress has kept the dragon from decomposing too quickly.

Positioned beneath the dragon is a 4'-tall black pedestal carved to resemble three erinyes. Nestled in the curvature formed by their outstretched wings is a stone basin filled with acid. The acid was extracted from the black dragon, and the hamatula plans to use the acid in some sort of devious weapon. There is enough acid in the basin for ten splashes, each inflicting 4d4 points of damage to creatures harmed by acid.

Although the room appears unoccupied, this is not so. Yyktarr's pet hellcat lurks in the northeast corner of the room. Under any sort of illumination, the hellcat is nearly invisible (although it can be seen by PCs who can *detect invisibility*). In complete darkness, the great cat's glowing outline can be seen quite clearly. The hellcat pounces once the PCs enter the room, choosing the weakest-looking PC as its prey.

Bezekira (hellcat): AC 6; MV 15; HD 7+2; hp 30; THAC0 13; #AT 3; Dmg 1d4+1/1d4+1/2d6; SD immune to mind-controlling spells; only harmed by magical weapons (and see below); MR 20%; SZ L (7' long); ML elite (13); INT average (9); AL LE; XP 5,000.

Special Abilities: SD—Although the hellcat can be harmed by any magical weapon, the weapon's bonus does not apply to damage; thus, a *longsword* +2 inflicts 1d12 points of damage, not 1d12+2 points.

14. Felgelor's Chamber. Read or paraphrase

the following when the PCs enter this room:

Although the decor and motifs suggest otherwise, this room appears designed for comfort. A pair of large chairs face the door, and stretched over their spiked iron frames are black, scaly hides lined with barbs and horns. Seated in each chair is a fiend: The one on the left has pointed ears, a snaky beard, and a wicked glaive clutched in one clawed hand. The fiend on the right has barbs covering every inch of his red, scaly hide, and he is drinking from a large, bronze goblet.

The chairs stand in the middle of the floor. Between them is a triangular table of red crystal, its legs carved to resemble imps or mephits. Resting atop the table is a bronze decanter and three more bronze goblets.

The most prominent feature of the room can be seen behind the two chairs: A 20'-high, 15'-wide fresco of a pit fiend's scowling face has been carved into the far wall. Set into the eyes of the infernal fresco are a pair of flickering red crystals.

Standing on either side of the fresco, illuminated by the nearest window, is a hideous iron brazier, while splayed out on the floor in front of the fresco is the scaly hide of some unrecognizable beast. Reclining comfortably on this rug is a stunning, scantily clad woman with golden hair and beautiful, white-feathered wings. She smiles warmly.

If the PCs are escorted here by Belevius, the abishai sees them into the room before returning to area 2.

The two figures seated in the chairs are the barbazu T'Chang and the hamatula Yyktarr. The deva is actually Felgelor in *polymorphed* form; the gelugon has chosen this form partly for his own amusement and partly to unsettle his celestial guests.

The scaly hide covering the floor belonged to some Abyssal creature slain by the pit fiend Azavistos eons ago. The scaly hides covering the chairs once belonged to a pair of balor tanar'ri.

The bronze decanter contains devilwine, a

◆ PRISONERS OF THE MIRROR ◆

Felgelor's *mirror of life trapping* (see area 14) contains seven prisoners, each of whom is briefly detailed below:

Cell #1: Vargouille: AC 8; MV fly 12 (B); HD 1+1; hp 6; THAC0 19; #AT 1; Dmg 1d4; SA poison, paralyzing fear, kiss; SD 120' infravision; SZ S (3' wingspan); ML average (10); INT low (5); AL NE; XP 650. See the *PLANESCAPE® MONSTROUS COMPENDIUM® Appendix* for a full description. The creature attacks anything it sees.

Cell #4: Celiskus Graystaff, human male W15: AC 3; MV 12; W15; hp 45; THAC0 16; #AT 1; Dmg by weapon or spell; Str 8, Dex 16, Con 11, Int 17, Wis 9, Cha 12; ML average (9); AL CN; XP 10,000; *bracers of defense AC 5, wand of paralyzation (44 charges), ring of wizardry (doubles the wearer's 4th-level spells), dagger +2.*

Spells by level: 5/5/5/10/5/2/1.

This chaotic, fiend-hating wizard packs plenty of offensive spells and tries to inflict as much damage to the baatezu as possible before *teleporting* away.

Cell #7: Sardûl the Duskborn (cambion major): AC 2; MV 15; HD 4; hp 25; THAC0 17 (16 including Strength bonus); #AT 2; Dmg by weapon type +3 (18/09 Strength); SA spell-like abilities; SD thief abilities, spell-like abilities, never surprised; MR 30%; SZ M (6' tall); ML elite (14); INT very (12); AL CE; XP 4,000; *longsword +3 (+0 on Baator), platemail +2 (+0 on Baator), shield +1 (+0 on Baator).*

Sardûl helps the baatezu fight the hated celestials; if the PCs are defeated or driven off, he turns on the baatezu and fights to the death.

Cell #8: Chellvarch (osyluth): AC 3; MV 12; HD 5; hp 22; THAC0 15; #AT 4; Dmg 1d4/1d4/1d8/3d4; SA fear, poison; SD +1 or better weapons to hit; spell-like abilities; MR 30%; SZ L (9' tall); ML steady (12); INT very (11); AL LE; XP 7,000.

Chellvarch was incarcerated by Azavistos for disobedience. Once released, he seeks to redeem himself in Felgelor's eyes by helping the gelugon any way he can.

Cell #10: Phylbar Sunstrider, human male Pal9: AC 1 (-1 with *boots of speed*); MV 12; hp 78; THAC0 12 (11 with Strength bonus); #AT 3/2; Dmg by weapon type +1 (17 Strength); SD lay on hands (18 hp/day), immune to disease, aura of protection, *cure disease* twice/week, turn undead and fiends as a 6th-level priest, detect evil intent (60' radius); Str 17, Dex 10, Con 16, Int 11, Wis 16, Cha 17; ML fanatic (18); AL LG; *platemail +2 (+1 in Baator), shield +2 (+1 in Baator), longsword +2, +4 vs. baatezu (named "Lightstroke"), boots of speed.*

Phylbar is a champion of good and does his utmost to help the PCs complete their quest, sacrificing himself if necessary.

Cell #13: Talicen, tiefling female F4/W3: AC 8 (6 with *cloak of the bat*); MV 12; hp 18; THAC0 17; #AT 1; Dmg by weapon or spell; SA cast *darkness 15' radius* once/day; SD 60' infravision; half damage from cold-based attacks; +2 bonus to saving throws vs. fire, electricity, and poison; Str 14, Dex 16, Con 13, Int 15, Wis 8, Cha 15; ML elite (13); AL N(E); *cloak of the bat, rod of terror (9 charges), slippers of spider climbing, potion of invulnerability, scroll of protection from magic.*

Spells by level: 2/1.

Talicen was once Azavistos's concubine, but she displeased him in some fashion and was trapped in the *mirror*. She has had time to reflect on her evil deeds and now wishes to undo all of the terrible damage she has wrought and "turn over a new leaf." Thus, she is willing to help the PCs complete their task, if only to irk the baatezu.

Cell #15: Vembra Moonflame. The asuras's statistics are given in the *Warriors of Heaven* accessory. She fights alongside the PCs, if necessary, to escape Baator.

foul substance poisonous to all save baatezu. (Non-baatezu who drink the foul-smelling ichor must save vs. poison or die instantly.)

Hidden within the pit fiend fresco is Felgelor's *mirror of life trapping*, which is permanently affixed to the wall. When the command word "Karalnak" is spoken aloud, the fresco's mouth opens, revealing the 9' tall, 3' wide oval *mirror*. Speaking the command word again closes the fresco's mouth and conceals the *mirror*.

Felgelor waits until the PCs approach the middle of the room before revealing the hidden *mirror*. Any PC standing within 30 feet of the *mirror* who gazes into its surface must make a successful saving throw vs. spell or be sucked through the surface of the *mirror* into a cell. PCs who actively avoid looking at the *mirror* receive a +4 bonus to their saving throw but suffer a -2 penalty to attack rolls for the round. Automatons and nonliving creatures cannot be drawn into the *mirror*; this includes qesar PCs.

The *mirror* has a *glassteel* spell protecting it from physical harm. It is treated as AC 1 with 100 hit points. A *shatter* spell cast on the mirror inflicts 2d6 points of damage. Felgelor and his minions attack any PCs who seek to damage the *mirror*.

Felgelor happily releases any PCs who are "accidentally" trapped inside the *mirror*, but only if the remaining PCs agree to some terms. Felgelor might require them to perform a small quest on his behalf or surrender some item of value, or he might agree to release one PC in exchange for another's eternal servitude. (He could always use a trustworthy qesar manservant!) If the PCs still have Malefactor in their possession, they can bargain for a comrade's release without relenting to any new demands, although Felgelor accuses them of adding provisions to the "deal" and might add a few "provisions" of his own—such as a sworn oath from the PCs never to oppose him in the future. (For details on celestial oaths, see the

Warriors of Heaven accessory.)

The *mirror* contains sixteen extradimensional compartments, each with its own command word for releasing the individual or creature trapped within. These command words can be learned by casting a *legend lore* spell. They are also engraved on the brass rim of the *mirror* in a language that requires a *comprehend languages* spell to decipher. Including Vembra Moonflame, the *mirror of life trapping* contains seven prisoners. The other six prisoners are detailed in the "Prisoners of the Mirror" sidebar.

Once Felgelor has Malefactor in his possession, he speaks a command word ("Sharazal") that releases Vembra from her magical cell. The asuras materializes in front of the *mirror*, sporting wounds from the earlier battle with Felgelor's forces. (She has 17 hit points remaining.) Vembra Moonflame's statistics, background, and other pertinent information are presented in the *Warriors of Heaven* accessory.

Once Vembra has been released into the PCs' custody, Felgelor orders the PCs to leave his fortress at once, giving them the command words for the teleporter in area 1. Once the deal is concluded and the PCs have left the fortress, he sends T'Chang and the spinagons in area 2 after them. (If the PCs seem particularly powerful, T'Chang animates the corpses in area 12 before setting out to hunt the PCs, creating three normal zombies and three monster zombies. See area 12 for details.)

Felgelor is arrogant and overconfident. He does not believe that celestials possess the ability to deceive and is therefore not expecting deception from the PCs. The characters might use this to their advantage. For instance, they could use a *phantasmal force* or similar spell to create an illusory version of Malefactor, place it in Seraphistus's *bag of holding*, and hand the *bag* to Felgelor. Believing he has the mace, he releases Vembra from her prison. (Only after the PCs depart does he

reach into the *bag* and find nothing there!)

Felgelor also expects that the PCs would never resort to using the powers of the mace against him. If the PCs use the *destruction* power of the mace against Felgelor, they can strike fear into the other baatezu and demand Vembra's release "or else." (Of course, any celestial PC who relies on the evil powers of the mace might have a lot to answer for once the mission is over!)

If a battle erupts in this room, the PCs must not only face the gelugon but his two henchmen as well. (The PCs must also contend with reinforcements from the fortress, as well as any *gated* fiends.) Neither T'Chang nor Yyktarr attack until commanded by Felgelor. If the PCs destroy or otherwise defeat Felgelor, Yyktarr ceases fighting and agrees to let the PCs leave the fortress unharmed. The bloodthirsty barbazu does the same only if he fails a Morale check.

Felgelor (gelugon): AC -3; MV 15; HD 11; hp 53; THAC0 9; #AT 4; Dmg 1d4+4/1d4+4/2d4+4/3d4+4 (includes Strength bonus); SA tail freeze (save vs. paralysis or be paralyzed with *slowed* for 2d4 rounds), fear (10' radius; save vs. rod or flee in panic for 1d6 rounds); SD regenerates 2 hp/round; +2 or better weapons to hit; suffers half damage from fire-based attacks; impervious to cold and poison; spell-like abilities; MR 50%; SZ H (12' tall); ML champion (15); INT genius (17); AL LE; XP 19,000.

Spell-like abilities: *advanced illusion, animate dead, charm person, detect invisibility* (always active), *detect magic, infravision, fly, know alignment* (always active), *polymorph self, suggestion, teleport without error, wall of ice*. Once per day, the gelugon can attempt to *gate* in 2-12 barbazu (50% chance of success).

T'chang (barbazu): AC 3; MV 15; HD 6+6; hp 34; THAC0 13; #AT 3 or 1 (weapon); Dmg 1d2/1d2/1d8 or 2d6 (glaive); SA glaive (wound bleeds for 2 hp/round until wound is bound or victim dies); SD +1 or better

weapons to hit; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ M (6' tall); ML steady (12); INT low (7); AL LE; XP 6,000.

Spell-like abilities: *advanced illusion, affect normal fires, animate dead, charm person, command, fear (by touch), infravision, know alignment* (always active), *produce flame, suggestion, teleport without error*. Once per day, the barbazu can attempt to *gate* in 2-12 abishai (50% chance of success) or 1-6 additional barbazu (35% chance of success).

Yyktarr (hamatula): AC 1; MV 12; HD 7; hp 28; THAC0 13; #AT 3; Dmg 2d4/2d4/3d4; SA first strike causes *fear* (victim must save vs. rod or flee in panic for 1-6 rounds), hug (if both claws hit a single opponent, hug inflicts an additional 2d4 points of damage); SD +1 or better weapons to hit; suffer half damage from cold-based attacks; impervious to fire and poison; spell-like abilities; MR 30%; SZ M (7' tall); ML fearless (19); INT very (11); AL LE; XP 6,000.

Spell-like abilities: *advanced illusion, affect normal fires, animate dead, charm person, hold person, infravision, know alignment* (always active), *produce flame, pyrotechnics, suggestion, teleport without error*. Once per day, the hamatula can attempt to *gate* in either 2-12 abishai (50% chance of success) or 1-4 hamatula (35% chance of success).

◆ C O N C L U S I O N ◆

Once the PCs free Vembra from the Fortress of Malevolence, they must leave Baator using whatever magic they have at their disposal. If they possess Malefactor, they can use its *plane shift* power to return to the Upper Planes. However, only seven creatures (including the wielder) can be *plane shifted* at once. This might be problematic if the PCs successfully freed other prisoners from the *mirror of life trapping*. If the PCs recover the *cubic gate* in area 8, they'll have another magical item capable of transporting

them to the Upper Planes.

If the PCs kept Malefactor out of baatezu hands, the DM may arrange to have them return the artifact to Xal Brivala or simply have the aasimon show up to reclaim it.

For rescuing Vembra and returning her safely to the Upper Planes, each PC should receive 10,000–15,000 XP. For returning Malefactor to the aasimon, the PCs should each receive a 6,000 XP bonus, minus 500 XP for each time a PC used the item.

Appendix 1: Celestial Mounts

Equar

	<i>cranthspyrin</i>	<i>Greater</i>	<i>clidmone</i>	<i>Greater</i>	<i>cosonina</i>	<i>Greater</i>
CLIMATE/TERRAIN:	Lesser Any	Any	Lesser Any	Any	Lesser Any	Any
FREQUENCY:	Very rare (rare)	Very rare (rare)	Very rare (rare)	Very rare (rare)	Very rare (rare)	Very rare (rare)
ORGANIZATION:	Solitary (herds)	Solitary (herds)	Solitary (herds)	Solitary (herds)	Solitary (herds)	Solitary (herds)
ACTIVITY CYCLE:	Day	Any	Day	Any	Day	Any
DIET:	blessed grain and sunlight	blessed grain and sunlight	worked gold	worked gold	rain and epic tales	rain and epic tales
INTELLIGENCE:	Very	Exceptional	Very	Exceptional	Very	Exceptional
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Lawful Good	Lawful Good	Neutral Good	Neutral Good	Chaotic Good	Chaotic Good
NO. APPEARING:	1 (3-8)	1	1 (3-8)	1	1 (3-8)	1
ARMOR CLASS:	3	1	3	1	3	1
MOVEMENT:	18	24	18	24	18	24
HIT DICE:	6 (5-8 hp/die)	9 (5-8 hp/die)	6 (5-8 hp/die)	9 (5-8 hp/die)	6 (5-8 hp/die)	9 (5-8 hp/die)
THACO:	15	12	15	12	15	12
NO. OF ATTACKS:	2 (front hooves) or 1 (horn)	2 (front hooves) or 1 (horn)	2 (front hooves)	2 (front hooves)	2 (front hooves)	2 (front hooves)
DAMAGE/ATTACK:	2d6/2d6 or 1d10	3d6/3d6 or 2d6	2d6/2d6	3d6/3d6	2d6/2d6	3d6/3d6
SPECIAL ATTACKS:	Nil	Nil	Spells	Spells	Spells	Spells
SPECIAL DEFENSES:	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit, continuous protection from evil (self and rider)	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit	Never surprised, immune to <i>charm</i> , disease, mental control, petrification, and poison, +1 or better weapon to hit
SPECIAL WEAKNESSES:	Cannot remain on Prime Material Plane after sunset Attracts evil creatures	AC 5, -1 penalty to attacks after sunset on Prime Material Plane Attracts evil creatures				
MAGIC RESISTANCE:	Nil	20%	Nil	20%	Nil	20%
SIZE:	L (7' tall)	L (8' tall)	L (7' tall)	L (8' tall)	L (7' tall)	L (8' tall)
MORALE:	Champion (15-16)	Fearless (18-20)	Champion (15-16)	Fearless (18-20)	Champion (15-16)	Fearless (18-20)
XP VALUE:	5,000	5,000	5,000	5,000	5,000	5,000

Appendix 2: Tables

The following pages contain tables for use in generating random celestial characteristics, powers, and skills.

Table 1: Aasimar Abilities

1d100 ROLL	SPECIAL ABILITY
01-03	<i>alter self</i> (1/day)
04-06	<i>augury</i> (1/week)
07-09	<i>blur</i> (1/day)
10-12	<i>comprehend languages</i> (1/day)
13-15	<i>detect evil</i> (1/day)
16-18	<i>detect lie</i> (1/day)
19-21	<i>detect magic</i> (1/day)
22-24	<i>enthrall</i> (1/week)
25-27	<i>feather fall</i> (1/day)
28-30	<i>know alignment</i> (1/day)
31-33	<i>light</i> (1/day)
34-36	<i>mirror image</i> (1/day)
37-39	<i>protection from evil</i> 10' radius (1/day)
40-42	<i>protection from normal missiles</i> (1/week)
43-45	<i>read magic</i> (2/day)
46-48	<i>shield</i> (1/day)
49-51	<i>strength</i> (1/day)
52-54	<i>water breathing</i> (1/week)
55-57	half damage from fire
58-60	half damage from cold
61-63	half damage from electricity
64-66	half damage from acid
67-69	+2 to save vs. poison
70-72	+2 to save vs. fire
73-75	+2 to save vs. cold
76-78	+2 to save vs. electricity
79-81	+2 to save vs. petrification, polymorph and paralysis
82-84	+2 to save vs. rod/staff/wand
85-87	+2 to save vs. spell
88-93	celestial aura (enemies attack at -2)
94-96	immune to nonmagical weapons
97	immune to energy drain attacks
98-99	roll twice, rerolling results above 97 roll 3 times, rerolling results above 97

Table 2: Aasimar Appearance

1d100 ROLL	APPEARANCE
01-04	silvery skin
05-07	green-tinted skin
08-10	blue-tinted skin
11-14	golden skin
15-16	pointed ears
17-18	ridged ears
19-20	doglike ears
21-25	angular face with high cheekbones
26-29	perfect white teeth
30-31	long, distinguished nose
32-33	hooked nose
34-36	crystal-blue eyes
37-39	bright green eyes
40-42	gleaming silver eyes
43-45	golden eyes
46-48	six fingers per hand (including thumb)
49-50	fingers one inch longer than normal
51-52	animal horns on head
53-54	silver or gold fingernails
55-57	long, slender arms
58-60	long, slender legs
61-65	feathered wings (MV fly 18 [D])
66-72	vestigial wingbones on shoulders
73-76	opalescent skin
77-80	naturally tanned skin
81-83	body covered with speckled markings
84-85	bald, hairless
86-89	small feathers rather than hair on 1d10×10 of body
90-95	special side effect (roll on Side Effect table)
96-98	roll twice, rerolling results above 89
99-00	roll three times, rerolling results above 89

Table 3: Aasimar Side Effects

1d100 ROLL	SIDE EFFECT
01-10	Sweet, fresh odor surrounds body
11-15	Surrounded by aura of calm (good-aligned creatures within 30 feet receive +2 bonus to morale checks)
16-25	Wounds inflicted upon aasimar heal twice as quickly
26-30	Susceptible to fire (suffers +1 point of damage per die)
31-35	Susceptible to cold (suffers +1 point of damage per die)
36-45	Presence eases animals (reactions at +4)
46-50	Touch inflicts 1d4 points of damage to evil creatures
51-55	Odd skin composition gives base AC of 1d6+3
56-60	Unholy water inflicts 1d6 points of damage per vial or splash
61-70	Can be turned by evil priests
71-75	Speaks telepathically to any intelligent creature within 1 mile
76-80	Can leap up to 15 feet vertically or 30 feet horizontally
81-85	Natural (ground) movement rate of 15
86-90	Can't be held or ensnared (as per <i>free action</i>)
91-98	Speaks any language (as per <i>tongues</i>)
99-00	Eyes have the power of <i>true seeing</i>

Tables 4–7: personality traits

These four tables are designed to help players flesh out their characters' personalities. A player may choose those traits that best fit the character from these descriptors, or simply roll randomly, discounting opposing traits. Note that as the character matures and increases in level, some of these traits are likely to change. Each time a celestial gains a level, the player may swap one trait for another based on how the character has changed over the course of adventuring.

Most beings perceive celestials as flawless creatures, and indeed they tend to have more positive than negative personality traits—but they do have their shortcomings. A celestial cannot have more than two negative traits.

Table 4: personality trait distribution

ROLL	NUMBER OF CHARACTER TRAITS
01–50	Roll three times on Table A and once on Table B
51–75	Roll twice on Table A and twice on Table B
76–90	Roll twice on Table A, once on Table B, and once on Table C
91–00	Roll twice on Table B and twice on Table C

Table 5: positive character traits

ROLL	TRAIT
01–02	Adventurous
03–04	Amenable
05–06	Articulate
07–09	Charitable
10–11	Charming
12–13	Compelling
14–15	Congenial
16–17	Considerate
18–19	Contemplative
20–21	Courteous
22–23	Decisive
24–25	Dignified
26–28	Diplomatic
29–30	Effervescent
31–32	Eloquent
33–34	Erudite
35–36	Faithful
37–38	Fervent
39–41	Forgiving
42–43	Forthright
44–45	Gallant
46–47	Gentle
48–49	Gregarious
50–52	Honest
53–54	Honorable
55–56	Humble
57–58	Idealistic
59–60	Imaginative
61–62	Inquisitive
63–64	Levelheaded
65–66	Meticulous
67–68	Mirthful
69–70	Obliging
71–72	Passionate
73–74	Pragmatic
75–76	Quick-witted
77–79	Respectful
80–81	Shrewd
82–83	Stodious
84–86	Spirited
87–88	Suave
89–91	Temperate
92–93	Tenacious

Table 6: neutral character traits

ROLL	TRAIT
94–96	Trustworthy
97–98	Understanding
99–00	Roll twice on this table, ignoring rolls of 99–00

ROLL	TRAIT
01–03	Adamant
04–05	Aggressive
06–08	Aloof
09–11	Circumspect
12–14	Condemning
15–17	Conservative
18–20	Conspiring
21–23	Cryptic
24–26	Cunning
27–28	Defensive
29–31	Demanding
32–34	Devious
35–37	Didactic
38–40	Diffident
41–42	Droll
43–44	Edgy
45–47	Exacting
48–50	Forward
51–53	Gruff
54–56	Impulsive
57–59	Intimidating
60–62	Liberal
63–65	Madcap
66–68	Melancholy
69–71	Mercurial
72–74	Militant
75–77	Mischievous
78–80	Obedient
81–83	Romantic
84–85	Shy
86–88	Suspicious
89–91	Theatrical
92–93	Wistful
94–95	Wrathful
96–98	Zealous
99–00	Roll twice on this table, ignoring rolls of 99–00

Table 7: negative character traits

ROLL	TRAIT
01–03	Abrasive
04–05	Acquiescent
06–08	Bickersome
09–11	Callous
12–14	Cantankerous
15–17	Conceited
18–20	Critical
21–23	Cynical
24–25	Deceitful
26–28	Despondent
29–30	Dissident
31–33	Domineering
34–36	Finicky
37–38	Gloomy
39–41	Harsh
42–44	Immodest
45–47	Impatient
48–50	Impetuous
51–52	Insubordinate
53–54	Intrusive
55–56	Irreverent
57–59	Judgmental
60–61	Lackadaisical
62–64	Meddlesome
65–67	Possessive
68–69	Prejudicial
70–72	Quarrelsome
73–74	Rash
75–76	Sanctimonious
77–78	Sarcastic
79–81	Severe
82–83	Smug
84–85	Standoffish
86–88	Stubborn
89–90	Suspicious
91–92	Terse
93–94	Turbulent
95–96	Verbose
97–98	Vindictive
99–00	Roll twice on this table, ignoring rolls of 99–00

Table 8: Range of Ages

Race	Starting Base	Variable	Maximum Range
Aasimar	16	1d6	125 + 2d20
Aasimon	—	—	—
Archon	—	—	—
Asuras	20	1d10	250 + 1d100
Eladrin			
Bralani	80	3d10	450 + 2d100
Coure	55	2d6	350 + 8d20
Firre	75	3d6	350 + 10d20
Ghaele	90	3d10	400 + 4d100
Noviere	45	2d8	300 + 10d20
Shiere	80	3d20	500 + 8d20
Tulani	70	3d12	650 + 2d100
Guardinal			
Avoral	45	2d10	225 + 5d10
Cervidal	25	3d6	250 + 8d10
Equinal	35	3d6	200 + 10d10
Leonal	40	3d8	350 + 1d100
Lupinal	30	4d4	225 + 5d20
Ursinal	50	3d12	350 + 1d100

Table 9: Aging Effects

Race	Middle-Aged ¹	Old ²	Venerable ³
Aasimar	62	83	125
Aasimon	—	—	—
Archon	—	—	—
Eladrin			
Bralani	195	345	450
Coure	152	290	350
Firre	180	276	350
Ghaele	225	360	400
Noviere	172	263	300
Shiere	200	368	500
Tulani	196	445	650
Guardinal			
Avoral	155	190	225
Cervidal	120	198	250
Equinal	145	185	200
Leonal	155	292	350
Lupinal	125	189	225
Ursinal	150	285	350

¹-1 Strength/Constitution; +1 Intelligence/Wisdom

²-2 Strength/Dexterity; -1 Constitution; +1 Wisdom

³-1 Strength/Dexterity/Constitution; +1 Intelligence/Wisdom

Table 10: Racial Adjustments to Thieving Skills

Skill	Aas	Bra	Cou	Fir	Nov	Cer	Lup	Urs
Pick Pockets	—	—	+10%	+5%	+5%	+5%	—	-10%
Open Locks	+5%	+5%	—	+5%	—	—	—	—
Find/Remove Traps	+10%	—	—	+5%	—	+10%	—	—
Move Silently	+5%	—	+15%	+5%	—	—	+15%	—
Hide in Shadows	+10%	—	—	—	—	—	+15%	—
Detect Noise	+5%	+5%	—	—	+10%	+5%	+10%	+10%
Climb Walls	—	—	—	—	—	-15%	-15%	-5%
Read Languages	—	+10%	—	+5%	+5%	—	—	+15%

Aas = Aasimar, Bra = Bralani, Cou = Coures, Fir = Firres, Nov = Novieres, Cer = Cervidals, Lup = Lupinals, Urs = Ursinals



Table II: powers of the upper planes

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Aerdrie Faenya	Elven	Intermediate	Air, Weather, Avians	CG	Arborea/Olympus/Arvandor and Ysgard/Ysgard/Alfheim
Ahto	Finnish	Greater	Seas, Water	NG	Elemental Water/Curling Wave
Aphrodite	Greek	Intermediate	Love, Beauty	CG	Arborea/Olympus/Olympus
Af'Alkar	Oerth	Dempower	Guardianship, Faithfulness, Duty	LG	Mount Celestia/Mertion/Soked Hezi
Aiathiran Druanna	Elven	Dempower	Conjurations, Runes, Magic, Geometry	N(G)	Outlands/Spiral Castle
Af'Kalim	Mystara	Dempower	Preservation, Life, Growing Things	LG	Prime Material Plane
Allitur, Alia	Oerth	Lesser	Ethics, Propriety	LG	Mount Celestia/Mertion/Empyrea
Aphatia	Mystara	Intermediate	Pacifism, Artistry	LG	Mount Celestia/Mercuria/Goldfire
Amaterasu	Japanese	Intermediate	Light, Sun	LG	Mount Celestia/Mercuria/Radiant Light
Ama-Ity-Mara	Japanese	Intermediate	Smithing, Weapons	N	Bytopia/Dothion/Golden Hills
Anhur	Egyptian	Lesser	War	CG	Ysgard/Ysgard/Netaph
Annam	Giant	Greater	Magic, Knowledge, Fertility	N	Outlands/Hidden Realm
Apollo	Greek	Intermediate	Light, Prophecy, Music, Healing	CG	Arborea/Olympus/Olympus
Artemis	Greek	Intermediate	Hunting, Wild Beasts, Childbirth	NG	Arborea/Olympus/Olympus
Arvoreen	Halfling	Intermediate	Protection, War, Vigilance	LG	Mount Celestia/Venya/Green Fields
Asterius	Mystara	Lesser	Trade, Merchants	NG	Bytopia/Dothion/Golden Hills
Athena	Greek	Intermediate	Wisdom, Crafts, War	LG	Arborea/Olympus/Olympus
Atroa	Oerth	Lesser	Spring, Renewal	NG	Elysium/Eronia/Morninglory
Atruaghin	Mystara	Greater	Fire, Truth, Peace	LN	Arcadia/Abellio/Azcan Plateau and Prime Material Plane
Azuth	Toril	Lesser	Mages	LN	Arcadia/Buxenus/ Azuth
Baervan Wildwanderer	Gnomish	Intermediate	Forests, Travel, Nature	NG	Bytopia/Dothion/Golden Hills (Whisperleaf)
Bahamut	Draconic	Lesser	Good Dragons, Wisdom	LG	Mount Celestia/Mercuria/Bahamut's Palace
Balador	Werebear	Lesser	Protection, Fraternity	CG	Beastlands/Brux/Ursis
Baldur	Norse	Intermediate	Beauty, Charisma	NG	Ysgard/Ysgard/Asgard
Barzavar Cloakshadow	Gnomish	Lesser	Illusions, Deception, Protection	NG	Bytopia/Dothion/Golden Hills (Hidden Knoll)
Bast	Egyptian	Lesser	Cats, Pleasure	CG	Ysgard/Ysgard/Mertriet
Belenus	Celtic	Intermediate	Sun, Light, Heat	NG	Elysium/Thalasia/Isles of the Blessed
Benekander	Mystara	Dempower	Restraint	LN	Prime Material Plane
Ben-hadar	Elementals	Dempower	Water	NG	Elemental Water/Coral Reef of Saesurgas
Beory	Oerth	Greater	Earth, Nature, Rain	N(G)	Prime Material Plane
Berei	Oerth	Lesser	Home, Family, Agriculture	NG	Elysium/Amoria/Principality
Berronar Truesilver	Dwarven	Intermediate	Truth, Home, Safety, Healing	LG	Mount Celestia/Solanina/Erackinor
Bes	Egyptian	Lesser	Luck	N	Outlands/Wanders
Bleredd	Oerth	Lesser	Smiths, Miners	N	Bytopia/Dothion/Golden Hills
Boccob	Oerth	Greater	Magic, Knowledge	N	Outlands/Library of Lore
Bralm	Oerth	Lesser	Industry, Insects	(LN)	Prime Material Plane
Branchala	Krynn	Intermediate	Music, Forests, Beauty	NG	Ysgard/Ysgard/Soul of Music
Bragi	Norse	Intermediate	Poetry, Music	NG	Elysium/Eronia/Harp/Hearth and Ysgard/Ysgard/Asgard
Brigantia	Celtic	Intermediate	Rivers, Livestock	NG	Elysium/Thalasia/Isles of the Blessed
Brihaspati	Indian	Intermediate	Wisdom, Worship	LG	Mount Celestia/Lumia/Nectar of Life
Callitha Starbrow	Mystara	Lesser	Sea Elves, Oceans	NG	Elysium/Thalasia/Aquarianus
Callanduran Smoothhands	Svirfnell	Intermediate	Protection, Earth, Mining	N	Bytopia/Dothion/Deephomw
Celestian	Oerth	Intermediate	Stars, Space, Wanderers	NG	Astral/Wanders
Chan	Elementals	Dempower	Air	NG	Elemental Air/Palace of Unseen Contemplation
Chauntea	Toril	Greater	Agriculture	NG	Elysium/Eronia/Great Mother's Garden
Chih-Nii	Chinese	Intermediate	Weaving, Love	CG	Arborea/Olympus/Loom of the Celestial River
Chislev	Krynn	Intermediate	Nature, Animals	N	Beastlands/Karasuthra/Zhan
Chung-Kuei	Chinese	Intermediate	Truth, Testing	LG	Mount Celestia/Solanina/Ministry of Virtue
Clangeddin Silverbeard	Dwarven	Intermediate	Battle	LG	Arcadia/Abellio/Mount Clangeddin
Cloud King	—	Dempower	Clouds, Weather	LN	Arcadia/Abellio/Citadel of the Cloud King
Corellon Larethian	Elven	Greater	Magic, Music, Arts, War	CG	Arborea/Olympus/Arvandor
Cuirraecon	Aobrynn (3)	Lesser	Battle, Storms	CG	Ysgard/Ysgard/Cuirraecon's Feasthall
Cyndor	Oerth	Lesser	Time, Infinity	LN	Mechanus/Path of Time and Mount

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Cyrrillae	Halfing	Intermediate	Friendship, Trust, Home	LG	Mount Celestia/Venrya/Green Fields
Daghdha	Celtic	Greater	Weather, Crops	CG	Outlands/Tir na Og (Mag Mell)
Dail	Oerth	Lesser	Portals, Doors, Keys	CG	Outlands/Warders
Dorsal Firecloak	Elven	Demipower	Earth, Fire, Magic	LN	Arcadia/Abellio/Twin Towers
Deep Sashelas	Elven	Intermediate	Creation, Beauty, Music, Sea Elves, Magic	CG	Arborea/Olympus and Ossa/Elvandor
Delbe	Oerth	Lesser	Reason, Intellect	LG	Mount Celestia/Luzia/Sanctuary of Knowledge
Demeter	Greek	Intermediate	Agriculture	NG	Arborea/Olympus/Olympus
Donor	Toril	Lesser	Literature, Art	NG	Beastlands/Brux/Library of All Knowledge
Diancoent	Celtic	Intermediate	Medicine, Healing	LG	Outlands/Tir na Og (Wanders)
Dionysus	Greek	Intermediate	Mirth, Madness	CN	Arborea/Olympus/Olympus
Diolanna	Mystara	Lesser	Willpower, Determination	NG	Elysium/Amoria/the City of the Star
Djaca	Mystara	Greater	Words, Growth	NG	Elysium/Eronia/Great Mother's Garden
Dugmaren Brightmantle	Dwarven	Lesser	Scholarship, Invention, Discovery	CG	Outlands/Dwarven Mountain (Soot Hall)
Dunatis	Lesser	Celtic	Mountains, Peaks	N	Outlands/Tir na Og (Flinacle)
Eschthighern	Unicorns, Pegasi	Lesser	Healing, Loyalty	CG	Seele Court (Wanders) and Arborea (Wanders)
Eadro	Mermer, Locathah	Intermediate	Oceans, Seas	NH	Elemental Water/Shelluria
Ehlonna	Oerth	Intermediate	Forests, Meadows	NG	Beastlands/Krigala/Grove of the Unicorns
Eliiataeae	Drow	Lesser	Swordwork, Song, Dance, Hunting	CG	Ysgard/Nidavellir/Svartalfheim
Eiryndul	Mystara	Intermediate	Elves, Mischief, Forest Dwellers	CG	Arborea/Olympus/Arvandor and Ysgard/Ysgard/Altheim
Eldath	Toril	Lesser	Peace, Pools, Groves	NG	Elysium/Eronia/True Grove
Eumantiesien	Treant	Intermediate	Trees, Magic	CG	Seele Court (Wanders) and Arborea (Wanders)
Enfil	Sumerian	Greater	Air, War	NG	Elysium/Eronia/Great Mountain of the East
Erevan Iesere	Elven	Intermediate	Mischief, Change	CN	Arborea/Olympus/Arvandor
Erik	Aebrynis (3)	Greater	Forests, Hunting, Nature	N	Outlands/Nature's Rest
Faunus	Mystara	Demipower	Nature, Hedonism, Forest Creatures	CG	Seele Court (Wanders) and Arborea/Olympus/Grandfather Oak
Fharlanghn	Oerth	Intermediate	Horizons, Travel	NG	Prime Material Plane
Ferrix	Weretiger	Lesser	Play, Curiosity, Hunting	N	Beastlands/Brux/Wanders
Finder Wyvernspur	Toril	Demipower	Cycle of Life, Transformation of Art, Saurials	CN	Arborea/Olympus/Fermata
Fionnghuala	Swanmay	Demipower	Communication, Sorority	NG	Seele Court (Wanders) and Elysium (Wanders)
Flandal Steelskin	Gnomish	Intermediate	Mining, Smithing, Fitness	NG	Bytopia/Dothion/Golden Hills (Mithral Forge)
Forseti	Norse	Intermediate	Justice	LG	Ysgard/Ysgard/Asgard
Fortubo	Oerth	Lesser	Smiths, Mountains, Dwarves	LG	Mount Celestia/Solania/Empyrean Delve
Frey	Norse	Intermediate	Sunshine, Rain, Fertility, Horses	NG	Ysgard/Ysgard/Vanaheim and Ysgard/Ysgard/Asgard
Freya	Norse	Intermediate	Love, Passion	CN	Ysgard/Ysgard/Vanaheim and Ysgard/Ysgard/Asgard
Friggia	Norse	Intermediate	Sky, Domestic Life	LN	Ysgard/Ysgard/Asgard
Fu Hsing	Chinese	Intermediate	Happiness, Joy	CG	Ethereal/Land of the Immortals
Gaerdal Ironhand	Gnomish	Lesser	Vigilance, Combat	LG	Bytopia/Dothion/Golden Hills (Stronghaven)
Gari Glittergold	Gnomish	Greater	Protection, Humor, Trickery, Smithing	LG	Bytopia/Dothion/Golden Hills (Glitterhome)
Geb	Egyptian	Intermediate	The Earth	NG	Elemental Earth/Caverns Under the Stars
Graea	Greater	Fertility, Health, Prophecy, Earth	NG	Prime Material Plane	
Geshtai	Oerth	Lesser	Rivers, Streams, Lakes, Wells	N	Outlands/Nature's Rest
Gilean	Krynn	Greater	Knowledge	N	Outlands/Hidden Vale
Girru	Babylonian	Lesser	Fire	LG	Mount Celestia/Mercuria/Undying Flame
Goibniu	Celtic	Intermediate	Smithing, Healing	NG	Outlands/Tir na Og (Great Smithy)
Gond	Toril	Intermediate	Artifice, Craft, Smithing	N	Outlands/Wonderhome
Gwaeron Windstrom	Toril	Demipower	Tracking, Rangers	NG	Prime Material Plane
Habbakuk	Krynn	Intermediate	Animals, Seas, Creation	NG	Beastlands/Karathrus/Zhan
Hachiman	Japanese	Intermediate	War	LN	Ysgard/Ysgard/Kenyama
Haelyn	Aebrynis (3)	Greater	War, Leadership	LG	Mount Celestia/Mercuria/Honor's Glory
Halal	Mystara	Lesser	Weaponsmiths, War, Strategy	CG	Ysgard/Nidavellir/Hall of Arms
Hanali Celami	Elven	Intermediate	Love, Beauty	CG	Arborea/Olympus/Arvandor
Hathor	Mulhorandi	Lesser	Childbirth, Motherhood, Moon, Fate, Poetry	NG	Elysium/Amoria/Succor
Heimdall	Norse	Intermediate	Light, Guardianship	LN	Ysgard/Ysgard/Asgard
Heireneous	Oerth	Intermediate	Justice, Honor, War	LG	Mount Celestia/Venrya/Fields of Glory
Helm	Toril	Intermediate	Guardianship, Protection	LN	Mechanus/Everwatch
Hephaestus	Greek	Intermediate	Smithing, Crafts	NG	Arborea/Olympus/Olympus

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Hera	Greek	Greater	Marriage, Intrigue	CN	Arborea/Olympus/Olympus
Hermes	Greek	Intermediate	Travel, Trade, Gambling, Thievery	CG	Arborea/Olympus/Olympus
Hiatea	Giant	Greater	Nature, Agriculture, Hunting, Children	N(G)	Elysium/Eronia/Woodhaven
Horus	Egyptian	Lesser	Sun, Revenge, War, Sky	CG	Arcadia/Buxenus/Heliopolis
Horus-Re	Mulhorandi	Greater	Sun, Vengeance, Rulership, Life	LG	Arcadia/Buxenus/Heliopolis (Thekeie-Re)
Iallanis	Giant	Lesser	Love, Mercy, Beauty	NG	Arborea/Olympus/Floralium
Idun	Norse	Intermediate	Youth, Spring	CG	Ysgard/Ysgard/Asgard and Elysium/Eronia/Harp/Hearth
Ilmatar	Finnish	Lesser	Mothers	LG	Prime Material Plane/Wanders
Ilmatar	Toril	Intermediate	Endurance, Suffering	LG	Bytopia/Shurrock/Martyrdomain
Ilusundal	Mystara	Greater	Trees, Philosophy, Protector of Elves	CG	Arborea/Olympus/Arvandor
Inari	Japanese	Intermediate	Rice, Prosperity	NG	Bytopia/Dothion/Prosperity
Ishtar	Babylonian	Greater	Love, War	N	Elysium/Amoria/City of the Star
Isis	Egyptian	Intermediate	Marriage, Magic, Motherhood	LG	Arcadia/Buxenus/Heliopolis
Istus	Oerth	Greater	Fate, Destiny	N	Outlands/Web of Fate
Ixion	Mystara	Greater	Banished, Darkness, Sun, Centaurs	N(G)	Elysium/Amoria/Nest of the Phoenix
Izanagi, Izanami	Japanese	Greater	Creation	LN	Arcadia/Abellio/Cherry Blossom
Jascar	Oerth	Lesser	Hills, Mountains	LG	Bytopia/Shurrock/Centerspire
Jazerian	Couatl	Greater	Community, Peace, Learning, Parenthood	LG	Mount Celestia/Solania/Uroboros/Gates of Wisdom
Joramy	Oerth	Lesser	Fire, Wrath, Quarrels	NG	Bytopia and Elysium (Wanders)
Ka	Mystara	Greater	Study, Knowledge, Winged Serpents	N(G)	Beastlands/Brux/Library of All Knowledge and Elysium/Eronia/Seeing Glade
Kagyar	Mystara	Lesser	Dwarves, Artisans, Artistic Expression	NG	Bytopia/Dothion/Mithral Forge
Karttikeya	Indian	Demipower	War, Warriors	CG	Ysgard/Ysgard/Fortunes of War
Khoronus	Mystara	Greater	Time	N	Mechanus/Wheel of Time
Ki	Sumerian	Greater	Nature	N	Elysium/Eronia/Great Mountain of the East
Kiri-Jolith	Krynn	Intermediate	Battle, Heroism	LG	Bytopia/Shurrock/Heart of Justice
Kishijoten	Japanese	Lesser	Luck	NG	Prime Material Plane
Kord	Oerth	Intermediate	Combat, Strength	CG	Ysgard/Ysgard/Plains of the Fallen
Koriel	Ki-rin	Intermediate	Learning, Protection Against Evil	LG	Wanders
Koryis	Mystara	Demipower	Peace, Prosperity	LG	Mount Celestia/Lumia/Heart's Faith
K'ung Fu-tzu	Chinese	Lesser	Veneration of the Past, Social Behavior	LG	Ethereal/Land of the Immortals
Kuan Yin	Chinese	Intermediate	Childbirth, Mercy	LG	Mount Celestia/Solania/Lotus Garden
Kuan-ti	Chinese	Intermediate	Diplomacy, Fortune-Telling, Protection	NG	Elysium/Amoria/Valorhome
Kura Okami	Japanese	Intermediate	Rain, Snow	CG	Beastlands/Karasutra/Misty Valley
Labels Enoreth	Elven	Intermediate	Time, Longevity	CG	Arborea/Olympus/Arvandor
Laerne	Aebrynis (3)	Lesser	Fire, Art, Love	CG	Arborea/Olympus/Songshheight
Lakshmi	Indian	Lesser	Fortune	CG	Mount Celestia/Mercuzia/Divine Lotus
Lao Tzu	Chinese	Lesser	Mystical Insight, Nature	LN	Ethereal/Land of the Immortals
Lathander	Toril	Greater	Spring, Dawn, Birth	NG	Elysium/Eronia/Mooninglory
Londor	Oerth	Intermediate	Time, Tedium	LN	Mechanus/Wheel of Time
Lightning King	—	Demipower	Lightning, Storms	LN	Arcadia/Abellio/Citadel of the Lightning King
Lir	Oerth	Lesser	Art, Literature	CG	Arborea/Olympus/Polyseptolon
Liu	Chinese	Intermediate	Crops, Food	N	Elysium/Eronia/Great Mother's Garden
Ljeng	Oerth	Lesser	Beasts, Strength, Barbarians	CN	Beastlands (Wanders)
Llira	Toril	Lesser	Joy, Dance, Freedom	CG	Arborea/Olympus/Brightwater
Lu Hsing	Chinese	Intermediate	Bureaucracy, Just Rewards	LN	Arcadia/Abellio/Ministry of Rewards
Lunitari	Krynn	Intermediate	Neutral Magic, Illusion	N	Ethereal/Lost Citadel of Magic
Lurue	Toril	Demipower	Talking Beasts, Unicorns	CG	Prime Material Plane
Lydia	Oerth	Lesser	Music, Knowledge, Bards, Daylight	NG	Elysium/Amoria/Release From Care
Magni	Norse	Lesser	Strength	CG	Ysgard/Ysgard/Asgard
Maistre	Krynn	Intermediate	Thought, Faith, Control	NG	Elysium/Amoria/Contemplation
Manannan mac Lir	Celtic	Intermediate	Oceans, Seas	LN	Outlands/Tir fo Thuinn
Marduk	Babylonian	Greater	Cities, Weather	LN	Arcadia/Abellio/Marduk
Mayahelne	Oerth	Demipower	Protection, Valor, Justice	LG	Mount Celestia/Merion/Arvenna
Mealdien Starwatcher	Mystara	Intermediate	Sylvan Realms, Protector of Elves	CG	Arborea/Olympus/Arvandor
Meriadoc	Gothick, Mergedmen	Intermediate	Patience, Arts, Crafts, Tolerance	LN	Arcadia/Buxenus/Hand of Peace
Mielikki (1)	Finnish	Lesser	Nature, Forests	NG	Beastlands/Krigala/Grove of the Unicorns

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Mishakal	Krynn	Greater	Healing, Beauty, Life, Fertility, Knowledge	LG	Elysium/Amoria/Healers' Home
Milli	Toril	Lesser	Poetry, Song	NG	Beastlands/Brux/Library of All Knowledge
Mittra	Indian	Intermediate	Friendship, Warmth, Contracts, Light, Growth	LG	Mount Celestia/Mercuria/Goldfire
Mythrien Sarath	Elven	Demipower	Protection, Myths, Abjurations	CG	Arborea/Olympus/Arvandor (Mythralan)
Modi	Norse	Lesser	Courage, Berserkers	CG	Ysgard/Ysgard/Asgard
Moradin	Dwarven	Greater	Creation, Smithing	LG	Mount Celestia/Solanía/Erackinor
Muarman Duathal	Dwarven	Lesser	Wanderers, Expatriots	NG	Ysgard/Nidavellir/Nidavellir (Wanders)
Myhriss	Oerth	Lesser	Love, Romance, Beauty	NG	Elysium/Thalasia/River Amiel
Mystra	Toril	Greater	Magic, Spells	NG	Elysium/Eronia/Dweomerheart
Nanna-Sin	Sumerian	Lesser	Moon	CG	Elysium/Eronia/Wanders
Nebelah	Gnomish	Lesser	Inventions, Good Luck	CG	Bytopia/Dothion/Golden Hills (Workshop) and Arborea/Olympus/Olympus
Nephythys	Egyptian	Intermediate	Wealth, Death	CG	Arborea/Pelion/Amun-thys
Nosiriz	Aekrynys (3)	Intermediate	Seas, Grief	NG	Elysium/Thalasia/Waves of Grief
Nike	Greek	Lesser	Victory	LN	Arborea/Olympus/Olympus
Nin-Hursag	Sumerian	Lesser	Earth	N	Elysium/Eronia/Great Mountain of the East
Nobanian	Toril	Demipower	Lions, Werelions, Lammasu, Royalty	LG	Beastlands/Krigala/Pridelands
Noumena	Mystara	Intermediate	Tactics, Games, Puzzles, Mysteries	(L)N	Arcadia/Buxenus/Heliopolis (Gizekhtet) and Ysgard/Ysgard/Asgard
Nuanda	Celtic	Greater	War, Warriors	N	Outlands/Tir na Og (Mag Tuireadh)
Nut	Egyptian	Intermediate	Sky, Couples Forbidden to Marry	NG	Elysium/Belierrin/Refuge of Night
Obad-Hai	Oerth	Intermediate	Nature, Freedom	N	Outlands/Hidden Wood
Oberon	Faerie	Lesser	Nature, Animals	NG	Soelle Court (Wanders)
Odin	Norse	Greater	War, Wisdom, Poetry, Knowledge	CG	Ysgard/Ysgard/Asgard
Oghma	Celtic (I)	Intermediate	Speech, Writing	NG	Outlands/Tir na Og (House of Knowledge)
O-Kuni-Nushi	Japanese	Intermediate	Medicine, Sorcery	LG	Ysgard/Ysgard/Kenya
Qidammara	Oerth	Intermediate	Music, Trickery	CN	Ysgard/Ysgard/Winesong
Ordana	Mystara	Greater	Forests, Creator and Protector of Elves	CN	Arborea/Olympus/Arvandor (Elfhome)
O-Wata-Izu-Mi	Japanese	Intermediate	Sea Creatures, Tides	NG	Elysium/Thalasia/Citadel of the Sea
Osisir	Egyptian	Intermediate	Vegetation, Death	LG	Arcadia/Buxenus/Heliopolis
Osprem	Oerth	Lesser	Sea Voyages, Fisherman	LN	Elemental Water/Whirlcurrents
Paladine	Krynn	Greater	Order, Hope, Light, Guardianship, Rulership	CG	Mount Celestia/Solanía/Dome of Creation
Pan	Greek	Lesser	Nature, Passion	CN	Arborea/Olympus/Olympus
Pelor	Oerth	Greater	Sun, Light, Healing	CG	Elysium/Amoria/Light's Blessing
Persana	Tritons	Intermediate	Tritons, Architecture	N	Elemental Water/Shelluria
Petra	Mystara	Lesser	Warpriests, Defense	N	Arcadia/Abellio/Sentinel Tower
Pflarr	Mystara	Lesser	Study of Magic, Creation, Patience	NG	Beastlands/Brux/Temple of the Jackal
Phaulkon	Oerth	Lesser	Air, Winds, Birds, Clouds, Archery	CG	Arborea/Olympus/Arvandor and Elemental Air/Wanders
Pholtus	Oerth	Intermediate	Law, Order	LN	Mechanus/Path of Law
Phyton	Oerth	Lesser	Natural Beauty, Nature, Farmers	CG	Arborea/Olympus/Arvandor
Poseidon	Greek	Greater	Water, Earthquakes, Creation	CN	Arborea/Ossa/Calotto
Profius	Mystara	Intermediate	Seas, Oceans	N	Elemental Water/Spuma
Puchan	Indian	Intermediate	Relationships, Travelers	NG	Beastlands/Brux/Restweal
Ptah	Egyptian	Lesser	Artists, Craftsmen, Travelers	N	Ethereal/Wanders
Quorlinn	Kenku	Lesser	Trickery, Thievery	N	Beastlands/Krigala/Filchrest
Ra	Egyptian	Greater	Sun, Kings	LN	Arcadia/Buxenus/Heliopolis
Rad	Mystara	Intermediate	Radiance	LN	Elemental Radiance/Pool of Luminescence
Rafiel	Mystara	Intermediate	Technology, Shadow Elves	NG	Elysium/Amoria/Tax Benefice
Rain King	—	Demipower	Rain, Storms	LN	Arcadia/Abellio/Citadel of the Rain King
Rao	Oerth	Greater	Reason, Intellect, Peace	LG	Mount Celestia/Mercuria/Sweet Reason
Rathanos	Mystara	Lesser	Energy, Fire	CG	Ysgard/Muspelheim/Njarlok
Razud	Mystara	Greater	Self-Sufficiency	N	Arcadia/Abellio/Hall of the Granite Tree
Red Knight	Toril	Demipower	Strategy, Planning	LN	Prime Material Plane
Remnis	Eagles	Lesser	Sky, Service, Eagles	N	Beastlands/Krigala/Goldenroost
Reorz	Krynn	Greater	Dwarves, Smithing	N	Arcadia/Abellio/Anvil of Creation
Rhea	—	Greater	Fertility, Life	NG	Arborea/Olympus/Olympus
Rudd	Oerth	Demipower	Chance, Luck, Skill	CN	Arborea/Olympus/Brightwater

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Ruornil	Aebrynis (3)	Lesser	Moon, Magic, Night	N	Outlands/Silver Lands
Sarula Ilene	Elven	Lesser	Lakes, Nixies, Magic	CG	Arborea/Arvandor/Brythanion
Savitri	Indian	Intermediate	Life, Light	NG	Elysium/Amoria/Domain of the Day-Lang Sun
Savras	Toril	Demipower	Divinations, Truth	LN	Arcadia/Buxenus/The Eye
Sejojan Earthcaller	Gnomish	Intermediate	Earth, Nature	NG	Bytopia/Dethion/Golden Hills (Gemstone Burrow)
Sehanine Moonbow	Elven	Intermediate	Mysticism, Dreams, Death, Journeys	CG	Arborea/Olympus/Arvandor
Seker	Egyptian	Lesser	Light	NG	Elysium/Amoria and Thalsia/Ro Stau
Selune	Toril	Intermediate	Moon, Stars, Wanderers	CG	Ysgard/Ysgard/Gates of the Moon
Shang-ti	Chinese	Greater	Creation, Order	LG	Mechanus/Jade Palace
Shress	Toril	Demipower	Hedonism, Lust, Cats, Pleasure	CG	Arborea/Olympus/Brightwater and Ysgard/Ysgard/Merastet
Shaundakul	Toril	Lesser	Travel, Exploration	N	Ysgard/Ysgard/Shaudniar
Sheela Peryroyl	Halfling	Intermediate	Agriculture, Nature, Weather	CN	Outlands/Flowering Hill
Shekinester	Nagas	Greater	Destruction, Knowledge, Creation, Maintenance	N	Outlands/Court of Light
Shiallia	Toril	Demipower	Woodland Glades, Fertility, Growth	NG	Beastlands/Krigala/High Glade
Shichifukujin	Japanese	Lesser	Happiness	G	Mount Celestia/Lunia/Eight Happinesses
Shou Hsing	Chinese	Intermediate	Long Life	CN	Ysgard/Ysgard/Orchard of Immortality
Shu	Egyptian	Intermediate	Winds, Atmosphere	LN	Elemental Air/Desert Wind
Siamorphe	Toril	Demipower	Nobles, Nobility	LG	Prime Material Plane
Sif	Norse	Intermediate	Excellence, Skill	CG	Ysgard/Ysgard/Asgard
Silvanus	Celtic (1)	Greater	Nature, Forests	N	Outlands/Tir na Og (Summercock)
Skerri	Centaurus	Lesser	Community, Balance	N	Beastlands/Krigala/Skerri's Glade
Solaris	Krynn	Intermediate	Good Magic	LG	Ethereal/Lost Citadel of Magic
Solonor Thelandira	Elven	Intermediate	Archery, Hunting	CG	Arborea/Olympus/Arvandor
Soma	Indian	Intermediate	Moon, Plants, Prophecy	CG	Ysgard/Ysgard/Gates of the Moon
Sotillon	Oerth	Lesser	Summer, Comfort	CG	Arborea/Olympus/Grandfather Oak
St. Cuthbert	Oerth	Intermediate	Common Sense, Zeal, Dedication	LG	Arcadia/Abellio/Bastion of Law
Strommaus	Giants	Greater	Sun, Sky, Weather, Joy	NG	Beastlands/Karasuthra/Stormhold
Sune	Toril	Greater	Beauty, Love, Passion	CG	Arborea/Olympus/Brightwater
Surmuis	Elementals	Demipower	Earth	NG	Elemental Earth/Sandfall
Surmare	Selkies	Lesser	Beauty, Peace	NG	Elysium/Thalsia/Selkies' Grotto
Surya	Indian	Intermediate	Morning, Evening	LG	Mount Celestia/Mercuria/Goldfire
Syranta	Aarakocra	Intermediate	Watchfulness, Sky	NG	Arborea/Olympus/Whistledge
Talisd	Guardinals	Demipower	Guardinals	NG	Elysium (Wanders)
Tarastia	Mystara	Lesser	Justice, Revenge	LN	Mount Celestia/Mertion/Arvenna
Tefnut	Egyptian	Intermediate	Storms, Rain	NG	Bytopia/Shurrock/Windwrath
Terra	Mystara	Greater	Earth, Creation	LN	Arcadia/Abellio/Home
Thor	Norse	Intermediate	Thunder, Weather, Sky, Crops	CG	Ysgard/Ysgard/Asgard
Thoth	Egyptian	Lesser	Knowledge	N	Outlands/Thoth's Estate
Hitaria	Faerie	Greater	Friendship, Magic	CG	Seelie Court (Wanders)
Torn	Toril	Lesser	Duty, Loyalty	LG	Mount Celestia/Mercuria/Trueheart
Trishna	Sea Elves, Dolphins	Lesser	Love, Play, Fidelity, Children	LG	Elysium and Mount Celestia (Wanders)
Tritheseon	Oerth	Intermediate	Individuality, Liberty	CG	Arborea/Olympus/Forking Road
Truk-Yoni	Japanese	Intermediate	Time, Moon	NG	Elysium/Eronia/Mirror of the Moon
Tvashti	Indian	Demipower	Invention, Creation	CG	Outlands/Tvashti's Laboratory
Tyche (2)	Greek	Lesser	Good Fortune	N	Arborea/Olympus/Olympus
Tymora	Toril	Intermediate	Skill, Good Fortune	CG	Arborea/Olympus/Brightwater
Tyr (1)	Norse	Intermediate	Courage, Law, Swordsmanship	LG	Ysgard/Ysgard/Asgard and Mount Celestia/Lunia/The Court
Ubbao	Toril (Chult)	Greater	Creation, Jungles, Dinosaurs, Labyrinths	N	Outlands/Labyrinth of Life and Beastlands/Krigala/Forbidden Plateau
Ukko	Finnish	Greater	Sky, Air, Weather	LG	Bytopia/Shurrock/Unknown
Ulas	Oerth	Intermediate	Mining, Mountains	LG	Outlands/Steel Hills
Uller	Norse	Lesser	Hunting, Archery, Winter	CN	Ysgard/Ysgard/Vanaheim
Urogalan	Halfling	Demipower	Earth, Death	LN	Elysium/Eronia/Soulearth
Uroloano	Finnish	Lesser	Sleep, Dreams	N	Outlands/Sleeping Lands
Ushas	Indian	Intermediate	Light, Dawn, Locks, Wakefulness	LG	Elysium/Eronia/Morninglory
Uthgar	Toril	Demipower	Strength, Barbarians	CN	Ysgard/Ysgard/Uthgardheim

Deity	Pantheon	Status	Portfolio	AL	Plane/Layer/Realm
Utu	Sumerian	Greater	Sun	CG	Arborea/Olympus/Absorbing Light
Valerius	Mystara	Greater	Passion, Romance	CG	Arborea/Olympus/Heartfire
Valkur	Toril	Demipower	Sailors, Ships, Naval Combat	CG	Ysgard/Ysgard/Safe Heartfire
Valkyries	Norse	Demipowers	Fallen Heroes	CN	Ysgard/Ysgard/Asgard
Vanya	Mystara	Intermediate	War, Conquest	N	Ysgard/Ysgard/Heldannis
Velnius	Oerth	Lesser	Sky, Weather	NG	Elysium/Eronia/Wanders
Verebestra	Nymphs	Lesser	Charm, Beauty	N	Seelie Court (Wanders)
Vergadain	Dwarven	Lesser	Wealth, Luck	N	Outlands/Dwarven Mountain (Strongale Hall)
Vidar	Norse	Lesser	Strength, Silence	CG	Ysgard/Ysgard/Asgard
Vishnu	Indian	Greater	Mercy, Light	LG	Mount Celestia/Mercuria/Divine Lotus
Wenta	Oerth	Lesser	Autumn, Harvest	CG	Arborea/Olympus/Arvandor
Wind King (4)	—	Demipower	Wind, Weather	LN	Arcadia/Abellio/Citadel of the Wind King
Ye Cind	Oerth	Demipower	Music, Magic Songs	CG	Arborea/Olympus/Brightwater
Yen-Wang-Yeh	Chinese	Intermediate	Death	LN	Outlands/Palace of Judgment
Yondalle	Halfling	Greater	Protection, Fertility	LG	Mount Celestia/Vonya/Green Fields
Zaaman Rul	Elementals	Demipower	Fire	NG	Elemental Fire/Wanders (In Hiding)
Zeus	Greek	Greater	Heavens, Law, Leadership	N	Arborea/Olympus/Olympus
Zirchev	Mystara	Intermediate	Forest Folk, Hunters	NG	Beastlands/Krigala/Recluse
Zivilyn	Krynn	Intermediate	Wisdom	N	Beastlands/Karasuthra/Zhan (Wanders)
Zodai	Oerth	Lesser	Mercy, Hope	NG	Elysium/Eronia/Morningglory

1. Also a Faerûnian deity.
2. In Faerûnian mythology, Tyche manifests as two goddesses: Tymora (Good) and Beshaba (Evil).
3. Cerilian powers, as detailed in the ВЕРИЖИГН™ campaign setting.
4. The Wind King and the Rain King of Arborea are both female.