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CHRONICLE OF THE RIGHTEOUS

LORDS OF THE EMPYREAN

The following list enumerates many of the known empyreal lords, as well as their areas of concern and the powers they grant worshipers.

AGATHIONS

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Bharnarol	NG	Creativity, invention, persistence	Artifice, Community, Good, Knowledge	Sickle
Eritrice	NG	Debate, opinions, truth	Charm, Good, Knowledge, Nobility	Dagger
Halcamora	NG	Gardens, orchards, wine	Good, Luck, Plant, Weather	Club
Irez	NG	Cards, scribes, spells	Good, Luck, Magic, Rune	Dart
Jaidz	NG	Cowards, the untested, youths	Glory, Good, Protection, Travel	Short sword
Korada	NG	Foresight, forgiveness, peace	Good, Healing, Magic, Protection	Unarmed strike
Lorris	NG	Charity, the disadvantaged, volunteering	Community, Good, Liberation, Protection	Shortspear
Lythertida	NG	Idealism, potential, young death	Community, Death, Good, Healing	Unarmed strike
Ondisso	NG	Elevation, incorruptibility, resisting temptation	Good, Liberation, Protection, Strength	Light crossbow
Rowdrosh	NG	Herd animals, husbandry, shepherds	Animal, Good, Protection, Travel	Quarterstaff
Shei	NG	Age, life, self-actualization	Community, Good, Healing, Liberation	Sickle
Uskyeria	NG	Hunting, prudence, slumber	Animal, Good, Repose, Strength	Scimitar
Ylimancha	NG	Coastal waters, fisherfolk, flying creatures	Air, Animal, Good, Water	Longbow

ANGELS

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Arshea	NG	Freedom, physical beauty, sexuality	Charm, Good, Liberation, Strength	Flail
Benorus	NG	Hidden wonders, mines, subterranean creatures	Darkness, Earth, Good, Rune	Heavy mace
Dalenydra	NG	Battlefield healing, caregiving, sanctuaries	Good, Healing, Protection, Repose	Light mace
Immonhiel	CG	Herbs, medicine, toads	Chaos, Good, Healing, Plant	Handaxe
Keltheald	CG	Natural formations, sunsets, vistas	Chaos, Good, Sun, Travel	Halberd
Lymnieris	LG	Prostitution, rites of passage, virginity	Community, Good, Law, Protection	Longsword
Neshen	LG	Penitence, repentance, suffering	Good, Law, Liberation, Strength	Ranseur
Pulura	CG	Constellations, homesickness, northern lights	Air, Chaos, Good, Weather	Sling
Ragathiel	LG	Chivalry, duty, vengeance	Destruction, Good, Law, Nobility	Bastard sword
Seramaydiel	NG	Communication, inspiration, music	Air, Charm, Good, Nobility	Blowgun
Soralyon	NG	Guardians, magic, monuments	Artifice, Earth, Good, Protection	Heavy pick
Tolc	CG	Cold, frozen wilds, survival	Chaos, Good, Travel, Water	Javelin
Vildeis	LG	Devotion, sacrifice, scars	Destruction, Good, Healing, Law	Dagger

ARCHONS

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Andoletta	LG	Consolation, respect, security	Good, Knowledge, Law, Protection	Quarterstaff
Arqueros	LG	Bodyguards, protection, watchfulness	Good, Law, Protection, War	Longspear
Damerrich	LG	Executions, judiciousness, responsibility	Death, Glory, Good, Law	Greataxe
Eldas	LG	Architecture, masonry, planning	Artifice, Earth, Good, Law	Light pick
Falayna	LG	Femininity, martial training, rings	Good, Law, Liberation, Strength	Longsword
Ghenshau	LG	Ignorance, placidity, simplicity	Community, Good, Law, Repose	Handaxe
Kelinahat	LG	Intelligence, spies, stealth	Darkness, Good, Knowledge, Law	Short sword
Kroina	LG	Divination, eyes, instincts	Good, Knowledge, Law, Magic	Longbow
Olheon	LG	Deservedness, nobility, rulership	Good, Law, Nobility, Protection	Halberd
Smiad	LG	Dragon-hunting, honor, renown	Good, Law, Nobility, War	Greatsword
Svarozic	LG	Ingenuity, refinement, parenthood	Community, Fire, Good, Law	Scythe
Tanagaar	LG	Night, owls, watchfulness	Animal, Darkness, Good, Law	Kukri
Winlas	LG	Ceremonies, religiousness, service	Good, Knowledge, Law, Protection	Mace
Zohls	LG	Determination, investigation, truth	Good, Knowledge, Law, Travel	Crossbow

AZATAS

Name	Alignment	Areas of Concern	Domains	Favored Weapon
Ashava	CG	Dancers, lonely spirits, moonlight	Chaos, Darkness, Good, Repose	Bladed scarf
Black Butterfly	CG	Distance, silence, space	Chaos, Good, Liberation, Void	Starknife
Cernunos	CG	Fertility, seasons, wild animals	Animal, Chaos, Good, Plant	Club
Chadali	CG	Fate, safety, serendipity	Chaos, Good, Luck, Protection	Net
Chucaro	CG	Dreams, hallucinations, mists	Chaos, Good, Madness, Magic	Morningstar
Hembad	CG	Connections, matchmaking, synergy	Chaos, Charm, Good, Luck	Spiked chain
Jalaijatali	CG	Natural music, rapids, waterfalls	Chaos, Good, Scalykind, Water	Whip
Lalaci	CG	Rainbows, relaxation, shade	Chaos, Good, Luck, Sun	Sling
Marishi	CG	Athletics, contests, sports	Chaos, Good, Healing, Strength	Spiked gauntlet
Picoperi	CG	Jokes, pranks, surprises	Chaos, Charm, Good, Trickery	Blowgun
Reymenda	CG	Childlessness, endings, responsibility	Chaos, Destruction, Good, Healing	Falchion
Sinashakti	CG	Journeys, joy, messengers	Chaos, Good, Luck, Travel	Shortbow
Thisamet	CG	Celebrations, feasts, holidays	Chaos, Community, Fire, Good	Short sword
Valani	CG	Change, growth, primal forces	Chaos, Earth, Good, Weather	Club

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Table of Contents

<i>Tabris's Return to Heaven</i>	2
Lords of the Empyrean	4
<i>Celestial Realms</i>	30
Celestialkind	32
<i>Concordance</i>	38
Empyrean Worship	40
<i>Lesser Empyrean Lords</i>	54
<i>Fallen Celestials</i>	55
The Celestial Hosts	56

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 3</i>	B3
<i>Adventure Path #61</i>	AP61	<i>Magnimar, City of Monuments</i>	MCM
<i>Bestiary</i>	B1	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM

On the Cover



Five-winged Ragathiel, empyreal lord of chivalry and vengeance, leads the crusade against evil on Eva's Widemann fiery cover.



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TABRIS'S RETURN TO HEAVEN

It is not enough to behold goodness and law—not enough to sow the multiverse with seeds of beneficent order and nurture them to fruition. The archons of Heaven must behold all things, ken all things, title all things and rank them. Right can flourish only when it truly knows its enemy. The hosts of Heaven, the assembled masses of the celestial planes, and the countless souls that stand with the forces of good can only triumph when evil and all other truths of the Great Beyond are laid bare before them.

It was to Tabris the beloved warrior-scholar angel that this dire task fell. At the behest of his superiors and with a thousand celestial legions in tow, he embarked from the steps of Heaven to explore and catalog all of creation. He trusted his scholarly legions first and foremost to scatter among the planes and return to him with accurate information. They were his heralds and scouts and thus went before him, sending back their descriptions and experiences. When Tabris found that the scholars who had journeyed to the fiendish planes had not returned, nor sent any word to him, he immediately sent a legion of soldiers to seek out the lost scholars, but they too vanished. Armies followed to no avail—countless celestial warriors vanished into the void. Finally, Tabris himself donned a suit of celestial armor made by Zharnard, the Tempered Inventor, and collected all his works into an enchanted satchel. "I shall return with my work completed," he said to his retainers, "or not at all."

For centuries, no word was heard from Tabris, no sighting reported of him. Legends sprang up around him—the noble warrior-scholar who had sacrificed all in his quest for perfect knowledge. Like-minded seekers of truth who felt misunderstood and thwarted took on Tabris as their patron. At angelic gatherings, Tabris's name was remembered and a moment of silence held for him. It is said that upon the fourth level of Heaven, outside the Great Library of Harmonious Scripture, artists raised a statue of Tabris carved from golden gypsum.

Supposedly, the first black clouds to begrime Heaven's skies gathered on the day Tabris reappeared, eons after his departure. The clouds held neither rain nor lightning, only a sullen and gloomy silence. Sibylline angels up and down the mountain fainted or withdrew inside themselves, unable to articulate their prophecies beyond the collective whisper, "What remains has returned." The Lords of the Empyrean, hearing these strange reports, held Concordance in the Courts of Accord. They had barely assembled when Tabris came into view.

It is said the angel appeared on the lowest slopes of Heaven first, and he strode in a calm and measured pace up the side of the mount. Each of his steps covered seven leagues, and both water and land shifted aside before the haggard warrior-scholar. The ruined remains of his armor displayed peckmarks where its gems had been pried out and huge rents all around, as if delivered from the claws of some enormous beast. Tabris's face was handsome and serene as always, and his eyes showed nothing of the shattered being behind them. They were as closed doors, permitting the escape of neither light nor sound.

FROM THE CHRONICLE OF THE RIGHTEOUS

Wherein the hypocrisies of Heaven and all the other celestial planes are revealed and cataloged, sowed like rotten seed upon the besmirched page and left to fester in their own fertile filth.

—Chronicle of the Righteous,
"The Firmament Unveiled"



The immortal judges rose to their feet as Tabris entered the courthouse. He held a battered satchel in his arms, and when he reached the grand table around which the empyreal lords stood, he upended the case. Folios, scrolls, and tomes spilled forth. Tabris said simply, "My work is done."

The assembled lords cried out in amazement. They picked up the works and began to flip through the pages, exclaiming over Tabris's research and illustrations and thoroughness. Only one, who had known Tabris well before he embarked on his mission, stepped around the table and laid a hand on Tabris's arm.

"You look whole, brother," the lord—though which one, none can recall—said, "but your skin chills my hand and your aura no longer illumines your features. Your armor proves the tribulations you have faced. Come, sit and rest yourself."

Tabris moved not. As the empyreal lord pleaded with Tabris to rest, the cries of delight around the table turned to exclamations of horror. The celestials had laid hands on the writings now called the Book of the Damned, while others had dared to read some of the heresies depicted in the uncensored and candid Chronicle of the Righteous. The hardier ones skimmed some of the pages only to turn their faces away, their expressions twisted in horror while holy tears ran from their eyes.

"What have you done?" one, perhaps Oltheon, demanded in anguish.

"No more than what was asked of me," Tabris replied.

His features remained constant, immobile. He stood straight, but his torn wings hung limply down his back, and his once-silver hair shone not in the light but was lank and gray. The deva shrank away from Tabris. "This is not what was asked," she whispered. "This is oblivion."

"Explain yourself," another celestial pleaded. "Herein lies a record of your sacrifices, yes, but not only sacrifices of your possessions or flesh. You have given too much, Tabris—given your reason, your divinity, your very self! To record these atrocities, these heresies! Repent and be absolved!"

"I shall not," Tabris said in his measured voice, the air in his throat like gravel. "The truth lies within these pages. The truth of the multiverse, both light and dark, and the record of what is required to behold all."

"You have allowed the darkness to adulterate your spirit," another said. "Our brother speaks true. Repent, and be absolved."

"Your absolution attracts me not," Tabris said, each word dropping to the floor like ice. "I have done as I was asked and it is plenary and accurate. Should I absolve myself of my perseverance?"

"We have offered you redemption twice," another angel said sorrowfully. "Do not refuse us a third time."

"I shall not wait for you to ask again." Tabris turned and, with the weighty gait of one who has seen what can never be unseen, proceeded from the courts.

The assembled hosts flew after him, all except his old friend. "If you turn away from us now," they said in one, "you turn away forever. Your steps will never tread the sacred mountain again. No realm of the divine shall open to you. All glorious creatures shall turn their faces from you."

Tabris only strode away in silence, and when he reached the lowest edge of the mount and vanished, the black clouds broke apart and the sky showed bright over Heaven once more.

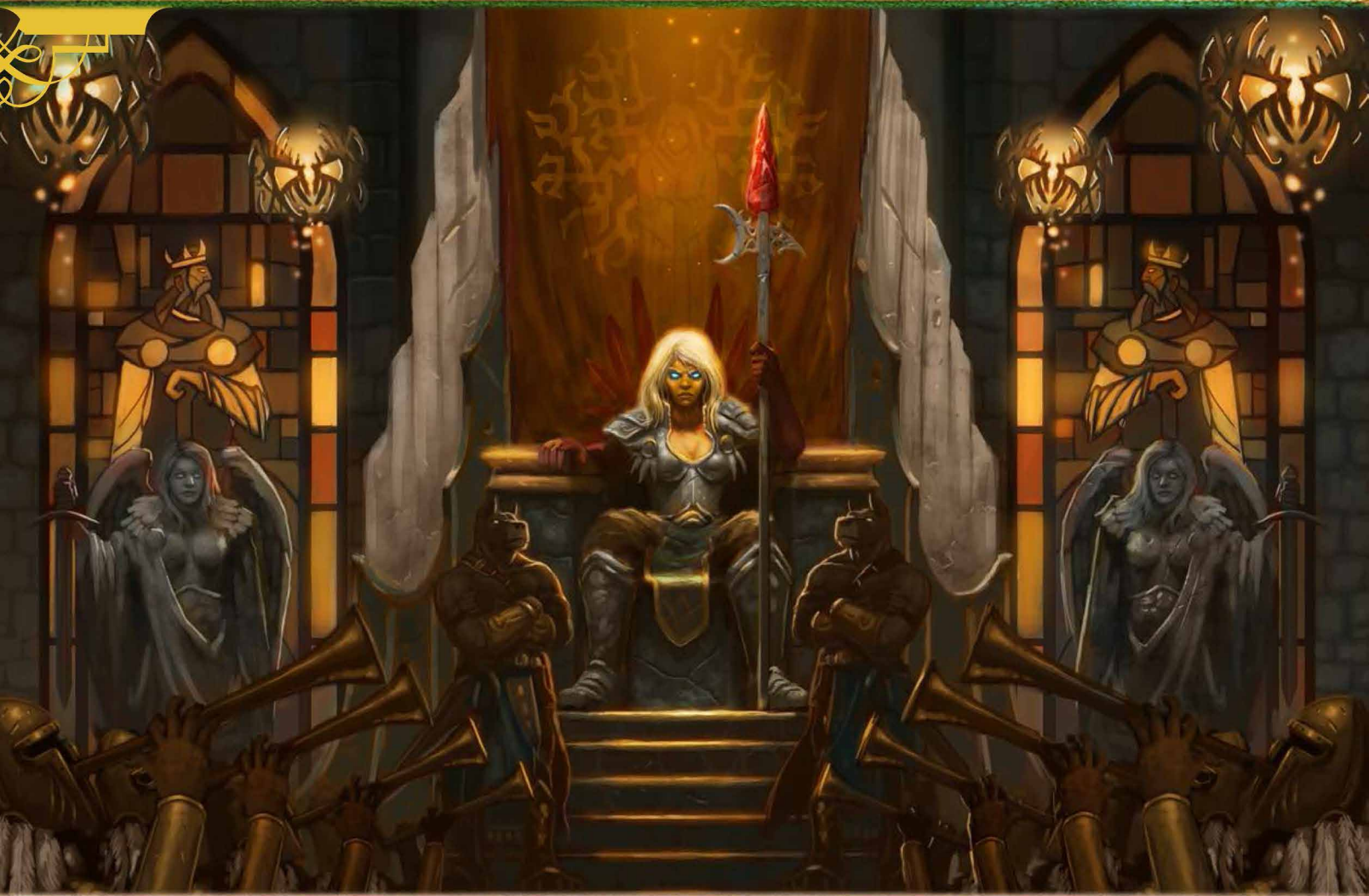
The gathered hosts wasted no time. Together they collected Tabris's works and locked them within a brazen chest. The chest was hoisted upon a palanquin and carried by four pious solars to the vault-kilns beneath the great library. There they consigned Tabris's texts to the holy flames—the works would be destroyed, as would any copies in any location in the multiverse, no matter how remote or well warded.

But even for the good of all, the divine cannot extinguish the truth once it has been unveiled. When the carriers heaved the brazen chest into the vault-kiln, the lock on the chest snapped one by one and the sides burst open, revealing nothing within. Tabris's works had gone, scattered throughout the Great Beyond, and have not been reassembled to this day.

CURATOR'S NOTE

It is by some blessed turn of fate that I now hold in my hands the magnificent tome thought to be the legendary Chronicle of the Righteous. This book, allegedly scribed by the angel Tabris, was supposedly written before that selfsame scribe entered the evil-aligned Planes. As such, they are considerably less dire and more coherent than the foul texts that arose from those realms, though they are not without their own disturbing revelations. Naturally, the veracity of the following pages has not been corroborated, yet the tenor and style of the writing—combined with some characteristic turns of phrase and a comparison of the original penmanship—lead me to conclude tentatively that the same writer was responsible for both this work and the Book of the Damned. However, even if this author was none other than the so-called Chronicler, the visions of reality seen through the eyes of an exiled angel should be regarded with no small amount of circumspection.

—Sjavin Vhrest,
Curator of Apocrypha Forae Logos, Absalom



LORDS OF THE EMPYREAN

WITH UNBLINKING EYES I LOOK UPON MYSELF AND MY KIN IN THE CELESTIAL SPHERES—THE LIGHTS OF HEAVEN AND ITS NEIGHBORING PLANES ARE A BALM TO MY SORE VISION. EVEN THE STARS' GLOW IS NOT SO PURE AS THE FORMS OF THE LORDS OF THE EMPYREAN, AND THE MOUNTAINS' MIGHT GIVES WAY BEFORE THEIR RIGHTEOUS POWER.

NOT ALL OF THE LORDS STAND STRAIGHT AND GLEAMING IN THE NOONDAY SUN, HOWEVER. GRACE AND GOODNESS HIDE IN UNEXPECTED FORMS, AND THEY WHISPER FROM THE SHADOWS AS SURELY AS THEY TRUMPET FROM THE HEIGHTS. ONE MAY OFFER A KIND EYE AND FORGIVING SMILE, WHILE ANOTHER OFFERS ONLY THE FINAL JUDGMENT OF AN EXACTING BLADE.

—FROM THE *CHRONICLE OF THE RIGHTEOUS*,
“ON APPROACHING THE SUMMITS OF HEAVEN”



Empyrean lords are typically seen as embodiments of mortal virtues such as justice, honesty, loyalty, and freedom, though their natures encompass more dimensions than any single word can capture. Each empyreal lord is a nuanced being with a specific set of interests and a unique philosophy, and while all the empyreal lords exemplify goodness in one way or another, the form such goodness takes varies dramatically. Just as evil comes in many shapes, so too does good show its glorious might in myriad fashions.

CELESTIAL HERITAGES

Each empyreal lord is associated with a particular paragon race: agathion, angel, archon, or azata. Empyrean lords possess the alignment and general physical attributes of their associated race—for example, agathion empyreal lords are neutral good and typically have bestial aspects. An empyreal lord's association with a particular paragon race does not necessarily mean the empyreal lord evolved from a member of that race, however. Some empyreal lords were indeed paragons who became exalted through exceptional deeds, but others manifested directly from the most remarkable mortal souls or divine miracles.

READING EMPYREAL LORD ENTRIES

Each of the empyreal lords detailed on the following pages is presented in the same format, starting with a stat block that summarizes the details of the empyreal lord and ending with a list of boons that the empyreal lord often grants its most devoted and virtuous followers.

Name: The empyreal lord's name is followed by its most common appellation or epithet, its gender (except for those who are genderless or multi-gendered), its associated paragon race, and its primary areas of concern.

Cult: This section lists the empyreal lord's holy symbol, the locations where its temples are most often found or the themes those temples often adopt, the type of people and races who most often worship it, the types of celestials and monsters often associated with the cult (usually as guardians or pets), and finally the empyreal lord's obedience. An obedience is a method of worship closely tied to the granting of divine power—see Celestial Obedience on this page for further details on who must perform obediences and what obediences can grant.

Boons: A mystery cultist (see page 48) or any creature who takes the Celestial Obedience feat can gain boons from worshipping an empyreal lord. This section lists the three most common boons the empyreal lord can grant. The first boon is always a spell-like ability—either a 1st-level spell-like ability usable three times per day, a 2nd-level one usable twice per day, or a 3rd-level one usable once per day. The second and third boons are unique extraordinary, spell-like, or supernatural abilities that

vary with each empyreal lord. Unless otherwise stated, spell-like second boons that do not duplicate existing spells are treated as 8th-level spell effects, and spell-like third boons are treated as 9th-level spell effects.

Note that the domains granted by each empyreal lord, as well as their favored weapons, are listed on the inside back cover of this book for ease of reference, and not on the following pages.

Each stat block is followed by several paragraphs that describe the empyreal lord's appearance, personality, and realm in the Outer Spheres.

CELESTIAL OBEDIENCE

Empyrean lords welcome prayers and tithes from all mortals, but reserve their divine gifts for those willing to sacrifice more. Such acts of sacrificial devotion are known as obediences. An obedience is typically an hour-long ritual that must be performed daily; unless otherwise stated, it does not harm the creature performing it. Spellcasting mystery cultists can integrate their obedience completely with their normal hour-long rituals and methods of preparing or regaining spells—others are free to perform their obedience at any point during the day. Most choose dawn as the time of obedience.

Obedience can bring with it great boons, particularly to the most powerful of an empyreal lord's followers. The Celestial Obedience feat allows a worshiper of an empyreal lord to gain access to additional resistances and powers. The mystery cultist prestige class (see page 48) allows access to the most powerful boons more quickly.

NEW FEAT: CELESTIAL OBEDIENCE

Your reverence for an empyreal lord is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisites: Knowledge (planes) 3 ranks, must worship an empyreal lord.

Benefit: Each empyreal lord requires a different obedience, but all obediences take only 1 hour to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the empyreal lord.

If you have at least 12 Hit Dice, you also gain the first boon granted by your empyreal lord upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the empyreal lord's second boon. If you have 20 Hit Dice or more, you also gain the empyreal lord's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Mystery cultists (see page 48) gain access to these boons at lower levels as a benefit of their prestige class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.



ANDOLETTA

Grandmother Crow

LG female archon empyreal lord of consolation, respect, and security

CULT

Holy Symbol hand with a wristlet of crow feathers holding a willow staff

Temples courthouses, orphanages, schools

Worshippers authority figures, the bereaved, the conflicted, elders

Minions blink dogs, celestial crows, hound archons, lantern archons, lawful good tengu

Obedience Recite the *Obeisance of Glorious Preservation* from memory while weaving a small basket from willow branches and filling the basket with food, money, or other sources of comfort to give to the poor at your next opportunity. Gain a +4 sacred bonus on saving throws against spells that deal non-energy hit point damage.

BOONS

1: Comfort of Faith (Sp) *sanctuary* 3/day, *align weapon* (law or good only) 2/day, or *magic circle against chaos/evil* 1/day

2: Demanding Presence (Sp) You can cast *silenced dictum* once per day.

3: Divine Gaze (Su) Your eyes become the golden eyes of a crow. You gain darkvision out to a range of 60 feet (or, if you already have darkvision, extend your current range by 60 feet). Once per day as a standard action, you can shower yourself and any allies within 30 feet with divine light from your eyes, granting each affected target a +4 sacred bonus to AC, a +4 resistance bonus on all saving throws, and SR 25 for 1 round per HD you possess.

In her mortal form, Andoletta stands 5 feet tall and has a stern, wrinkled face and kindly—but sharp—hazel eyes. Her gray hair is tucked into a sleek bun at the back of her head. She leans on a willow walking stick and wears a cape of glossy black crow feathers.

Innocence and guilt are always clear in Grandmother Crow's eyes. She offers not a drop of mercy to the irredeemably wicked, but at the slightest hint of doubt in an evildoer's soul, Andoletta is there to light the hard but worthy path back to virtue. Her image can be found in courts, where her stern gaze pierces the souls of even the most hardened criminals, and in morgues, where her kindly countenance offers solace to the bereaved. Of all those she watches over, Grandmother Crow particularly favors children, seeing in them an unadulterated potential for goodness.

Andoletta's cottage stands in the verdant Field of Opsimathy, near the summit of Heaven; feathers protrude from the plaster covering its walls, and it smells of fresh-baked bread. Visitors who show proper respect may see a garden of happy families and lost loved ones secreted behind the tidy cottage.



ARQUEROS

The Golden Bulwark

LG male archon empyreal lord of bodyguards, protection, and watchfulness

CULT

Holy Symbol gauntleted hand ringed by black briars

Temples cities at war, royal palaces, trade cities

Worshippers bodyguards, caravan guards, gatekeepers, royal tasters, stern parents

Minions celestial aurumvoraxes, guardian nagas, shield archons

Obedience Pray while holding a heavy shield over your head for an hour. Gain a +4 sacred bonus on Strength checks and Strength-based skill checks.

BOONS

1: Divine Defense (Sp) *shield of faith* 3/day, *shield other* 2/day, or *magic vestment* 1/day

2: Greaves of Gold (Su) You gain a +10 sacred bonus to your CMD when an opponent attempts to bull rush you. You may always attempt attacks of opportunity when a creature attempts to bull rush you, even if your opponent has the Improved Bull Rush feat or a similar ability. In addition, you may attempt an attack of opportunity whenever a charging opponent enters a space you threaten.

3: Living Aurum (Sp) You can cast *iron body* once per day. Instead of iron, though, your body is transformed into living gold. In addition, you gain SR equal to 11 + your HD against spells cast by evil creatures while under the effect of this spell-like ability.

Arqueros protects his charges against corruption and evil, providing a testament to what the stalwart can accomplish. He stands 12 feet tall, and even while completely stationary (as he often is while at rest) he is a spectacle to behold; clad in gleaming golden armor, one gauntleted hand always gripping a diamond-bladed longspear, the Golden Bulwark is a continual inspiration to the shield archons who serve him. The ground trembles where Arqueros treads and legend tells that not even Baphomet's charge could move the mighty empyreal lord.

Many seek the protection of the Golden Bulwark, but only a chosen few earn his measured attention. It's not always clear why the Golden Bulwark takes on a particular charge, but when he does, he protects this chosen individual with all the power at his disposal, sending legions of his celestial minions to the aid of those who cannot stand for themselves. Only rarely does Arqueros himself appear to protect these chosen devotees; his sacred duty prevents him from leaving the Prime Vallation among the lowest slopes of Heaven except under the direst of circumstances. Bodyguards, guards, and children's guardians—as well as soldiers and civic leaders during a time of war—frequently pay homage to Arqueros.



ARSHEA

Spirit of Abandon

NG angel empyreal lord of freedom, physical beauty, and sexuality

CULT

Holy Symbol reclining figure draped in multicolored sashes

Temples artists' studios, burlesque parlors, dance halls

Worshippers courtesans, painters, the repressed, sculptors, sexual partners

Minions asimar enchanters, astral devas, good nymphs

Obedience Achieve sexual release by yourself or with one or more partners. Praise the most beautiful aspects of yourself and any partners aloud, and offer a prayer to Arshea while still naked. Gain a +4 sacred bonus on Charisma checks and Charisma-based skill checks when interacting with an intelligent creature who could be sexually attracted to you.

BOONS

- 1: Arshea's Charmer (Sp)** *disguise self* 3/day, *mirror image* 2/day, or *charm monster* 1/day
- 2: Flawless Form (Su)** Gain an armor bonus equal to your Charisma modifier (minimum +1) whenever you wear revealing clothing and no armor.
- 3: Liberation (Sp)** You can cast *freedom* once per day.

Arshea inspires passion and comforts the repressed, and perhaps no empyreal lord is rendered in art as often as the Spirit of Abandon.

Arshea's form suggests the best traits of both the masculine and the feminine. The empyreal lord's lithe body is physically ideal with a flawless combination of lean muscles and soft curves. The Spirit of Abandon's face is a study in perfection, and some claim that those who look directly on the being's countenance can never be satisfied with mortal beauty again. Gossamer clothes constantly swirl around Arshea's form, alternately hiding and revealing the empyreal lord's androgynous form, and Arshea's gray and blue wings flutter gracefully as though part of an eternal dance.

Freedom matters most to the Spirit of Abandon, but not simply freedom of the body. Arshea espouses utter liberation of the soul and encourages mortals to abandon needlessly constraining beliefs. Arshea's influence guides mortals to experience love and sexuality in whatever manner they desire, provided the experience is harmless

or mutually agreed upon. Individuals experiencing deep misery as a result of repression or yearning will sometimes find a soft gray feather, jeweled bangle, or scrap of gossamer fabric on their beds as a sign of hope from the Host of Delectation.

Worshippers of Arshea believe that one's gender and role in society are not tied to one's physical form. Arshea's faithful often dress and behave as members of the opposite sex (or another defined gender role in societies with multiple roles) for months, years, or even decades, believing that such experimentation is the best way to overcome repression and understand true freedom. After their self-stylized pilgrimage of the self is complete, these devotees choose the gender identities they decide best suits them.

Arshea has no permanent home. The Spirit of Abandon's independent nature takes the empyreal lord across the celestial planes and through the mortal world in an endless, unpredictable cycle.





ASHAVA

True Spark

CG female azata empyreal lord of dancers, lonely spirits, and moonlight

CULT

Holy Symbol dancing woman silhouetted against the full moon

Temples barrows, graveyards, isolated communities, wilderness

Worshippers the bereaved, dancers, ghosts, good-aligned lycanthropes, lonely individuals

Minions half-celestial werewolves, lunar nagas, pegasi

Obedience Dance in an isolated place under the light of the moon. If no moonlight is available or if someone witnesses your dance, pray for the spirits of the lonely dead and then leave a lighted lantern in a dark area. Gain a +4 sacred bonus on saving throws against spells and effects cast by undead.

BOONS

- 1: Lunar Dancer (Sp)** *faerie fire* 3/day, *cat's grace* 2/day, or *daylight* 1/day (visible effect is moonlight)
- 2: Moonlight (Sp)** You can cast an enlarged *sunbeam* once per day. The visible effect is a beam of brilliant silver moonlight, but the spell's effects are unchanged.
- 3: Compelling Dance (Sp)** You can cast *irresistible dance* once per day. If you cast this spell-like ability on a willing creature, the target is affected normally by the spell but also gains a +4 sacred bonus on Dexterity checks, Dexterity-based skill checks, and Reflex saves for 24 hours after the effect's initial duration ends.

Legend tells that benevolent marsh lights, used for guiding lost travelers to safety, danced in Elysium for countless millennia before one night coalescing into the graceful form of Ashava. Now the empyreal lord known as the True Spark dances in dangerous wilderness and lonely graveyards alike, leading lost spirits home.

Ashava's every motion is light and unfettered; she moves like the wild wind across the plains. She stands 7 feet tall, and her olive skin holds a perpetual flush, as if she has been dancing outdoors for some time. Ashava's form is always obscured by shadows in the light; her features only shine clearly beneath the luminous moon. She wears a gown woven of starlight, and a wreath of colorful moss encircles her dark brow.

When individuals die violently or unexpectedly, their spirits can become lost. Lonely ghosts and confused spectres become hypnotized by Ashava's dance and follow her as she leads them to their peaceful graves. Those who watch over dangerous areas where travelers can lose their way pray to Ashava for the safety of their guests.

Ashava despises will-o'-wisps and goes out of her way to destroy the foul creatures. When not guiding spirits, Ashava lives in the moonlight of the Sparkling Fens on Elysium, at the base of the Mountain of Lingering Soulsong.



BHARNAROL

The Tempered Inventor

NG male agathion empyreal lord of creativity, invention, and persistence

CULT

Holy Symbol two tipped potion flasks combining their contents

Temples factories, libraries, studios, workshops

Worshippers artisans, artists, inventors, researchers

Minions animated objects, golems, celestial gorgons

Obedience Perform the motions of your preferred method of creation while letting your mind center on the teachings of Bharnarol. Follow any creative thoughts that arise to their conclusion. Gain a +4 sacred bonus to AC against attacks made by constructs and a +4 sacred bonus on saves against spells and effects cast by constructs.

BOONS

- 1: Inventor's Tools (Sp)** *grease* 3/day, *fox's cunning* 2/day, or *secret page* 1/day
- 2: Improve Item (Su)** Three times per day, you can enhance the effects of a magic item that either is consumed during use or has charges. As a swift action, you can enhance a held expendable item's effects as if using either the Empower Spell, Enlarge Spell, or Extend Spell metamagic feat. You must use the item during the same round you improve it in order to gain the benefits of the selected metamagic feat.
- 3: Transmogrify (Sp)** You can cast extended *polymorph any object* once per day.

Bharnarol is a powerful figure with muscular arms for stoking forges and hammering metal. His head is that of an elephant, with silver skin, wise eyes, and ivory tusks. He wears a neat leather apron embossed with images of industry and invention: anvils, books, flasks, forges, honeycombs, kilns, pulleys, and water wheels. With his razor-sharp sickle, the Tempered Inventor precisely tends to his garden of carefully cultivated miniature trees.

The Tempered Inventor prefers spending time in his workshop, but occasionally he visits a gifted crafter in person—usually if the crafter is at risk of releasing a dangerous invention into the world. Bharnarol prefers guiding artists through discourse, but may resort to force if necessary.

No matter how foul the object or how evil its creator's intent, though, Bharnarol cannot bring himself to destroy any invention. Instead, he steals such inventions away and locks them up in the Unflawed Vault below his workshop. The Tempered Inventor's workshop itself stands among the foothills of the Dragonmane Mountains in Nirvana. A grand tunnel leads from the workshop to the Caverns of Molten Sunlight beneath the mountains, where Bharnarol can work his metallurgic wonders in the living golden heat of his blessed forge.





BLACK BUTTERFLY

The Silence Between

CG female azata empyreal lord of distance, silence, and space

CULT

Holy Symbol black butterfly with a star on its thorax

Temples monasteries, mountain peaks, underground spaces

Worshippers the deaf or mute, parted lovers, those with vows of isolation or silence, explorers

Minions celestial gloomwings, star monarchs, yamahs

Obedience Perform an anonymous act of charity without speaking to or gazing upon whoever will benefit from your act. If you accidentally see or speak to the person you help, spend an hour blindfolded and praying in silence, then tithe to a temple of the Black Butterfly (or another good god, giving preference to Desna). Gain a +4 sacred bonus on saving throws against gaze and sonic attacks.

BOONS

1: Nullity (Sp) *obscuring mist* 3/day, *silence* 2/day, or *deeper darkness* 1/day

2: Silent Darkness (Sp) You can cast quickened *blindness/deafness* once per day, and only a *break enchantment*, *limited wish*, *miracle*, or *wish* spell can restore the subject's sight or hearing.

3: Purblind (Su) Your form grows shadowed and indistinct. You gain a +6 sacred bonus on Stealth checks. In any condition of illumination other than full daylight, physical attacks against you have a 20% miss chance. If an attacker can see ethereal or invisible creatures, the miss chance is negated. At will, you can manifest a pair of shadowy butterfly wings that allow you to fly with a speed of 60 feet (normal maneuverability).

Legend tells that at the dawn of creation, Desna placed the stars in the sky. As the goddess worked, she realized she had created a pattern of spaces between the stars. When Desna placed the final star, a shadowy butterfly formed in the spaces between and sprang into existence. This is the Black Butterfly, Desna's Shadow.

The Black Butterfly appears as the living silhouette of a graceful woman with white hair and eyes. Her expansive black butterfly wings hold reflections of all the stars, planets, and galaxies in creation. One of the stars on the Black Butterfly's wings is actually her magical starknife, *Voidsedge*, which can disappear from her wing and appear in her hand with a thought.

The Silence Between knows the value of stillness. She has seen the great expanse of space, and its vast and awful silence is reflected in her ancient eyes. Those who live lives of silence, happily or unhappily, turn to the Black Butterfly as one who understands their solemn existence. Explorers venturing into strange territories offer prayers to the Black Butterfly as well. Desna's Shadow teaches

that in the silences between breaths and thoughts, one can see one's true nature.

Discordant noises and grotesque colors disorient the Black Butterfly. While she despises all the forces of evil, she holds particular enmity for the entities of the Dark Tapestry, and it is said she possesses great knowledge about the Dark Tapestry to which she refuses to give voice.

Few can say with any certainty where the Black Butterfly resides in the multiverse. Desna's own palace, Cynosure, is said to be found by following the Stair of Stars, and the realm of the Silence Between is thought to hide somewhere in the dark spaces between this constellation.





CHADALI

The Serendipitous Path

CG female azata empyreal lord of fate, safety, and serendipity

CULT

Holy Symbol perfectly symmetrical water lily

Temples crossroads, fortune-telling dens, sanctuaries, underground tunnels

Worshippers the conflicted, guides, harrow readers, travelers

Minions half-celestial minotaurs, unicorns

Obedience Deliberately lose yourself in a strange place. If there is nowhere for you to lose yourself, blindfold yourself and wander boldly for 200 steps. Gain a +4 sacred bonus to AC against attacks of opportunity provoked by casting spells or using spell-like abilities.

BOONS

1: Confident Step (Sp) *pass without trace* 3/day, *aid* 2/day, or *protection from energy* 1/day

2: Serendipitous Reaction (Su) Three times per day, you can knock aside a ranged attack that would have otherwise hit you, as if you had the Deflect Arrows feat. You need not be aware of the attack to use this ability. If you already have Deflect Arrows, you may use this feat an unlimited number of times per day, and can use it even if you are unaware of an attack.

3: Quickstep (Su) Once per day, when you would be reduced to 0 or fewer hit points for any reason, you can choose to ignore up to 10 points of damage from the attack or effect that so damaged you, possibly putting you back above 0 hit points.

Chadali gently nudges events and individuals to create fortunate detours, harmonious meetings, and unexpected revelations. Her followers claim that a confluence of singular events—a yellow aurora, a lunar eclipse, and a meteor shower—occurred simultaneously on Elysium, and that from that confluence Chadali was born.

Chadali appears as a beautiful, middle-aged Vudrani woman who stands firmly on the ground but whose dark eyes often lift to the sky. Fresh water lilies peep out from the coiled masses of her shining black hair, and she wears silken robes of pale yellow that fall to her bare feet. In her hands she holds a net woven of red threads; tiny rubies glimmer within the folds of the net.

The Serendipitous Path teaches that fate is beautiful in its unpredictability. Seemingly insignificant events can determine the course of an entire life. Her agents visit those who are afraid to take chances and encourage them to step out into the world and trust fate. The greatest evil, in Chadali's eyes, is rigidly structuring one's life to prevent unexpected events from happening.

Chadali lives in the Pavilion of Serendipity, a structure of glimmering light on the coast of the Boundless Azure Ocean in Elysium.



CHUCARO

Maiden of Haze and Whimsy

CG female azata empyreal lord of dreams, hallucinations, and mists

CULT

Holy Symbol eye with rainbow iris

Temples asylums, galleries, lowlands, shorelines

Worshippers lucid dreamers, oracles, shore-dwellers

Minions celestial baku, flumphs

Obedience Drape yourself in gauze and eat hallucinogenic mushrooms or fungi while meditating on the teachings of Chucaro. Gain a +4 sacred bonus on saving throws against poison.

BOONS

1: Kaleidoscopic Images (Sp) *color spray* 3/day, *hypnotic pattern* 2/day, or *gaseous form* 1/day

2: Wispy Form (Su) Your body becomes misty when you are under attack, diluting the damage of edged weapons. Though outwardly you appear the same, you gain DR 5/bludgeoning.

3: Terrible Reverie (Sp) You can cast *weird* once per day.

Where mists rise after a gentle shower and wide-eyed prophets see visions of things to come, the hand of Chucaro can be seen. Legend tells that thousands of years ago, an angel fell asleep in a misty dale in Elysium. The angel dreamed of a beautiful woman with a basket full of ethereal visions. When she awoke, she saw her dream made real as Chucaro stepped out of the mist.

Chucaro's pale skin gleams iridescently, like mother-of-pearl, and her eyes shift from color to color in a never-ending spectrum. Her frame is draped in robes of living mist. Her waist-length mass of rippled hair shimmers, colorless, like a cascade of rain that rushes continually from her brow. She has a sweet, serious face, and always seems to be listening to something just on the edge of hearing. To combat those fiends who would pervert the visions she grants, Chucaro summons a sap formed of churning mists—anyone struck by the blackjack is overwhelmed by disorienting hallucinations.

The Maiden of Haze and Whimsy brings comfort to those afflicted with mad delusions. She soothes their fevers and helps them make sense of the strange images that plague their minds. To her dedicated followers she brings bright, lucid dreams every night. She frowns on those who use harsh drugs to induce visions at the cost of their physical health; Chucaro's agents strive to bring such broken individuals back to health and teach them to draw phantasmagoria from within rather than through the use of external implements.

Chucaro can often be found in a delicate house of iridescent pearl in the silver-gray lowlands of Elysium.



DAMERRICH

The Weighted Swing

LG male archon empyreal lord of executions, judiciousness, and responsibility

CULT

Holy Symbol white dove perched on the eye of an axe

Temples courthouses, gallows, morgues, prisons

Worshippers executioners, judges, morticians, the wrongfully imprisoned

Minions bronze dragons, celestial executioner's hoods, shield archons

Obedience Recite all the names you can recall of those who have died by your hand. Mediate upon their faces and the circumstances of their deaths, evaluating your actions in the light of cold law. Gain a +4 sacred bonus to AC against critical hit confirmation rolls.

BOONS

1: Dutiful (Sp) *shield of faith* 3/day, *death knell* 2/day, or *keen edge* 1/day

2: Severe Strike (Su) You ignore the first 5 points of creatures' damage reduction when making melee weapon attacks, regardless of the type and composition of your weapon. For example, a creature with DR 10/silver would be treated as having DR 5/silver against your attacks.

3: Execute (Sp) You can cast *power word kill* once per day.

Damerrich and his followers believe death to be the defining moment of a mortal's life. How an individual meets her end and why weigh heavily on the spirit in the afterlife. Damerrich understands that evil must sometimes be slain, but never lightly, never easily. Damerrich takes on the weight of all the necessary executions and just deaths in the world. Executioners look to this empyreal lord whenever they have qualms with their line of work, and Damerrich teaches them that while their duty is a sober and joy-free one, it is necessary to ensure peace and goodness.

Damerrich is a silent, monolithic figure clad in black stone armor. His handsome, hairless face is mostly hidden behind his helm; only his weary eyes are clearly visible. Once Damerrich commits to combat, he strikes heavily and without hesitation. Centuries of death wear on Damerrich's soul, but only because of the solemn responsibility, not because of guilt or reluctance—when the time comes for action, Damerrich's blow is sure. The Weighted Swing holds no room for regret.

Judges, whether appointed officials in city courthouses or village leaders acting as part of a tribunal, pray to Damerrich for guidance in their judgments. Good people may understand the need for executions but shrink from the act; Damerrich and his agents help reassure them when executions are appropriate or take the burden of

mortal guilt upon themselves. Those wrongly sentenced to death pray for intercession from Damerrich, and can hope to receive help in the form of one of his divine agents. Corrupt judges and careless executioners rouse the Weighted Swing's ire like nothing else. Similarly, if an accused deserving of death is set free, Damerrich's agents might appear both to perform the just execution and to chastise those who set the criminal free. The Weighted Swing does not take pleasure in his grim but necessary task, and those who take the matter of execution too lightly or who sadistically revel in the act may expect retribution from Damerrich's chosen elimination squad of shield archons, Those of the Heaving Hand.

Damerrich occupies the southern wing of the Courts of Accord in Heaven. He sometimes works with Olheon, who resides in the northern wing, to take action against corrupt regimes responsible for excessive unlawful executions.



Quinto



ERITRICE

Heart-Speaker

NG female agathion empyreal lord of debate, opinions, and truth

CULT

Holy Symbol lectern rising from the back of a marble lion
Temples amphitheaters, courthouses, libraries, multicultural cities
Worshippers debaters, honest bards, lawmakers, resistance fighters, town criers
Minions catfolk, dragonnes, leonals, celestial lions
Obedience Write a truth on a scrap of parchment, roll the parchment in honey, and hold it in your mouth until the honey dissolves. Gain a +4 sacred bonus on saves against illusions.

BOONS

- 1: Adept Debater (Sp)** *comprehend languages* 3/day, *enthrall* 2/day, or *tongues* 1/day
- 2: Unbeamed Eye (Sp)** You can cast silenced *true seeing* three times per day. This ability is the equivalent of a 7th-level spell.
- 3: Thunder of Truth (Su)** Once per day, you can emit a powerful roar that affects a 60-foot cone with the effects of a *holy word* spell and also deals 2d6 points of sonic damage to all creatures in the area (Fortitude negates; DC 10 + 1/2 your HD + your Cha modifier). This is a sonic effect.

At the dawn of creation, so the stories go, the archdevil Geryon filled a pit in the Hellish realm of Stygia with an outpouring of lies. From beneath the weight of these lies rang out a single truth, which flew free of the fifth layer of Hell before ascending to the upper planes. That truth was Eritrice.

The muscular Eritrice stands 8 feet tall, and her feminine form is typically covered with a pale brown pelt. Her head is that of a female lion's and her eyes gleam like amethysts. She wears a short leather kilt beneath a rose-colored breastplate. Eritrice's voice is so compelling, it is said, that those who hear her speak forget her remarkable appearance.

Eritrice works to spread truth and wisdom throughout the world, but believes that insight gained through spirited debate is more valuable than knowledge gleaned from books. Her agents encourage discussion and respectful disagreement. In regions where lies are spoken aloud but truth remains hidden, Eritrice and her minions help good individuals pass messages. Geryon and his minions are Heart-Speaker's sworn enemies, and the two are known to have had titanic battles in the past.

Heart-Speaker makes her home on the broad, sun-soaked plains of Nirvana. Her favorite spot is the Windswept Lea, a green and verdant meadow. When entertaining guests, she stays in a grand pavilion of chestnut wood, whose walls open to the sweet grassland and whose rooms are separated by hanging shantung curtains.



FALAYNA

Warrior's Ring

LG female archon empyreal lord of femininity, martial training, and rings

CULT

Holy Symbol silk-garbed arm holding a sword aloft
Temples battlefields, combat arenas, cities with distinct women's quarters
Worshippers brides, jewelers, squires, warriors
Minions female paladins, good-aligned valkyries, legion archons
Obedience Don a jeweled ring on each finger and strike a practice dummy barehanded until the impression of the rings is left in your skin. Gain a +4 sacred bonus on grapple checks and to CMD.

BOONS

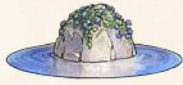
- 1: Martial Excellence (Sp)** *divine favor* 3/day, *spiritual weapon* 2/day, or *greater magic weapon* 1/day
- 2: Strong Arm (Su)** As a swift action, you can increase the damage die of your weapon by one step for a number of rounds per day equal to your HD. These rounds need not be consecutive.
- 3: Falayna's Rings (Su)** Once per day, you can summon a floating array of giant iron rings that provide cover or attack foes, as if you had cast *crushing hand*.

Falayna exemplifies strength of arms and the intersection of combat with the bloom of womanhood, believing the two to be complementary rather than exclusive. Thousands of years ago, it is thought, Falayna represented only beauty and femininity, and was the consort of an empyreal lord who was master of weapons and martial training. Her mate, whose name has been lost to history, fell in combat against the minions of Moloch. Falayna recovered her lover's sword from the teeth of Hell, and from then on she shone as Warrior's Ring.

Falayna epitomizes feminine beauty. Though she can take many forms, she often appears as a fair-skinned woman with glossy brown hair and intense blue eyes. Her silk robes complement the silver breastplate beneath, and the empyreal lord carries her razor-edged longsword, *Betrothal*, with her always. Glittering rings of every imaginable hue bedeck Falayna's fingers; in combat, punishing strikes from her ringed fist complement the swings of her blessed longsword.

Both male and female warriors pay homage to Falayna's skill, though most of her followers are women. Jewelers often seek to craft rings "worthy of Falayna's little finger," and squires in training look to Falayna for guidance. Brides, as well as girls on the threshold of womanhood, ask Falayna for her blessings.

Falayna lives in the galena-walled Half-Empty Palace on the slopes of Heaven.



GHENSHAU

Breezes-Still-and-Ripples-Cease

LG male archon empyreal lord of ignorance, placidity, and simplicity
CULT

Holy Symbol rock covered with flowers and vines in the center of a pond

Temples calm districts in otherwise bustling cities, lake shores, rural areas

Worshippers artisans who work by intuition, busy people in need of rest, nature lovers, those in search of enlightenment

Minions good-aligned monks, shedu

Obedience Bury a book or scroll that you have never read in fertile soil. Plant a seed above the buried knowledge and pray over the site that good and growth can come from the decaying parchment. Gain a +4 sacred bonus on saving throws against transmutation effects.

BOONS

1: Peacefulness (Sp) *erase* 3/day, *calm emotions* 2/day, or *deep slumber* 1/day

2: Ignorance (Su) Three times per day, you can attempt a melee touch attack to obliterate the cares of the wicked. On a successful hit, the target takes a penalty to Wisdom equal to 1d6 + 1 per 2 HD you possess (maximum 1d6+5, to a minimum Wisdom score of 1). This penalty lasts for 1 round per HD. If the target succeeds at a Fortitude save (DC 10 + 1/2 your HD + your Wis modifier), the penalty is halved.

3: Still Mind (Su) You are continually shielded as if by a *mind blank* spell. If anyone attempts to divine information about you through *scry* or similar spells and is foiled by the *mind blank*, the scrier must succeed at a Will save (DC 10 + 1/2 your HD + your Wis modifier) or take 1d6 points of Intelligence damage.

Ghenshau once strove to understand every aspect of creation and to create perfect order and goodness. As the empyreal lord added more and more elements to his world equation, however, he realized that his efforts were futile. Ghenshau abandoned his work and instead learned to appreciate the elements of peace and tranquility that come with acceptance.

At first glance, Ghenshau could be mistaken for a Tian peasant boy, often wearing a hat of woven rushes and simple linen clothes. The hat shelters his beautiful face and his level, serene gaze. His clothes bear elegantly embroidered trim depicting fantastic birds, foo creatures, and runes. He carries a pipe in his hand and a workman's axe tucked into his rope belt.

Ghenshau and his followers do not hold civilization in contempt, but they do believe the unnecessary complications of society distract people from

doing their best. An artisan who maintains a neat shop and works on one project at a time is much happier and more pleasing to Ghenshau than a harried worker in a disarrayed shop. Of course, Ghenshau realizes that the demands of life can force people into lives they are not happy with, simply so they and their families can keep body and soul together. He understands that such circumstances are not always avoidable, and sends his agents to help such flustered individuals find a way out of their dreary responsibilities.

The pastoral fields and beaten trails of Heaven are home to Ghenshau, but he can be found sleeping on the banks of Heaven's crystalline rivers or daydreaming in a wooded thicket as often as he is met on the road, where he's always ready to stop and share tales with a stranger over a drink and a smoke.





HALCAMORA

Lady of Ripe Bounty

NG female agathion empyreal lord of gardens, orchards, and wine

CULT

Holy Symbol jug overflowing with ripe grapes

Temples agrarian communities, urban gardens and parks, wineries

Worshippers farmers, gardeners, revelers, vintners

Minions grigs, vulpinals

Obedience Pour half of a bottle of wine onto fertile earth.

Drink the rest of the wine yourself while praying to Halcamora. Gain a +4 sacred bonus on saves against bleed and disease effects.

BOONS

1: Bountiful Spirit (Sp) *goodberry* 3/day, *tree shape* 2/day, or *plant growth* 1/day

2: Touch of Wine (Su) Once per day, you can make a touch attack to cause a creature to become intoxicated. If your attack is successful, the target takes 1d6 points of Dexterity, Wisdom, and Charisma damage. The damage is halved with a successful Fortitude save (DC 10 + 1/2 your HD + your Wis modifier).

3: Divine Gardener (Sp) You can cast *control plants* three times per day. This ability is the equivalent of an 8th-level spell.

Halcamora appears as a young woman with sun-darkened skin, eyes of green so pale they're almost white, and a friendly, knowing smile. She wears brown robes kilted up to her knees, and her feet are always smudged with dirt and wine stains. From her shoulders sweep shell-like red wings marked with the distinctive black spots of a ladybug. Two slender black antennae curve up from her temples, and sleek black hair falls to her shoulders.

Halcamora can be found where sunlight shines on cultivated garden plots, where workers rest after a day in the fields, and anywhere where wine flows and grapes ripen. The Lady of Ripe Bounty leaves wilder areas to others and contents herself with small gardens, parks, and wineries. Peaceful farming communities that build temples to more powerful nature gods often raise a small shrine to Halcamora as well. Gardeners and vintners pay particular homage to the Lady of Ripe Bounty and her celestial agents, particularly in times of drought or harsh weather. The gentle agathion has little room for hatred in her heart, but she despises insect-bodied fiends who blight crops and carry plague.

Halcamora is a social empyreal lord and can often be found visiting the palaces of others, relaxing with a jug of wine at her elbow. At other times she resides in a leafy bower in the depths of the Forest of Whispered Longing in Nirvana.



IMMONHIEL

Balm-Bringer

CG angel empyreal lord of herbs, medicine, and toads

CULT

Holy Symbol wooden frog covered with herbs

Temples healers' houses, herb gardens, marshes, sick wards

Worshippers alchemists, the chronically ill, healers, herbalists, marsh-dwellers

Minions celestial giant toads, celestial wood giants

Obedience Fill your mouth with fresh, fragrant herbs.

Recline in a tub or pool of cool water with a live toad on your breast and meditate on the teachings of Immonhiel for 1 hour, then let the toad go. Gain a +4 sacred bonus on saves against disease.

BOONS

1: Grower of Herbs (Sp) *cure light wounds* 3/day, *barkskin* 2/day, or *lily pad stride*^{APG} 1/day

2: Swamp Healer (Sp) You can cast empowered *heal* 1/day.

3: Vine Caller (Su) Once per day you can summon a large mass of living plant matter. The plant matter has the statistics of a viper vine (*Bestiary* 2 279), but is chaotic good. The viper vine follows your commands perfectly for 1 minute per HD before vanishing back to Elysium.

Immonhiel appears as a regal woman of advanced age. Her moss-green hair hangs in two thick braids on either side of her lined face, and she has brown skin and dark, flashing eyes that hold great wisdom. She wears a soft leather vest fringed with emerald green silk and a leather skirt. The innumerable tiny pouches and glass vials that hang from a sash around her waist are rumored to contain cures to every malady known to mortals. The soothing empyreal lord's right arm is not flesh, but a knotty length of pine carved in the shape of an arm with long, capable-looking fingers at its end.

Balm-Bringer is a healer on the eternal battlefields of the planes, where she nurses injured angels back to health and soothes the wounds of empyreal lords who clashed with the armies of evil and destruction. Her favored servants travel the mortal world, passing on herbal remedies and advice on how best to tend potent marsh plants, all the while teaching combat medics and battlefield healers the best techniques to ensure their warriors live to fight another day. Balm-Bringer also understands that some cannot be healed. For them, she provides ointments that take away the pain and grant peace until life's final moments.

Many have need of Balm-Bringer, and she finds a home wherever she wanders. Nearly all the empyreal lords have hosted Immonhiel at some point, and many mortals have housed her without even knowing the nature of the stranger who slept under their roof.



IREZ

Lady of Inscribed Wonder

NG female agathion empyreal lord of cards, scribes, and spells

CULT

Holy Symbol fan of curled parchment scrips

Temples arcane libraries, copying-houses, friendly card games, scriptoriums

Worshippers calligraphers, gamblers, harrow readers, scribes, wizards

Minions giant birds, good-aligned sphinxes, phoenixes

Obedience Neatly inscribe six identical pairs of runes on 12 separate cards or squares of paper. Shuffle the cards facedown and draw two. On a match, gain a +4 sacred bonus on saves against spells cast from two schools of magic of your choice. On a mismatch, gain a +4 sacred bonus on saves against spells cast from scrolls. (Alternatively, draw two cards from a harrow deck, gaining one benefit for matching suits and the other if not.)

BOONS

1: Calligrapher's Talent (Sp) *divine favor* 3/day, *augury* 2/day, or *glyph of warding* 1/day

2: Divine Inscription (Su) Three times per day, when using a scroll to cast a spell that deals hit point damage, you can change half the spell's damage to holy damage. If you lack the ability to cast a particular spell from a scroll, you may attempt

a Use Magic Device check with a bonus equal to your HD plus your Charisma modifier (or your regular Use Magic Device bonus, whichever is better).

3: Lucky Cards (Su) Once per day, you can summon 2d6 shimmering cards that trail in your wake. The cards dart around you during combat, intercepting deadly attacks. At your discretion, each card can absorb a single damage die from either a sneak attack or a critical hit that would normally hit you. For example, if you would be hit by a sneak attack dealing an extra 3d6 points of damage and you had two cards remaining, you could reduce the sneak attack damage to 1d6 (these dice are removed before being rolled). Once a card absorbs a damage die, it disappears. Unused cards disappear at the end of each day.

Irez emerged from the reeds along the coast of the Sea of No Shadows in Nirvana. She understands the mystical symbolism behind runes, particularly how runes can empower arcane magic. Harrow readers and gamblers pay homage to the Lady of Inscribed Wonder, and her agents teach the exacting art of calligraphy to favored mortals.

Irez still makes her home among the reeds where she first appeared. Her palace is a fantastical amalgamation of woven reed floors, paper walls, and bamboo roofs, and while it looks fragile enough to blow away in a stiff breeze, it has stood undamaged for thousands of years.





JAIDZ

Fearless Claw

NG male agathion empyreal lord of cowards, the untested, and youths

CULT

Holy Symbol path that winds between two trees

Temples orphanages, schools, trade cities

Worshippers deserters, runaways, youths

Minions celestial tigers, leonals

Obedience Mark your arms and legs with white chalk, drawing patterns that mirror the flow of spiritual energy you experience as you meditate on the teachings of Jaidz. Trace over these lines once again with a tiger's fang, but do not break the skin. Gain a +4 sacred bonus to AC against attacks of opportunity made with natural attacks.

BOONS

- 1: Dauntless (Sp)** *remove fear* 3/day, *darkvision* 2/day, or *heroism* 1/day
- 2: Courageous Roar (Sp)** You can cast still *greater heroism* three times per day. This ability is the equivalent of a 7th-level spell.
- 3: Holy Terror (Sp)** Once per day you can inscribe a symbol of Jaidz in the air that acts like a *symbol of fear*. The symbol appears as the glowing outline of Jaidz's holy symbol and hovers stationary wherever you inscribe it. This spell requires no material components and has a casting time of only 1 minute. You can attune up to 10 creatures to the symbol without extending its casting time.

Jaidz believes cowards can be turned to a life of bravery with compassion and firm guidance. He steps softly so as not to frighten those who need to hear his wisdom, and helps those he visits to find the strength within themselves.

Jaidz appears as a giant black tiger with ghostly white spots. While in the mortal realm, he often takes the shape of a dark-skinned man with thick black hair streaked with white. His catlike golden eyes gleam in the shadows, and curved golden claws sprout from his hands. Even in his human form he boasts a long black tail tipped with white.

The cowardly, the anxious, and the untested pay homage to Jaidz. Youths are especially drawn to Fearless Claw, hoping that when adulthood comes, it will find them brave enough to face the challenges of maturity. Jaidz teaches that the cowardly are not to be scorned, but to be helped, and his agents often provide tests of courage to those who underestimate their own potential.

Jaidz dwells in a pavilion of black walnut with gold lattice walls and floor-length faille curtains of emerald green, magenta, and indigo. His pavilion stands on the topmost of three stone tiers cut into one of the Dragonmane Mountains on Nirvana.



JALAIJATALI

Rillsong

CG female azata empyreal lord of natural music, rapids, and waterfalls

CULT

Holy Symbol water flowing from a wooden pipe

Temples bard colleges, port towns, river banks, waterfalls

Worshippers bards, good lizardfolk, river sailors

Minions celestial water nagas, lillends, vishkanya

Obedience Stand under a waterfall (or pour water over your head) while singing wordlessly, letting the sound of the moving water inspire you. Gain a +4 sacred bonus on saves against the spells, spell-like abilities, and supernatural abilities of creatures with the aquatic or water subtype.

BOONS

- 1: Whitewater (Sp)** *hydraulic push*^{APG} 3/day, *slipstream*^{APG} 2/day, or *water breathing* 1/day
- 2: Sacred Scales (Ex)** You grow a coat of iridescent scales that matches your skin tone. Your natural armor bonus to AC increases by +3.
- 3: Waterform (Su)** Three times per day, you and a number of willing touched companions equal to 1/2 your HD may meld into a body of flowing water (such as a river or creek) and travel up or downstream at a rate of 50 miles per hour. This transformation takes 1 minute to complete. You can wind through natural obstructions with ease as long as the body of water is still flowing, but not through largely impermeable barriers such as artificial dams. This effect lasts for a number of hours equal to your HD, and you cannot otherwise act or defend yourself while traveling in this way.

Jalaijatali is a free-spirited empyreal lord who sings with the voice of a rushing creek. Her presence can be felt in the rapids of a flowing river or beneath the misty cascade of a waterfall.

Jalaijatali appears as a beautiful Mwangi woman with skin formed of tiny, iridescent scales. Her pointed ears peek through short black hair, and her body is garbed in a robe of living water that continually splashes and rushes over her form. At a moment's notice, the empyreal lord can pluck a stream of water from her robe to wield as a whip.

Rillsong loves to teach mortals the beauty of natural music, from the patter of a summer rain to the sawing of katydid. While Jalaijatali much prefers making music to making war, she can be roused to anger by fiends and evil creatures that corrupt her waters, particularly river drakes or water oni.

On Elysium, Jalaijatali lives in a pool fed by a waterfall that falls continually from the sky with no apparent source. Around the pool stands a gazebo of acacia wood and crystal, with raised wooden platforms covered in soft mats of greenery where guests can recline.



KORADA

The Open Hand of Harmony

NG male agathion empyreal lord of foresight, forgiveness, and peace

CULT

Holy Symbol two kneeling devotees before a blooming lotus

Temple diplomatic embassies, mountain monasteries, wells

Worshippers the agitated, the conflicted, redeemed evildoers, retired warriors, strayed paladins

Minions aasimar monks, celestial derhii, celestial girallons

Obedience Exactly at dawn, sit cross-legged in a quiet place.

Fill your mind with thoughts of those who have harmed you or your loved ones. Strive to find forgiveness in your heart. Maintain your pose for an hour, rising above any physical discomfort you experience. Gain a +4 sacred bonus on saves against effects with the chaotic or lawful descriptor.

BOONS

1: Harmonic Magic (Sp) *bless* 3/day, *augury* 2/day, or *mad monkeys*^{UM} 1/day

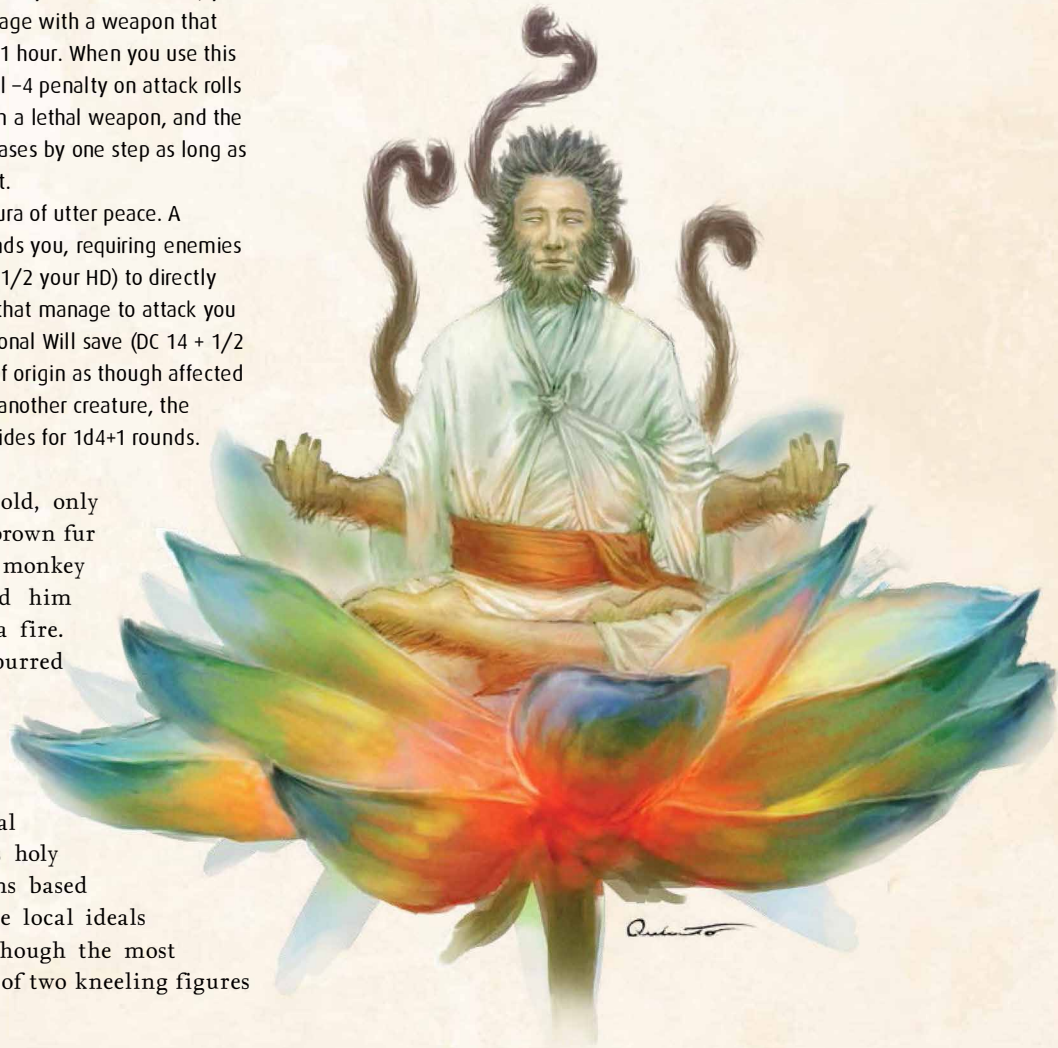
2: Steady Hand (Su) Three times per day as a swift action, you can choose to deal nonlethal damage with a weapon that normally deals lethal damage for 1 hour. When you use this ability, you do not take the normal -4 penalty on attack rolls for dealing nonlethal damage with a lethal weapon, and the damage die of your weapon increases by one step as long as you deal nonlethal damage with it.

3: Quietude (Su) You maintain an aura of utter peace. A continual *sanctuary* effect surrounds you, requiring enemies to succeed at a Will save (DC 11 + 1/2 your HD) to directly attack you. Extraplanar creatures that manage to attack you directly must succeed at an additional Will save (DC 14 + 1/2 your HD) or return to their plane of origin as though affected by a *dismissal* spell. If you attack another creature, the *sanctuary* effect temporarily subsides for 1d4+1 rounds.

Korada is neither young nor old, only present and wise. Sparse light brown fur covers his body, and his three monkey tails constantly writhe behind him like the flickering flames of a fire. He carries no weapons; when spurred to anger, the Open Hand of Harmony uses only his hands and millennia of martial training to defend himself, refusing to cause lethal harm to his attacker. Korada's holy symbol has several incarnations based on the viewer's region and the local ideals of enlightenment and peace, though the most common representation is that of two kneeling figures before a lotus.

Many who are weary from a lifetime of imbalance or violence turn to Korada in search of peace. Retired soldiers, their hands stained with blood, lay down their weapons forever in the name of this empyreal lord. Likewise, diplomats in strange lands, individuals facing difficult moral choices, and champions of evil who long for absolution all find comfort in the teachings of the Open Hand of Harmony. While true repentance is necessary for evil to turn to good, Korada believes that no mortals are beyond redemption.

Korada is said to possess the gift of foresight, but he rarely acts on these strange visions. He believes the struggle to change is always worthwhile, even if such a journey does not always end in success. It is the process, not the result, that matters most to Korada and his followers. When he is not teaching lessons of harmony to his devotees, Korada resides in Nirvana, in the heart of the Dream Lotus—an efflorescent palace whose blossoming violet walls always drip with cool, golden nectar that is said to calm even the wildest of spirits.





LALACI

He of Motley Repose

CG male azata empyreal lord of rainbows, relaxation, and shade

CULT

Holy Symbol rainbow with a shadowed reflection

Temples beaches, deserts, glassworks, greenhouses, parks

Worshippers desert-dwellers, glassblowers, illusionists, those in need of rest

Minions celestial crysmals, dryads

Obedience Mark your brow with five colored stripes and hang suncatchers on as many public buildings as you can. If no buildings are around, hang the suncatchers from a tree or natural formation instead. Never hang a suncatcher in the same place 2 days in a row. Gain a +4 sacred bonus on saving throws against fire effects.

BOONS

1: Motley Magic (Sp) *color spray* 3/day, *hypnotic pattern* 2/day, or *deep slumber* 1/day

2: Prismatic Body (Su) You gain a +4 sacred bonus on saves against effects that would blind you. In addition, whenever you make a successful saving throw against a spell or effect with the light descriptor (such as *sunbeam*), you can choose to ignore the effect entirely and redirect its path toward two different creatures or spaces within 30 feet of you. The designated creatures or spaces are affected as though they were caught in the effect's area or were targeted by the effect.

3: Rainbow Orb (Sp) You can cast *prismatic sphere* once per day.

Lalaci sees the beauty in conflict. The sun wars with the rain and creates a rainbow, and He of Motley Repose believes that everyone's inner nature should be a similar mix of action and restraint, placid adoration and righteous scorn. He offers rest and relaxation to those who meet each day with excitement and vigor and who may be tired from the chaotic beauty that is their life.

To mortal eyes, Lalaci appears to be fair-skinned with white-blond hair and yellow-white eyes. He tucks the two prismatic wings that curve from his shoulders down so that he appears to wear a beautiful multicolored cloak, though among his own kind he walks in his true naked form, with crystalline flesh that refracts light as golden rays.

He of Motley Repose provides rest to the hardworking and shade to those exhausted from the sun. Glassblowers and illusionists often find creative inspiration in Lalaci's rainbows; particularly gifted glass artists and light-weavers who lead worthy lives sometimes find small prisms at their workstations—tokens of Lalaci's favor. His devotees claim that the reflections of rainbows in natural bodies of water create portals to his celestial domain: an enormous, warped glass palace that floats on a cloud across the surface of Elysium.



LYMNIERIS

The Auroral Tower

LG angel empyreal lord of prostitution, rites of passage, and virginity

CULT

Holy Symbol face in profile hidden by a white hood

Temples brothels, convents, graduation ceremonies, sacred areas where rituals of adulthood take place

Worshippers adolescents, the avowed chaste, prostitutes, unwillingly engaged couples

Minions guardian nagas, nymphs, unicorns

Obedience Lie on a hard, flat surface wearing nothing but a cowl. Concentrate on the feeling of the surface and the air while achieving sexual release without touching yourself. Healing spells you cast heal 1 more point of damage per die.

BOONS

1: Tower's Boons (Sp) *sanctuary* 3/day, *eagle's splendor* 2/day, or *archon's aura*^{UM} 1/day

2: Rite of Passage (Sp) You gain the power to usher others into a new state of being. Once per day, you can cast *greater polymorph* on a willing creature. The duration of this effect is permanent until you or the target dismiss the effect or you use this ability again.

3: Undo Maturation (Su) Once per day with a successful touch attack, you can rewind the sands of time for a single creature, causing the target to revert to the previous age category, taking all the appropriate penalties to mental ability scores without any of the benefits to physical ability scores. If the target is an adult, it gains the simple young creature template. If the target already has the simple young creature template, it rejuvenates even further, reducing all its ability scores by 2 (to a minimum score of 1) and decreasing its size by an additional step.

Lymnieris teaches that the passage from one state of being to another is a sacred time in every mortal's life. He is thought to have originally been a planetar, as evidenced by the empyreal lord's tall stature, emerald green skin, and four white wings. His hard, radiant body is always coated in a thin sheen of perspiration, and he carries no weapons, instead wielding in one of his delicate hands a great white shield made of celestial ivory.

Lymnieris and his agents sometimes come to the aid of good-hearted virgins pressed into marriage or threatened with being deflowered against their will, as well as those devotees who wish to fulfill their sexual desires but who are restrained by culture or tradition. Any individual on the threshold of a major personal change may call on Lymnieris for aid. Prostitutes who work lawfully and willingly out of love for their profession also worship Lymnieris, and those forced into carnal service pray to him for salvation.

Lymnieris lives in a palace made of blue agate in Heaven, where he often entertains the visiting Arshea.



OLHEON

The Just Arbiter

LG female archon empyreal lord of deservedness, nobility, and rulership

CULT

Holy Symbol bowed figure supporting an angular network of silver branches

Temples ancestral homes, palaces, workplaces of legal officials

Worshippers appointed rulers, elected officials, guardians, parents, oppressed persons

Minions celestial royal nagas, lammasus

Obedience Drop hot wax onto your brow and press the spot with a signet ring—either your own or that of a legitimate authority—to show your submission to deserved rulership. For that day, so long as your brow remains uncovered, you gain a +4 sacred bonus on saving throws against charm and compulsion effects.

BOONS

- 1: Verdict (Sp)** *command* 3/day, *enthrall* 2/day, or *suggestion* 1/day
- 2: Olheon's Judgment (Sp)** Once per day, you can place a symbol on a target who has shirked his obligations or showed poor judgment in his official capacity; that symbol acts similarly to a *mark of justice*. This spell-like ability has a casting time of 1 round instead of 10 minutes, and when the mark activates it causes the target to take a –6 penalty to Wisdom and Charisma. The conditions you place on the mark must relate to the target's actions as a leader.
- 3: Lordship (Su)** You automatically gain the Leadership feat, and you are always considered to have a reputation of fairness and generosity so long as you maintain your allegiance to Olheon. If you already have the Leadership feat, you gain an additional +2 bonus to your Leadership score. You may choose to attract a hound or legion archon as a cohort. Your archon cohort gains additional HD to bring its total HD to 2 lower than your own level.

It is said that Olheon knows the lineage of every noble soul in existence. She tracks the passage of power—and the responsibilities such power brings with it—from parent to child, ruler to heir, and dynasty to dynasty. Whether power transfers legitimately through inheritance or election or forcibly through coup or rebellion, Olheon sees the change and judges accordingly.

The Just Arbiter is among the most magnificent empyreal lords to behold. Olheon stands over 16 feet tall, towering over most mortals, and her blue eyes blaze in a face of burnished gold. She wears a heavy silver breastplate and greaves, but her gauntleted hands and forearms are stained crimson, as if she had plunged her armored fists into pools of fresh blood. In one hand she carries a ruby-bladed halberd even taller than herself; in

the other hand, she bears a heavy golden seal of office affirming her charge.

Olheon despises tyrants and boils at the sight of legitimate rulers who, through weakness or ignorance, cause hardship and unjust living conditions for those under their dominion. She works through her subjects and divine minions to teach those who can be taught and to punish those who cannot. Officials, noble rulers, and even parents all look to Olheon for guidance, and they are in turn judged according to their actions.

Olheon occupies the northern wing of the Courts of Accord, where the magical scrying mirrors hung in her vast Hall of Thrones display scenes of accession and rulership throughout the multiverse.





PICOPERI

Merrygleam

CG male azata empyreal lord of jokes, pranks, and surprises

CULT

Holy Symbol winking snake on a tree branch

Temples alchemical labs, jungles, taverns, toymakers' shops

Worshippers inventors, jesters, wanderers

Minions celestial kongamatos, jungle giants, lyrakiens

Obedience Play a practical joke on an unsuspecting target.

If no suitable targets are nearby, write down an original joke and leave it tucked in a place where someone may someday find it. Gain a +4 sacred bonus to AC during surprise rounds, regardless of whether or not you participate in the surprise round.

BOONS

1: Prankster (Sp) *lesser confusion* 3/day, *invisibility* 2/day, or *suggestion* 1/day

2: Clever Ruse (Sp) You can cast enlarged *mislead* three times per day. This ability is the equivalent of a 7th-level spell.

3: Element of Surprise (Su) Whenever you roll initiative, any allies within 30 feet of you who are also rolling initiative can choose to use the result of your roll instead of theirs. Your allies still add their own modifiers to your roll to calculate their initiative order. Alternatively, you may choose to use another ally's roll instead of your own.

The eternal prankster, Picoperi finds delight in the simplest of jokes and finds existence a never-ending series of surprises. He can take any form that best suits his capers, but when he appears to mortals, he typically does so as a young boy with brown skin and wildly curling black hair. His delicate features, graceful limbs, and pointed ears suggest elven ancestry, and he is never seen without his telltale woven wool vest dyed bright green and yellow and worked with images of llamas, tree frogs, and snakes.

Good folk who look at the world with wonder and delight often pay homage to Picoperi. Inventors, particularly alchemists who use ingredients derived from jungle plants, sometimes let Picoperi's love of surprises guide them to new discoveries.

Picoperi takes great delight in taunting the forces of evil. In battle, he prefers ambushes and traps over forward charges, and he poisons his victims with darts that cause uncontrollable laughter and dreamy euphoria. Legend tells that thousands of years ago, Urxehl smiled at one of Picoperi's jokes, and the demon lord has sought to destroy the merry trickster ever since.

Picoperi lives in the heart of a kapok tree on Elysium. Though the tree looks small from the outside, the inside holds a network of comfortable rooms carved into the tree's trunk.



PULURA

The Shimmering Maiden

CG angel empyreal lord of constellations, homesickness, and northern lights

CULT

Holy Symbol northern lights arranged like a face

Temples fortune-tellers' dens, isolated glaciers, observatories, travelers' lodges

Worshippers hunters, lonely travelers, nomads, stargazers

Minions bralanis, celestial polar bears, lunar nagas, yetis

Obedience Sit on the ground with your head tilted back to study the stars. Maintain the position for an hour and identify 12 constellations. If you cannot see the stars, draw the patterns of 12 constellations on a semi-permanent surface, such as a wall or hard floor. The light radius of any light source you hold or conjure increases by 10 feet.

BOONS

1: Aurora (Sp) *color spray* 3/day, *continual flame* 2/day, or *guiding star*^{APG} 1/day

2: Starshot (Su) Three times per day, you can transmute up to 1 sling bullet per HD into a bullet of starlight. These bullets function as +2 *brilliant energy bullets*. Bullets of starlight last for 1 minute and shed light in a 10-foot radius.

3: Otherworldly Traveler (Sp) You can cast *interplanetary teleport*^{APG} once per day.

Pulura appears in the night sky in far northern regions, dancing amid swirls of multicolored light. Legend tells that her beauty is so extraordinary that she can appear to mortals only distantly; those who come too close are burned in the heat of her glory.

Pulura appears as a lissome Tian woman with the poise of a trained dancer. Multicolored stars gleam among the flowing locks of her black hair, and her robes seem crafted from sheets of green and pink light rather than fabric, the garments flickering and pulsing with each of the Shimmering Maiden's graceful movements. Pulura's face is achingly lovely, her expression alluring but with a certain gravity about it. In battle, she wields a sling made from sighs and fires bullets of starlight at her enemies.

Those who live in far northern climates often revere the Shimmering Maiden and believe that the aurora borealis portends her benevolent deeds. Pulura appears to comfort travelers far from home and those who feel alone or are lost in the vast northlands. Her agents often wander the snowy wastes to assist those who have become injured or lost during their travels. Pulura's followers tell stories of the constellations to help one another learn the night sky and to pass on tales of goodness and light.

Pulura prefers the mortal realm to Elysium. She has a number of homes hidden within the constellations, and frequently visits Desna when she requires counsel.



RAGATHIEL

General of Vengeance

LG angel empyreal lord of chivalry, duty, and vengeance

CULT

Holy Symbol bastard sword crossed with a crimson wing
Temples battlefields, castles, fortresses, headquarters of knightly orders, war rooms

Worshippers the avowed, knights, soldiers, the wronged

Minions aasimar paladins, blink dogs, kirin

Obedience Slay a proven wrongdoer in Ragathiel's name.

It is not enough for the sacrifice to have an evil heart or evil intentions; the sacrifice must have committed evil or unlawful deeds. Gain a +4 sacred bonus on saving throws against spells and effects cast by evil creatures.

BOONS

- 1: Virtuous Combat (Sp)** *bles* *weapon* 3/day, *litany of righteousness*^{UC} 2/day, or *magic vestment* 1/day
- 2: Retribution (Su)** You gain a sacred bonus equal to half your HD on damage rolls made with slashing weapons against the last creature to have physically wounded you within the last 24 hours.
- 3: Pure Soul (Sp)** You can cast *holy aura* on yourself once per day. In addition to the effects of the spell, you gain DR 10/good and cold iron and you treat any weapon in hand as a +5 *holy weapon* for the duration of the effect.

Ragathiel, child of the archdevil Dispaten and a goddess of fire, stands on the front line of the war between Heaven and Hell. He carves through legions of fiends and drives back lesser evils with the mere presence of his awful majesty.

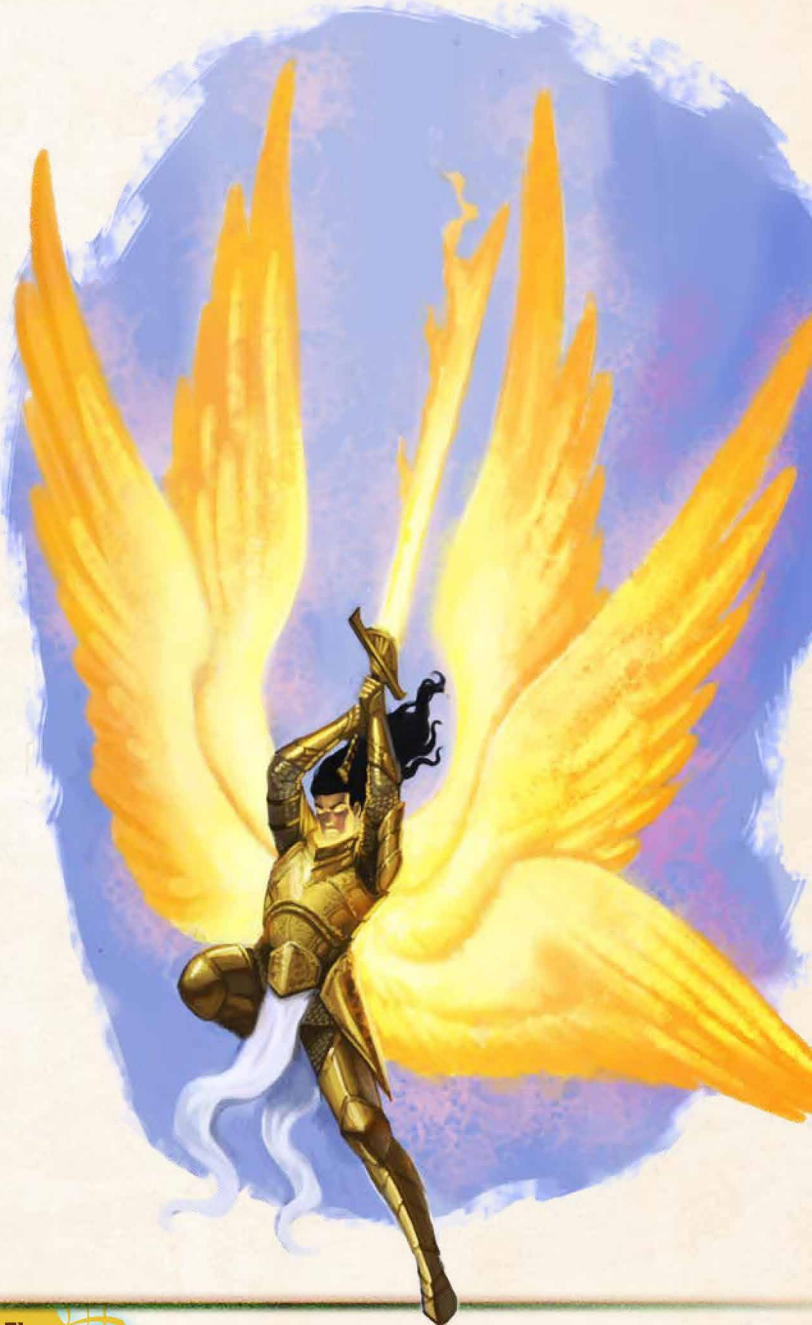
Ragathiel is a tower of glorious might. He stands almost 20 feet tall, and five lofty burning wings stretch from his back. The General of Vengeance once had six wings, but one was severed, torn from his body by Dispaten himself.

Ragathiel's tainted heritage has left him with a wrathful heart, and the angel struggles constantly to master his baser impulses in service to the light. For thousands of years he strove to prove himself to the angelic choirs of Heaven. In the Maelstrom he wrestled for 16 years with a monstrous evil serpent whose scales wept acidic blood until he was able to choke the life out of it. He led an entire army against one of the iron fortresses of Avernus and burned the castle to the ground with holy fire, single-handedly maiming Infernal Duke Deumus in the process. Finally the other empyreal lords agreed to admit Ragathiel into their ranks, and now they appear to trust the angel completely—though that trust took centuries to develop.

Ragathiel takes an active role in the battle against Hell's fiendish legions. He shines at the head of his

army, a figure of golden light cleaving through the ranks of devils that face him. Soldiers of all kinds, but particularly knights, pay homage to Ragathiel and pray for his virtue and wrathful strength in battle. Those who have taken vows, especially those of duty or vengeance, hold Ragathiel as their ideal, and his agents sometimes assist those who have been grievously wronged and now seek righteous vengeance.

The lower slopes of Heaven are home to Ragathiel's Fortress, a magnificent steel structure designed to withstand a thousand-year siege if need be.





ROWDROSH

The Divine Herdsman

NG male agathion empyreal lord of herd animals, husbandry, and shepherds

CULT

Holy Symbol ivory double-headed shepherd's crook

Temples kennels, mountainsides, plains, ranches, watering holes

Worshippers animal breeders, druids, hunters, shepherds

Minions celestial rams, half-celestial criosphinxes, unicorns

Obedience Scatter a handful of grain and then pick up each grain and place it in a single pile. Gain a +4 sacred bonus to AC against attacks of opportunity provoked by moving out of a threatened space.

BOONS

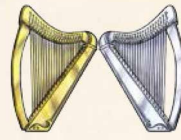
- 1: Herder (Sp)** *calm animals* 3/day, *animal trance* 2/day, or *dominate animal* 1/day
- 2: Divine Flock (Sp)** You can cast *summon stampede* (see page 51) three times per day. This ability is the equivalent of a 7th-level spell.
- 3: Spirit Herd (Su)** You and up to one ally per HD can transform into an ethereal herd of animals of your choice as long as all of you are within 30 feet of one another. Your herd travels as if under the effects of an *ethereal jaunt* spell. In addition, you and the other members of the herd are connected telepathically for the duration of the effect.

Kellid legend says that when caribou, deer, horses, and sheep were first created, they were solitary creatures that wandered alone and were thus easy meals for predators. Supposedly, the empyreal lord Rowdrosh pitied these animals and taught them the wisdom of traveling together.

Rowdrosh can take the form of any herd animal, and often travels the material world in such a guise. In his true form, he has the body of a muscular man with tanned skin and the head of a ram. Curls of bronze hair cover his face, shoulders, and chest. Two massive curled ram's horns made of moonstone sweep back from his temples, and he carries their incredible weight with ease. In his left hand, he wields a straight birch staff that strikes as hard as one of iron.

Those who tend to herds of animals often pay homage to Rowdrosh. His agents counsel benevolent shepherds and herders, teaching them how to prevent disease among their animals and how to properly care for pregnant animals in lands where such knowledge is still scarce. Rowdrosh has a particular hatred for schirs and worgs, and his agents go out of their way to eliminate these brutish monsters.

On the plains of Nirvana, Rowdrosh raises celestial steeds to serve as mounts for divine warriors. He has no permanent home, and is content to rove the upper planes for all eternity with his divine herd.



SERAMAYDIEL

Lady of Inspired Notes

NG angel empyreal lord of communication, inspiration, and music

CULT

Holy Symbol twin chromatic harps in gold and silver

Temples border towns, forges, music halls, scribes' shops

Worshippers diplomats, harpists, metallurgists, trumpeters, scribes, woodworkers

Minions aasimar bards, astral devas, celestial pseudodragons

Obedience Sing or play a musical instrument in public where strangers can hear you and be inspired by you. If no suitable public areas are located nearby, compose an original poem about Seramaydiel's influence in your life and leave it where a passing stranger may find it. Gain a +4 sacred bonus on saving throws against sonic effects.

BOONS

- 1: Communicator (Sp)** *comprehend languages* 3/day, *whispering wind* 2/day, or *sculpt sound* 1/day
- 2: Quiet Muse (Sp)** You can cast silenced *brilliant inspiration*^{APG} three times per day.
- 3: Paralyzing Song (Su)** You make music with such skill and pathos that all around you become frozen still. Once per day as a full-round action, you may attempt a Perform (keyboard instruments, percussion instruments, string instruments, wind instruments, or sing) check. All enemies within 30 feet who can hear you must make a successful Will save (DC equal to the result of your Perform check) or be affected as though by *hold monster* for as long as you continue playing.

Seramaydiel loves instrumental music but favors the harp above all. When astradaemons first emerged from the Abyss and began snatching wandering spirits from the River of Souls on the Astral Plane, it is said that Seramaydiel was able to call the lost souls belonging to Nirvana back to her with her majestic harping.

Seramaydiel's burnished red-gold hair falls in broad curls around her face and frames the white wings that rise from her slender back. She uses her heavenly double chromatic harp to lull evildoers into a false sense of security, then slays them, if she must, using holy darts projected from a narrow bronze tube she uses as a blowgun.

The Lady of Inspired Notes speaks all languages and enjoys fostering communication between disparate parties, especially when doing so may avert potential violence. A diplomat negotiating peace between countries and a tavern patron trying to head off a bar fight are both regarded by Seramaydiel as emissaries of her cause.

Seramaydiel's home is a vast marble amphitheater on Nirvana where the empyreal lords sometimes congregate for music and dancing as Seramaydiel plays a tune from her enchanted harp, much to the delight of all in attendance.



SHEI

The Ibis Matron

NG female agathion empyreal lord of age, life, and self-actualization

CULT

Holy Symbol trio of seeds cradled in the blade of a sickle

Temples community centers, family homes, farmland, monasteries, schools

Worshippers caretakers, educators, the elderly, parents, pregnant women, the young

Minions celestial giant dragonflies, treants

Obedience Lay a heavy rope across your shoulders and meditate on the strengths and weaknesses of your true self. Remove the rope and continue to meditate on the feeling of lightness that comes with the loss of an unnecessary burden. Gain a +4 sacred bonus on saving throws against effects that damage, drain, or penalize ability scores.

BOONS

1: The Tender's Path (Sp) *remove fear* 3/day, *calm emotions* 2/day, or *sands of time*^{UM} 1/day

2: Elder's Wisdom (Su) You immediately age into the next age category, though you take only the mental bonuses for the next age category and none of the physical penalties. If you are venerable when you receive this boon, gain a +2 sacred bonus to your Wisdom instead.

3: Liberation (Sp) You can cast *freedom* once per day.

Shei demonstrates patience and acumen cultivated over thousands of years and strives to lead others to the same wisdom of the self. Through quiet reflection, service to the community, and the grand experience of life, Shei's followers learn to recognize their true natures and feel the freedom that comes with perfect self-acceptance.

Shei stands 8 feet tall and exudes quiet confidence and grace despite her eerie form. The empyreal lord's slender body appears to be that of a middle-aged woman, but her form is concealed beneath glossy black feathers and tightly wrapped bandages. The head of an ibis pours from her elongated neck, and in her hand she carries her silver sickle, *Imminent Harvest*, with her at all times lest evil catch her unawares. Though Shei possesses the wisdom of age, she also possesses the fiery passion of youth, making her an unpredictable force to be reckoned with even at the best of times.

The never-ending cycle of life is Shei's province. Her multitudinous minions range from dragonflies that live and die in a year to treants that have existed for centuries. The Ibis Matron understands every stage of life, from infancy to old age, and sees the purpose of life as the attainment of self-actualization. Her servants find joy in helping mortals express their true selves through creativity, hard work, and service to their communities.

Individuals in search of enlightenment, parents of small children, mothers about to bring life into the world, and teachers helping their students blossom all pay homage to Shei. The elderly feel particularly drawn to Shei, knowing that the Ibis Matron understands the weight of their long lives.

Those who force others to hew to an uncomfortable mold rouse the wrathful judgment of Shei, as do fiends who corrupt mortals and rob them of their potential. The Ibis Matron has an especial hatred for belier devils and their ilk. Evil creatures that weaken their victims through negative energy—particularly ones that cause premature aging, such as ghosts—also bear the brunt of Shei's glorious anger.

Shei lives in a magnificent palace of woven rushes that floats on the Lake of Spring-Thawed Ice on Nirvana.





SINASHAKTI

Immaculate Joy

CG male azata empyreal lord of journeys, joy, and messengers

CULT

Holy Symbol emerald trumpet emitting a brown silk ribbon that becomes a road

Temples caravan stops, docks, roadside shrines, wedding chapels

Worshippers joy-seekers, messengers, separated lovers, wanderers

Minions hippocampi, hippogriffs, pegasi

Obedience Sit cross-legged at dawn and light a candle before your face. Laugh uproariously until the force of your laughter blows out the candle. When you rise, step out with your right foot first. Gain a +4 sacred bonus on saving throws against spells and effects that would hinder your movement speed.

BOONS

1: Joyful Step (Sp) *longstrider* 3/day, *forest friend*^{DC} 2/day, or *good hope* 1/day

2: Infectious Joy (Su) Your delightful demeanor is so contagious that enemies find it hard to resist your charms. The save DC of your mind-affecting effects increases by 1, or by 2 against intelligent foes of the same race as you.

3: Familiar Journey (Sp) You can cast *word of recall* once per day, except you may target up to six willing creatures within 30 feet to travel with you; these creatures need not be touching you.

Sinashakti embodies perfect joy. He is an inveterate wanderer and delights in meeting long-lost friends along the road. Sinashakti carries missives of great import between empyreal lords; legend tells that Sinashakti once descended to Abaddon to bring a declaration of war to the divs, though he denies such audacious claims.

Sinashakti is typically depicted as a handsome man with deep blue skin and a constant smile. He often wears his long black hair in a braided knot and his dark eyes gleam with felicity. Sinashakti favors silk trousers and colorful tunics, and it is known among his followers that he adores jewelry—bangles bedeck his arms and jeweled ropes hang from his shoulders. In battle, Sinashakti produces a shortbow studded with yellow sapphires from which he fires emerald-headed arrows.

Those separated from their loved ones pray to Immaculate Joy for a reunion, as do travelers in need of safety. Good-hearted messengers who work diligently may find Sinashakti's agents come to their aid during dire straits. Sinashakti and his followers teach that true happiness can only come from a life lived well, an open and honest heart, and devotion to goodness.

Sinashakti lives in a rosewood palace near the River of Chromatic Tranquility in Elysium, though he is rarely found at home.



SORALYON

The Mystic Angel

NG angel empyreal lord of guardians, magic, and monuments

CULT

Holy Symbol stone spire covered with astronomical signs

Temples ancient monuments, arcane towers, libraries, stone cathedrals, watchtowers

Worshippers arcane spellcasters, astronomers, guardians of important sites, historians

Minions half-celestial calikangs, half-celestial girtablilus, planetars

Obedience Keep with you a 5-pound marble miniature of an existing monument. Before sleeping, trace the monument's surface with your fingers. Close your eyes with your hands resting on the monument and meditate on Soralyon's teachings until you fall asleep. Gain a +4 sacred bonus on saving throws against effects that cause slowness or magical aging and any effects that damage ability scores.

BOONS

1: Lorefinder (Sp) *identify* 3/day, *locate object* 2/day, or *glyph of warding* 1/day

2: Arcane Knowledge (Su) Your eyes harden and turn into ruby and gold. You can see as though under the effects of a permanent *analyze dweomer* spell, though you only use this effect only on objects, not on creatures.

3: Petrified Guardians (Su) Once per day, you can speak a divine utterance to turn one creature within 60 feet to solid marble as *flesh to stone* (Fort save negates; DC 10 + 1/2 your HD + your Int modifier). You can then order your petrified victim to guard a clearly defined area or object as long as it remains turned to marble. Anyone who enters the area or touches the object triggers the petrified victim, who attacks as a stone golem with HD equal to the creature's original HD for 1d4 minutes before reverting back to flesh.

Soralyon's handsome form is formed from living marble. Mortal art depicts Soralyon in numerous different shades, from white to rose red, blue, or green, but his true form is of the purest black marble, which always glimmers softly as if lit from within.

Those who guard ancient sites, particularly as self-appointed guardians, pray to Soralyon for the strength and perseverance to carry out their grave tasks, and Soralyon and his agents are constantly on guard against those who would defile sacred monuments. While the Mystic Angel sometimes favors researchers who show prudence and strong moral fiber, his agents quickly intercede when a mortal seeks to uncover, however unwittingly, a dangerous monument or evil bit of ancient lore—a trait that sometimes puts Soralyon at odds with preservationists such as Bharnarol or the caretakers of the Great Library of Harmonious Scripture.



TANAGAAR

The Aurulent Eye

LG male archon empyreal

lord of night, owls, and watchfulness

CULT

Holy Symbol a shadowed golden owl eye**Temples** borders, deep woods, farmlands bordering forests, watchtowers**Worshippers** farmers, guards, loggers, rangers, scouts**Minions** celestial owlbears, dire badgers, giant owls**Obedience** Find and observe a mouse or rat from no more than 30 feet away. Continue watching the mouse, unseen, for 100 breaths. Catch the mouse and release it in an area where owls hunt. Gain a +4 sacred bonus on saving throws against effects that would hinder your sight or hearing.

BOONS

- 1: Forest Dweller (Sp)** *calm animals* 3/day, *eagle eye*^{APG} 2/day, or *deeper darkness* 1/day
- 2: Owl's Eye (Su)** You gain darkvision out to a range of 60 feet. If you already have darkvision, increase its range by an additional 60 feet.
- 3: Hunter's Edge (Su)** You gain sneak attack +3d6. This increase to sneak attack damage stacks with sneak attack damage you may have from other sources. Whenever you deal sneak attack damage with a piercing weapon, you deal +2 points of damage per sneak attack die.

Tanagaar watches from the darkness, always alert for evil working under the cloak of night. His great golden eyes never close, and his sharp beak and fierce talons are always ready to tear apart those who challenge him.

In his true form, Tanagaar is a giant owl, 14 feet tall, with luminous golden eyes; it is said that he can swivel his head in any direction and can see perfectly at any distance. Tanagaar's plumage is dusky platinum gray tipped with inky black, perfect for melding into the shadows of the forest. His beak and talons shine like platinum as well, but are actually cold iron, and never catch the moonlight to betray his position. His devout say that Tanagaar's beak is sharp enough to sever the head off a babau, and with his mighty talons he can snatch and crush two dretches at a time. His presence is always preceded by a flock of owls native to the surrounding region unless he requires discretion.

Tanagaar sometimes takes the form of a humanoid as well, preferring the guise of an 8-foot-tall muscular man with shoulder-length black hair and a close-trimmed gray beard. Backwoods foresters and lumberers tell tales of encountering Tanagaar in this form—the celestial being's luminous golden owl eyes always betray his otherworldly nature.



Lookouts, guards, and forest wardens all pay homage to the Aurulent Eye. The empyreal lord is as concerned with law as any archon, and his influence envelopes borders (particularly ones that run along a forest's edge), watchtowers, and wild preserves. His servants frown on poaching, but if such illegal hunting is done unwittingly or out of desperation, these celestial agents typically send poachers away with a stern warning and perhaps an offer of lawful aid. Poachers or trappers who leave wounded animals in distress or use cruel hunting tactics face the full wrath of Tanagaar's faithful. Guards who find themselves overwhelmed while defending legitimate borders may find unexpected aid from Tanagaar, and more than one border conflict has seen the tide of battle turn because of hundreds of screeching owls swooping down on the unlawful assailants.

Tanagaar concerns himself with watching the borders of Heaven from the depths of the Unbent Forest on the lowest slopes of the mountain. There he maintains a force of hound archon scouts who assist him in patrolling and defending their divine realm. The Aurulent Eye keeps tabs on the rest of the multiverse's borders with the help of his elite order of spyglass archons, who all sport the heads of owls and can supposedly dive from a mile up to strike at an enemy on the ground in a matter of seconds.



TOLC

Snow-Strider

CG angel empyreal lord of cold, frozen wilds, and survival

CULT

Holy Symbol caribou antlers cradling a javelin of ice
Temples arctic outposts, hunting lodges, ice caves
Worshippers arctic rangers, evokers who use cold magic, natives of northern reaches, trappers
Minions celestial ice elementals, frost worms, remorhazes
Obedience Kneel naked outdoors at night while dipping your hands in two bowls of tepid water. Slowly raise your hands above your head and hold them there until the water from both bowls has evaporated. Gain a +4 sacred bonus on saves against cold effects.

BOONS

- 1: Frozen Magic (Sp)** *mount* (caribou only) 3/day, *chill metal* 2/day, or *protection from energy* 1/day
- 2: Icy Shards (Su)** Three times per day, you can breathe a 15-foot cone of ice particles. The cone deals 1d6 points of damage per HD you possess (maximum 15d6). Half this damage is cold damage, while the other half is slashing damage. A Reflex save (DC 10 + 1/2 your HD) halves damage taken from this attack.
- 3: Glacial Dark (Sp)** You can cast *polar midnight*SM once per day.

Tolc is master of the frozen lands, where people struggle daily to survive the harsh elements. He gazes favorably upon those who learn to live within this wild domain and appreciate its fierce beauty.

Tolc stands 7 feet tall and has a stout but muscular figure. His light brown skin always holds a rosy flush, as though the empyreal lord had just stepped in from the cold. Numerous scars mar his broad face, which constantly sports a stern expression, though a kind light occasionally warms his hardened gaze. From his back stretch two arching tusks carved from celestial ice.

Snow-Strider and his agents help worthy individuals struggling to live in cold, inhospitable climes. Many northern cultures credit Tolc with teaching their people to build shelters from ice. Tolc is a sworn enemy of Kostchtchie, and Tolc's champions hone their skills in battle to best combat frost giants and white dragons. On occasion, a mortal champion catches Tolc's attention long enough for the empyreal lord to grant this mortal divine strength and tactical knowledge with which to defend her kinsfolk.

Tolc can sometimes be found in the coldest reaches of Elysium's mountains, but his followers on the Material Plane claim to see Snow-Strider in their temple-longhouses with some frequency. Many believe he assumes the guise of a wanderer in need of respite and leaves flecks of gold in the bedding of those who provide him hospitality.



VALANI

Fireshaker

CG male azata empyreal lord of change, growth, and primal forces

CULT

Holy Symbol volcanic eruption of golden lava
Temples hot springs, islands, tropical jungles, volcano slopes
Worshippers elementalists, natives of volcanic island, shapechanging druids, storm giants
Minions celestial earth and fire elementals, celestial thunderbirds, crysmals, dryads
Obedience Build a fire and burn an item or set of items worth at least 50 gp. When the flames have died down, roll among the cinders to extinguish the last bits of fire and grind the ashes into the ground. Each time you perform this obedience, choose either acid, cold, electricity, or fire. Gain a +2 sacred bonus on saving throws against the chosen energy type.

BOONS

- 1: Elemental Arcana (Sp)** *produce flame* 3/day, *soften earth and stone* 2/day, or *call lightning* 1/day
- 2: Quake (Sp)** You can cast *earthquake* once per day.
- 3: Wrath of Nature (Su)** Once per day, you can assume the form of a Gargantuan earth or fire elemental for up to 1 hour. If you choose the form of an earth elemental, you gain a +10 size bonus to your Strength, a -4 penalty to your Dexterity, a +6 size bonus to your Constitution, and a +8 natural armor bonus. If you choose the form of a fire elemental, you gain a +8 size bonus to your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus. This ability is otherwise identical to *elemental body IV*.

It is said that trees bend beneath the force of Valani's laugh and his wrathful roar can split the ground around him. Valani's hot temper is well known among the empyreal lords, and his peers respect him for his mastery over the forces of nature. Fireshaker understands that change cannot be forestalled and that growth requires destruction in order for goodness to take root in what was once evil soil.

Valani is a massive figure, standing 10 feet tall with the thick arms and legs of a primate and the head of a boar. His wavy dark hair falls free under a crown of spiked grass and purple flowers. The skin left uncovered by ornate armor crafted from tiles of shell and obsidian is dark brown and ruddy, as if the light of a fire were always burning just beneath his flesh. When angered—which is often—his majestic features contort into an expression of awful rage. Aside from his wrath, Valani is also known for being a proud and wise father countless times over. Dozens of tribes on serene islands through the multiverse claim their blessings stem from being favored children of Fireshaker.

Valani lives in the heart of the Bright-Burning Volcano in Elysium.



VILDEIS

The Cardinal Martyr

LG angel empyreal lord of devotion, sacrifice, and scars

CULT

Holy Symbol a scarred golden breastplate

Temples asylums, cathedrals, convents, interrogation chambers

Worshippers martyrs, the obsessed, paladins, zealous crusaders

Minions couatls, lawful angels, peris, shedus

Obedience Cut a holy design into your flesh or the flesh of a willing participant. Rub ashes into the wound while praying aloud to Vildeis. Bind the wound in red cloth but show the scar to anyone who asks. Gain a +4 sacred bonus on saving throws against effects that damage, drain, or penalize ability scores.

BOONS

1: Devotion (Sp) *command* 3/day, *paladin's sacrifice*^{APG} 2/day, or *pain strike*^{APG} 1/day

2: Imperative (Sp) Once per day, you can command a creature to carry out some particular task or service. This ability acts as *geas/quest*, except it has a casting time of 1 minute and the penalty to ability scores for disobeying the *geas/quest* is -4 for every 24 hours the target so disobeys, up to a total of -16 (though none of the creature's ability scores can be reduced to less than 1 by this effect).

3: Martyr's Blood (Su) You are immune to bleed effects. Whenever you would be affected by a bleed effect, all enemies within 30 feet gain the bleeding condition instead as though they were the effect's original targets (no save; creatures immune to bleeding are immune to this affect). The Heal DC to stop this supernatural bleeding is 20 rather than 15.

Legend tells that Vildeis despises evil more than any other empyreal lord. Other angels rail furiously against the darkness and spend eternity battling its agents. But when Vildeis emerged from the ether of Heaven, it is said, she could not cope with the mere idea of evil—what reality allows such an abomination to exist? To preserve her sanity, Vildeis blinded herself so she could not see the foulness that so often tainted existence and dedicated herself wholly to destroying that which pained her so. Now, her zealous championing of rightness leaves her no peace. She cannot rest, cannot laugh, cannot pause to appreciate her efforts. Only action and repeated sacrifice keep her damaged spirit whole.

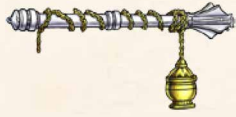
The Cardinal Martyr's body is marked with countless scars, each one a celestial rune representing a sacrifice she has made. Crimson

ribbons cover her useless eyes, and her magnificent red wings carry her aloft as she embarks on divine quests. Her curved dagger, *Cicatrix*, is never far from her side. Those who stand in Vildeis's shadow hear a maddening chorus of screams, the voices of all the martyred throughout the Great Beyond.

Vildeis's followers commit themselves utterly to her worship. The Cardinal Martyr is a demanding mistress, and her tenets are so exact that it is easy to fall out of her favor. Followers of Vildeis give up their homes, families, and wealth to follow her dictums and receive no material reward for their service. To Vildeis's devout, sacrifice in the service of good is its own reward. Those who die acting in Vildeis's name may find rest in their final reward, but the most faithful and talented are raised to serve again, this time as Vildeis's divine agents.

Vildeis has no home. She never pauses in her travels, for she is driven mercilessly by her cause.





WINLAS

The Elder of Divinity

LG male archon empyreal lord of ceremonies, religiousness, and service

CULT

Holy Symbol censer hanging from a sapphire mace

Temples community centers, grand cathedrals, holy sites

Worshippers community leaders, congregation leaders, officiants

Minions harbinger archons

Obedience Enact a complex ritual of standing, kneeling, and lying prone at different intervals combined with chanting and recitations from at least three different holy texts.

Gain a +4 sacred bonus on saving throws against language-dependent effects.

BOONS

1: Sacrament (Sp) *sanctuary* 3/day, *consecrate* 2/day, or *prayer* 1/day

2: Liturgy (Su) Three times per day, you can ask for Winlas's favor whenever you are observing a religious ceremony within 300 feet. When you do this, you and up to one additional creature per 2 HD you possess assume the appearance of the congregation you are observing with perfect accuracy, and you all gain complete knowledge of the sacred rites being performed (granting you a +10 sacred bonus on Bluff checks to perform the rites). This ability is otherwise like a *seeming* spell, except you gain a +20 bonus on your Disguise check.

3: Ritual of True Faith (Sp) Once per day, you can cast either *symbol of death*, *symbol of insanity*, *symbol of stunning*, or *symbol of weakness*. Your casting time for this spell-like ability is reduced to 1 minute.

In his palatial quarters in the Great Library of Harmonious Scripture, Winlas maintains a massive tome detailing every sacred ceremony in existence, knowledge that he uses to counteract the evil done by profane observances.

Winlas stands 11 feet tall and has skin the shade of unspoiled parchment. His white silk robe is impeccably clean beneath his heavy tunic of blue brocade trimmed in gold. A sweeping tapestry depicting countless religious rituals—each one minutely detailed in silver thread—hangs from his shoulders, and he wears a four-pointed crown of beaten gold. Depictions of the lord of ceremonies show him as an old man with a heavy tome in his arms.

The Elder of Divinity teaches that religious ritual unites the faithful, and there is great power in numbers. Religious rituals are not distant prescriptions, but elements of worship passed down from the divine and shaped by pious mortals over the years. Winlas does not encourage loose interpretations of rituals or careless development of new rites. Instead, he and his agents communicate the importance of following religious doctrine to the letter and work to preserve these sacred rites in their entirety.



YLIMANCHA

Harborwing

NG female agathion empyreal lord of coastal waters, fisherfolk, and flying creatures

CULT

Holy Symbol golden seagull with blue circles on each wing

Temples aeries, cliff sides, port cities, shoreline villages

Worshippers fisherfolk, garudas, merfolk, sailors, tengus

Minions celestial air elementals, charybdises, giant eagles, hippocampi, rocs

Obedience Wrap yourself in a robe of feathers and immerse yourself in saltwater, holding your breath for as long as possible. Climb out of the water, kneel down, and pray until the robe dries. Gain a +4 sacred bonus on saving throws against effects with the water descriptor and effects from flying creatures.

BOONS

1: Winged Blessing (Sp) *feather fall* 3/day, *levitate* 2/day, or *water breathing* 1/day

2: Aspect of the Wind (Su) Avian wings sprout from your back, granting you a fly speed of 30 feet with average maneuverability.

3: Body of Water (Su) Your body becomes permanently fluid and malleable, making you immune to critical hits and sneak attacks. In addition, you can move through an area as small as one-quarter your space without squeezing or one-eighth your space when squeezing.

Ylimancha watches over the coastlines of the world and battles with Pazuzu for dominion over the souls of those beings who call the sky their home. Her conflict with the King of the Wind Demons began at the dawn of time when she and Pazuzu fought for the souls of winged beings as they sprang into existence. Ylimancha bitterly resents each race lost to Pazuzu's corrupting influence.

The empyreal lord of coasts has two forms. One is that of a woman with the head of an osprey. In this form she carries a teak longbow strung with gold. Her other form is that of a 4-foot-tall pure white seagull with the head of a beautiful Varisian woman with short dark hair. Ylimancha can speak in both forms, and her words always carry with them the quiet echo of crashing waves.

Agents of Ylimancha help protect coastlines and the mortals who live near the water. Harborwing teaches fisherfolk how to find schools of marine animals and cautions fishers against taking too much from the sea's bounty. According to her faithful, it is Ylimancha who taught mortals to build breakwaters to protect their port cities from the corrosive effects of the sea's mighty waves.

Ylimancha lives in a magnificent golden aerie on the Skyward Cliffs, which stand against the Sea of No Shadows in Nirvana.



ZOHLs

Verity

LG female archon empyreal lord of determination, investigation, and truth

CULT

Holy Symbol open tome with a checkered page

Temples athenaeums, guard houses, laboratories, libraries, scriptoriums, universities

Worshippers archivists, benevolent spies, detectives, good inquisitors, researchers

Minions blink dogs, celestial invisible stalkers, legion archons

Obedience Study an unfamiliar scene and then draw it as perfectly as possible from memory. Mark any inconsistencies on the sketch and keep it in an accessible place for future reference. Gain a +4 sacred bonus on saving throws against illusions.

BOONS

- 1: Sleuthhound (Sp)** *identify* 3/day, *locate object* 2/day, or *blood biography* 1/day
- 2: Penetrating Gaze (Sp)** You can cast extended *true seeing* three times per day. This ability is the equivalent of a 7th-level spell.
- 3: Witness to All (Su)** You become cognizant of your surroundings at all times. You gain improved uncanny dodge, using your total HD in place of rogue levels for determining creatures that can sneak attack you. You gain a +6 sacred bonus on Perception checks. Once per day, you can summon 1d4 magic eyes that can travel out to a range of 2 miles, as if you had cast enlarged *greater prying eyes*.

To Zohls, the act of discovery is almost as important as the truth uncovered by it. The empyreal lord of determination and investigation, she revels in unwinding mysteries—the more complicated the better—as well as shedding light upon previously obscured events. Zohls sees existence as a series of interlocking puzzles and delights in discovering patterns. She is guided by logic more than instinct, and has trouble interacting with less perceptive beings, even fellow archons. She is an impatient empyreal lord who genuinely forgets that not everyone shares her talent for brilliant leaps of logic.

Zohls often appears practically dressed in a tunic and breeches and ties back her shining chestnut hair into braids. She favors clothing of black and white, representing the light of truth and the darkness of the unknown, and she reveals her celestial nature to the deserving by unfurling magnificent wings of parchment that never wrinkles.

Investigators and researchers—who both seek the truth in their own ways—pay homage to the empyreal lord sometimes known simply as “Verity.” Her agents often appear incognito to give a crucial hint or provide a key piece of evidence to the faithful. Those who hide criminal

deeds capture Zohls’s ire most strongly, but anyone who seeks to keep acts, lore, or objects hidden may encounter interference from Zohls’s agents. Zohls uses her abilities and her agents to uncover fiendish plots and unravel the machinations of evil, particularly devils.

Zohls’s palace on Heaven is filled with endless halls full of labeled evidence, research notes, maps covered in check marks, sketches of interesting individuals, and laboratory equipment. She rarely visits her fellow empyreal lords, finding them largely uninteresting and difficult to talk to. Her sense of superiority leaves her somewhat lonely, and she greatly enjoys interacting with individuals—be they mortal or divine—who can match her in intelligent conversation.



CELESTIAL REALMS

Ever since there has been evil, there has also been good, and the ancient holdings and legendary sites of the good Outer Planes are testament to the perseverance and strength of the celestials who maintain them and continue to expand upon these domains. The following lists detail some of the most notable locations found among the goodly planes.

ELYSIUM

The untamed beauty of Elysium shows in its riotous forest and cobalt skies. Though both placid Nirvana and boisterous Elysium share a certain raw majesty, the difference between them is apparent immediately. In Elysium, the forests change from ancient redwoods to groves of young birches in the space of three steps. The rolling plains form a haphazard patchwork of lush bluegrasses, purple clover, yellow buttercups, creeping myrtle, and a hundred other types of ground cover. Red clay banks along the rivers soon give way to monolithic granite cliffs. Two people may walk side by side along the length of Elysium, one looking left and the other looking right, and return with two completely dissimilar reports.

Biders: The mountain range known simply as the Biders includes among its slopes and valleys the idyllic Mountain of Lingering Soulsong, the infinitely deep Bright-Burning Volcano, and the eerily beautiful Titan Graveyard.

Boundless Azure Ocean: In Elysium, citadels and palaces drift as easily on the wind as would a leaf. The Boundless Azure Ocean is a favorite region for these floating structures to drift over.

Iron Castle: Residents of Tayberry say that sometimes a floating castle drifts past the town. The castle never comes close enough for anyone to get a good look at it, but it seems to be made of iron and have a disturbing architectural style quite unlike that of most of the buildings in Elysium. A few curious souls have tried to investigate the iron castle, but find it drifts speedily away when approached.

Painted Forest: As its name suggests, the Painted Forest resembles no part of known reality so much as an artist's sweeping representation of a woodland during the change of seasons. Here, cicadas and waxwings alike sing amid blooming lilacs, snow-covered pines, sagging butternuts, and windswept palms.

Silver-Gray Lowlands: This shallow dell is covered in the palest green grass and a constantly drifting mist that obscures the footsteps of any who pass through.

Sparkling Fens: So named for the perpetual twilight that illuminates the shallow waters of this swampy realm, the Sparkling Fens are a place of great mystery in Elysium. It is said that the entirety of this beautiful wetland is actually little more than the back of an impossibly huge slumbering toad.

Tayberry: Though the denizens of Elysium are loath to stay in one place for too long, the settlement of Tayberry is a notable exception to this trend. A cacophony of wooden buildings—most of them built from a mishmash of different types of wood and stone—make up half the town. The other half is composed of woven bowers and platforms affixed to mighty trees that stretch their branches out over the houses. A popular destination for mortal travelers to Elysium, Tayberry is a sleepy town during the day but explodes to life at night, when the smattering of unassuming shops and eateries become a carousing revel in the evening, filled with wild melodies, magical fireworks, and overflowing wine. Some travelers to Elysium stop in Tayberry and choose to never leave.

HEAVEN

The single spire of Heaven towers far beyond the height of any other mountain found in the Great Beyond, so great is its glory. Divided into seven distinct tiers, each level of Heaven is decidedly more glorious than the one before it, though there are countless wonders to behold no matter where one finds oneself on the soaring mount.

Alabaster Passage: On the third level of Heaven stands the Alabaster Passage—a path of white flagstones lined with black crystal pillars and surrounded on all sides by a small city of petitioners and archon guards. This is where most



mortals find themselves upon using magic or a gate to travel to Heaven. Good heroes who respect law and have a valid reason for traveling to Heaven find the town receptive; others may face a less hospitable welcome.

Courts of Accord: The home of both Damerriich and Otheon, the Courts of Accord are found in a stately white building where Heaven's leaders periodically convene to discuss important matters and patiently weigh moral decisions that would likely be regarded as impossible paradoxes to mortal hearts.

Foretress of Ragathiel: Sitting on the lowest stretches of Heaven, as it has for untold millennia, this gleaming fortification is made entirely of untarnished steel.

The Garden: The only feature to adorn Heaven's mysterious peak, the walled realm known simply as the Garden is thought to be the birthing grounds of new archons, and its appearance changes depending on the visitor.

Khalignin: Some whisper that a giant shadow known only as the Khalignin drifts across the surface of Heaven from time to time. None can say with any certainty what the dread shadow portends, as the archons cannot see anything that happens beneath its veil and most of Heaven's occupants give the thing a wide berth upon spotting its sluggish approach.

Prime Vallation: A magnificent series of blessed marble walls and ramparts, the Prime Vallation has stood as Heaven's first defense against fiendish invasion for time untold, and its commander Arguros has personally spearheaded the deflection of countless would-be raiders.

Red Rotunda: A magnificent outdoor amphitheater located behind the Courts of Accord and centered around a single crimson marble executioner's block, the Red Rotunda is where captive demon lords, malign demigods, and other powerful evil creatures are brought for judgment and execution.

NIRVANA

Nirvana breathes with the simple belief in rightness, in a good that is not complicated and has no agenda. The inhabitants of Nirvana welcome all who seek enlightenment to their flourishing fields, their pellucid waters, and their abundant forests. Animals of every stripe and shade roam the surface of Nirvana, but their bucolic appearance belies their very real natural instincts. Mortals should take care when traveling this realm, for a pride of lions on the serene savannas of Nirvana are just as hungry as those on the Material Plane.

Dragonmane Mountains: These sprawling cliffs and mounts are rugged, intimidating peaks rivaled in grandeur only by Heaven's own mountain. Rumor holds that there are great rewards to be won for those who dare the oft-times treacherous Dragonmane Mountains. In particular, the peak known as Athlinden's Brow is said to hide the hoard of a cloud dragon who long ago came to Nirvana to hide her gold. What guardians and traps remain is unknown; those who return from climbing Athlinden's Brow report no sign of either the trove or the dragon, but the billowing violet clouds that surround the peak suggest the work of powerful illusory magic.

Dream Lotus: The Dream Lotus is a place of tranquility whose exact location has never been accurately documented. It is said that only those who have attained perfect peace and balance in their hearts can find the Dream Lotus, and one never finds it in the same place twice.

Forest of Whispered Longing: Along with the Forest of Dancing Figments, this massive forest serves as a home for the majority of the woodland creatures on Nirvana. Towering tree spirits maintain the Forest of Whispered Longing and watch over its denizens, and on nights when the moon is hidden, these primeval giants shine like braziers of silver flame.

Good Will: On the edge of the Lake of Spring-Thawed Ice sits a large town of tidy wooden buildings and straight piers called Good Will. Here, petitioners and agathions dwell in sturdy cottages and communal houses, providing hospitality to any visitors who seek it. Those who have returned from Good Will often speak wistfully of their hosts' savory white-powder mushrooms and the plush silkmoss sheets of their guest beds.

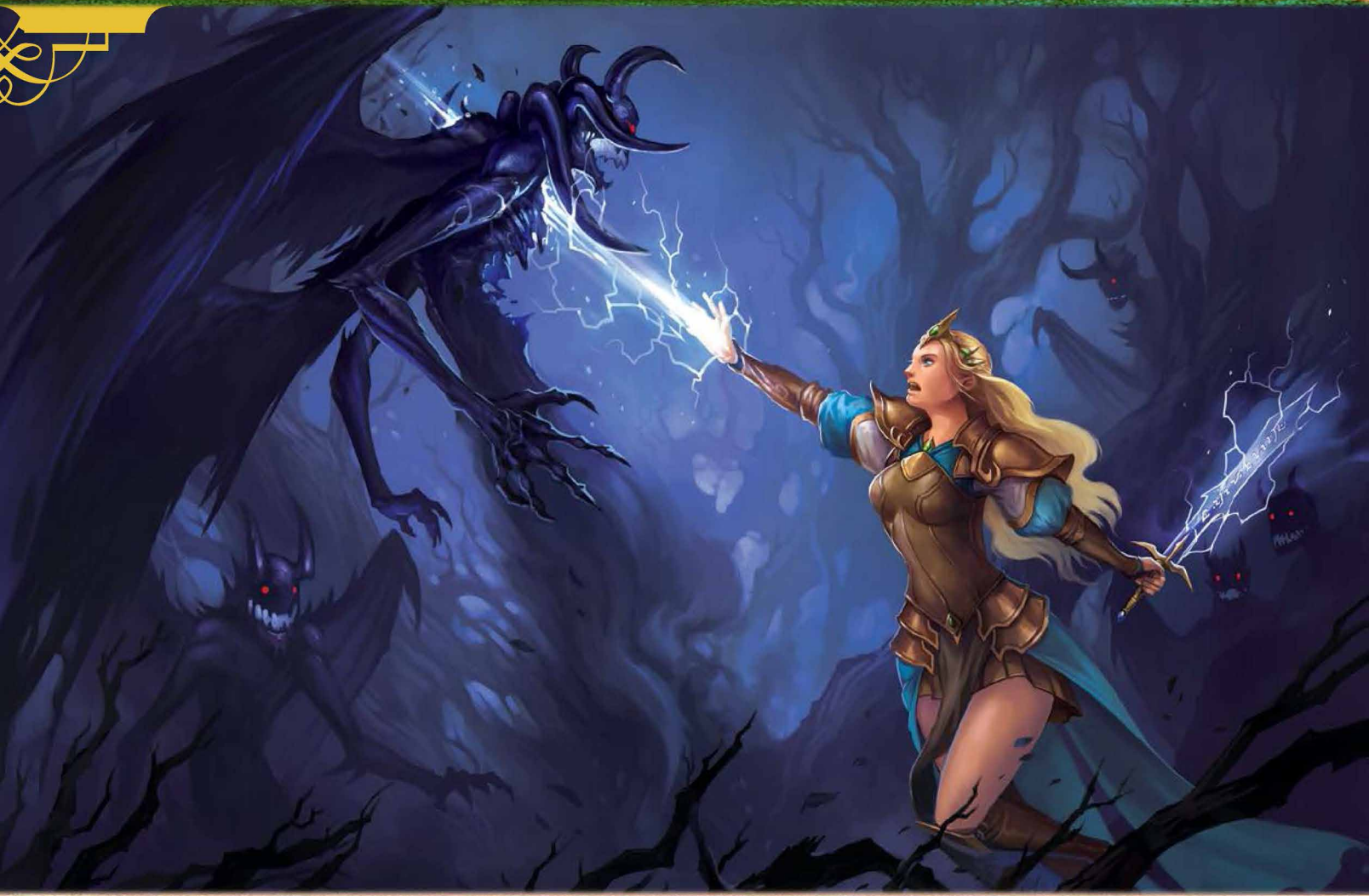
Lake of Spring-Thawed Ice: Mortals visiting Nirvana, for whatever reason, often materialize on the edge of the Lake of Spring-Thawed Ice. The denizens of the nearby settlement of Good Will keep a patient watch for floundering visitors in the chill waters. When necessary, an ancient cetaceal known as the Deepseer rises from the lake to intercept would-be evildoers or those who have found their way into Nirvana by accident.

Sea of No Shadows: This sprawling body of water is seemingly infinite, and brims with countless aquatic creatures, cetaceals, and water-dwelling empyreal lords.

FROM THE CHRONICLE OF THE RIGHTEOUS

To know their favor is to know idyllic Nirvana itself, but to witness their cholera is a fate best left to the fiends of Hell and the other lightless rifts of the Great Beyond that I have now gazed upon. No sane being would seek the disgrace of the empyreal lords, who will doubtlessly bar me from their celestial realms forever, but it is a solemn and necessary price to pay if I am to bring the countless sins I have witnessed to ugly light.

-Tabris, from the epilogue of the Chronicle of the Righteous



CELESTIALKIND

MANY DESIRE TO GAZE UNTO ONE OF THE MYRIAD RISING CHOIRS OF ANGELS UPON THE FIELDS OF NIRVANA, HEAVEN, OR ELYSIUM, BUT TO DO SO IS TO INVITE THEIR RAW MAJESTY INTO THE VERY SOUL. SO AWE-INSPIRING ARE THESE TRUMPETING HERALDS—WHOSE BOOMING HYMNS DRIVE THEIR CELESTIAL KIN TO WAR AS SURELY AS THEIR SOOTHING DESCANTS CALM THE IRATE SPIRIT—THAT WORDS FAIL MORTAL LIPS IN THEIR PRESENCE. THE ANGELS' BANNERS OF SILK FLUTTER THE LENGTH OF THE CHOIR, MILES LONG AND COMPOSED OF AN IRIDAL ARRAY LIKE NONE FOUND IN MORTAL REALMS. THE MODEST DEVAS, MIGHTY PLANETARS, AND GLORIOUS SOLARS ALL RISE TO THE CALL OF JUSTICE. COMBINED, THE THRUM OF THESE THOUSAND WINGS FLAPPING IN TANDEM REVERBERATES LIKE A DEAFENING HEARTBEAT.

—FROM THE *CHRONICLE OF THE RIGHTEOUS*,
“THE MASSES HOSTS OF THE ANGELIC CHOIR”

Unlike the evil Outer Planes, which play home to a distinct collection of foul outsiders analogous to the three most prominent facets of evil—the chaotic, the lawful, and the neutral—the good Outer Planes are not so simple. In a parallel to their malevolent counterparts, there are the three varieties of virtuous outsiders: free-spirited azatas, toiling archons, and serene agathions. But among these celestials also soar the angels, empyreal harbingers whose efforts support all the good domains in the multiverse.

Researchers debate the reasons for such complication among good-aligned outsiders, but most concede that the ways of these paragons are too ineffable to ever be fully understood by mortals. The enigmatic nature of celestials has led many planar scholars to give up the search for answers about them and simply be thankful for their existence. For anyone who has ventured into the Outer Planes knows that the empyreal races' realms are mere oases in the infinite darkness and chaos that constitute most of the Great Beyond. To weary travelers, the lustrous fields of golden grain on Elysium are a balm for both sore feet and tired eyes, as are the majestic heights of Heaven's seven-tiered mountain and the cool, burden-easing waters of Nirvana. For most, the simple gifts of these unearthly paradises are explanation enough for the celestial planes' existence, and in a multiverse so overrun by corruption, their dauntless purity is a welcome respite.

OTHER CELESTIAL RACES

In addition to the four famed paragon races and the petitioners, numerous other beings call the celestial spheres their home.

Peris, believed to be descendants of fallen angels, can frequently be found among the company of their pureblooded celestial brethren in Heaven. The guilt that drives a peri's existence is no less powerful on the empyreal mountain, and there the eldest of these divine martyrs perform grand acts of penance to make amends for their ancestors' sins. It is only through eons of repentance and self-mortification that peris may hope to find peace at last, and so many dedicate their existences to aiding empyreal lords or their divine scions.

Elysium is home to not only the azatas, but also the impossibly mighty titans. These giants are perhaps even closer to the divine than most celestial races, though the titans currently living in Elysium sacrificed all but a fraction of their former power to banish their traitorous kin to the Abyss in a civil war ages ago. Now, the Elysian titans continue to sow the seeds of goodness wherever their wanderings take them, and they have even been known to bestow their divine gifts on mortals who prove themselves worthy.

Celestial Petitioners

Mortal souls destined to arrive on one of the good Outer Planes do so in the same fashion as souls meant for an afterlife on another realm, taking the form of petitioners. These ghostly wisps of soul-stuff wander the endless expanses of the celestial spheres in droves, often taking forms similar to those they held in mortal life but marked by the realm in which they find themselves.

In Elysium, petitioners take on wild and unfettered shapes, often adopting bestial traits indicative of their untamed spirits and passionate personalities. Fur and feathers of many hues adorn their bodies, and the most virtuous among them might even transform into the celestial beasts that wander the plane in magnificent prismatic droves.

For heavenly petitioners, such transformations typically result in gold or silver pieces of armor meshing with their bodies in a symbiosis of flesh and celestial metal. White wings sprout from the backs of the holiest mortals destined for the mountain of Heaven. Depending on her station and desires, a petitioner arrives at one of Heaven's seven levels, possibly uniting with agents of her favored deity or with deceased members of her mortal family.

The mortal souls who come home to Nirvana's graces take on the most variable enduring forms. Though the gods hold total control over the memories of their deceased faithful, and petitioners who don't worship a god and are sent to other Outer Planes retain their memories in some fashion, petitioners who root themselves in Nirvana are allowed to shed the memories of their past lives to become blank canvases, so to speak, losing sight of their mortal selves either all at once or piece by piece. All are welcome to seek sanctuary among the glimmering rivers, plains, and mountains of Nirvana, and even the damned can find a second chance here if they seek it out.

The sprawling realms of Elysium, Heaven, and Nirvana are rife with both creatures of celestial origin and others brought to the goodly Outer Planes long ago by unknown forces. Good fey such as dryads and nymphs frolic with the azatas of Elysium, and couatls nest among the peaks and crags of Heaven between righteous bouts on the Material Plane. Countless cayhounds—the descendants of Cayden Cailean's own celestial mastiff, Thunder—roam the fields of Elysium, and Nirvana plays host to all manner of phoenixes and simurghs that seek enlightenment or tranquility. The smaller creatures that populate the good-aligned planes often have no names, but are birthed from empyreal forces and then set loose in flurries of unadulterated, righteous life.

AGATHIONS

Agathions glory in the freedom of a hawk soaring through the sky, the ferocity of a wolf chasing down its prey, and the patience of a spider spinning its web. Each agathion has the characteristics of a particular type of animal, and all have an easy understanding of good and evil, seeing goodness not as a choice but as the only path even worth pursuing. Moral decisions come easily to agathions, who view the delicate scale of law and chaos as unimportant in the grand scheme of things to come.

This is not to say that agathions remove themselves from mortal conflict—quite the contrary. Agathions frequently intervene in outside affairs, as their freedom from the requirements of law or chaos makes them natural arbiters. These bestial outsiders often act as go-betweens for their more zealous brethren on the other planes, and frequently draw together azatas and archons by exemplifying the shrewd wisdom of the owl and the gentle understanding of the doe. Their detachment from jurisprudence sometimes makes it difficult for them to understand their more ethically zealous kindred, however.

Agathions have no formal hierarchy, but an individual often gravitates to the service of a deity or empyreal lord that embodies its animal aspect or personal philosophy.



For instance, avorals sometimes serve as scouts or spies for Ylimancha, and leonals frequently hunt evil in the service of Eritrice. A deity or empyreal lord doesn't necessarily have to be neutral in regard to law and chaos to attract an agathion follower—agathions do good deeds wherever they believe such work is needed.

When visiting other realms, agathions prefer untouched rural areas, such as the Boundless Azure Ocean of Elysium or Erastil's domain on Heaven, though they graciously resign themselves to living in more civilized territory if the situation demands it. When traveling incognito in the mortal realms, agathions often stop at prisons to counsel the condemned, hoping to plant the seeds of redemption in those ragged vessels. Created from the souls of enlightened mortals, agathions retain faint memories of what it's like to grow old and face death, though their nigh-unmatched foresight and placid demeanors can make it difficult for them to forge lasting connections with mortals.

Agathions inhabit every corner of tranquil Nirvana, the plane of unadulterated good. Avorals typically make their aeries in the lofty Dragonmane Mountains, where they spend their days soaring through the azure skies, and cetaceals shape their houses out of vivid coral reefs in the deepest, coolest waters of the Sea of No Shadows. The mighty draconals have the most varied and extravagant holdings on Nirvana, aside from the resident empyreal lords. Particularly notable draconal domains include the Evergreen Palace in the Forest of Whispered Longing and the Lignitic Labyrinth beneath the Dreaming Sun Volcano. Though all agathions are free to travel as they please, they are also highly aware of their roles within Nirvana and serve where they are most needed. For example, leonals guard the entrances to Nirvana, vulpinals carry messages across Nirvana's plains, and draconals might arrive unexpectedly at times and places where their enlightenment is sorely needed.

The sunlit reaches of Nirvana offer not only pure goodness, but also peace and respite for the souls who gather there. Agathions return to Nirvana to revel in the innocent beauty of their home, but also to find solace from the struggling mortal world. A soul who suffers without respite or recourse is the ultimate atrocity to agathions. To these compassionate creatures of unparalleled freedom, imprisonment is the worst punishment imaginable, and nothing is worse than a mortal soul imprisoned by evil. Agathions see such individuals as trapped, unable to follow or even behold the course of good that could redeem their souls. A child raised in sin and hopelessness, a person corrupted by madness or magic, a desperate mortal who turns to evil as a last resort—these are the sufferers who draw the attention of agathions.

ANGELS

Angels are agents of good—in some cases the oldest and most powerful of such agents—who come from all the good-aligned planes to fight against corruption and guide the uncertain toward the path of righteousness. Some follow the tenets of law, while others embrace liberty or uncertainty, but all are committed to the ideals of justice.

Angels conform to a unique hierarchy formally known as the Triad of Choirs. The most common angels are the two-winged devas, who compose the third choir. The less-common four-winged planetars form the second choir, and the mighty six-winged solars command the lesser angels from their position in the first choir. Angels obey their internal hierarchy stringently, but also work with agathions, archons, and azatas—and even consort with empyreal lords and good-aligned deities—to promote goodness throughout the celestial planes and beyond.

Most angels are formed from the souls of good mortals and retain some understanding of the mortal races. The oldest angels, however, were created by the gods of good, wrought and trained to serve as celestial guardians and servants from their conception. Those “created” angels who still exist usually serve the deities who brought them into existence, though other, free-roaming elder angels also wander the good-aligned planes.

Most lawful angels hail from Heaven, neutral angels from Nirvana, and chaotic angels from Elysium, although this pattern isn't set in stone and an individual angel might have a personality or philosophy that skews away from its plane of birth. This makes for lively debate and diversity among the choirs, as two angels of the same choir might tackle an issue in completely different ways. Regardless of their plane of origin, angels frequently travel between Heaven, Elysium, and Nirvana. Astral devas carry messages between these realms, solars directly serve the empyreal lords and good deities, and other angels perform a host of duties essential to the upkeep of the goodly Outer Planes.

Devas in general prefer to monitor the planes and advise mortal agents rather than to confront evil head-on, with monadic devas often acting as liaisons between angelkind and other races such as genies. Solars have few limits on their behavior, but their motivations are often tied to the deities who granted them their awesome power.

Because they are less tied to their home planes than other celestials, angels frequently build holdings in other realms of existence, often in hopes of furthering the goals of the virtuous. The Ethereal Plane makes a convenient crossroads for angels traveling to and from the Inner Sphere. A bastion called the Ideal Threshold drifts within the Ethereal, hidden in the swirling dreams of good mortals and protected from scrying and divination by powerful wards. Angels passing through the Ethereal Plane stop here to rest, share important information, or broker deals with otherworldly

beings. The drifting dreams of mortals often inspire angels passing through to create phantasmagorical works of art. These living sculptures, paintings, and melodies swirl around the Ideal Threshold in an scintillating haze of insubstantial monuments, colors, and sounds.

Long known to be the source of life in the multiverse, the Positive Energy Plane also sometimes serves as a gathering place for traveling angels. The plane's fiercely burning energies are hazardous to all but the most resilient travelers, so angels created a safe harbor in a silver-walled castle called the Movanic Postern ages ago. This drew the ire of the plane's jyoti, who keep a stern eye on the alien angels at all times. Within the castle walls stand permanent portals to the Elemental Planes, and angels visiting those planes via the Movanic Postern often pause there to share information with others of their kind. The movanic devas who guard the fortress are notoriously skillful warriors, and some angels travel here simply to hone their fighting skills.

Of course, angels have bases of operations on numerous other planes, including the Blessed Orchard on the Plane of Earth and the constantly transforming Olympian Vale in the First World. The most powerful solars and, it is whispered, even some empyreal lords have constructed their own demiplanes elsewhere in the Great Beyond, such as Lady Taramyth's glorious River of Nine Fires or the gunmetal gray fortress-domain known simply as Nobleforge.



ARCHONS

Archons value order, justice, and goodness, and they protect the innocent and fight directly against the evil hordes of the evil Outer Planes. Although they're creatures of stringent orderliness, archons arise from the essence of Heaven in a relatively organic fashion—typically manifesting by the will of heavenly divinities, metamorphosing from the souls of Heaven's petitioners, or simply emerging from the pure energies of that celestial realm.

Archons prefer to preemptively protect and guide mortals rather than intervene after corruption takes root. In leading souls toward virtue, these righteous harbingers use a subtle hand. When confronting fiends, however, archons bring the fight directly, and prove to be cunning, honorable, and zealous fighters on the fields of interplanar war.

Archons easily organize among themselves, and are often described as ideal soldiers. The evolutionary nature of archons creates a natural hierarchy of power, and each type recognizes and gratefully plays to its strengths and designated role. Archons have some difficulty working with those of a chaotic bent, such as azatas, and instead prefer to work with their own kind. When at a loss for which course of action to take, they follow their cues from the greatest archons and the lawful empyreal lords, authorities they respect with utmost fealty.

As archons evolve, they take varied shapes to reflect their roles and abilities. Though many take the shapes of winged humanoids, others appear animalistic, such as hound archons, or bear the likenesses of celestial objects, as lantern archons do. The uninitiated might have trouble recognizing archons as a related group at first glance, unlike angels or agathions, who have a more unified appearance.

Archons hail from the orderly slopes of the mountain of Heaven, where they build fortresses that display lovely symmetry and solid construction befitting archons' disciplined natures. Such heavenly castles shine as though constructed the day before but have the solidity of structures that have stood for untold millennia. Surrounding their grand structures stretch cultivated farmlands, tidy little towns, and orderly cities. Theologians claim that Heaven is divided into seven regions—or tiers—with each tier collectively overseen by some combination of powerful archons, lawful angels, and empyreal lords. The exact details of the hierarchies of Heaven remain hidden from mortal scholars, though, save for the first tier, which is generally agreed to be the empyreal lord Ragathiel's domain.

Because archons often bring the fight to the fiendish outsiders they seek to vanquish, archon fortresses can also be found on other planes. The Staging Beacon is one such fortress, located on the outskirts of the tumultuous Maelstrom. The castle's heavy stone blocks are engraved with glowing silver warding runes, and its central spire emits a constant white glow that blesses and renews the spirits of the army garrisoned within. Good creatures traveling the Maelstrom's borderlands are often drawn to the pure light of the Staging Beacon, but unless their need is dire they are staunchly refused entry. Only those who prove their battle prowess and commitment to fighting for good are permitted to join the archon soldiers within.

Archons are most likely to intervene when the forces of evil and chaos threaten orderly good. Disorganized coups, mob violence, fiendish interference in mortal realms, and random horrific acts are all likely to spark the notice of an archon. These celestials are careful in their dealings with mortals, however. Though it may be easy for an archon to swoop in and do battle with evil, more can be gained by mentoring mortals who then take lawful action against such evil themselves. Archons also know that evil agents, particularly demons, sometimes use mortals as bait and hasty action might result in more harm than good.

Even in places where large numbers of evil outsiders mass, archons take only patient and calculated action. Archon leaders never send their armies into battle without a specific strategic goal in mind—ground must be gained, a tactical advantage must be secured, or a powerful general must be destroyed in order to draw forth the armies of Heaven. Once they march, however, these divine platoons are truly a force to be reckoned with.



AZATAS

Though many celestials consider independence to be an obvious facet of righteousness, no outsiders uphold the principles of freedom so fervently as azatas. Often associated with the good fey of the First World, many azatas take similarly whimsical forms, though their grace and wild beauty signify their virtue. To their more stolid kin, azatas can seem distractible and flighty, but one would be foolish to suggest that they are less zealous in the fight against evil.

The empyreal lords ascended from azatas are a motley band. Some take fanciful titles and influence great numbers of followers. Others wander alone, leaving trails of mighty deeds in their wake. Still others travel in the care of small groups of powerful attendants or maintain multiple courts on half a dozen planes and demiplanes.

Azatas are likewise fickle in their worship of the empyreal lords. Some faithfully follow a single lord through the ages, but others pledge their service for only short periods as needs dictate. Azatas look up to their favored empyreal lords but maintain their independent natures. They don't lose themselves in service, for an azata's spirit is too untamed for her to submit unquestioningly to another for long.

Azatas hail from the wildly beautiful plane of Elysium. They make their homes in fantastic structures, from heavy silk tents embroidered with spun gemstones to lofty bamboo palaces. Most azatas maintain multiple homes and change locations frequently in accordance with their shifting alliances within azata society. These alliances—called courts—center on art, music, philosophy, and personal taste, and spring up almost as quickly as they dissolve. Though a few permanent courts exist in Elysium, their membership changes like the plane's fickle winds.

The whimsical azatas prefer their native plane to the exclusion of all others. When azatas do leave their homes, though, they find inspiration in every place save the vile fiendish planes. The primeval and uncivilized First World is especially appealing to wandering azatas, and a small azata meeting ground called Amberhearth stands near the center of the Evergrove. Here, azatas occasionally convene to glean inspiration from the unique beauty of the First World and to usher new beauty from Elysium into this realm and vice versa. Originally a multi-level settlement of imperfect wooden rings encircling the forest's trees, Amberhearth has reformed again and again over the years, and every time one visits the place, it seems to take on a new configuration. None can say exactly how or why it shifts, but Amberhearth has appeared as a town of living wood growing up from the forest floor, a network of dim grottoes filled with radiant flower beds, and most recently a single spire of agate rising as tall as the ancient trees.

When visiting the Material Plane, azatas are drawn to wild areas of primordial majesty, especially those unscathed by mortal influence. Large cities draw their

attention to a lesser extent, since they are typically the home of much creativity and innovation and azatas delight in such mortal wonders. Azatas rarely reveal their true nature in their travels, but might instead appear as mysterious and beautiful patrons and ensconce themselves in artists' homes for weeks at a time.

Azatas' tempers flare when they see oppression and tyranny that infringe on individuals' freedoms. When such oppression is allowed to flourish, azatas usually interfere with a subtle hand. In the guise of mortals, they educate and inspire others in order to create a foundation for lasting change. To azatas, stepping in directly whenever mortals stumble only prevents them from learning to stand back up.

This is not to say azatas never intervene—when the forces of evil make direct strikes against the helpless, azatas recognize that intercession might be the only solution, and their unexpected and zealous strikes against evildoers often create enough pandemonium to drive the villains away, if not vanquish these foes altogether. Such direct interference is rare, though. Azatas recognize that mortals show great fortitude and tenacity in defending their homes, and the celestials toil to ensure such self-preservation remains intact.



CONCORDANCE

The great weakness of the hordes of evil is that they lack coordination. Though an individual devil may be more than a match for a given angel, the amassed armies of the celestials form a shield against which the evil legions break their spears time and time again. When the need for cooperation exists, the celestial hosts rise to the challenge, whatever their personal opinions and disagreements may be. For even the most exalted warriors of Heaven may hold grudges against the drifting wanderers of Elysium—the difference is that exemplary action always takes first priority for the celestials. Such coordination is not always easy, but all know it is necessary. For this reason, on rare occasions the empyreal lords pool their acumen and power together to host a special gathering for the planning of multiverse-affecting campaigns or the conference of events that shape the very fibers of reality. This gathering is known as Concordance.

Concordance is typically called but once an eon, and only in times of great danger or turmoil. The conferences take place throughout the celestial planes, the location changing each time. To outsiders, Concordance seems to last but for a few short seconds, hardly enough time to get a word in, let alone dispute a multiverse-affecting issue. But to those empyreal lords taking part in the gathering, this time is long enough for their collective power to manifest and bring them all into consensus as to what must be done. Were a mortal to ever take part in Concordance, it would take untold millennia for the meager being to hear, contemplate, and fathom but a single arbitration, so unparalleled is the might of the empyreal lords' collective thought process.

Concordance has only been called a handful of times throughout the history of the multiverse. The following are some of the most notable occasions for this collaboration.

THE DEATH OF ARODEN

The last Concordance took place over a hundred years ago, directly after death of Aroden. His death was a matter in which the empyreal lords took great interest, not only because it shook the entire multiverse in a dramatic and somewhat alarming way, but also because it left a gap of power in the multiverse's pantheon. The empyreal lords knew that the worshipers of Aroden would need a new deity to turn to in the absence of the Last Atlanti, and they sought desperately to ensure that these lost souls would not wander into the waiting hands of Asmodeus or some other, even more foul god or goddess.

Fortunately, Iomedae took up the mantle of Aroden and many of his followers, and her subsequent contributions to the forces of good have been a great boon to the empyreal lords and their own goals. Some scholars speculate that during the Concordance the empyreal lords developed cunning designs to aid in Iomedae's rise to true godhood, but such heretical theories are rarely tolerated among the ranks of celestials.

LAMASHTU'S RISE TO POWER

Long ago, when the demon lord Lamastu fatally wounded Curchanus and robbed the deity of his dominion over beasts, the empyreal lords hastily convened to discuss the dire matter. That one of their divine allies had fallen was cause enough for alarm, but that a demon lord of the infinite Abyss was able to rise to divinity because of it was enough to incite utter panic. Should one demon lord be capable of such a feat, what would stop a flood of others—of whom there could feasibly be an infinite number, because of the endless nature of the plane on which they dwell—from attaining a similar station? This question is one that continues to bother the empyreal lords, and in the light of this realization, new efforts have been made ever since to incite wars and infighting among the demons of the Abyss. While so far these subtle machinations have earned the celestials some extra time, none can be sure how long their ruses will last before more demon lords rise to terrifying power.

THE OINODAEMON

When the mysterious First Daemon—sometime called the Oinodaemon or the Lord of the Forsaken—was supposedly shackled and imprisoned by his brethren, the Four Horsemen, Concordance was held to discuss this strange but perhaps beneficial turn of events. For while the power of the daemons once rested on the shoulders of but one hungry, malignant force, it thereafter fractured and separated when the Oinodaemon became the Bound Prince. Most empyreal lords considered this schism of power a good thing, a sign that the forces of Abaddon would be unable to gather under one banner, but others feared that the celestials' problems had simply been multiplied rather than divided. Even to this day, the supernatural beings of the celestial planes speak softly when referring to the cursed First Daemon, unsure of whether he is still a viable threat or his power has been neutralized for good.

FROM THE CHRONICLE OF THE RIGHTEOUS

In which the empyreal lords prove time and again their endless ken and bestow unto the unworthy the gifts of forgiveness and edification. Through the insight of their unbridled godhead do we know what is good and what is evil.

—Chronicle of the Righteous,
"Perfect Wisdom"

RAGATHIEL'S ASCENDANCE

Though the so-called General of Vengeance is now one of the most respected empyreal lords of Heaven, this was not always the case. It was only after centuries (if not millennia) of the half-devil performing epic deeds to prove his worth that a particularly lengthy Concordance was held to discuss the matter of Ragathiel's potential ascension to empyreal lordship. Most empyreal lords agreed that his valorous acts were truly worthy of such an honor, but the fact that he shared blood with Dispaten-Lord of the Second Layer of Hell-inspired no small amount of reluctance among the celestials. It is said that Argueres pledged to watch over Ragathiel should he join their order, and it may have been this promise that compelled the empyreal lords to allow Ragathiel into their ranks.

THE SEARCH FOR ZON-KUTHON

Eons ago, when Shelyn's half-brother (then known as Dou-Brat) departed from known world in search of darkness, the empyreal lords called for Concordance to search for the missing god. Countless empires of the celestial planes trawled the multiverse for any sign of him, but it is said that Black Butterfly was the first to stumble across the shattered form of fallen Dou-Brat deep in the voids between planes. She supposedly led the newly risen Zon-Kuthon back to Shelyn so the two could speak. Because of this, her faithful contend, Desna's Shadow now has a strained relationship with Shelyn, as she feels partially responsible for the rift that has formed between the divine siblings.

THE SEVENTH ACCORD

The mysterious Concordance known only as the Seventh Accord is never spoken of, though all remember the foul night on which the conference was called. Even now, centuries or millennia later (none will say which), when an empyreal lord accidentally utters the name of this accursed Concordance, a hush falls over everything, and the loose-lipped lord excuses himself, whatever point he was trying to make no longer of any import.

Only the Chronicle of the Righteous speaks of the Seventh Accord in any detail, and even there several of the names have been stricken from the pages with holy fire or smeared beyond legibility with angels' blood. Nonetheless, what the text says about this unspeakable Concordance is so blasphemous that many empyreal lords seek the book solely to destroy it, so that they may finally wipe all mention of their foul convocation from the collective knowledge of the multiverse.

THE TIME LOCK

Time travel is a messy thing, and most of the empyreal lords belong to the camp that believes such reality-shaping power should not be wielded by mortals. However, not all agree that time travel should also be barred for immortals, to whom chronological matters are of relatively little import. It is whispered that one particularly ancient empyreal lord, whose name has long been forgotten, called Concordance some time in the past to discuss the prospect of turning back the clock to change the present for the better. When the empyreal lords convened, however, she was gone, leaving behind only an arcane device of unclear purpose at the location the Concordance was called. All of the empyreal lords who were present remember the ancient member of their order who called the strange Concordance, but each one has conflicting stories regarding her name, her appearance, and her deeds. This has led many to believe their missing ally is lost in the depths of time—perhaps somewhere in the distant past—and is reshaping the course of history as the celestials knew it.





EMPYREAL WORSHIP

NO MATTER THE HEIGHTS OF POWER AND GLORY TO WHICH EMPYREAL LORDS RISE, THERE IS PERHAPS NOTHING THEY VALUE MORE THAN MORTAL HEARTS. THE DEVOTION OF THESE FRAGILE CREATURES—THEIR LIVES SO FLEETING COMPARED TO THE LONGEVITY OF THEIR EVERLASTING SOULS—BUOYS AND SUSTAINS THE FORCES OF GOOD. IT IS DIFFICULT FOR MORTALS TO COMPREHEND THE BREVITY OF THEIR PHYSICAL EXPERIENCES AND THE RICHNESS OF THEIR REWARDS IN THE CELESTIAL REALMS. TO GIVE UP EVEN A SMALL MEASURE OF COMFORT, THEN, IS A SACRIFICE WORTH THE NOTICE OF EMPYREAL LORDS. MYSTERY CULTS PROVE THE DEVOTION AND ENLIGHTENMENT OF MORTAL RACES AND ARE WORTHY OF SUCH REWARD.

—FROM THE *CHRONICLE OF THE RIGHTEOUS*,
“THE BEARING OF MYSTERY CULTS”

The empyreal lords despair at the sight of good mortals suffering, but recognize that even their combined powers could not end all misery. Instead, the celestial powers of the good Outer Planes content themselves with the benevolent acts of their disciples and other good-hearted mortals who come to the aid of one another. For while the power of the empyreal lords is great, so too are the deeds that can be accomplished by the individuals who worship them. To this end, the empyreal lords constantly seek to foster the connection between themselves and their mortal worshipers, and to ensure that the task of sowing goodness falls into as many hands as possible.

WORSHIPING EMPYREAL LORDS

The worship of empyreal lords can be as varied as the lords themselves, but commonalities do arise. Most empyreal lords prefer recruiting through action and example rather than discourse—the devout groups known as mystery cults fill this gap by spreading tales of the great deeds done by their patrons and drawing curious or impressionable individuals into their fold. Mystery cults have two purposes in sharing the glory of their patrons. The first, of course, is to fill their ranks with new members, and the second is to ensure their patron's name and works become well known. After all, anyone can turn to an empyreal lord in a time of need without belonging to a mystery cult—the more people who know about an empyreal lord and her area of concern, the more people may seek her aid when they require it.

Characters of any class can devote themselves to an empyreal lord, but divine spellcasters receive the most benefit from doing so. The inside front cover of this book lists all of the empyreal lords discussed here as well as other less commonly worshiped ones, along with their associated domains and favored weapons. Empyreal lords beyond those listed in this book typically grant their clerics access to the Good domain, as well as three additional domains in keeping with their alignment, personalities, and areas of concern. If you use the subdomains presented in the *Pathfinder RPG Advanced Player's Guide*, clerics of empyreal lords gain access to all subdomain options available to them from their empyreal lord's domains, with the exception of the following subdomains (which are never granted by empyreal lords): Daemon, Decay, Deception, Demon, Devil, Inevitable, Murder, Nightmare, Protean, and Undead.

Clerics: Clerics serve as the leaders of mystery cults more often than members of any other class. Clerical cult leaders typically take a title related to the honorific of their chosen patron. For example, the leader of a mystery cult of Ragathiel, General of Vengeance, may term himself "Soldier of Vengeance." These titles vary from region to region and depend on the size of the mystery cult and personalities of the cultists.

Druids: A number of empyreal lords appeal to druidic worshipers. These druids do not generally organize or seek out mystery cults to join, but may gather with other faithful in times of great upheaval in the natural world. Druids who venerate empyreal lords often see them as incarnations of the natural order and not entities separate from nature.

Inquisitors: Inquisitors are most often associated with lawful good empyreal lords, but any empyreal lord can have inquisitors among her faithful. Inquisitors belonging to mystery cults seek out enemies not only of the mystery cult but also the general worship of their associated empyreal lord. Some inquisitors specially train to spot evil infiltrators within their mystery cult.

Oracles: Oracles who worship empyreal lords usually see their curse as a blessing in disguise—a challenge meant to refine their spirit and show them hidden truths. Such devout oracles generally act independently, but a few may join mystery cults—those who do often rise to positions of leadership and attribute their successes to their divine visions or insights. An empyreal oracle typically favors the mysteries of battle, heavens, life, lore, and nature, but no mystery is barred from such oracles.

Paladins: Paladins lead the military arms of mystery cults the world over. Mystery cults lucky enough to count several paladins among their ranks sometimes assign each paladin to a different area of concern along with zealous soldiers to lead; for example, one paladin may lead her troops in direct battle against evil cults, while another trains an honor guard to protect the mystery cult's leader. Paladins most often dedicate themselves to Arqueros, Damerrich, Olheon, Ragathiel, or Vildeis.

Rangers: Rangers often worship the same empyreal lords that druids are drawn to, but many also favor empyreal lords whose areas of concern include battle or the hunt. Rangers may also worship empyreal lords associated with the rangers' favored terrain. For example, a ranger whose expertise lies within the lush trees of the jungle may worship Picoperi. When a ranger joins a mystery cult, he often guards wilderness outposts of the cult or patrols sacred areas outside of urban centers.

Non-Divine Classes: Those who aren't divine spellcasters may be drawn to an empyreal lord based on the lord's areas of influence. Just as laypeople often worship one god or another based on the deity's teachings, an individual may worship an empyreal lord out of admiration or respect for her dogmatic principles. Barbarians often appreciate Valani's primal strength, bards may be drawn to Seramaydiel's music, and many goodly wizards respect Soralyon's arcane knowledge. As a general rule, though, those who are not divine spellcasters receive no additional rules advantage for worshipping an empyreal lord.

MYSTERY CULTS

Worshippers of empyreal lords don't generally construct grand temples the way worshippers of most deities do, and instead inspire the formation of small bands of individuals known as mystery cults—collections of mortals who worship a particular empyreal lord or some aspect of the empyrean. If anything, empyreal lords are more likely to have small shrines, sacred monuments—monoliths, statues, and the like—or holy sites of natural beauty dedicated to them rather than grandiose cathedrals or even chapels. The Arvensoar in Magnimar, for example, was originally a center of Varisian spiritualism celebrating the celestial powers, and is still considered holy by many Varisians.

Empyreal lords whose areas of concern require the coordinated effort of mortals do sometimes have more traditional temples. Falayna and Ragathiel often inspire the creation of knightly orders that require barracks, cathedrals, and fortifications, while mystery cults of Soralyon often coordinate to guard sites of powerful magic and build chapter houses with attached temples. Empyreal lords without such focuses see no need for large temples and prefer that their worshippers build small shrines or dedicate sites



in their honor instead, leaving more time and freedom for the faithful to carry out the works of their patron.

Mystery cults tend to consist of anywhere from five to 30 people. In big cities, they may be substantially larger, but most congregations are small, personal groupings. They tend to organize in one of several common formats, though unique mystery cults are certainly possible as well.

The following section outlines five common mystery cult structures, the types of members drawn to them, examples of empyreal lords typically associated with such cults and the domains granted to clerical members, where the cults exist, and sample objectives of the cults.

Cosmic Mystery Cult

Members astronomers, planar travelers, stargazers, wanderers

Example Patrons Black Butterfly, Pulura, Sinashakti, Valani

Associated Domains Air, Darkness, Good, Knowledge, Liberation, Magic, Travel, Void^{SWG}, Water

Locations Absalom, Hyrantam (Sodden Lands), Niswan (Jalmeray), Quantum (Nex)

Objectives combat extraplanar evils, establish shrines on other planes and planets, explore other dimensions, gather knowledge on extraplanar creatures

Cosmic mystery cults explore the vast expanses of the planes in search of enlightenment and to become closer to their celestial patrons. They usually form around the desire to explore a particular plane, often a celestial plane associated with the cult's patron. From their base of operations on the Material Plane, they can send small groups of explorers to predetermined areas of their chosen sister plane, filling out the exploration team with hired adventurers if necessary.

Some cosmic mystery cults eschew travel to the good Outer Planes in favor of more aggressive practices, such as waging war against the denizens of the Abyss. Still other mystery cults believe that the teachings of their patron encourage exploration into remote, utterly alien regions either elsewhere in the multiverse or deep in the cosmos of the Material Plane.

Preternatural Mystery Cult

Members eccentric spiritualists, naturalists, oracles, witches

Example Patrons Halcamora, Jalajatali, Lalaci, Tanagaar, Tolc, Valani

Associated Domains Air, Animal, Chaos, Destruction, Earth, Fire, Good, Plant, Sun, Water, Weather

Locations Hoarwood Forest (Irrisen), Mwangi Jungle (Mwangi Expanse), Southern Fangwood (Nirmathas)

Objectives heal scarred lands, make war against encroaching civilization, protect wild animals and areas

Preternatural mystery cults are smaller than most mystery cults and congregate outside of civilization. While cultists

dedicated to these orders may enter settlements or even temporarily live in cities, they usually prefer to spend their time in the wild. Preternatural mystery cultists may adopt seminomadic practices in their pursuit of enlightenment, but they tend to stay within a small geographical area and travel in cyclic patterns.

Members of these cults devote themselves to supporting the primal forces of nature as interpreted through the worship of empyreal lords. Some cults are passive in their worship, safeguarding the land and shepherding travelers through the area. Others are more aggressive, fighting against the forces of civilization creeping across the land and striking fear into settlers who encroach upon the sanctity of the natural world. While the cults are good in nature and never hurt or kill innocents, their members tend to be gruff and straightforward, and do not always interact well with civilized people.

Rampant Mystery Cult

Members combat healers, crusaders, fighters, knights, paladins

Example Patrons Arqueros, Damerrich, Falayna, Olheon, Ragathiel, Tanagaar

Associated Domains Death, Destruction, Glory, Good, Law, Nobility, Protection, Strength, War

Locations Augustana (Andoran), Nerosyan (Mendev), Vellumis (Lastwall), Zimar (Taldor)

Objectives destroy known operations of evil, protect a population through force of arms, secure a strategic location, wage war in the name of an empyreal lord

The frontline fighters of good among mystery cults, those cultists who subscribe to rampant orders adhere to the knightly codes of their patron empyreal lord. Rampant mystery cults tend to be substantially larger than most mystery cults since waging war against the forces of evil typically requires considerable strength in numbers. When the wicked openly threaten the powers of good—whether in the form of an undead army, a demonic invasion, or some other dire force—nearby rampant mystery cults are sure to rally in opposition.

Many rampant mystery cults are structured as knightly orders with rigid hierarchies emulating the archons of the celestial planes. Others are aggressive rather than defensive, pushing out from their borders and seeking to spread their influence over a wider territory so good can flourish.

Unfettered Mystery Cult

Members barbarians, druids, fortune-tellers, free-roaming rangers, nomads

Example Patrons Ashava, Chucaro, Jaidz, Lalaci, Rowdrosh, Sinashakti, Tolc

Associated Domains Air, Chaos, Earth, Good, Liberation, Luck, Magic, Repose, Travel

Locations Crown of the World, Mwangi Jungle (Mwangi Expanse), Sanos Forest (Varisia), Vudra, Zho Mountains (Qadira)

Objectives discover new places, establish shrines in new lands, journey to a mythological or sacred place, spread the teachings of the cult's patron

Adopting many of the same capricious practices as azatas, unfettered mystery cults travel constantly and thus are often smaller than other mystery cults. Cultists belonging to these groups wander from region to region in packs, never staying long, and work to promote knowledge of their patron in disparate lands the world over. They are sometimes pilgrims in search of a place sacred to their patron, such as a hidden valley, an ancient monument, or a lost city; some seek places that may not even be real. But this matters not to unfettered cultists; to them, the journey matters most.

Unfettered mystery cults may also include among their numbers proselytizers—zealots hoping to teach others about their patron and establish shrines wherever they go. Most of these mystery cults are respectful and tactful when dealing with people of other faiths, but some are more heavy-handed in their conversion tactics.

Veiled Mystery Cult

Members lore-seekers, the oppressed, rebellious government officials, revolutionaries, runaways

Example Patrons Arshea, Chadali, Eritrice, Irez, Zohls

Associated Domains Community, Good, Knowledge, Liberation, Magic, Protection, Rune, Trickery, War

Locations Azir (Rahadoum), Egorian (Cheliax), Kerse (Druma), Nisroch (Nidal), Ruins of Tumen (Osirion)

Objectives conceal dangerous knowledge, promote religious freedom, protect an oppressed class of people, uncover ancient lore

Veiled mystery cults operate in the shadows, either to protect themselves or to protect innocents. Such groups often form in oppressed nations where open worship of good deities and empyreal lords is forbidden, and these cults provide a safe place for devotees of such beings to practice worship and for revolutionaries to plot righteous campaigns against their oppressors. In places where worship is frowned upon but not legally restricted, veiled mystery cults may exist to protect the identities of their members, who would otherwise encounter considerable public backlash as a result of their faith.

In addition to protecting the worshipers of goodly powers, veiled mystery cults also exist to uncover—or conceal—ancient knowledge. Some cults seek buried lore that could bring glory and goodness to their cause; others protect the population from foul lore that was buried for a very good reason.

SUMMONING CELESTIALS

Mortals of goodly heart and strong character sometimes call upon the paragons of good for assistance or divine intervention. Though any mortal can pray—and some even receive a sign or aid in response—powerful spellcasters are capable of summoning celestials to fulfill their requests for help. Virtuous summoners have collected and shared information on the types of celestials most likely to answer such summons and how best to conjure the specific type of celestial needed. This information is kept closely guarded by those who know it, lest such secrets fall into evil hands.

Presented on the following pages are the celestial hosts best documented by scholars of the divine, as well as the secrets of summoning them. Using one of these secret methods grants the spellcaster a +2, +4, or +6 bonus on Charisma checks made to secure a celestial's aid when casting any of the *planar binding* spells—the GM should determine how large of a bonus best fits her game. Good divine spellcasters are more likely to use the *planar ally* spell to call on celestial allies. In this case, the use of a secret method reduces the cost of the celestial's aid by 5%, 10%, or 20% according to GM discretion.



Agathions

The majestic agathions of Nirvana tend to prefer offerings of art or song, though many also treasure gifts reminiscent of their wild celestial home.

Avoral: Avorals are elusive birdlike agathions who act as scouts and spies in times of war. *Preferred Offering:* A golden birdcage worth at least 50 gp with the door removed.

Bishop: These fishlike agathions perform their celestial duties both on land and in water. *Preferred Offering:* A piece of art worth at least 25 gp bearing an aquatic motif.

Cervinal: The regal cervinals meet with other celestials to ensure that the agathions' voices are heard in matters that affect all the good Outer Planes. *Preferred Offering:* Three living saplings, each one of an exotic type of tree, to be planted in fertile earth after the summoning.

Cetaceal: The graceful and powerful cetaceals protect the oceans of the Outer Planes and mortal worlds. *Preferred Offering:* Four flasks of holy water placed at the cardinal points of the summoning circle.

Draconal: Draconals are powerful agathions who act in accordance with the wishes of the gods. *Preferred Offering:* A miniature treasure hoard comprising at least 100 gp in coins, gems worth 200 gp in total, art objects worth 200 gp in total, and magic items worth 2,000 gp in total.

Leonal: These proud agathion warriors sport lions' heads and guard Nirvana's gates. *Preferred Offering:* An evil humanoid of at least CR 10 in power, released upon a successful summoning for the leonal and the summoner to jointly battle.

Silvanshee: These curious agathions appear as graceful house cats, and they often enjoy roaming the mortal planes in search of new and exciting wonders. *Preferred Offering:* A morally conflicted individual whom the silvanshee can help steer toward goodness.

Vulpinal: The handsome and friendly vulpinals act as the bards of the agathions. *Preferred Offering:* A promise to spend at least 1 hour telling the vulpinal stories in an amusing fashion; at least one of these stories must be new to the vulpinal.

Angels

Angels respect the written word as it pertains to the efforts of good, and many also revel in the destruction of the fiends of the evil Outer Planes.

Astral Deva: The couriers of the celestial planes, astral devas carry messages between good deities and empyreal lords. *Preferred Offering:* A roll of fresh, unspoiled parchment in a jeweled scroll case worth at least 100 gp.

Balisse Angel: These angelic beings provide guidance to the morally conflicted. *Preferred Offering:* Five copies of a holy text, to be distributed to those in need of guidance upon a successful summoning.

Cassisian: Cassisians appear as winged helmets of various styles and often serve as familiars to good spellcasters. *Preferred Offering:* A holy text from any good religion scribed in silver ink.

Choral Angel: These small, winged angels possess magical voices. *Preferred Offering:* A quality performance from a good-aligned singer.

Monadic Deva: These angels monitor the Ethereal Plane and the Elemental Planes. *Preferred Offering:* A mace with a head fashioned into the holy symbol of a good god, with a promise to donate the mace to the appropriate temple after using it in 33 consecutive battles.

Movanic Deva: Movanic devas are infantry units in celestial armies and serve as emissaries to the Positive, Negative, and Material Planes. *Preferred Offering:* A pledge of at least 250 gp to be donated to a good temple.

Planetar: Planetars are fierce warriors dedicated to destroying evil in all its forms. *Preferred Offering:* A sworn oath to slay at least six formidable evil outsiders in the coming year. If the oath is broken, the summoner agrees to serve the planetar unreservedly for 1 year.

Solar: The most powerful angels, solars are warriors, trackers, guardians, and sages. Almost none can stand against their divine might. *Preferred Offering:* A neutral or evil sentient creature of no less than CR 15, who willingly pledges to live a life of piety and to follow the dictums of a good-aligned faith, and who you must ensure does so to the best of your abilities.

Archons

Resolute in the fight against evil, the stoic archons hold mortals who can help bring down their foes in high esteem. They believe oaths and promises to be sacred, so mortals should be wary of violating them.

Harbinger Archon: These tiny but devoted archons sometimes serve as familiars for worthy spellcasters. *Preferred Offering:* An original parable or proverb recited during the summoning.

Hound Archon: Hound archons are canine-headed celestials who act as both guardians and soldiers. *Preferred Offering:* A stray dog, rescued from the street and cleaned and fed, along with a promise to find a permanent, safe home for the stray after the summoning.

Lantern Archon: The small but faithful lantern archons act as support troops in battle. *Preferred Offering:* A promise to spend 1 hour in conversation with the lantern archon after the summoning is complete.

Legion Archon: Legion archons are foot soldiers of Heaven and promoters of peace throughout the multiverse. *Preferred Offering:* A sworn oath to donate at least 10 hours of time to a good temple or a mission in the next week. If the oath is broken, the summoner agrees to serve the legion archon unreservedly for 1 month.

Shield Archon: Shield archons are stolid, unshakable figures on the battlefield between good and evil. *Preferred Offering:* A tower shield engraved with an image of a shield archon, along with a pledge to use the shield in every battle for no less than 3 months, after which the shield is to be donated to a knightly order. If the oath is broken, the summoner agrees to serve the shield archon unreservedly for 3 years.

Spyglass Archon: Spyglass archons are the sentinels and spies of Heaven. *Preferred Offering:* A piece of military intelligence gleaned from an evil army or nation.

Star Archon: Star archons are the tacticians of heavenly armies. *Preferred Offering:* Detailed strategies of at least three influential battles against evil, dictated by the generals themselves and obtained without coercion or bribery.

Trumpet Archon: These archons are messengers who also lead the armies of heaven by sounding their magical horns. *Preferred Offering:* A silk battle standard worth at least 75 gp.

Azatas

The wild-spirited azatas enjoy all manner of whimsical offerings, and take pleasure in dealing with mortals of an equally capricious demeanor.

Bralani: These azatas enjoy exploration, fierce weather, and games of skill. *Preferred Offering:* Four flasks of some valuable material, such as gold, worth at least 25 gp each. The flasks contain air, earth, fire, and water in some form.

Brijidine: Fiery brijidines value art, poetry, and spicy delicacies. *Preferred Offering:* An exotic and skillful poem engraved onto a ruby worth no less than 1,000 gp.

Ghaele: Ghaeles are beautiful, knightly warriors who zealously attack any manifestation of evil. *Preferred Offering:* A bound evil dragon, evil outsider, or undead creature of at least CR 12, released upon the success of the summoning for the ghaele and the summoner to battle.

Lillend: Lillends are lovely, serpentine azatas who appreciate music and storytelling. **Preferred Offering:** A promise to spend 1 hour playing music or singing to the lillend with some degree of skill, made either by the summoner or a willing individual with musical talent.

Lyrakien: The whimsical lyrakien delight in music and travel. *Preferred Offering:* An original song played or sung during the summoning.

Veranallias: These vine-bodied azatas value the elements and seasons. *Preferred Offering:* Frozen holy water slowly melted over conjured fire in a golden brazier worth at least 2,000 gp.

Yamah: The blue-skinned, winged yamahs take action against those who use magic for evil purposes. *Preferred Offering:* A collection of scrolls with a total combined spell level of at least 5th, along with a promise to donate the scrolls to a good temple after the summoning.

RITUALS OF MORTIFICATION

While the celestial beings that occupy the good-aligned planes smile upon all mortals who seek to do good during their lives, those whose devotion leads them to perform rituals of mortification or self-sacrifice are among some empyreal lords' most favored subjects, and their acts of piety often grant them access to celestial boons and otherworldly powers.

To the uninitiated, rituals of mortification may seem extreme, punitive, or even torturous. To those who experience the rituals, however, this suffering brings them ever closer to the divine. Some who undergo these rites believe that they take on the suffering of others, thereby saving the weak from pain they are ill equipped to handle. Others claim that celestials take no joy in seeing the pain of mortals, but appreciate the devotion and intent behind the rituals and thus lift the sufferers up to great heights after death. From time to time, base souls looking for quick route to power may undertake rituals of mortification to gain celestial qualities, but these shortsighted individuals typically underestimate the spiritual duress the rituals cause.

Rituals of mortification require time and willingness. They can be researched in the same way one would research a divine spell, and priests of good-aligned churches may impart knowledge of specific rituals unto individuals who prove their pioussness.

Only willing creatures, whatever their motives, may undertake a ritual of mortification in exchange for divine power. An evil participant who completes a ritual of mortification gains a negative level—the number of negative levels imparted stacks with each ritual completed. These negative levels remain for as long as the ritual is maintained. They never result in actual level loss, but cannot be overcome in any way while the ritual is maintained.

A creature can instigate a ritual of mortification by refraining from eating, drinking, and sleeping for a certain number of days (listed in the Time Investment line in the individual rituals below). This initial investment deals 1d6 points of nonlethal damage to the character performing the ritual at the beginning of each day so invested. Should a participant fall unconscious during the ritual's time investment period, the ritual fails and she must start over from the beginning.

Once a participant has deprived herself for the appropriate number of days, she gains an affliction and a benefit for as long as she maintains the ritual. To maintain a ritual of mortification, a participant must meditate or pray for 1 hour each day she wishes to undergo the ritual (this can be the same time during which a spellcaster recovers her daily spells, if applicable). A participant can maintain a ritual of mortification (and thus gain its

affliction and benefit) for up to a maximum number of days equal to the ritual's initial time investment plus the participant's Constitution modifier (minimum 1 day). For example, a participant with a Constitution modifier of +2 could maintain a ritual of appetite for up to 4 days.

Unless otherwise stated, a ritual's effects end immediately after the participant fails to maintain the ritual during her daily meditation or prayer or when she has undergone the ritual for the maximum number of days allowed. The effects of a ritual of mortification can also be renounced at any time if the participant willingly destroys a holy symbol of the deity or empyreal lord originally invoked during the ritual. Doing so deals 1d6 points of Wisdom damage to the participant and could have other effects as well (such as a curse) as determined by the GM. A ritual's effects can also be lost if the participant acts contrary to the teachings of her patron or commits alignment violations. A participant who takes the affliction of her ritual lightly or who takes great pains to hide the signs of her affliction may lose the benefit of her ritual.

The following examples of are organized in order of the initial time investment required and are merely some of the possible rituals of mortification. GMs should feel free to design their own rituals based on the ones presented here.

Ritual of Appetite

You partake in only the scarcest amount of food so that your vision remains unclouded and you can be nearer to your patron.

Time Investment: 2 days.

Affliction: You cannot eat anything but a specially restricted diet based on the teachings of your patron. You must ingest only enough to survive and thus feel perpetually hungry and often weak. If you stay in an inn or another person's house, it's possible you may offend your hosts by refusing to eat the food they offer. You may also have to carry your special food with you constantly lest you find yourself in an area where your prescribed food is not readily available. If you ingest a forbidden food, either accidentally or intentionally, you lose your status as a participant and must begin the ritual anew. You take a -2 penalty on Constitution checks and on Fortitude saves against disease and poison.

Benefit: You gain a +2 sacred bonus on concentration checks and on Will saving throws.

Ritual of Blood

Offering your blood to your patron may cause you pain, but you can transform your agony into a source of healing.

Time Investment: 3 days.

Affliction: You begin to bleed and do so continuously until the ritual's end. The location of this persistent

hemorrhage differs between participants. Some bleed from their tear ducts, mouths, nostrils, or ears, while others gain phantom wounds that mimic noted injuries ascribed to their patron deity or empyreal lord. The blood flows continually, but slowly enough that you are not leaving oceans of blood in your wake. You take 1d6 points of damage at the start of every day.

Benefit: Any cure spell you cast heals an additional 2 points of damage per die.

Ritual of Debilitation

Though your empyreal lord has struck you lame in response to your ritual, your strikes remain true against the forces of evil.

Time Investment: 4 days.

Affliction: One of your limbs becomes withered and weakened. If the limb is your arm, you take a -2 penalty to Strength. If the limb is your leg, your movement speed decreases by 5 feet (to a minimum speed of 5 feet). Oftentimes, the skin of your affected limb may change color as well, becoming white as marble or red as fire, depending on the nature of their patrons. The sight of your afflicted limb may inspire either reverence or repugnance.

Benefit: You gain a +4 sacred bonus on attack rolls to hit evil creatures and a +4 sacred bonus on caster level checks made to overcome the spell resistance of evil creatures.

Ritual of Possession

Your body is no longer your own, but is instead a vessel for some greater force that serves your patron's will.

Time Investment: 7 days.

Affliction: You invite divine spirits to make use of your body for a short period of time. Some of these spirits may wish to pass on a message, but most simply seek to remember the feeling of flesh and blood around their essence once again. For 1 hour per day, you become senseless as a celestial spirit inhabits your body. Wilder spirits might thrash about in your body and cause the uninformed to think you are having a fit or seizure. You may utter random words or speak in a foreign language while possessed, and some may fear you are the subject of a demonic possession. More composed spirits might inhabit your body so quickly and quietly that

your companions may not even notice the change. What the spirits do with your body is largely up to them, but some unspoken contract keeps these possessing spirits from engaging in actions that would violate your vows or alignment.

You have a cumulative 10% chance each hour after waking in the morning to succumb to a possessing spirit for 1 hour. Your default state during the possession is being immobile and helpless, but your body may move around and speak with the spirit's voice at the GM's discretion. After 1 hour, the spirit is ejected and your likelihood of succumbing to another possession is reset to 10%.

Benefit: If you can channel energy, you deal or heal an additional 2d6 points of damage when you channel energy and the DC of the saving throw to resist your channel energy ability increases by 4. If you can't normally channel energy, you gain the ability to do so, dealing or healing 2d6 points of damage each time you do so (DC 10 + 1/2 your Hit Dice + your Charisma modifier). In both cases, if you choose to deal damage with your channeled energy, the damage always affects outsiders with the evil subtype as well as undead.

Ritual of Scarification

The scars that you bear pain you greatly, but allow you to comprehend things that would otherwise elude you.

Time Investment: 5 days.

Affliction: You develop brands, bruises, or scars all over your body. These marks often form in the shape of your patron's holy symbol, but may also take the form of celestial runes or some shape that is meaningful to you. You suffer continual pain from these marks—even lying down to sleep is difficult. You take a -2 penalty on all Strength and Dexterity checks and Strength- and Dexterity-based skill checks. At least one of these marks appears on your face and may be disturbing—or inspiring—to those who see you. Covering yourself so that none of the marks are visible is considered displeasing to your patron.

Benefit: You gain a +4 sacred bonus on Wisdom checks and Wisdom-based skill checks.



MYSTERY CULTIST

Among the most pious worshippers of the empyreal lords are those known as mystery cultists. These zealots hone their spellcasting powers in honor of their patron empyreal lord and dedicate their lives to the teachings of this entity. The most powerful and respected mystery cultists become leaders of their own mystery cults and use their not insignificant resources to further the cause of good.

Hit Die: d8

Requirements

To qualify to become a mystery cultist, a character must fulfill all of the following criteria:

Alignment: Any good.

Feats: Celestial Obedience (see page 5).

Language: Celestial.

Skills: Knowledge (religion) 7 ranks.

Special: Must worship an empyreal lord.

Special: Must have been spiritually awakened by the presence of a celestial being—either by being rescued from the brink of death by a willing good outsider of CR 5 or greater or by being the recipient of a beneficial spell or effect from a celestial being of CR 10 or greater.

Class Skills

The mystery cultist's class skills (and the key ability for each skill) are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes), Knowledge (religion), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the mystery cultist prestige class.

Weapon and Armor Proficiency: A mystery cultist gains proficiency with all simple weapons and with her celestial patron's favored weapon. She gains no additional proficiency with armor or shields.

Spells per Day/Spells Known: At the indicated levels, when a new mystery cultist level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before taking the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one spellcasting class before becoming a mystery cultist, she must decide to which class she adds the new level for the purposes of determining spells per day.

Blessed (Ex): Upon a mystery cultist's death, her soul appears in the good Outer Planes. In time, her soul will transform into an agathion, angel, archon, or azata.

If the mystery cultist is successfully resurrected, she may immediately gain the answer to any one question as if she had cast *contact other plane* and reached her empyreal lord patron. The mystery cultist need not succeed at an Intelligence check to avoid a decrease in Intelligence or Charisma. The empyreal lord is treated as an "intermediate deity of the Outer Planes"—treat any "lie" result as "don't know" instead.

Obedience (Ex): In order to maintain the abilities granted by this prestige class (including all spellcasting abilities that have been augmented by this prestige class), a mystery cultist must indulge in a daily obedience to her chosen empyreal lord (see page 5).

Glorious Aura (Su): Starting at 2nd level, a mystery cultist can shroud herself in a glorious aura for 1 round per mystery cultist level. These rounds need not be consecutive. Her features radiate with divine beauty, but the force of her presence can be frightening to others. The mystery cultist gains a +4 sacred bonus to her Charisma score and radiates a 10-foot aura of terrible awe. Creatures within the aura must succeed at a Will save (DC 10 + the mystery cultist's class level + the mystery cultist's Charisma modifier) or become frightened for 1d4 rounds. Regardless of whether the save is successful, a creature cannot be affected by a mystery cultist's glorious aura more than once in 24 hours. This is a fear effect.



MYSTERY CULTIST

Level	Base Attack					Special	Spells per Day/ Spells Known
	Bonus	Fort Save	Ref Save	Will Save			
1st	+0	+0	+0	+1		Blessed, obedience	—
2nd	+1	+1	+1	+1		Glorious aura	+1 level of existing class
3rd	+2	+1	+1	+2		Celestial boon 1	+1 level of existing class
4th	+3	+1	+1	+2		Brand of healing, summon celestial 1	+1 level of existing class
5th	+3	+2	+2	+3		Fervor	+1 level of existing class
6th	+4	+2	+2	+3		Celestial boon 2	+1 level of existing class
7th	+5	+2	+2	+4		Incorruptible	+1 level of existing class
8th	+6	+3	+3	+4		Summon celestial 2	+1 level of existing class
9th	+6	+3	+3	+5		Celestial boon 3	+1 level of existing class
10th	+7	+3	+3	+5		Sacred haven	+1 level of existing class

Celestial Boon: As the mystery cultist gains levels, she gains boons from her celestial patron. The nature of the boons varies depending on the mystery cultist's chosen empyreal lord. Each empyreal lord grants three boons, each more powerful than the last. At 3rd level, the mystery cultist gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Celestial Obedience feat on page 5 and the empyreal lord descriptions in Chapter One for details on celestial boons. When a celestial boon grants a spell-like ability, the mystery cultist's level for the spell-like ability equals her total character level. This ability allows a mystery cultist to access these boons earlier than normal; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Brand of Healing (Sp): At 4th level, the mystery cultist gains the ability to cast *heal* as a spell-like ability once per day. The target of this ability is branded on the forehead or another visible area with an incandescent tattoo of the holy symbol of the mystery cultist's patron. The holy brand lasts for 24 hours before fading.

Summon Celestial (Sp): Starting at 4th level, a mystery cultist can use *summon monster VI* once per day to conjure one lillend, 1d3 bralanis, or 1d4+1 hound archons to serve her. At 8th level, the mystery cultist also gains the ability to use *summon monster VIII* once per day to conjure one monadic deva, 1d3 avoral agathions, or 1d4+1 lillends to serve her. Mystery cultists who worship a particular empyreal lord may be able to summon other good outsiders of equal power with this ability (according to GM discretion).

Fervor (Su): At 5th level, the mystery cultist can enter a religious fervor for a number of rounds per day equal to her class level, and can enter a fervor or end it as a free action. While in this fervor, the mystery cultist gains a +2 sacred bonus on all weapon attack and damage rolls, DR5/evil, and a +2 bonus to her caster level for the purposes of determining the range, duration, and level-dependent effects of spells. In addition, her base speed increases by 10 feet.

A mystery cultist takes a –4 penalty on Charisma checks and Charisma-based skill checks during the fervor and for a number of minutes afterward equal to $2 \times$ the number of rounds spent in the religious fervor.

Incorruptible (Su): At 7th level, the mystery cultist gains a +2 bonus on saving throws versus disease and poison. If the mystery cultist is killed, her body does not decompose, but stays pure and whole as if targeted by a permanent *gentle repose* spell. This effectively extends the period in which she can be affected by a *raise dead* spell indefinitely. Finally, this ability prevents the mystery cultist from ever being transformed into an undead creature by any means short of a *wish* or *miracle*.

Sacred Haven (Su): At 10th level, the mystery cultist earns a place at the side of her celestial patron. A room is set aside for her at her patron's place of residence on the celestial planes (if her patron has no permanent residence, the room stands alone in a quiet spot on the celestial planes). Once per day, the mystery cultist can teleport herself and one willing creature per mystery cultist level to this sacred haven as per *plane shift*, except she always arrives exactly at the threshold of her haven. The room is outfitted with comfortable beds for everyone, a small research library, a shrine, and a chest or cupboard that functions as a *portable hole* but that cannot be removed from the room. The mystery cultist can teleport herself and her allies out of the sacred haven at will, but can only return to the spot from which they last left.

Ex-Mystery Cultists

A mystery cultist whose alignment becomes any nongood, or who goes against the will of her patron, loses all class features of this prestige class, including all spellcasting ability enhanced by this class (even if that spellcasting ability comes from a class that normally does not rely on the approval of a divine patron). She cannot thereafter gain levels as a mystery cultist until she atones for her deeds (see the *atonement* spell description). This is the only route a mystery cultist can take to switch to a different celestial patron—the *atonement* must come from a worshiper of the new empyreal lord.

CELESTIAL SPELLS

Celestial beings and those who worship them toil constantly to develop new weapons against evil. The following spells are most common among worshippers of empyreal lords, particularly spellcasting members of mystery cults, but are not restricted solely to such spellcasters. Often, such spells are passed from mystery cultists to goodly allies who perform services for the cult.

BLOOD OF THE MARTYR

School necromancy; **Level** cleric 2, inquisitor 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target to bleed from every orifice, and her organs and blood become suffused with positive energy. If the subject fails her Fortitude save, she takes 1d6 points of bleed damage per 4 caster levels (to a maximum of 4d6 at 16th level) when you cast this spell. Any creature that takes a full-round action to sup the blood of the bleeding subject heals a number of hit points equal to twice as many as the subject lost that round due to the bleed effect. The subject must be willing or helpless to sup her blood, which provokes attacks of opportunity. Only one creature can be healed in this way per round. The subject can lick her own wounds in this way to regain half as many hit points as she lost that round. If the bleeding effect is stopped or the spell's duration ends, the subject's blood no longer heals those who drink it, though in the latter case the subject continues to bleed until the bleeding is stopped via magical healing or a successful DC 15 Heal check.

CHARITABLE IMPULSE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, F/DF (a miniature collection plate)

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell makes a creature more charitable, compelling it to aid others rather than use violence. An affected creature practices nonviolent combat behaviors according to the following list of priorities, beginning with the first priority. The subject continues to perform a priority until he can no longer fulfill its demands (at which point he moves to the next priority) or until the spell ends, whichever comes first.

1st Priority: Heal injured creatures within 30 feet, beginning with the closest creatures and using whatever methods the subject has at hand (including potions, spells, and so on).

2nd Priority: The subject gives his weapon away to the nearest creature within 30 feet who will accept it. If no creature accepts the weapon, the subject drops the weapon on the ground.

3rd Priority: Cast beneficial spells and/or use beneficial magic items (including potions, wands, and so on) on creatures within 30 feet, starting with the closest creatures.

4th Priority: The subject gives away his non-worn possessions—the contents of a backpack or similar item count as one item each, as does the container itself—to creatures within 30 feet. If no creature accepts the items, the subject drops the items on the ground.

5th Priority: The subject gives away his remaining possessions (including his armor, boots, cloak, and so on) to creatures within 30 feet. If no creature accepts the items, the subject drops them on the ground.

If the subject fulfills all five priorities, the spell effect ends. The subject cannot attack or take attacks of opportunity, but can defend himself as normal. If the subject is attacked, the spell's effect immediately ends.

ELEMENTAL ASSESSOR

School evocation [acid, cold, electricity, fire]; **Level** cleric 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M/DF (four needles)

Range close (25 ft. + 5 ft./2 levels)

Effect one elemental ray

Duration 1d4+1 rounds (see text)

Saving Throw none; **Spell Resistance** yes

Azata champions developed this spell to deal with fiends with unknown resistances. A ray of spiraling colors springs from your hand and streaks to its target. You must make a successful ranged touch attack to hit your target with the ray, which deals 2d6 points of acid damage, 2d6 points of cold damage, 2d6 points of electricity damage, and 2d6 points of fire damage. The type of energy that does the most points of damage to the target then persists, dealing another 4d6 points of that type of damage per round for 1d4 rounds.

SANCTIFY WEAPONS

School transmutation; **Level** cleric 5, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius spread

Duration 1 round/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell originated among the armies of Heaven. Choose a specific subtype of evil outsider when you cast this spell, such as daemon, demon, devil, or div. All manufactured weapons in the area of effect bypass the DR of that type of outsider. The weapons do not become aligned or change composition.

SUMMON STAMPEDE

School conjuration (summoning); **Level** cleric 6, druid 6, summoner 4

Casting Time 1 round

Components V, S, M (piece of fur from a herd animal)

Range medium (100 ft. + 10 ft./level)

Effect 20-ft.-radius herd of animals

Duration 1 round/level

Saving Throw Reflex halves (see text); **Spell Resistance** no
You conjure a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate. The herd takes up a 20-foot-radius space and moves at a rate of 120 feet per round in a straight line. Any creatures caught in the herd's path take 4d6+9 points of damage that round as they are trampled beneath dozens of animals' hooves. A successful Reflex save halves this damage.

If the stampede's path would put it in an obviously dangerous area (such as over a cliff or through a fire) or force it to move through a solid barrier, the herd stops at the obstacle and moves in a new randomly determined direction until it reaches another obstacle or the spell's duration ends.

VINETRAP

School conjuration; **Level** cleric 8, druid 8

Casting Time 10 minutes

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area radius spread of up to 10 ft./level, 90 ft. high

Duration 1 hour/level (D)

Saving Throw Reflex negates (see text); **Spell Resistance** yes
Vines choked with thorns, blossoms, leaflets, and other floral debris burst to life on and around the subject of this spell, winding around limbs and armor and making it progressively more difficult for the subject to maneuver. When this spell is cast, the subject may attempt a Reflex save. Success indicates that the vines fail to take root and the spell has no effect. On a failed save, the subject's base speed is immediately reduced by 5 feet. Each round thereafter, the subject must make another successful Reflex save or his speed is reduced by another 5 feet. This occurs each round until he is reduced to a speed equal to half of what it was before the spell was cast.

As a full-round action, the subject or an adjacent creature can tear the vines off the subject's body, resetting the speed penalty to just 5 feet, though the vines continue to grow each round thereafter for the spell's duration, requiring additional checks, unless it is actually dispelled. The spell's effects can also be prematurely ended by dealing at least 20 points of fire damage to the subject. When the spell's duration ends or the effect is terminated, the vines immediately wilt and the subject's speed returns to normal. Regardless of the subject's base speed, the vines cannot reduce a creature's speed below 5 feet.

This spell has additional effects depending on which version you cast, chosen when you cast the spell.

Blessed Thorns: The vines sprout vicious thorns made of celestial steel. Each round at the beginning of your turn, the subject takes 2d4 points of damage, plus 1 point of damage for each round since the creature last took a full-round action to tear the vines off. When you cast this version of the spell, you can also choose to make the thorns either cold iron or silver for the purposes of overcoming damage reduction.

Noxious Vines: The vines emit noxious fumes that act as a lung and eye irritant. The subject and any creatures adjacent to the subject must attempt a DC 15 Fortitude check each round at the beginning of their turn. On a failed save, the creatures becomes blinded for that round and can't cast spells with verbal components.

Swift Vines: The vines act twice as quickly as normal, and slow the creature by 10 feet per round instead of 5 feet (though they still can't decrease the creature's speed to less than half). In addition, once the creature is slowed to half-speed, it becomes staggered until the vines are torn off or the spell ends.



CELESTIAL ITEMS

The following items are often found in the possession of mystery cults, or hidden away by evil creatures determined to keep these items out of the hands of the good. Mortal heroes who dedicate themselves to the cause of righteousness and perform great deeds may receive items such as these as gifts from divine emissaries, and noble families known for their piety often pass down such relics from generation to generation.

ANGEL'S CLARION		PRICE
		23,400 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration and transmutation		



An *angel's clarion* is a graceful trumpet whose bell unfolds like the petals of a flower. These trumpets are usually platinum or silver near the mouthpiece, transforming to a rose gold at the bell.

Three times per day when an *angel's clarion* is sounded, it releases a blast that sounds like the chiming, resonant voices of an angelic choir. Any good-

aligned creatures in a 30-foot cone emanating from the trumpet are washed in positive energy and healed for 3d8+5 points of damage. This energy only affects good-aligned creatures; neutral and evil creatures receive no benefit and undead creatures are not harmed. A carpet of flowers springs up beneath the 30-foot cone, growing and blooming in seconds. Any evil-aligned creatures within the area of effect must succeed at a DC 13 Reflex save or be treated as if in the area of an *entangle* spell. The entangling flowers persist for 5 minutes.

CONSTRUCTION REQUIREMENTS	COST 11,700 GP
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Craft Wondrous Item, *cure serious wounds*, *entangle*, creator must worship an empyreal lord

CHRONICLE OF THE RIGHTEOUS		PRICE
		—
SLOT none	CL 25th	WEIGHT 12 lbs.
AURA overwhelming (all schools) [good]		



The *Chronicle of the Righteous* is the collected records of the good Outer Planes as written by the exiled angel Tabris, who was ordered to catalog the lore of all the multiverse but was cast out of Heaven for his findings. The pages pertaining to the good Outer Planes lie within covers of

beaten precious metals, bedecked with jewels of every color and inscribed with celestial iconography. Only a truly reverent individual, completely devoted to good, can open the *Chronicle*

of the *Righteous* without an effort of will; for others, a successful DC 12 Will save is required to open the book. On a failed save, the individual decides she is unworthy of beholding the *Chronicle* and cannot attempt to open the book again for 24 hours.

The *Chronicle of the Righteous* is written in Celestial. It details the geography of the good-aligned planes, the gods, empyreal lords, and celestial creatures who live there, and the unadulterated truths of these beings and their acts—truths that are sometimes heartening and at other times unsettling. Any evil-aligned creature who touches the *Chronicle of the Righteous* gains 1 negative level. This level cannot be restored until the character has remained more than 10 feet away from the book for 24 hours. Nongood creatures attempting to read the book must succeed at a DC 15 Will save or have their alignment permanently take one step toward good.

A reader who spends 30 days (not necessarily consecutively) studying the book receives several benefits. The book contains copies of every conjuration (healing) spell and every spell with the good descriptor. The user gains a +4 bonus on all Knowledge (planes) checks if she uses the book as a resource (consulting it for at least 1 hour regarding a question), and its descriptions of the good-aligned planes are so accurate that any teleportation travel to or within those planes always brings the caster to the exact location desired.

As long as the book is carried, the user is immediately aware of any action that might cause an alignment shift or a loss of standing with her deity, as if she wore a *phylactery of faithfulness*. The *Chronicle of the Righteous* is also surrounded by a permanent *zone of truth*, and creatures must succeed at a DC 15 Will save to tell a lie within 20 feet of the book. The bearer of the book casts all good spells as if she were 2 caster levels higher and gains a +2 bonus on all Charisma checks and Charisma-based skill checks when interacting with good creatures. Three times per day, the book can be used to cast one of the following spells: *banishment*, *consecrate*, *greater planar binding*, *holy smite*, *holy word*, *sanctify weapons*, and *summon monster VII*. Each time the *Chronicle of the Righteous* is referenced or used to cast a spell, there is a 10% chance that any empyreal lords on the same plane as the user instantly become aware of the book's precise location.

DESTRUCTION

The *Chronicle of the Righteous* can be destroyed by first bathing it in the blood of a fallen empyreal lord who has killed at least 100 good mortals and then burning it in a pit of hellfire.

EMPYREAL ARMOR		PRICE
		100,050 GP
SLOT armor	CL 13th	WEIGHT 50 lbs.
AURA strong evocation [fire]		

Legend tells that the first suits of *empyreal armor* were forged from the battered, cast-off breastplates worn by solars in battle. These suits were gifted to powerful mortal heroes and have since changed hands many times.



Empyreal armor is made of steel forged so that it reflects a golden sheen in the sunlight. This armor functions as a suit of +3 moderate fortification full plate. In addition, three times per day, its wearer can activate a *fire shield* (warm shield only) that lasts for 13 rounds. Any creature attacking the wearer with its body or a handheld weapon while the *fire shield* effect is active deals normal damage but takes 1d6+13 points of damage in return. Half this damage is fire damage, but the other half results directly from divine power and is therefore not subject to energy resistance.


CONSTRUCTION REQUIREMENTS	COST 50,850 GP
Craft Magic Arms and Armor, <i>fire shield</i> , <i>limited wish</i> or <i>miracle</i>	

SPLENDOROUS RING		PRICE 9,900 GP
SLOT ring	CL 3rd	WEIGHT —
AURA faint illusion		

A *splendorous ring* is composed of six white and yellow gemstones faceted in a platinum band. Three times per day, the wearer of a *splendorous ring* can twist the ring to cloak himself in an aura of glory. He appears both radiant and terrible, glowing with the might of the heavens. Anyone within 10 feet of the ring when it is activated must succeed at a DC 13 Will save or be fascinated by the wearer's form as if affected by *hypnotic pattern*. 2d4+3 Hit Dice worth of creatures are affected in this way.

The fascinating effect of the ring lasts for 3 rounds. During that time and for 5 rounds after, the ring's wearer gains a +2 sacred bonus on any Charisma checks or Charisma-based skill checks to influence any good-aligned creatures affected by the ring's *hypnotic pattern* effect, and a -2 penalty on any Charisma checks or Charisma-based skill checks to influence any evil-aligned creatures affected by the *hypnotic pattern* effect.

CONSTRUCTION REQUIREMENTS	COST 4,950 GP
Forge Ring, <i>eagle's splendor</i> , <i>hypnotic pattern</i> , creator must be good-aligned	

STAFF OF WINGS		PRICE 59,400 GP
SLOT none	CL 13th	WEIGHT 5 lbs.
AURA strong illusion and transmutation		
		

Angels crafted the first *staff of wings* to assist their mortal allies during a fiendish invasion onto the Material Plane. Copies have since been made by secular crafters. A *staff of wings* is made of light birch and topped with a carved pair of angelic wings made out of precious stone. This staff produces flight effects, and the wielder gains translucent, illusory wings upon casting them. Depending on the alignment and chosen patron of the creator,

these wings may appear draconic, feathery, or prismatic, or may have other celestial features. The staff allows the use of the following spells:

- *Fly* (1 charge)
- *Overland flight* (2 charges)
- *Mass fly*^{APG} (3 charges)

CONSTRUCTION REQUIREMENTS	COST 29,700 GP
Craft Staff, <i>fly</i> , <i>mass fly</i> ^{APG} , <i>overland flight</i> , <i>silent image</i>	

STARKNIFE OF THE VOID		PRICE 21,324 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA strong illusion and transmutation		



The *starknife of the void* is a weapon designed by devotees of Black Butterfly and at one time could only be found among the faithful of her mystery cults. Over time, these weapons fell into the hands of those outside the cult, and now they crop up in odd places—

sealed vaults, underground treasure caches, the bottom of the sea—but always places where there is darkness and stillness.

The *starknife of the void* is a +2 *returning starknife*. If the wielder scores a critical hit against a foe with a *starknife of the void*, it discharges a *blindness/deafness* spell affecting the creature struck. The target must succeed at a DC 14 Fortitude save or be struck blind or deaf (as chosen by the wielder of the *starknife of the void*). If the *starknife of the void* deals more than one critical hit to the same target, the target can potentially become both blind and deaf.

CONSTRUCTION REQUIREMENTS	COST 10,824 GP
Craft Magic Arms and Armor, <i>blindness/deafness</i> , <i>telekinesis</i>	

SWORD OF VENGEANCE		PRICE 32,350 GP
SLOT none	CL 9th	WEIGHT 8 lbs.
AURA moderate evocation [good]		

It is said that the empyreal lord Ragathiel's divine soldiers wield these golden +1 holy greatswords in their battles against fiends and other evil creatures. Once per day upon successfully striking an evil-aligned creature with a *sword of vengeance*, the wielder can cause the sword to emit a 20-foot-radius burst of holy energy. This effect is identical to that of a *holy smite* spell centered on the creature struck, and deals 4d8 points of damage to each evil creature in the area (or 9d6 points of damage to evil outsiders) and causes each to become blinded for 1 round. A successful DC 16 Will save halves the damage and negates the blinded effect. Neutral creatures in the area only take half damage (reduced to one-quarter on a successful save) and are not blinded.

CONSTRUCTION REQUIREMENTS	COST 16,350 GP
Craft Magic Arms and Armor, <i>holy smite</i> , creator must be good	

LESSER EMPYREAL LORDS

More empyreal lords exist than most mortals realize. Some focus on their divine duties and rarely receive notice on other planes, while others have small, specialized sects of worshipers. The following are but some of these lesser-known empyreal lords.

Benokus: The Angel of Lightless Chambers watches over good subterranean creatures. His servants explore underground areas in search of lost knowledge and hidden wonders.

Cernunnos: An unpredictable and elusive lord of the wild, Cernunnos travels the forested paths of the multiverse, setting natural balances to right and indulging his fiery passions.

Dalenydra: The Blessed Attendant is the empyreal lord of battlefield healing. Combat healers, hospital attendants, and nurses make up the bulk of her followers, all of whom swear an oath of nonviolence. They defend themselves on the fields of war but will not attack, and many soldiers refuse to strike those wearing Dalenydra's distinctive tabard.

Eldas: It is said that the Abiding Spire designed most of the structures that now stand on the mountain of Heaven. He has a special interest in building defensive structures, and is responsible for the upkeep of the Prime Vallation.

Hembad: Hembad is the wise grandfather who sees connections between individuals and families. His followers teach that the right match can create a whole greater than the sum of its parts.

Kelinahat: She of Eben Wings is the empyreal lord of spies and stealth. Her agents use guile and shadow magic to infiltrate bastions of evil and bring back valuable intelligence.

Keltheald: Followers of Keltheald seek out breathtaking vistas and natural wonders, believing that these sights reflect the glory of the celestial planes.

Keina: Lady All-Sight can read a person's history with but a glance into his eyes, and teaches that instincts are the precursors to truth.

Lorris: Lorris appears as a man with a white dog's head. His agents watch over beggars, the orphaned, and the poor, and encourage those with comfort to give to those less fortunate.

Lytherida: The Voice of Tragedy and her celestial agents watch over and console the frightened spirits of the prematurely deceased.

Marishi: Contests, feats of strength, and athletics are the purview of Marishi. Her followers encourage boisterous competition and fair bouts.

Nashen: Nashen's followers are those who desire to turn their lives around and embrace the path of light. The Knight of the Steel Lash may require them to undergo physical duress and difficult obedience, in a process that can take years, but those who come to him eventually reach their coveted atonement.

Ondisso: The Steadfast Stair teaches mortals to rise above temptation and to strive for previously unknown heights of personal strength and morality.

Reymenda: The Lady of the Martyred Womb is the empyreal lord of childlessness. Her mortal followers take vows to remain childless, believing that the sacrifice of their childbearing ability adds to their righteousness, and proves their devotion. Reymenda rewards her followers with divine powers and often provides agents to embark on particularly dangerous missions, knowing they will leave no dependents behind.

Smjad: The Pitiless Dragonslayer and his followers declare war on evil dragonkind. They teach others to hunt and kill evil dragons while aiding benevolent ones.

Svarog: This wise lord endlessly seeks to improve the ways and works of civilization, whether through refining outdated practice or inspiring new generations to ever-greater deeds.



Thismet: The Blithe Spirit is the empyreal lord of holidays, celebrations, and great feasts. Her followers spread merriment and worship wherever they go.

Uskyeria: Uskyeria's natural form is that of a giant bear with gold-streaked red fur. The Sainly Slumberer and her agents teach mortals how to hunt while respecting the animals they kill and preserving the areas in which they hunt. Insomniacs also pray to Uskyeria to bless them with deep and restful sleep.

FALLEN CELESTIALS

Not all who ascend to a celestial position remain in the empyreal lords' favor. Those who have betrayed their station or been outcast from the good Outer Planes are rarely spoken of among celestials save in hurried whispers or heretical texts. The following are some of the most notable beings to have fallen from grace.

Baalzebul: When Asmodeus incited the first wars among the gods and rallied his legions of rebels and traitors from among the forces of the celestial planes, the traitorous angel Baalzebul was among the first to join his infernal crusade. The Lord of That Which Flies was responsible for leading the Prince of Darkness's fiendish legions as well as for training the generals Belial, Dispatex, Meloch, and Nybbas. It was also Baalzebul who, in his arrogant fury, slew Nybbas and scattered the Laughing Duke's ashes across the Splintered Plains of Cocytus, creating the perpetual gusts of snow that continue to haunt that realm to this day.

Dispatex: The First King was once an angel gifted with boundless creativity and wisdom. His desire for power and rulership, however, led him to leave the glories of the celestial planes in order to join Asmodeus's dark forces alongside Heaven's other defectors. Now he rules the second layer of Hell, Dis, as king and jailer. It is said that Dispatex retained some tiny spark of light from his time as an empyreal lord up until the birth of his son, Ragathiel; at that moment the light passed from father to child and left Dispatex truly empty for all eternity.

Mammon: When the multiverse was young and the first wars were waged between the legions of Hell and the good Outer Planes, the celestial being known as Mammon betrayed his angelic brethren in favor of Asmodeus's iron-fisted ways. Scholars are unsure when exactly the empyreal lord of gems and silver turned against the gods of goodness, but even during his descent into evil Mammon retained his beautiful form—a majestic angel with sleek muscles, gleaming eyes, and a cascade of white hair. That is, he retained it until the Battle of the Triune Star, in which the Prince of Darkness's forces attempted to acquire the aid of the proteans in their war against good. It was then, upon the infinite battlefield of the Maelstrom, that Mammon was brought low before Sarenrae's angelic hosts, and for untold centuries he lingered there before his essence was recovered by Asmodeus. Now, his shattered form has been reassembled from the stuff of Hell's third layer, Erebus, where he serves as the infernal vault's treasurer and guardian—a fate the fallen angel of riches has found to his liking after all.

Tabris: Tabris, the warrior-scholar who was tasked to collect information on every part of the multiverse, returned to Heaven after centuries of struggle and sacrifice. His mind and body had both been ravaged by his time in the evil Outer Planes. Having seen the greatest heights and lowest depths of the multiverse, both physically and spiritually, Tabris could no longer devote himself to good. Though physically still an angel, Tabris hews to neither good nor evil, and to neither law nor chaos. He was last seen leaving Heaven for the city of Axis, where it is rumored that he now has a permanent home. Researchers and scholars who feel ill-treated or who despair of ever completing their works sometimes pray to Tabris, who is also called the Chronicler, but the warrior-scholar does not seem to hear them.

The Whore Queens: These four fallen angels were among those droves of angels who joined Asmodeus's diabolical Exodus, but they were betrayed again by Asmodeus and his archdevils and dukes, who treated them as second-class citizens. Despite this, the Whore Queens have won the devil's grudging respect through their unquestionable prowess, and have acquired worshipers throughout the multiverse.

Ardad Lili, the End of Innocence, is a master of humiliation and trickery and revels in manipulating mortal men, who constitute what she deems "the dimmer sex."

Though she was never technically an angel, the Whore Queen Mahathallah's prior role as a psychopomp usher for Pharasma allowed her special insight into fatality and the fleeting nature of life-knowledge that she now uses to malevolent ends.

The grim beauty of Deloras cannot be overstated; Our Lady of Pain is also believed to be responsible for unleashing the kytens from their prison in Hell and allowing them to escape to the Plane of Shadow.

Lastly, Eiseth, the Erinyes Queen, is one of the most outspoken antagonists of the celestial realms, and her skirmishes against the angelic choirs there are the stuff of legend. Though few beings now remember, Eiseth was once an empyreal lord of righteous wrath and punishment, and it is even whispered that she may have some relation to Ragathiel.

FROM THE CHRONICLE OF THE RIGHTEOUS

In which the steadfast are corrupted, the pure are tarnished, and the flawed are left unforgiven.

-Chronicle of the Righteous,
"The Fallen"



THE CELESTIAL HOSTS

TO SEE THEM IS TO HEAR THEIR BLESSINGS AND THEIR CURSES; IT IS TO BEHOLD THEIR GRACE AS WELL AS THEIR RIGHTEOUS INDIGNATION. FEW HAVE THE FORTITUDE OR THE VIRTUE TO BEHOLD THEM IN EARNEST—MOST ONLY SEE BUT A SLIVER OF THE GLORY THAT BELONGS TO THOSE KINGS OF THE FIRMAMENT, THOSE QUEENS OF THE SOARING REALMS. BUT I HAVE HELD THEM IN MY GAZE FOR TIME UNTOLD, SUCKLED UPON THE SPLENDOR OF THEIR UNSHEATHED VISAGES LIKE A BABE EAGER TO BE FATTENED BY THE MILK OF MY MOTHER'S BREAST. I HAVE SEEN THE CELESTIAL HOSTS BEFORE, AND EVER SINCE, MY TIME HAS BEEN MEASURED ONLY BY THE NUMBER OF STEPS I MUST TAKE BEFORE I SEE THEM ONCE AGAIN.

—FROM THE *CHRONICLE OF THE RIGHTEOUS*,
“LEAVING PARADISE”

To inspire the ire of celestials, one need not commit the heinous evils of genocidal despots or maniacal sociopaths. The burden of punishing the wicked and inspiring the good is undertaken by all of the good-aligned planes' celestial denizens, allowing evil to be vanquished as soon as it spotted. Many celestials believe that mortals are best treated like animals in this regard—punishment should be swift and immediate to ensure the lesson takes hold.

This is not to say that all celestials are quick to act in the face of evil, of course. Some instead seek to delay their teachings until the mortal soil is rich enough that the seeds of redemption can take root. Sometimes, a pupil must fall to the depths of ignorance before he is willing to learn. To this end, numerous stations exist within the hierarchies of the good Outer Planes to ensure that as many of the lost as possible can find salvation. While it may be too late for demons and other denizens of the evil Outer Planes, such is not the case for the souls that wander the Material Plane, and thus it is here that many celestials focus their attention.

The following tables list the celestial creatures already detailed in other Pathfinder books, and are organized by paragon type and relative level of power. The subsequent pages of this chapter include five new denizens of the good-aligned planes.

CR	Agathion	Source
2	Silvanshee	<i>Bestiary 2 21</i>
4	Bishop	<i>Pathfinder Adventure Path #61 80</i>
6	Vulpinal	<i>Bestiary 2 22</i>
9	Avoral	<i>Bestiary 2 16</i>
12	Leonal	<i>Bestiary 2 20</i>
15	Cetaceal	<i>Bestiary 2 17</i>
17	Cervinal	Page 58
20	Draconal	<i>Bestiary 2 18</i>

CR	Angel	Source
2	Cassisian	<i>Bestiary 2 26</i>
6	Choral	Page 60
8	Balisse	Page 59
10	Movanic deva	<i>Bestiary 2 28</i>
12	Monadic deva	<i>Bestiary 2 27</i>
14	Astral deva	<i>Bestiary 10</i>
16	Planetar	<i>Bestiary 11</i>
23	Solar	<i>Bestiary 12</i>

CR	Archon	Source
2	Harbinger archon	<i>Bestiary 3 18</i>
2	Lantern archon	<i>Bestiary 20</i>
3	Spyglass archon	Page 61
4	Hound archon	<i>Bestiary 19</i>

Celestials in Combat

Legends and myths usually depict celestial beings in conflict with devils, demons, and other fiendish foes, but in truth, goodly outsiders do not spend all—or even most—of their time combating these base monsters. Indeed, evil exists in many forms, and while the denizens of the evil Outer Planes may be the most obvious embodiment, celestials take on all kinds powers that seek to foil the efforts of good. Chromatic dragons, legendary evils such as jabberwocks, and dangerous undead such as liches or tztzimitls all may face the wrath of a celestial at some point.

Because most PCs share many of the same motives or goals as celestials—or at the very least do not wittingly participate in overtly evil activities—it is entirely possible that a given crew of adventurers will never run afoul of a celestial or have to fight such a holy being. In this case, stat blocks and rules for agathions, angels, archons, and azatas are more useful to the GM if the PCs are seeking the aid of a celestial in their own fights or if the PCs encounter a celestial in a nonconfrontational manner. Celestials can be invaluable allies for worthy PCs, while PCs may be able to help celestials accomplish their objectives on the Material Plane.

Of course, characters need not be wholly evil in order to garner unwanted attention from agents of the empyreal. Sometimes they are tricked into doing misdeeds, or they don't realize the dire consequences of what they believed was a noble act. Celestial foes can be introduced during key plot points to show the PCs that they may have unintentionally run afoul somewhere down the line or that their previous indiscretions haven't gone unnoticed. Even careless (but not necessarily vile) PCs who have managed to dodge good law enforcers so far may need the push of a potentially violent angel in order to realize the error of their selfish ways.

7	Legion archon	<i>Bestiary 3 19</i>
10	Shield archon	<i>Bestiary 2 31</i>
14	Trumpet archon	<i>Bestiary 21</i>
19	Star archon	<i>Bestiary 2 32</i>

CR	Azata	Source
2	Lyrakien	<i>Bestiary 2 38</i>
5	Yamah	<i>Pathfinder Campaign Setting: Magnimar, City of Monuments 63</i>
6	Bralani	<i>Bestiary 24</i>
7	Lillend	<i>Bestiary 26</i>
13	Ghaele	<i>Bestiary 25</i>
17	Brijidine	<i>Bestiary 2 37</i>
20	Veranallia	Page 62

AGATHION, CERVINAL

Stately antlers emerge from the crown of this imposing man's bald head. Tufts of fur jut from elsewhere on his upper body, while his lower half is entirely that of a regal elk.

CERVINAL

CR 17



XP 102,400

NG Large outsider (agathion, extraplanar, good)

Init +5; **Senses** darkvision 60 ft., *detect scrying*, low-light vision, *see invisibility*; **Perception** +31

DEFENSE

AC 32, touch 15, flat-footed 26 (+5 Dex, +1 dodge, +17 natural, -1 size)

hp 283 (21d10+168)

Fort +20, **Ref** +14, **Will** +19; +4 vs. poison

DR 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 28



OFFENSE

Speed 30 ft.; gallop

Melee 2 hooves +25 (2d6+5), 2 slams +30 (1d6+10)

Ranged +3 *composite longbow* +29/+24/+19/+14 (1d8+13/×3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (gore, 2d8+15 plus stagger)

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*detect scrying*, *see invisibility*, *speak with animals*

At will—*discern lies*, *freedom of movement*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility purge*, *light*, *message*

5/day—*clairaudience/clairvoyance*, *cure critical wounds*, *dismissal* (DC 18), *dispel magic*

3/day—*breath of life*, *mass bull's strength*, *plane shift* (DC 19)

1/day—*discern location*, *greater scrying*

STATISTICS

Str 31, **Dex** 20, **Con** 26, **Int** 19, **Wis** 24, **Cha** 19

Base Atk +21; **CMB** +32; **CMD** 48 (52 vs. trip)

Feats Combat Casting, Combat Reflexes, Critical Focus, Dodge, Improved Natural Attack (slams), Lightning Reflexes, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Acrobatics +29, Climb +31, Diplomacy +28, Intimidate +25, Knowledge (arcana) +28, Knowledge (nature) +28, Knowledge (planes) +28, Perception +31, Stealth +25, Survival +28

Languages Celestial, Draconic, Infernal; *speak with animals*, *truespeech*

SQ lay on hands (10d6, 14/day, as a 20th-level paladin), undersized weapons

ECOLOGY

Environment any (Nirvana)

Organization solitary, collective (2-3), or herd (4-6)

Treasure double (+3 *composite longbow*, other treasure)

SPECIAL ABILITIES

Gallop (Ex) When a cervinal uses a full-round action to run, it may move up to six times its speed.

Stagger (Ex) Any creature that takes damage from a cervinal's powerful charge attack must succeed at a DC 28 Fortitude save or be staggered for 1 round. The save DC is Constitution-based.

Sometimes termed the “knights” of the agathions, cervinals have gained a reputation throughout the Outer Planes for their battle prowess, noble natures, and admirable wisdom. They stand almost 11 feet tall with magnificent racks of antlers 4 feet across, and weigh over 2,000 pounds.

Cervinals manifest from the souls of good leaders, including military officers, regents, and church officials. In the good-aligned planes, they most often serve as generals in battles against fiends, but they also develop strategies to combat everyday evil in the multiverse, secure evil artifacts, and coordinate efforts between agathions and other celestial races.

ANGEL, BALISSE

This celestial being's body is obscured by darkness, but its glorious wings glow brilliantly around it, outlining the silhouette of a stern individual with shining yellow eyes.

BALISSE ANGEL

CR 8



XP 4,800

NG Medium outsider (angel, extraplanar, good)

Init +6; Senses darkvision 60 ft., detect evil; Perception +16

Aura protective aura

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural; +4 deflection vs. evil)

hp 95 (10d10+40)

Fort +11, Ref +7, Will +10; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; Immune acid, cold, petrification; Resist electricity 10, fire 10; SR 19

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 flaming heavy mace +14/+9 (1d8+4)

Special Attacks brand of the impenitent

Spell-Like Abilities (CL 10th; concentration +14)

Constant—detect evil

At will—aid, dispel evil (DC 19), dispel magic, holy smite (DC 18), invisibility (self only), plane shift (DC 20), remove curse, remove disease, remove fear

3/day—cure serious wounds, hold person (DC 16)

1/day—atonement, mark of justice

STATISTICS

Str 17, Dex 15, Con 18, Int 13, Wis 16, Cha 18

Base Atk +10; CMB +13; CMD 26

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack

Skills Acrobatics +15, Diplomacy +17, Fly +19, Knowledge (planes) +14, Knowledge (religion) +14, Perception +16, Sense Motive +16

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any good-aligned plane

Organization solitary

Treasure double (+1 flaming heavy mace, other treasure)

SPECIAL ABILITIES

Brand of the Impenitent (Su) Three times per day, a balisse angel can brand a judged individual within 30 feet. The target must succeed at a DC 19 Will save or be branded with a painless, glowing icon on its chest—usually the holy symbol of the deity or empyreal lord the balisse angel serves. This brand lasts for a number of days equal to the balisse angel's Hit Dice (10 days for most balisse angels). Anyone who attacks the branded target gains a +2 sacred bonus on weapon attack and damage rolls and a +2 sacred bonus on caster level checks to overcome the target's spell resistance. The save DC is Charisma-based.

Balisse angels, sometimes called confessor angels, appear to good individuals on the horns of a moral dilemma or to those experiencing a crisis of faith. They prefer to guide individuals to their own moral decisions rather than order them to conform to a specific ideal of good.

Balisse angels form from the spirits of individuals who have committed evil acts but later are redeemed and die while living an exemplary, moral life. Though balisse angels do not usually remember their mortal years, they retain a strong belief in the power of mentoring and salvation.

The role of confessor is a solitary one. Balisse angels rarely interact with their own kind and cherish every minute they are able to spend on the celestial planes. Some balisse angels form long-lasting bonds with the people they have helped; between missions they may travel to visit their old success stories. Often a balisse angel leaves a mortal just as the mortal is beginning to appreciate the angel's company. Reunions are rare, but cherished all the more because of their scarcity.

The average balisse angel stands 7 feet tall and weighs 200 pounds; its powerful wings make up the majority of this weight.



ANGEL, CHORAL

This celestial looks like a miniature human wearing a long, sheer robe that matches her broad, platinum wings. Her silver hair slowly ripples through the air of its own volition, highlighting the angel's serene expression.

CHORAL ANGEL

CR 6



XP 2,400

NG Small outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., *detect evil*; Perception +16

Aura protective aura

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 68 (8d10+24)

Fort +6, **Ref** +9, **Will** +9; +4 vs. poison, +4 resistance vs. evil

DR 5/evil; **Immune** acid, cold, petrification;

Resist electricity 10, fire 10; **SR** 17

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee slam +10 (1d3+1)

Ranged piercing hymn +12 (2d6 sonic plus deafen)

Special Attacks countersong, harmonize

Spell-Like Abilities (CL 8th;

concentration +11)

Constant—*detect evil*

At will—*aid*, *dispel*

evil (DC 18), *dispel magic*, *ghost*

sound (DC 13), *invisibility* (self

only), *plane shift* (DC 18), *remove*

curse, *remove disease*, *remove fear*

3/day—*cure moderate wounds*, *sculpt*

sound (DC 16), *sound burst* (DC 15)

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +8; **CMD** 21

Feats Alertness, Great Fortitude, Improved Initiative, Toughness

Skills Acrobatics +14, Diplomacy +14, Escape

Artist +11, Fly +20, Knowledge (planes) +14,

Knowledge (religion) +14, Perception +16,

Perform (sing) +14, Sense Motive +16

Languages Celestial, Draconic, Infernal;

truespeech

ECOLOGY

Environment any good-aligned plane

Organization solitary, duet, or ensemble (3-8)

Treasure standard

SPECIAL ABILITIES

Countersong (Su) A choral angel can attempt a Perform (sing) check to

counter magic effects that depend on sound. This ability functions as the bard ability of the same name.

Harmonize (Sp) When choral angels work together, they can use their complementary voices to create mystical harmonies. Two or more choral angels within 60 feet of one another can use *calm emotions* or *heroism* as a spell-like ability, four or more choral angels can use *shout*, and six or more choral angels can use *greater heroism* or *holy word*. Only the choral angel who actually uses the spell-like ability in question must take a standard action to achieve this effect—the other choral angels need only take swift actions during the same round.

Piercing Hymn (Su) As a standard action, a choral angel can launch a concentrated blast of sonic energy from its mouth. This attack has a range of 90 feet with no range increment. Any creature struck by a choral angel's piercing hymn must succeed at a DC 17 Fortitude save or be deafened for 1d4 minutes. The save DC is Charisma-based.

Choral angels are vocalists of unparalleled talent, and their singing fill the halls of good deities with soaring hymns and solemn chants. They manifest from the souls of the pious dead who possessed exceptional musical talent and pure spirits in life. Sometimes, mortals who did not possess musical talent but instead held a deep and abiding appreciation for the arts are gifted with this form upon ascending to the good-aligned planes after death. While choral angels are not soldiers and prefer to avoid combat, which many of their angelic brethren relish, these celestials can defend themselves with their puissant voices when need be, creating powerful magical effects that resonate with the purity in their hearts to overcome foes.

Choral angels sometimes support astral devas in their duties by visiting the Material Plane bearing messages for mortals. These messages are inevitably good in nature, and it is a joyous event when a choral angel appears to a mortal. If the celestials expect danger or opposition during their visit, they travel in groups called ensembles, and use their harmonizing voices to spread the word of their patron as well as to bolster their allies in battle. If particularly vexed or pressed, an ensemble of choral angels can use their harmonies to devastating effect, obliterating their foes with powerful chants drawn from Elysium or hymns dedicated to the powers of Heaven.

Most choral angels stand only 3-1/2 feet tall, and their svelte frames weigh a meager 40 pounds. Their hair is always of a metallic sheen resembling that of rare natural minerals and ores such as platinum, gold, and silver, though some of the oldest choral angels possess hair that glimmers perpetually like emeralds, sapphires, or diamonds.



ARCHON, SPYGLASS

The movements of this black-skinned humanoid are unnaturally quiet, clearly belonging to one used to slinking unseen and unheard through dark places. Ebon wings and a matching mask complete this figure's stealthy appearance.

SPYGLASS ARCHON

CR 3



XP 800

LG Medium outsider (archon, extraplanar, good, lawful)

Init +2; **Senses** darkvision 60 ft., *detect evil*, hone senses, low-light vision; **Perception** +7

Aura aura of menace (DC 13), *magic circle against evil*

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 26 (4d10+4)

Fort +2, **Ref** +6, **Will** +4; +4 vs. poison

DR 5/evil; **Immune** electricity, petrification; **SR** 14

OFFENSE

Speed 40 ft., fly 40 ft. (good)

Melee mwk longsword +5 (1d8+2/19–20), mwk short sword +5 (1d6+1/19–20)

Ranged shortbow +6 (1d6/×3)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +3)

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

3/day—*darkness*, *entropic shield*, *undetectable alignment*

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 13, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +6; **CMD** 18

Feats Skill Focus (Stealth), Two-Weapon Fighting

Skills Acrobatics +9, Bluff +6, Fly +13, Knowledge (planes) +8, Perception +7, Sense Motive +7, Stealth +12

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)

Organization solitary or pair

Treasure standard (mwk longsword, mwk short sword, shortbow, leather armor, other treasure)

SPECIAL ABILITIES

Hone Senses (Su) Three times per day, a spyglass archon can concentrate its attention as a swift action. For a number of rounds equal to its Hit Dice (4 for most spyglass archons), the range of the spyglass archon's darkvision is doubled, it gains a +6 bonus on Perception checks, and it gains blindsense out to a range of 15 feet.

Spyglass archons act as spies in the interests of Heaven. Though as lawful as any of their kin, spyglass archons use guile and stealth to uncover evil's plans and bring reports back to Heaven. Unlike hound archons, who act more as military scouts and sentinels, spyglass archons

infiltrate enemy strongholds and observe agents of evil from scarcely an arm's-breadth away.

Spyglass archons believe in law as strongly as they do in good, and are careful to act lawfully in their search for information. In places where law forbids a spyglass archon from entering a building and eavesdropping, it may hide in the shadows of public areas or conceal itself near windows to watch for evidence of evil-doing. Once an archon has sufficient information to report, it returns to Heaven, where it shares its findings with its superiors.

Since their tasks require discretion, spyglass archons train in multiple discreet fighting styles, and are as capable as any rogue of laying a foe low before she even notices the archon's presence. Specialized spell-like abilities aid the sleuths in this endeavor, and they are not above shrouding an enemy in magical darkness before descending upon her.

Souls that become spyglass archons are solitary by nature, so they have few qualms about the isolation entailed by work. Most of their missions require intense concentration and skill, and are most easily undertaken by a single individual, but 2 spyglass archons might work together on extremely difficult, multipart missions.

Spyglass archons are just over 5 feet tall and weigh almost 120 pounds.



AZATA, VERANALLIA

This rosy-haired woman is completely nude except for the mass of vines and leaves that cover her lower body. The plant matter silently weaves about her frame seemingly of its own volition, and consists of flourishing vines bursting with blooming flowers as well as wilted leaves covered with a silvery sheen of hoarfrost.

VERANALLIA

CR 20



XP 307,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +12; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +39

DEFENSE

AC 36, touch 17, flat-footed 28 (+8 Dex, +19 natural, -1 size)

hp 324 (24d10+192)

Fort +21, **Ref** +16, **Will** +22

DR 15/cold iron and evil; **Immune** electricity, petrification;

Resist cold 10, fire 10; **SR** 31

OFFENSE

Speed 50 ft.; *transport via plants*

Melee +3 *icy burst sickle* +35/+30/+25/+20 (1d6+12/19-20 plus 1d6 cold), 4 vines +27 (1d8+4 plus grab)

Space 10 ft.; **Reach** 5 ft. (10 ft. with vines)

Special Attacks autumnal embrace, constrict (1d8+4), rebirth

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*detect animals or plants, detect evil, speak with plants, transport via plants*

At will—*blight, cure serious wounds, diminish plants, entangle* (DC 20), *plant growth*

5/day—*control plants* (DC 27), *grove of respite*^{APG}, *wall of thorns*

3/day—*animate plants, awaken, repel metal or stone*

1/day—*regenerate, shambler*

Cleric Spells Prepared (CL 20th; concentration +28)

9th—*energy drain* (DC 27) (2), *mass heal, storm of vengeance* (DC 27)

8th—*cloak of chaos, earthquake, mass cure critical wounds* (2), *sunburst* (DC 26)

7th—*blasphemy* (DC 25), *destruction* (DC 25), *greater restoration, mass cure serious wounds, repulsion* (DC 25)

6th—*antilife shell, banishment* (DC 24), *greater dispel magic, heal, wind walk*

5th—*breath of life, dispel evil* (DC 23) (2), *greater command* (DC 23), *insect plague*

4th—*antiplant shell, chaos hammer* (DC 22), *freedom of movement, holy smite* (DC 22), *neutralize poison, poison* (DC 22)

3rd—*contagion* (DC 21), *daylight, dispel magic, protection from energy, searing light, water walk*

2nd—*align weapon, barkskin, calm emotions* (DC 20), *enthrall* (DC 20), *gentle repose, lesser restoration*

1st—*detect law, divine favor, endure elements, entropic shield, protection from evil, remove fear*

0—*create water, detect poison, light, purify food and drink*

STATISTICS

Str 28, **Dex** 26, **Con** 25, **Int** 18, **Wis** 27, **Cha** 29

Base Atk +24; **CMB** +34 (+38 grapple); **CMD** 52 (56 vs. trip)

Feats Alertness, Cleave, Combat Casting, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (sickle), Improved Initiative, Improved Natural Attack (vine), Power Attack, Sickening Critical, Toughness

Skills Bluff +36, Climb +33, Escape Artist +35, Heal +35, Intimidate +36, Knowledge (nature) +31, Knowledge (planes) +31, Perception +39, Sense Motive +39, Stealth +31

Languages Celestial, Draconic, Infernal; *speak with plants*; truespeech

SQ undersized weapons, winter sickle

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or grove (3-6)

Treasure double

SPECIAL ABILITIES

Autumnal Embrace (Su) At will, a veranallia can strike any creature within 30 feet barren or sterile. The target must succeed at a DC 31 Fortitude save or lose any ability it had to reproduce or bear children. This effect can only be removed by a *heal*, *limited wish*, *miracle*, or *wish* spell. Creatures that magically reproduce are not affected by this ability. The save DC is Charisma-based.

Rebirth (Su) Once per day, a veranallia can reincarnate a creature she deems worthy of the honor. The creature's original body decays and sinks into the ground, affecting the surrounding area in a 1/2-mile radius as though with *plant growth* (enrichment). Over the course of 1d4 days, a white, flowery cocoon emerges from the affected ground and splits open, revealing the newly reincarnated creature inside. Creatures reincarnated by a veranallia always return to life as aasimars. This ability otherwise functions as the *reincarnate* spell.

Spells Veranallias cast divine spells as 20th-level clerics and have access to some druid spells. They do not gain access to domains or other cleric abilities.

Winter Sickle (Ex) At will as a free action, a veranallia can create a jagged blade from her hoarfrost-covered vines that acts as a +3 *icy burst sickle*. One round after it leaves the veranallia's grasp, the weapon melts into a small puddle of water.

Veranallias are among the most powerful azatas known and embody the changing of the seasons, from blossoming spring to dormant winter. They command the growth and decay of plants, control various aspects of the weather, and enrich soil with the remains of fallen foes. A veranallia stands 8 feet tall and weighs about 350 pounds.

Beautiful and majestic, the queenly veranallia possesses a form that combines aspects of a feylike woman and the subtle power of nature. A veranallia appears humanoid from the waist up, but where her thighs and legs should be,

sprout countless vines, leaves, and various kinds of plant matter instead. These flora represent the life of plants throughout all stages of the year, continually shifting from blooming, verdant colors and textures to crisp, withered specimens and back in a matter of seconds.

Veranallias hail from the wildest regions of Elysium, primeval realms where few but the mightiest azatas dare tread. They are creatures of transition, preferring the unpredictable maelstroms of weather at Elysium's edges to the more temperate or consistent regions of that plane. They also have a particular appreciation for areas where one element transitions into another, such as coastlines, geysers, hot springs, and underground lakes. Many among their kind can be found in the lush Field of Broken Tyrants or various heavily wooded forests throughout Elysium; as many as a dozen veranallias are reputed to dwell among the ever-changing trees and plants of the Painted Forest, and it is thought their annual tribunals are actually the source of the eldritch woodland's transformative climate and continually shifting composition.

At first glance, a veranallia's lower body may appear to be made of living plants that wrap themselves around her, but these vines are in fact a part of the azata's strange physiology. Despite this, she is not subject to *blight* or similar plant-affecting magic, and attempts to use such abilities to hinder her inspire a veranallia's ire like little else. A veranallia's vines are incredibly strong and can entwine and crush an enemy as easily as a python would crush a field mouse. These vines often change appearance based on the veranallia's environment, but not always in any predictable or sensible manner.

Veranallias prefer the company of other azatas, and may have any number of faithful bralani or ghaele followers. Their fickle natures make it difficult for most other creatures, even other azatas, to interact with them. Lillends are not inspired by the dangerous power of veranallias, and brijidines' belief in the cleansing power of fire does not make friendship with the verdant veranallias easy. While most other celestials concede that veranallias have only the best intentions, most would still rather deal with more predictable members of the celestial planes. Archons in particular find it almost impossible to speak to veranallias, and the noble angels and agathions have trouble following a veranallia's leaps in logic and rapidly shifting moods.

Due to their power and influence, it takes a force of great evil to slay veranallias. When a veranallia does die, however, her body explodes into a fine glittering dust that covers a radius of up to a mile. This area becomes exceedingly fertile and subject to indeterminate weather. Storms, snowfalls, heat waves,

and gentle showers come by turns regardless of the region's usual climate. Veranallias who have died on the evil Outer Planes have left such fertile areas behind, but the soil inevitably becomes corrupted again, giving rise to vile creatures such as sards and spawning vicious weather patterns.

Hardy plane-traveling adventurers speak of ancient veranallias living in the remotest corners of Elysium, and claim that these unique azatas possess even greater mastery over the elements than their more commonly encountered kin. Veranallias with the ability to shower entire mountains with lightning or cause heat waves so intense that they turn lakes to sand are spoken of in arcane texts in the Great Library of Harmonious Scripture of Heaven.



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PRAY FOR MERCY

The empyreal lords watch over the infinite expanses of the multiverse to ensure that good can flourish and that evil, no matter its form, can be vanquished. But even these powers cannot stem the tide of evil by themselves, and they must often rely on their celestial servants—noble angels, wise agathions, unrelenting archons, and free-spirited azatas—to lead the charge against the forces of corruption. Together, these virtuous forces wage an unending war against the blasphemous and the profane, all the while lifting worthy mortals to stations of ever-greater glory among the boundless celestial spheres.

Inside this book, you'll find:

- ▶ A thorough exploration of over 50 empyreal lords, including details on their minions, the divine powers they bestow upon mortal worshipers, and the celestial realms from which they hail.
- ▶ Rules for the mystery cultist prestige class and details on the various types of mystery cults.
- ▶ Methods to bolster mortal spellcasters' efforts while summoning all the different types of celestials.
- ▶ New spells for spellcasters to hurl at their wicked foes and new magic items to aid adventurers in their battles against evil.
- ▶ Rules for rituals of self-mortification and the divine powers that can be gleaned by such acts of devotion.
- ▶ A bestiary of five new celestials to assist or oppose player characters, including the keen-eyed spyglass archon and the veranallia, azata master of seasons, growth, and decay.

Chronicle of the Righteous is intended for use with the Pathfinder Roleplaying Game and Pathfinder campaign setting, but can easily be used in any fantasy game setting.



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