



MORE CHAMPIONS FOR THE CELESTIAL PARAGONS

A Web Enhancement for the *Book of Exalted Deeds*

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The *Book of Vile Darkness* presented the tools and legions of evil, and now the *Book of Exalted Deeds* does the same for the celestial host. Within its pages are exalted feats, spells, and magic items, as well as the celestial paragons—the good counterparts of the Dukes of Hell and the Demon Princes. Though most of the celestial paragons do not personally sponsor cadres of followers, individual champions nonetheless dedicate themselves to furthering the agendas of these creatures.

The *Book of Exalted Deeds* offers one champion for each celestial paragon detailed in its pages. This article presents three more—one for a lawful good paragon of Celestia, one for the queen of the chaotic good Court of Stars, and one for a member of the neutral good Companions.

CHUUD, CHAMPION OF SEALTIEL

Chuud is dedicated to Sealtiel. She can be called with a *greater planar ally* or *greater planar binding* spell.

As a half-celestial, Chuud places more emphasis on the good portion of that ethos than other fellow rheids do. All her life, Chuud has honed her body and mind for defense, like the others of her kind. But while they were content in defending their own realm, Chuud sought more. A sense of responsibility deep within her drove her to offer her services to the Celestial Hebdomad. Sealtiel the Defender recognized Chuud's potential and took her into his army. Realizing that defense of this realm was her life's work, Chuud dedicated herself to Sealtiel's service and became one of his elite.

Now Chuud goes where Sealtiel directs, using her incredible strength and her twin smite abilities to battle enemies of Celestia wherever they may be. Mounted on her celestial rhino Armorplate, she presents a terrifying sight to those who embrace chaos and evil.

Chuud stands 7 feet tall and weighs 350 pounds. She is bald and has a single horn and scaly skin like most of her kind, but her scales gleam golden, and her eyes glow with holy fire.

Chuud: Female half-celestial/half-rheid** paladin 8/defender of Sealtiel** 5; CR 20; Medium outsider (augmented monstrous humanoid, extraplanar); HD 5d8+30 plus 8d10+48 plus 5d12+30; hp 206; Init +3; Spd 30 ft., fly 60 ft. (good); AC 37, touch 16, flat-footed 36; Base Atk +18; Grp +27; Atk +27 melee (1d8+13, gore) or +32 melee (1d10+18/×3, +5 *defending evil outsider bane holy halberd*) or +23 ranged (1d8+6/×3, +2 *composite longbow* [+4 Str bonus]); Full Atk +27 melee (1d8+13, gore) or +32/+27/+22/+17 melee (1d10+18/×3, +5 *defending evil*

outsider bane holy halberd) and +22 melee (1d8+4, gore) or +23/+18/+13/+8 ranged (1d8+6/×3, +2 *composite longbow* [+4 Str bonus]); SA powerful charge 2d8+26, smite chaos, smite evil, spell-like abilities, turn undead 8/day (as 7th-level cleric); SQ +4 racial bonus on Fort saves against poison, *blood of the martyr* 1/day, celestial rhinoceros mount (Armorplate), damage reduction 10/magic, darkvision 60 ft., defensive stance 3/day, *detect chaos*, immunity to disease, instant stability, magic circle, magic natural weapons, outsider traits, resistance to acid 10, cold 10, electricity 10, *shield of faith* 3/day, *shield other* 1/day, special mount benefits, spell resistance 28; AL LG; SV Fort +26, Ref +19, Will +23; Str 29, Dex 16, Con 23, Int 12, Wis 19, Cha 20.

Skills and Feats: Concentration +10, Diplomacy +11, Handle Animal +17, Heal +8, Intimidate +13, Knowledge (religion) +5, Listen +20, Ride +17, Search +9, Sense Motive +12, Spot +15; Celestial Mount**, Diehard, Endurance, Power Attack, Ranged Smite Evil**, Resounding Blow**, Servant of the Heavens**.

Daylight (Su): At will, Chuud can produce a *daylight* effect, as the spell.

Powerful Charge (Ex): Chuud typically begins a battle by charging at an opponent, lowering her head to bring her mighty horn into play. In addition to the normal benefits and hazards of a charge, this tactic allows Chuud to make a single gore attack that deals 2d8+14 points of damage.

Smite Chaos (Su): Three times per day, Chuud can make a normal attack with a +2 bonus on the attack roll. If successful, this attack deals an additional 5 points of damage against a chaotic foe. If she accidentally smites a creature that is not chaotic, the smite has no effect, but the attempt still uses up one daily use of the ability.

Smite Evil (Su): Twice per day, Chuud may attempt to smite evil with one normal melee attack. She adds +3 to her attack roll and deals an additional 8 points of damage. In addition, because she is a half-celestial, she can smite evil once per day with a normal melee attack to deal an additional 18 points of damage. In either case, if she accidentally smites a creature that is not evil, the smite has no effect, but the attempt still uses up one daily use of the ability.

Spell-Like Abilities: 3/day—*holy aura* (DC 21), *protection from evil*; 1/day—*aid*, *bless*, *cure serious wounds* (DC 16), *detect evil*, *dispel evil* (DC 18), *hallow* (DC 18), *holy smite* (DC 17), *holy word* (DC 20), *mass charm monster* (DC 17), *neutralize poison*, *remove disease*, *summon monster IX* (celestials only). Caster level 18th. The save DCs are Charisma-based.

Aura of Courage (Su): Chuud is immune to fear, magical or otherwise. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Aura of Good (Ex): Chuud has a strong aura of good.

Blood of the Martyr (Sp): Once per day, Chuud can use *blood of the martyr***, as the spell (caster level 5th).

Defensive Stance (Ex): When Chuud invokes this ability, her statistics change as follows: HD 5d8+40 plus 8d10+64 plus 5d12+40; hp 242; AC 40, touch 20, flat-footed 35; Grp +28; Atk +28 melee (1d8+15, gore) or +33/+28/+23/+18 melee (1d10+20/×3, +5 *defending holy evil outsider bane halberd*) and +23 melee (1d8+5, gore); SA powerful charge 2d8+30; SV Fort +30, Ref +21, Will +25; Str 31, Con 27; Concentration +12.

While in a defensive stance, Chuud cannot move from her position, nor can she use skills or abilities that would require her to shift her position, such as Move Silently or Jump. Her defensive stance lasts for 9 rounds, though she may voluntarily end the effect prior to that limit. At the end of the defensive stance, Chuud is winded and takes a –2 penalty to Strength for the duration of that encounter.

Detect Chaos (Sp): Chuud can use *detect chaos* three times per day, as the spell (caster level 5th).

Detect Evil (Sp): Chuud can use *detect evil* at will as the spell (caster level 8th).

Divine Grace: Chuud applies her Charisma bonus to all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health: Chuud is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Magic Natural Weapons: Chuud's gore attack is treated as a magic weapon for the purpose of overcoming damage reduction.

Instant Stability (Su): Chuud has redundant internal organs and rapidly congealing blood. She automatically stabilizes when reduced to –1 to –9 hp, though she still dies when reduced to –10 hp or below.

Lay on Hands (Su): Chuud can heal wounds (her own or those of others) by touch. Each day, she can heal 24 hit points of damage. She may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Alternatively, she can use any or all of this healing to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity.

Magic Circle (Su): Chuud is constantly surrounded by an effect that duplicates the *magic circle against evil* spell (caster level 5th).

Outsider Traits: Chuud cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

Remove Disease (Sp): Chuud can produce a *remove disease* effect, as the spell, once per week.

Shield of Faith (Sp): Three times per day, Chuud can use *shield of faith*, as the spell (caster level 5th).

Shield Other (Sp): Once per day, Chuud can use *shield other*, as the spell (caster level 5th).

Special Mount Benefits: Chuud receives the following benefits because of Armorplate, her celestial rhinoceros mount.

Empathic Link (Su): Chuud can communicate telepathically with Armorplate at a distance of up to 1 mile. She has the same connection to an item or a place that Armorplate does.

Share Spells: Chuud may have any spell she casts on herself also affect Armorplate if the latter is within 5 feet at the time of casting. She may also cast a spell with a target of “You” on Armorplate.

Paladin Spells Prepared (2/1; save DC 12 + spell level): 1st—*divine favor*, *virtue*; 2nd—*bull's strength*.

Possessions: +5 *defending evil outsider bane holy halberd*, +2 *composite longbow* (+4 Str bonus), +5 *exalted** sacred** full plate armor*, *ring of protection +5*, *ring of regeneration*, *cloak of resistance +4*, *gloves of Dexterity +4*, *belt of giant strength +4*, *greater strand of prayer beads*.

Armorplate: Male celestial rhinoceros mount; CR —; Large magical beast (augmented animal, extraplanar); HD 10d8+50; hp 95; Init +0; Spd 30 ft.; AC 28, touch 9, flat-footed 28; Base Atk +7; Grp +19; Atk +14 melee (2d6+12, gore); Full Atk +14 melee (2d6+12, gore); Space/Reach 10 ft./5 ft.; SA powerful charge 4d6+24, smite evil; SQ aura of good, damage reduction 10/magic, darkvision 60 ft., improved evasion, low-light vision, resistance to acid 10, cold 10, electricity 10, share saving throws, spell resistance 15; AL LG; SV Fort +21, Ref +12, Will +16; Str 27, Dex 10, Con 21, Int 6, Wis 13, Cha 2.

Skills and Feats: Hide -10, Listen +14, Spot +5; Alertness, Endurance, Improved Natural Attack (gore), Power Attack.

Powerful Charge (Ex): Armorplate deals 4d6+24 points of damage when he makes a charge.

Smite Evil (Su): Once per day, Armorplate can make a normal melee attack to deal 10 points of extra damage against an evil foe.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Armorplate takes no damage if he makes a successful saving throw and half damage if the saving throw fails.

Share Saving Throws: For each of his saving throws, Armorplate uses his own base save bonus or Chuud's, whichever is higher.

Possessions: Full plate armor.

DWAECOR, CHAMPION OF FAERINAAL

Dwaecor is dedicated to Faerinaal. He can be called with a *planar ally* or *planar binding* spell.

Many decades ago, Dwaecor once rendered a service to the Court of Stars. As a reward, Faerinaal brought the young djinni to the Court of Stars and presented him with Artifl, the weapon of a former champion slain in the battle against evil.


Captivated with the beauty of the queen and her consort, Dwaecor swore his allegiance to Faerinaal on the spot and has never wavered. His tasks take him throughout the planes, and he often travels the elemental planes on Faerinaal's errands, since he is uniquely qualified to do so.

Dwaecor wears loose blue trousers, a red sash, and no shirt. His muscular arms bulge under his bracers, and his ancestral weapon is strapped at his waist. His chest is covered with star-shaped tattoos. Dwaecor has discovered a number of powers both within himself and within his scimitar as an anointed knight.

Dwaecor: Male djinni anointed knight** 5; CR 10; Large outsider (air, extraplanar); HD 7d8+14 plus 5d10+10; hp 82; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 26, touch 18, flat-footed 22; Base Atk +12; Grp +23; Atk +18 melee (1d8+7, 2 slams) or +21 melee (1d8+9/18-20, +2 *holy scimitar*); Full Atk +18 melee (1d8+7, 2 slams) or +21/+16/+11 melee (1d8+9/18-20, +2 *holy scimitar*); Space/Reach 10 ft./10 ft.; SA air mastery, spell-like abilities, whirlwind; SQ ancestral weapon benefits, darkvision 60 ft., deep strike, immunity to acid, inspired strike, outsider traits, *plane shift*, telepathy 100 ft.; AL CG; SV Fort +11, Ref +10, Will +11; Str 24, Dex 19, Con 14, Int 14, Wis 15, Cha 17.

Skills and Feats: Appraise +14, Concentration +12, Craft (alchemy) +12, Diplomacy +5, Escape Artist +14, Hide +0, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +14, Spot +12, Ancestral Relic, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Sanctify Martial Strike (scimitar)**, Weapon Focus (scimitar).

Air Mastery (Ex): An airborne creature takes a -1 penalty on attack and damage rolls against Dwaecor.



Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*. Caster level 10th. The save DCs are Charisma-based.

Whirlwind (Su): Dwaecor can transform himself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, he can move through the air or along a surface at his fly speed. The whirlwind is 5 feet wide at the base up to 30 feet wide at the top, and up to 50 feet tall (at least 10 feet).

Dwaecor's movement while in whirlwind form does not provoke attacks of opportunity, even if he enters another creature's space. Another creature might be caught in the whirlwind if it touches or enters it, or if Dwaecor moves into or through the creature's space. Any Medium or smaller creature might take damage when caught in the whirlwind and be lifted into the air.

An affected creature must succeed on a DC 23 Reflex save upon coming into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a DC 23 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 23 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

A creature trapped in the whirlwind cannot move except to go where Dwaecor carries it or to escape the whirlwind. It can otherwise act normally but must make a Concentration check (DC 15 + spell level) to cast a spell. A creature caught in the whirlwind takes a -4 penalty to Dexterity and a -2 penalty on attack rolls. Dwaecor can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume. Dwaecor can eject any carried creatures whenever he wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on Dwaecor and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Anyone caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. While in whirlwind form, Dwaecor cannot make melee attacks and does not threaten the area around him.

Ancestral Weapon Benefits: Artifl, Dwaecor's ancestral scimitar has the following abilities in addition to being a holy weapon.

Sunder Resistance: The scimitar has an extra 10 points of hardness.

Unicorn's Blood (Su): Any evil creature wounded by Dwaecor's scimitar must make a DC 17 Fortitude save or suffer the weakening effects of unicorn's blood (Injury DC 17, initial damage 1d3 Str, secondary damage 1d4 Str).

Deep Strike: Three times per day, on a successful attack, Dwaecor deals an extra 2d6 points of damage.

Inspired Strike: Three times per day, Dwaecor can take a single extra attack at his highest attack bonus as a free action.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a wish or miracle spell can restore life).

Plane Shift (Sp): Dwaecor can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports him and up to eight other creatures, provided they all link hands with him. This effect is otherwise similar to the spell of the same name (caster level 13th).

Possessions: *Artifl*, +2 *holy scimitar* (sunder resistance**, unicorn's blood**), *bracers of armor* +5, *ring of protection* +5, *belt of giant strength* +4, *cloak of Charisma* +2, *horn of fog*.

HODARUN, CHAMPION OF VHARA

Hodarun is dedicated to Vhara. He can be called with a *planar ally* or *planar binding* spell.

Hodarun was never quite like the other centaurs of his tribe. Though they were all good of heart, Hodarun somehow seemed better than the others—smarter, wiser, and much more *good*. It was he who would aid others in any enterprise, from righteous battle to hauling water in a drought. He learned the arts of war like many others of his tribe, but he refused to fight other intelligent creatures unless he considered the battle just. All the while, he had occasional visions of the Duchess of the Fields, who told him he was destined for greater things.

Once fateful day, Hodarun and his fellows were captured by a hobgoblin warband. The hobgoblins also held nearly one hundred human prisoners from a nearby town they had sacked. The humans were being kept as slaves, and one was slain and eaten each day. The hobgoblins let their prisoners know that the most

troublesome would be eaten first. Hodarun, unable to sit by and watch such evil, overcame his guard and freed the remaining humans. When the hobgoblins discovered the escape, he blocked their way in a narrow mountain pass, determined to hold them off long enough for the humans to make good their escape. He succeeded in his goal, but fell from his own wounds.

Not content to allow him a hero's death, the hobgoblins took the dying Hodarun back to their camp and healed some of his wounds. For weeks, they tortured him daily, then partially healed him at night. Just when he thought he could bear no more, Vhara appeared to him and said, "Over and over you have placed others above yourself. Such a giving heart is worthy of reward." When he awoke, a nimbus of light surrounded him. The hobgoblins, recognizing the light as a manifestation of the higher powers of good, decided not to risk attracting further notice from the good deities. So they bound Hodarun and his fellows and moved their camp elsewhere, abandoning the centaurs. With his newfound saintly powers in addition to his many talents, Hodarun freed his companions, healed their wounds, and found them food. He then brought them back to the tribe, whose members hailed him as a saint.

After that incident, Hodarun took up the mantle of cleric and devoted himself to Vhara as her personal champion. He continues to fight evil wherever he finds it, and to listen to his inner voice at all times.

Hodarun resembles a well-muscled centaur, but his coat is white and his hair is golden and braided with red phoenix feathers. His eyes are a deep brown with golden glints. An aura of white light surrounds either his whole body or just his head, as he wishes.

◆ **Hodarun:** Male centaur saint fighter 4/cleric 4; CR 13; Large outsider (augmented monstrous humanoid, native); HD 4d8+12 plus 4d10+12 plus 4d8+12; hp 94; Init +0; Spd 50 ft.; AC 30, touch 16, flat-footed 30; Base Atk +11; Grp +19; Atk +17 melee (2d6+8/19–20, +2 *heavenly burst longsword*) or +10 ranged (2d6+4/×3, composite longbow [+4 Str bonus]); Full Atk +17/+12/+7 melee (2d6+8/19–20, +2 *heavenly burst longsword*) and +10 melee (2d6+2, 2 hooves) or +10/+5/+0 ranged (2d6+4/×3, composite longbow [+4 Str bonus]); Space/Reach 10 ft. × 0 ft./5 ft.; SA holy power, holy touch, spell-like abilities, turn undead 5/day; SQ +4 racial bonus on Fortitude saves against poison, damage reduction 10/evil, darkvision 60 ft., fast healing 6, fire resistance 10, immunities (acid, cold, electricity, petrification), low-light vision, protective aura, tongues; AL NG; SV Fort +12, Ref +6, Will +15; Str 19, Dex 10, Con 17, Int 10, Wis 22, Cha 15.

Skills and Feats: Concentration +7, Handle Animal +3, Heal +8, Hide –9, Intimidate +9, Knowledge (religion) +2, Listen +10, Move Silently –1, Spot +10, Survival +8; Favored of the Companions**, Nimbus of Light**, Power Attack, Resounding Blow**, Stigmata**, Weapon Focus (longsword), Weapon Focus (hoof), Weapon Specialization (longsword).

Holy Power (Su): The save DCs of all Hodarun's special attacks (including spells and supernatural abilities) increase by +2 (already figured into his statistics).

Holy Touch (Su): Hodarun's melee and natural attacks deal an extra 1d6 points of holy damage against evil creatures, and 1d8 points against evil undead and evil outsiders. Any evil creature that strikes Hodarun with a natural weapon takes holy damage as if hit by his attack.

Spell-Like Abilities: At will—*bless, guidance, resistance, virtue*. Caster level 12th.

Fast Healing (Ex): Hodarun regains hit points at the rate of 6 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow him to regrow or reattach lost body parts.

Protective Aura (Su): As a free action, Hodarun can surround himself with a 20-foot-radius nimbus of light. This effect acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability* (both caster level 12th).

Tongues (Su): Hodarun can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Cleric Spells Prepared (5/6/5; save DC 18 + spell level): 0—*detect magic, mending, purify food and drink* (2), *read magic*; 1st—*divine inspiration***, *protection from evil**, *ray of hope***, *remove fear, sanctuary, shield of faith*; 2nd—*aid**, *augury, bull's strength, ease pain***, *shield other*.

Domain spell. Deity: Vhara**. Domains: Good (cast good spells at +1 caster level), Sun (greater turning 1/day).

Possessions: +3 *angelic*** *full plate armor*, +2 *heavenly burst*** *longsword*, *periapt of Wisdom* +4, *ring of protection* +1, composite longbow (+4 Str bonus), 20 arrows.

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ABOUT THE AUTHOR

Penny Williams keeps busy with freelance projects for several different game companies. Prior to starting her freelance career, Penny worked on the managing editor team in the RPG R&D Department at Wizards of the Coast, Inc. When not enhancing the cruelty of D&D and d20 MODERN adventures, Penny enjoys jigsaw puzzles, crafts, and reading.