

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 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.