

TALES OF WYRE – APPENDIX
EADRIC ET. AL. (THE PALADIN AND HIS FRIENDS) THREAD

POST 1: Eadric et. al. (The Paladin and his Friends).

Posted by: Sepulchrave at ENWorld on 2nd March 2002, 02:08 PM

These are the characters from the seldom-updated "Lady Despina's Virtue" thread in the Story Hour forum. Overpowered? - maybe. Do I care? - usually, no, but that damned scimitar can be a royal pain in the butt...

Eadric

Human male Paladin 15; medium sized humanoid (human); HD 15d10+60; hps 159; Init +1 (+1 Dex,); Speed 20 ft; AC 28 (+1 Dex, +12 Armour, +5 Shield); Attack: BAB: +15/+10/+5; +25/+20/+15 (Magical Bastard Sword + Belt) or +24/+19/+14 (Magical Lance + Belt); Dmg: 1d10+9 (15-20/x2) (Magical Bastard Sword), 1d8+9 (x3) (Magical Lance + Belt) - double on charge. SV Fort +18, Ref +11, Will +13; AL LG; Str 18 (24), Dex 13, Con 18, Int 12, Wis 16, Cha 21.

Languages: Common, Celestial

Skills: Ride +16, Knowledge (Religion) +7, Knowledge (Nobility) +8, Diplomacy +23, Handle Animal +10, Perform +9 (Ballad, Ode, Lute, Dance), Knowledge (History) +6, Sense Motive +7.

Feats: Exotic Weapon Proficiency (Bastard Sword), Power Attack, Mounted Combat, Ride-by-Attack, Spirited Charge, Weapon Focus (Bastard Sword), Improved Critical (Bastard Sword)

Special Abilities: Detect Evil at will, Divine Grace, Lay on Hands (75hp/day), Divine Health, Aura of Courage, Smite Evil (1/day, +15 dmg), Remove Disease (5/week), Turn Undead (as CLE 13, 8/day).

Spells: -/3/2/2/1. Prepared spells vary, but usually include "Holy Sword."

Magic Items:

"Lukarn." LG Keen Sunblade (Bastard Sword) +2, +4 vs Evil Creatures. Double Damage vs. Undead. Int 14, Wis 17, Cha 15. Semiempathy. 1 x Extraordinary Ability: Heal 1/day. Special Purpose: Slay Chaotic Evil Creatures. Special Purpose Power: Confusion. Lukarn has an Ego of 20.

"The Skin of Sarth." +4 Full Plate Armour of Invulnerability.

"Melimpor's Iron Girdle." Belt of Giant Strength +6.

"Melimpor's Shield." A Large +3 Shield of Blinding.

"Kirm." Heavy +2 Dragonbane Lance.

3 Javelins of Lightning

4 Potions of Cure Serious Wounds; 2 Potions of Haste.

Tatterbrand, Eadric's Squire

Human Fighter 7; medium sized humanoid (human); HD 7d10+14; hps 57; Init +3 (+3 Dex); Speed 30 ft; AC 20 (+3 Dex, +4 Armour, +3 Buckler); Attack: BAB: +7/+2; +11/+4 (Masterwork Longsword) or

+12/+7 (Composite Shortbow) Dmg: 1d8+2 (19-20/x2) (MW Longsword) or 1d6 +2 (x3) (Composite Shortbow), SV Fort +7, Ref +5, Will +2; AL LG; Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 13.

Languages: Common, Elven

Skills: Ride +10, Jump +10, Handle Animal +7, Swim +8, Intimidate +6, Climb +7

Feats: Weapon Focus (Longsword), Weapon Focus (Composite Shortbow), Point Blank Shot, Rapid Shot, Far Shot, Weapon Specialization (Composite Shortbow), Mounted Combat, Mounted Archery.

Mithral Chain Vest

Mighty Composite Shortbow (+2)

Masterwork Longsword

+2 Buckler

18 x +3 Arrows

Contundor, Eadric's Mount

Large Magical Beast w/ Half-Celestial Template; HD 12d8+60; hps 126; Init +2 (+2 Dex); Speed 50 ft; AC 22 (+11 Natural, +2 Dex, -1 Size); Attack: BAB: +12/+12/+7; +20/+20/+15 (2 Hooves, Bite) Dmg: 1d6+8 (hoof) or 1d4 +4 (bite), SV (as Eadric) Fort +18, Ref +11, Will +13; AL LG; Str 26, Dex 15, Con 21, Int 11, Wis 17, Cha 10 .

Languages: Common, Celestial

Skills: Listen +17, Spot +17, Wilderness Lore +9, Swim +14, Jump +14, Knowledge (Planes) +2

Feats: Alertness, Endurance, Track.

Paladin's Mount Special Abilities: Improved Evasion, Share Spells, Empathic Link, Share Saving Throws, Command, Spell Resistance +20.

Half Celestial Abilities: 1/day at 12th level: Bless, Aid, Detect Evil, Cure Serious Wounds, Neutralize Poison, Holy Smite, Remove Disease, Dispel Evil, Holy Word; 3/day: Protection from Evil. Immune to acid, cold, disease and electricity, +4 on saves vs. poison; at will: Light.

Ortwin of Jiuhu

Half-Elven Fighter5/Rogue5/Bard7; medium sized humanoid (half-elf); HD 5d10+15 + 5d6+15 + 7d6+15; hps 122; Init +5 (+5 Dex); Speed 30 ft; AC 23 (+5 Dex, +8 Armour, ++ Displacement Effects); Attack: BAB: +13/+8/+3; +23/+18/+13 (Finessed Magical Scimitar) Dmg: 1d6+7 (12-20/x2) (Magical Scimitar), SV Fort +10, Ref +15, Will +8; AL CG(N Tendencies); Str 13, Dex 20, Con 16, Int 15, Wis 12, Cha 20 (24).

Languages: Common, Draconic, Old Borchion, Elf

Skills: Perform +21 (14 Ranks: Storytelling, Epic, Chant, Drum, Lyre, Lute, Pipe, Mime, Formal Dance, Folksong, Sword Swallowing, Juggling, Clarion, Satire), Bluff +24, Pick Pocket +13, Climb +9, Swim +7, Hide +20, Move Silently +20, Disguise +13, Knowledge (Arcana) +6, Innuendo +7, Open Lock +11, Use Magic Device +15, Search +11

Feats: Weapon Focus (Scimitar), Weapon Finesse (Scimitar - Yes, I allow this), Dodge, Mobility, Weapon Specialization (Scimitar), Skill Focus (Bluff), Spring Attack, Whirlwind Attack, Improved Critical (Scimitar), Brew Potion.

Special Abilities: Sneak Attack +3d6, Evasion, Uncanny Dodge (Flatfooted Dex Bonus), Bardic Music, Bardic Knowledge

Spells: 3/5/4/2 per day. Known: 0lvl: Dancing Lights, Daze, Flare, Light, Read Magic, Prestidigitation; 1st lvl: Sleep, Charm Person, Alarm, Ventriloquism; 2nd lvl: Silence, Cat's Grace, Cure Moderate Wounds, Glitterdust, Detect Thoughts; Major Image, Scrying.

Magic Items:

"Dread Githla." +4 Keen, Throwing and Returning Scimitar
Cloak of Displacement (Major)
+5 Studded Leather Armour
Iron Horn of Valhalla
The Blue Garnet Collar (Grants wearer +4 to Charisma).
Winged Boots
Potion of Fiery Breath.
2 Potions of Invisibility.

Nwm the Preceptor

Human Druid 14; medium sized humanoid (human); HD 14d8+28; hps 98; Init +1 (+1 Dex); Speed 30 ft; AC 19 (+1 Dex, +5 Armour, +3 Natural); Attack: BAB: +10/+5; +13/+13/+8/+5 (Magical Quarterstaff) or +12/+7 (Magical Javelin) Dmg: 1d6+4 (x2) (Magical Quarterstaff) or 1d6 +3 (x2) (Magical Javelin), SV Fort +7, Ref +5, Will +2; AL LG; Str 14, Dex 12, Con 14, Int 12, Wis 19, Cha 17.

Languages: Common, Elven, Sylvan, Druidic

Skills (123): Animal Empathy +18, Handle Animal +10, Swim +10, Intuit Direction +10, Concentration +12, Wilderness Lore +21, Knowledge (Nature) + 18, Knowledge (Arcana) +6, Scry +11, Spellcraft +11, Diplomacy +8, Heal +7, Profession (Herbalist) +6, Craft (Leatherworker) +6

Feats: Weapon Focus (Quarterstaff), Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Brew Potion, Craft Wondrous Item

Special Abilities: Woodland Stride, Trackless Step, +4 on Saves vs. Fey Enchantments, Wild Shape (5/day), Venom Immunity, A Thousand Faces.

Spells Per Day: 6/6/6/5/5/3/3/2

Nwm's Staff (+2 Staff of the Woodlands topped with an Orb of Storms)
"Leofric's Token," a +3 Amulet of Natural Armour
+3 Leather Armour
"The Bleeding Spears of Huttur," 2x +1 Javelins of Wounding
Bag of Tricks (Rust Colour)

Tostig, Nwm's Bear

Dire Bear; Huge Animal; HD 21+126; hps 221; Init +0; Speed 40 ft; AC 19 (-2 Size, +11 Natural); Attack: 2 Claws +27, Bite +22; Dmg: 2d6 +14 (Claw) 4d6 +7 (Bite); SQ Improved Grab; SV Fort +18, Ref +12, Will +10; AL N; Str 39, Dex 11, Con 23, Int 12, Wis 19, Cha 17.

Skills: Listen +7, Spot +7, Swim +17

Meep, Longnose and Dour, Nwm's Monkeys

Tiny Animal; HD 1; hps 4; Init +2 (+2 Dex); Speed 30 ft, Climb 30 ft.; AC 14 (+2 Dex, +2 Size); Attack: Bite +4 melee; Dmg: 1d3-4; SV Fort +2, Ref +4, Will +1; AL N; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +13, Hide +13, Listen +4, Spot +4

Feats: Weapon Finesse (Bite)

Grince and Midder, Nwm's Owls

Tiny Animal; HD 1; hps 4; Init +3 (+3 Dex); Speed 10 ft, Fly 40 ft (average); AC 17 (+3 Dex, +2 Size, +2 Natural); Attack: Claws +5 melee; Dmg: 1d2-2; SV Fort +2, Ref +5, Will +2; AL N; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in Twilight)

Feats: Weapon Finesse (Claws)

Mostin the Meta-Gnostic

Human Wizard (Diviner) 6 / Alienist 9; medium sized humanoid (Human); HD 6d4+6 + 9d4+9 +6 (Insane Certainty); hps 61; Init +3 (+3 Dex); Speed 30 ft; AC 20 (+3 Dex, +1 Natural, +4 Bracers of Armour, +2 Deflection); Attack: BAB: +7/+2; +8/+3 (Magical Rapier) Dmg: 1d6+1 + 1d6 Electricity (18-20/x2 +1d10) (Magical Rapier), SV Fort +6, Ref +9, Will +13 (+15); AL N(G Tendencies); Str 11, Dex 16, Con 13, Int 22, Wis 16 (18), Cha 12.

Languages: Common, Draconic, Celestial, Abyssal, Infernal, Auran, Ignan, Terran, Aquan, Elven

Skills: Knowledge (Arcana) +24, Knowledge (The Planes) +24, Knowledge (History) +15, Knowledge (Geography) +15, Spellcraft +24, Alchemy +14, Scry +24, Concentration +14, Ride +5, .

Feats: Martial Weapon Proficiency (Rapier), Scribe Scroll, Brew Potion, Alertness, Craft Wondrous Item, Quicken Spell, Still Spell, Maximize Spell, Chain Spell.

Special Abilities: Alien Blessing (+1 Insight Bonus on Saving Throws), Extra Summoning, Summon Alien, Insane Certainty, Timeless Body, Pseudonatural Familiar

Phobia: birds.

Spells: 4/6/6/5/5/5/4/2/1 per day. Specialty: Divination. Prohibited: Necromancy.

Known:

0lvl: All PHB Cantrips.

1st lvl: Sleep, Charm Person, Alarm, Ventriloquism, Mount, Summon Monster, Comprehend Languages, Detect Undead, Identify, True Strike, Jump, Spider Climb, Magic Missile.

2nd lvl: Detect Thoughts, Summon Swarm, Summon Monster II, Web, Locate Object, Detect Invisibility, Darkness, Alter Self, Knock, Cat's Grace, Bull's Strength, Eagle's Splendour, Mostin's Aura of Inscrutability, Mostin's Arrhythmic Apoplexy, Mostin's Myopic Emanation

3rd lvl: Phantom Steed, Stinking Cloud, Summon Monster III, Fireball, Lightning Bolt, Magic Circle Against Chaos/Evil/Good/Law, Diepel Magic, Clairaudience/Clairvoyance, Tongues.

4th lvl: Dimensional Anchor, Evard's Black Tentacles, Minor Creation, Summon Monster IV, Arcane Eye, Detect Scrying, Locate Creature, Scrying, Charm Monster, Phantasmal Killer, Shadow Conjunction, Polymorph Self, Mostin's Interminable Sermon, Mostin's Torque Tendril.

5th lvl: Dismissal, Lesser Planar Binding, Summon Monster V, Contact Other Plane, Prying Eyes, Rary's Telepathic Bond, Dream, Nightmare, Teleport, Mostin's Metempsychotic Reversal, Mostin's Paroxysm of Fire.

6th lvl: Repulsion, Antimagic Field, Planar Binding, Summon Monster VI, Analyze Dweomer, Legend Lore, True Seeing, Chain Lightning, Guards and Wards, Tenser's Transformation, Mass Haste, Mostin's Id Eruption

7th lvl: Banishment, Sequester, Summon Monster VII, Greater Scrying, Vision, Insanity, Plane Shift, Ethereal Jaunt, Limited Wish, Mordenkainen's Magnificent Mansion, Mostin's Metagnostic Inquiry.

8th lvl: Mind Blank, Greater Planar Binding, Summon Monster VIII, Trap the Soul, Discern Location, Binding, Etherealness, Polymorph any Object.

Magic Items:

Looking Glass of Urm Nahat (Mirror of Mental Prowess)

Portable Hole

Bracers of Armour +4

Ring of Protection +2

"The Cordwainer's Needle." Shocking Burst +1 Rapier.

Incandescent Blue Sphere Ioun Stone (+2 Wis)

Pale Green Prism Ioun Stone (Sustains without Air)

Iridescent Spindle Ioun Stone (Sustains without Food or Water)

2 Phials of "Oil of Timelessness"

4 Potions of "Cure Serious Wounds."

Mostin's Metamorphic Apparatus.

This bulky object displaces around a cubic yard and weighs over 100 lbs. It is covered in dials and levers and has a single spherical chamber in its centre with a door which can be closed to seal it. When an object weighing less than twenty pounds is placed in the Metamorphic Apparatus, the door is closed and the correct sequence of levers pulled and buttons pressed, it undergoes a transformation equivalent to a Polymorph any Object spell, except that no object heavier than twenty pounds may be produced. Activating the Apparatus takes one round for someone familiar with it: otherwise the metamorphosis will be random. Metamorphosis itself takes one full round and is

accompanied by smoke and loud, jarring noises. The Metamorphic Apparatus can be activated once per day. Caster level 15th. Prerequisite of Craft Wondrous Item, "Polymorph any Object." Weight 100lbs. Market Price 24,000 gp.

Mostin's Pseudonatural Helper

This writhing mass of tentacles, arms and other unnamed organs of manipulation stands around four feet high. It has no discernible means of locomotion, although it can move forward by oozing at a rate of 10 ft. per round. The pseudonatural helper is uncannily dextrous and precise, and under the direction of its user it adds a +10 circumstance modifier to the user's checks with the following skills: Alchemy, Disable Device, Forgery, Heal, Open Lock and Use Rope. It understands complex commands involving the subtle manipulation of objects and devices, but cannot attack. The Pseudonatural Helper has 20hp and an AC of 10: if damaged it can be repaired through the use of Cure Spells or similar magic, or by natural recuperation. Caster level 10th. Prerequisite of Craft Wondrous Item, Summon Monster II, Permanency. Special: Crafter must be an Alienist of least 1st level. Weight 80 lbs. Market Price 12,000 gp.

Mostin's Comfortable Retreat

This small replica of a house, when placed upon the ground and a command word is spoken, immediately grows into a comfortable manse of small size. A second command word causes it to shrink to its normal size. The Comfortable Retreat has six plushly furnished bedrooms, a cozy drawing room, three opulent bathrooms, a small lounge, a library, a dining room with place settings for ten people, a conservatory with numerous plants, a kitchen and scullery, a small laboratory equipped with alchemical equipment (+2 to checks), a pantry full of meats and viands and a well-stocked wine cellar. Fires always burn in the hearths and a squad of 6 unseen servants are always on hand to serve food, wash laundry or perform other sundry tasks. The doors and windows are arcane locked, grates warded with explosive runes cover the chimnies, and a magic mouth on the front door warns intruders away, declaring:

"This is the abode of Mostin the Meta-Gnostic. If you value your sanity, depart swiftly!"

Those attempting to enter the Comfortable Retreat without the owner's consent are subject to the effects of a suggestion with the message: "What a nice morning/afternoon/evening/night. Why not go for a long walk, in the opposite direction of this house?" The save DC vs this suggestion is 19. The Comfortable Retreat may be activated or deactivated each only once per day, although it can retain its large size indefinitely if the command to shrink is not spoken.

Caster Level 14th. Prerequisite of Craft Wondrous Item, Mordenkainen's Magnificent Mansion, Guards and Wards. Market Price 68,000 gp.

Mostin's Unsavory Oracle

If the correct words are known, this small (1 ft.) statuette of a gargoyle may be commanded to life once per day and posed a single question. The Unsavory Oracle responds as though the spell "Mostin's Metagnostic Inquiry" had been cast, but has the side effect of remaining alert and active for a full hour afterwards, during which time it will seek to wreak as much havoc as possible, although it will not attempt to flee or leave the owner. In its awakened form, the Unsavory Oracle has the stats of a Tiny Animated Object with 2hp. If slain, the Unsavory Oracle will return to its statue form, but cannot be activated for a full week thereafter. Prerequisites: Craft Wondrous Item, Mostin's Metagnostic Inquiry, Caster Level 14th. Market Price: 16,000 gp (?).

Mogus, Mostin's Familiar

Diminutive Pseudonatural Magical Beast (Hedgehog); HD 15; hps 30; Init +1 (+1 Dex); Speed 15 ft; AC 23 (+1 Dex, +4 Size, +8 Natural); Attack: BAB: +7/+2, +12/7 (Bite); Dmg: 1d3-4, SA Poison; SQ Defensive Ball SV Fort +6, Ref +9, Will +13; AL N; Str 3, Dex 12, Con 10, Int 13, Wis 12, Cha 5.

Skills: Hide +17, Listen +5, Spot +5

Feats: Weapon Finesse (Bite)

Special Abilities: Alertness on Master, Improved Evasion, Empathic Link, Touch, Speak with Master, Speak with Animals of Type (Rodentia), Spell Resistance 20, Scry on Familiar.

Pseudonatural Qualities: True Strike 1/day; Electricity and Acid Resistance 20; DR 10/+3; SR 25; Alternate Form.

POST 2: The PCs, their Animals and Nehael

Posted by: Sepulchrave II at ENWorld on 2nd March 2002, 02:08 PM

These are the characters as they stand in the Spring of the year 688, before the beginning of the War of Secession.

I sat down with each of the players to make sure my copies of the characters were fully rationalized wrt. game mechanics - its amazing how many errors came to light. Dan's illegible handwriting, Dave's sloppy math and my lazy, half-asleep, cut-and paste means that errors (actually, mostly mine) in the opening post have been rectified.

I'm trying to find Mostin's Spell descriptions - I've got a copy tucked away on my desktop somewhere. Otherwise I'll have to pester Dan.

Eadric

Human male Paladin 15 / Divine Disciple 1; medium sized humanoid (human); HD 15d10+1d8 + 64; hps 168; Init +1 (+1 Dex,); Speed 20 ft; AC 28 (+1 Dex, +12 Armour, +5 Shield); Attack: BAB: +15/+10/+5; +25/+20/+15 (Magical Bastard Sword + Belt) or +24/+19/+14 (Magical Lance + Belt); Dmg: 1d10+9 (15-20/x2) (Magical Bastard Sword), 1d8+9 (x3) (Magical Lance + Belt) - double on charge. SV Fort +20, Ref +11, Will +15; AL LG; Str 18 (24), Dex 13, Con 18, Int 12, Wis 16, Cha 22.

Languages: Common, Celestial

Skills: Ride +16, Knowledge (Religion) +10, Knowledge (Nobility) +8, Diplomacy +24, Handle Animal +11, Perform +10 (Ballad, Ode, Lute, Dance), Knowledge (History) +6, Sense Motive +7.

Feats: Exotic Weapon Proficiency (Bastard Sword), Power Attack, Mounted Combat, Ride-by-Attack, Spirited Charge, Weapon Focus (Bastard Sword), Improved Critical (Bastard Sword)

Special Abilities: Detect Evil at will, Divine Grace, Lay on Hands (75hp/day), Divine Health, Aura of Courage, Smite Evil (1/day, +15 dmg), Remove Disease (5/week), Turn Undead (as CLE 13, 8/day). Strength Domain Power (1/day: +16 to Str for 1 round). Divine Emissary (Telepathy w/ LG celestials in 60 ft.)

Spells: -/3/3/2/1. Prepared spells vary, but usually include "Holy Sword." Plus Strength domain spells: Endure Elements, Bull's Strength, Magic Vestment, Spell Immunity.

Magic Items:

"Lukarn." LG Keen Sunblade (Bastard Sword) +2, +4 vs Evil Creatures. Double Damage vs. Undead. Int 14, Wis 17, Cha 15. Semiempathy. 1 x Extraordinary Ability: Heal 1/day. Special Purpose: Slay Chaotic Evil Creatures. Special Purpose Power: Confusion. Lukarn has an Ego of 20.

"The Skin of Sarth." +4 Full Plate Armour of Invulnerability.

"Melimpor's Iron Girdle." Belt of Giant Strength +6.

"Melimpor's Shield." A Large +3 Shield of Blinding.

"Kirm." Heavy +2 Dragonbane Lance.

3 Javelins of Lightning

4 Potions of Cure Serious Wounds; 2 Potions of Haste.

Physical Characteristics: 34 Years. 190 lbs. 6'1." Tawny, shoulder-length hair, brown eyes, athletic but not over-muscled. Fair Complexion. Now sports a beard which makes him look older than previously.

Tatterbrand, Eadric's Squire

Human Fighter 8; medium sized humanoid (human); HD 8d10+16; hps 64; Init +7 (+3 Dex, +4 Improved); Speed 30 ft; AC 20 (+3 Dex, +4 Armour, +3 Buckler); Attack: BAB: +8/+3; +12/+7 (MW Longsword) or +15/+10 (Composite Shortbow w/ magic arrow) Dmg: 1d8+2 (19-20/x2) (MW Longsword) or 1d6 +5 (x3) (Composite Shortbow), SV Fort +8, Ref +5, Will +2; AL LG; Str 14, Dex 17, Con 15, Int 12, Wis 10, Cha 13.

Languages: Common, Elven

Skills: Ride +10, Jump +10, Handle Animal +10, Swim +8, Intimidate +6, Climb +7

Feats: Weapon Focus (Longsword), Weapon Focus (Composite Shortbow), Point Blank Shot, Rapid Shot, Far Shot, Weapon Specialization (Composite Shortbow), Mounted Combat, Mounted Archery, Improved Initiative.

Mithral Chain Vest

Mighty Composite Shortbow (+2)

Masterwork Longsword

+2 Buckler

18 x +3 Arrows

Contundor, Eadric's Mount

Large Magical Beast w/ Half-Celestial Template; HD 12d8+60; hps 126; Init +2 (+2 Dex); Speed 50 ft; AC 22 (+11 Natural, +2 Dex, -1 Size); Attack: BAB: +12/+12/+7; +20/+20/+15 (2 Hooves, Bite) Dmg:

1d6+8 (hoof) or 1d4 +4 (bite), SV (as Eadric) Fort +18, Ref +11, Will +13; AL LG; Str 26, Dex 15, Con 21, Int 11, Wis 17, Cha 10 .

Languages: Common, Celestial

Skills: Listen +17, Spot +17, Wilderness Lore +9, Swim +14, Jump +14, Knowledge (Planes) +2

Feats: Alertness, Endurance, Track.

Paladin's Mount Special Abilities: Improved Evasion, Share Spells, Empathic Link, Share Saving Throws, Command, Spell Resistance +20.

Half Celestial Abilities: 1/day at 12th level: Bless, Aid, Detect Evil, Cure Serious Wounds, Neutralize Poison, Holy Smite, Remove Disease, Dispel Evil, Holy Word; 3/day: Protection from Evil. Immune to acid, cold, disease and electricity, +4 on saves vs. poison; at will: Light.

At some point, I'll relate the story of how Eadric gained this steed.

Ortwin of Jiuhu

Half-Elven Fighter5/Rogue5/Bard7/Ranger 1; medium sized humanoid (half-elf); HD 5d10+15 + 5d6+15 + 7d6+21 +1d10+3; hps 134; Init +5 (+5 Dex); Speed 30 ft; AC 23 (+5 Dex, +8 Armour, ++ Displacement Effects); Attack: BAB: +14/+9/+4; +22/+17/+12 (Finessed Magical Scimitar) and +14/+9 (Magical Pick); Dmg: 1d6+7 (12-20/x2) (Magical Scimitar) and 1d4+1 +1d6 electrical (20/x4 +3d10 electrical + 3d8 sonic + deafening); SV Fort +12, Ref +15, Will +8; AL CG(N Tendencies); Str 13, Dex 20, Con 16, Int 15, Wis 12, Cha 20 (24).

Languages: Common, Draconic, Old Borchion, Elf

Skills: Perform +21 (14 Ranks: Storytelling, Epic, Chant, Drum, Lyre, Lute, Pipe, Mime, Formal Dance, Folksong, Sword Swallowing, Juggling, Clarion, Satire), Bluff +24, Pick Pocket +13, Climb +9, Swim +7, Hide +20, Move Silently +20, Disguise +13, Knowledge (Arcana) +6, Innuendo +7, Open Lock +11, Use Magic Device +15, Search +11, Tumble +11.

Feats: Weapon Focus (Scimitar), Weapon Finesse (Scimitar - Yes, I allow this), Dodge, Expertise, Mobility, Weapon Specialization (Scimitar), Skill Focus (Bluff), Spring Attack, Whirlwind Attack, Improved Critical (Scimitar), Brew Potion, Track, Improved TWF (Depends on Virtual Tree)

Special Abilities: Sneak Attack +3d6, Evasion, Uncanny Dodge (Flatfooted Dex Bonus), Bardic Music, Bardic Knowledge. Ambidexterity and TWF in light or no armour. Favoured Enemy: Demons.

Spells: 3/5/4/2 per day. Known: 0lvl: Dancing Lights, Daze, Flare, Light, Read Magic, Prestidigitation; 1st lvl: Sleep, Charm Person, Alarm, Ventriloquism; 2nd lvl: Silence, Cat's Grace, Cure Moderate Wounds, Glitterdust, Detect Thoughts; 3rd lvl: Major Image, Scrying.

Magic Items:

"Dread Githla." +4 Keen, Throwing and Returning Scimitar

Cloak of Displacement (Major)

+5 Studded Leather Armour

The Blue Garnet Collar (Grants wearer +4 to Charisma).
Winged Boots
Potion of Fiery Breath.
Potion of Invisibility.
+1 Thundering and Shocking Burst Light Pick (Yet to be named)

Physical Characteristics: 44 years; 159 lbs; 5'8." Wiry and athletic, handsome, slightly exotic features only hint at Elven heritage. Black hair, green eyes, neatly trimmed beard. Olive complexion.

Nwm the Preceptor

Human Druid 15; medium sized humanoid (human); HD 15d8+30; hps 105; Init +1 (+1 Dex); Speed 30 ft; AC 19 (+1 Dex, +5 Armour, +3 Natural); Attack: BAB: +11/+6/+1; +14/+14/+9/+9/+4 (Magical Quarterstaff) or +13/+8 (Magical Javelin) Dmg: 1d6+4 (x2) (Magical Quarterstaff) or 1d6 +3 (x2) (Magical Javelin), SV Fort +11, Ref +6, Will +13; AL NG; Str 14, Dex 12, Con 14, Int 15, Wis 19, Cha 17.

Languages: Common, Elven, Sylvan, Druidic

Skills: Animal Empathy +18, Handle Animal +9, Swim +10, Intuit Direction +10, Concentration +12, Wilderness Lore +21, Knowledge (Nature) + 13, Knowledge (Arcana) +7, Scry +12, Spellcraft +12, Diplomacy +8, Heal +7, Profession (Herbalist) +11, Craft (Leatherworker) +7

Feats: Weapon Focus (Quarterstaff), Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Brew Potion, Craft Wondrous Item, Natural Spell

Special Abilities: Woodland Stride, Trackless Step, +4 on Saves vs. Fey Enchantments, Wild Shape (5/day; Huge), Venom Immunity, A Thousand Faces, Timeless Body.

Spells Per Day: 6/6/6/5/5/4/3/2/1

Nwm's Staff (+2 Staff of the Woodlands topped with an Orb of Storms)

"Leofric's Token," a +3 Amulet of Natural Armour

+3 Leather Armour

"The Bleeding Spears of Huttur," 2x +1 Javelins of Wounding

Bag of Tricks (Rust Colour)

Nwm's Torc: Command activated device which allows the wearer at will to 'Commune with Nature' as cast by a 9th level Druid.

Physical Characteristics: 46 Years; 188lbs; 5'10." Weathered face with wrinkles around the eyes. Stocky. Dishevelled, dark brown hair with a straggly beard - both greying. Hazel Eyes. Moves swiftly and purposefully.

Tostig, Nwm's Bear

Dire Bear; Huge Animal; HD 21+126; hps 221; Init +0; Speed 40 ft; AC 19 (-2 Size, +11 Natural); Attack: 2 Claws +27, Bite +22; Dmg: 2d6 +14 (Claw) 4d6 +7 (Bite); SQ Improved Grab; SV Fort +18, Ref +12, Will +10; AL N; Str 39, Dex 11, Con 23, Int 12, Wis 19, Cha 17.

Skills: Listen +7, Spot +7, Swim +17

Grince and Midder, Nwm's Owls

Tiny Animal; HD 1; hps 4; Init +3 (+3 Dex); Speed 10 ft, Fly 40 ft (average); AC 17 (+3 Dex, +2 Size, +2 Natural); Attack: Claws +5 melee; Dmg: 1d2-2; SV Fort +2, Ref +5, Will +2; AL N; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in Twilight)

Feats: Weapon Finesse (Claws)

Mostin the Metagnostic

Human (Outsider) Wizard (Diviner) 6 / Alienist 10; medium sized humanoid (Human); HD 6d4+6 + 10d4+10 +6 (Insane Certainty); hps 64; Init +3 (+3 Dex); Speed 30 ft; AC 20 (+3 Dex, +1 Natural, +4 Bracers of Armour, +2 Deflection); Attack: BAB: +8/+3; +9/+4 (MW Rapier) Dmg: 1d6+1 (18-20/x2) (Rapier), SV Fort +7, Ref +9, Will +15 (+17); AL N(G Tendencies); Str 11, Dex 16, Con 13, Int 23 (29), Wis 16 (18), Cha 12.

Languages: Common, Draconic, Celestial, Abyssal, Infernal, Auran, Ignan, Terran, Aquan, Elven

Skills: Knowledge (Arcana) +26, Knowledge (The Planes) +26, Knowledge (History) +17, Knowledge (Geography) +17, Spellcraft +26, Alchemy +16, Scry +26, Concentration +23, Ride +5, .

Feats: Martial Weapon Proficiency (Rapier), Scribe Scroll, Brew Potion, Alertness, Craft Wondrous Item, Quicken Spell, Still Spell, Maximize Spell, Chain Spell., Energy Substitution (sonic), Empower Spell.

Special Abilities: Alien Blessing (+1 Insight Bonus on Saving Throws), Extra Summoning, Summon Alien, Insane Certainty, Timeless Body, Pseudonatural Familiar, Transcendence (DR 20/+1, Electricity Resistance 20)

Phobia: birds.

Spells: 4/7/6/6/6/6/4/4/3 per day. Specialty: Divination (+1 spell/level/day). Extra Summoning = 1 x Summon Monster VIII. Prohibited: Necromancy.

Known:

0lvl: All PHB Cantrips.

1st lvl: Sleep, Charm Person, Alarm, Ventriloquism, Mount, Summon Monster, Comprehend Languages, Detect Undead, Identify, True Strike, Jump, Spider Climb, Magic Missile.

2nd lvl. Detect Thoughts, Summon Swarm, Summon Monster II, Web, Locate Object, Detect Invisibility, Darkness, Alter Self, Knock, Cat's Grace, Bull's Strength, Eagle's Splendour, Fox's Cunning, Arcane Lock, Obscure Object, Whispering Eind, Dimensional Pocket, Mostin's Aura of Inscrutability, Mostin's Arrhythmic Apoplexy, Mostin's Myopic Emanation

3rd lvl: Avoid Planar Effects, Phantom Steed, Stinking Cloud, Summon Monster III, Fireball, Lightning Bolt, Magic Circle Against Chaos/Evil/Good/Law, Dispel Magic, Tongues, Fly, Clairaudience/Clairvoyance.

4th lvl: Dimensional Anchor, Evard's Black Tentacles, Minor Creation, Summon Monster IV, Arcane Eye, Detect Scrying, Locate Creature, Scrying, Charm Monster, Stoneskin, Phantasmal Killer, Shadow Conjunction, Polymorph Self, Mostin's Interminable Sermon, Mostin's Torque Tendril, Zone of Revelation.

5th lvl: Dismissal, Lesser Planar Binding, Summon Monster V, Contact Other Plane, Prying Eyes, Rary's Telepathic Bond, Dream, Nightmare, Teleport, Mostin's Metempsychotic Reversal, Mostin's Paroxysm of Fire, Permanency, Tenser's Destructive Resonance.

6th lvl: Repulsion, Antimagic Field, Fiendform, Disintegrate, Planar Binding, Summon Monster VI, Analyze Dweomer, Legend Lore, True Seeing, Chain Lightning, Guards and Wards, Tenser's Transformation, Mass Haste, Mostin's Id Eruption

7th lvl: Banishment, Sequester, Spell Turning, Summon Monster VII, Greater Scrying, Vision, Insanity, Plane Shift, Ethereal Jaunt, Limited Wish, Reality Maelstrom, Mordenkainen's Magnificent Mansion, Mostin's Metagnostic Inquiry.

8th lvl: Mind Blank, Greater Planar Binding, Great Shout, Summon Monster VIII, Sympathy, Trap the Soul, Discern Location, Binding, Etherealness, Polymorph any Object, Mass Manifest, Symbol.

Magic Items:

Looking Glass of Urm Nahat (Mirror of Mental Prowess)

Portable Hole

Bracers of Armour +4

Ring of Protection +2

Incandescent Blue Sphere Ioun Stone (+2 Wis)

Pale Green Prism Ioun Stone (Sustains without Air)

Iridescent Spindle Ioun Stone (Sustains without Food or Water)

Amulet of Absorption (50 Spell Levels)

Headband of Intellect +6

3 Beads of Force

2 Phials of "Oil of Timelessness"

4 Potions of "Cure Serious Wounds."

Mostin's Comfortable Retreat

Mostin's Comfortable Retreat

This small replica of a house, when placed upon the ground and a command word is spoken, immediately grows into a comfortable manse of small size. A second command word causes it to shrink to its normal size. The Comfortable Retreat has six plushly furnished bedrooms, a cozy drawing room, three opulent bathrooms, a small lounge, a library, a dining room with place settings for ten people, a conservatory with numerous plants, a kitchen and scullery, a small laboratory equipped with alchemical equipment (+2 to checks), a pantry full of meats and viands and a well-stocked wine cellar. Fires always burn in the hearths and a squad of 6 unseen servants are always on hand to serve food, wash laundry or perform other sundry tasks. The doors and windows are arcane locked, grates warded with explosive runes cover the chimnies, and a magic mouth on the front door warns intruders away, declaring:

"This is the abode of Mostin the Meta-Gnostic. If you value your sanity, depart swiftly!"

Those attempting to enter the Comfortable Retreat without the owner's consent are subject to the effects of a suggestion with the message: "What a nice morning/afternoon/evening/night. Why not go for a long walk, in the opposite direction of this house?" The save DC vs this suggestion is 19. The Comfortable Retreat may be activated or deactivated each only once per day, although it can retain its large size indefinitely if the command to shrink is not spoken.

Caster Level 14th. Prerequisite of Craft Wondrous Item, Mordenkainen's Magnificent Mansion, Guards and Wards. Market Price 68,000 gp.

Physical Characteristics: 41 Years (Physically, 33). 158 lbs. 5'6" Slim, dapper and fashionable. Immaculately trimmed beard. Reddish-brown hair, very fair complexion. Upon achieving his transcendence, Mostin's eyes changed colour to an eerie green and his eyelids shed away. Has a penchant for floppy hats.

Mogus, Mostin's Familiar

Diminutive Pseudonatural Magical Beast (Hedgehog); HD 16; hps 32; Init +1 (+1 Dex); Speed 15 ft; AC 23 (+1 Dex, +4 Size, +8 Natural); Attack: BAB: +7/+2, +12/7 (Bite); Dmg: 1d3-4, SA Poison; SQ Defensive Ball SV Fort +6, Ref +9, Will +13; AL N; Str 3, Dex 12, Con 10, Int 13, Wis 12, Cha 5.

Skills: Hide +17, Listen +5, Spot +5

Feats: Weapon Finesse (Bite)

Special Abilities: Alertness on Master, Improved Evasion, Empathic Link, Touch, Speak with Master, Speak with Animals of Type (Rodentia), Spell Resistance 20, Scry on Familiar.

Pseudonatural Qualities: True Strike 1/day; Electricity and Acid Resistance 20; DR 10/+3; SR 25; Alternate Form.

Nehael (Lady Despina)

Succubus. Medium sized outsider (Demon) / Druid 1 / Contemplative 1; HD 8d8+8 +1d8+1 +1d6+1; hps 51; Init +1 (+1 Dex); Speed 30 ft., fly 50 ft; AC 20 (+1 Dex, +9 Natural); Attack: BAB: +8/+3; +9/+9 (2 Claws); Dmg: 1d3+1 (Claw), SV Fort +16, Ref +12, Will +17; AL NG; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Languages: Common, Draconic, Celestial, Abyssal

Skills: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (Philosophy) +16, Knowledge (Religion) +16, Knowledge (The Planes) +14, Knowledge (Nature) +9, Scry +9, Wilderness Lore +9, Listen +18, Move Silently +7, Ride +7, Search +9, Spot +18

Feats: Dodge, Mobility, Alertness.

Special Attacks: Spell-Like Abilities: At will – charm monster, clairaudience/clairvoyance, detect thoughts, ethereal jaunt, suggestion, teleport without error.

Special Qualities: Damage Reduction 20/+2; SR 12, Alternate Form, Tongues. Nature Sense. Cha bonus to all saves (Mysticism Domain Ability).

Tanar'ri Qualities: Immune to Poison and Electricity; Cold, Fire Acid Resistance 20; Telepathy.

Spells: 4/3 Spells per Day + Prestige Domain Spells (Mysticism)

Nehael (Despina) is a Succubus modestly advanced from 6HD to 8HD – primarily to grant her extra skill points, reflecting her religious and philosophical expertise.

The question "what qualities and abilities does an ex-demon possess?" was vexatious. Whilst it was tempting to replace certain supernatural abilities with their good equivalent (unholy blight becomes holy smite, the energy drain kiss becomes restoration etc.), I didn't feel as though these powers accurately captured the mood of her "atonement." I therefore simply decided to drop those abilities which were inconsistent in flavour with her new alignment (darkness, desecrate, doom, unholy blight, summon tanar'ri, energy drain). If any other abilities arise to replace these, then it will only be after much work by the demoness – atonement is never that easy.

Other spell-like abilities, and resistances, I allowed her to keep. These did not seem inappropriate to her new alignment, and were reflective of her supernatural nature more than evil. Nonetheless, in terms of power, she is diminished.

Next: The Fiends.

POST 3: The Fiends

Posted by: Sepulchrave II at ENWorld on 12th June 2002, 08:52 AM

My rationale for converting Graz'zt the way that I did is complex.

The basic premises run as follows:

- 1) All Demon Princes and Arch-Devils (with the exception of the Adversary and Demogorgon, who in my campaign are uniquely powerful entities), and most Demon Lords and Dukes of Hell should be less powerful than the most advanced Solars (66HD), and more powerful than the most advanced Balors or Pit Fiends (39HD).
- 2) This gives a wide range (40-65HD), which is good. Most Lords and Dukes will fall in the 40-50 range, and all Princes and Arch-Devils in the 51+ range.
- 3) Scott Greene's Conversion of Graz'zt happened to place him at 62HD, which is a good starting point as I wanted Graz'zt in the upper range. This acted as a template.
- 4) The publication of DDg gave some new hints. The total ability scores for a Demigod are in the 170-175 range, increasing to the 190s for a Greater Deity. I wanted archfiends to be considerably less than this, in case I needed to plug in info from DDg at any point later in the game. An advanced Solar's ability total is 153, and this seemed about right as a maximum for an archfiend. Bearing in mind that maxed Pit Fiends' and Balors' scores total in the mid 120s, it seemed consistent. Thus, Demon Lords and Dukes of Hell weigh in at 130-140, Princes and Archdevils at 141-153, or

thereabouts. The gap in the scores, between Demon Princes and Demigods (154-170), is suitable for saints, and for other quasi-deities who do not fall into the Oronthonian schema.

5) I needed a mechanic which reflects the ability of an archfiend to aid the passage of another fiend onto the Prime Plane. Facilitate Translation was born.

6) I wanted a set of qualities which distinguished archfiends qualitatively from their lesser kin, reflecting their supremacy, but setting them apart from quasi-deities. Predictably, these are called Archfiend Qualities.

7) I wanted weapon bonuses to be at maximum no higher in equivalence than that of Enitharmon, the Marshal of the Celestial host (+5 Holy Keen Vorpal Dancing, or +17 total). Even an 'average' Solar's weapon is a hefty +14.

8) Since the publication of DDg, nothing has more than 3 iterative attacks unless the weapon is speeded. Graz'zt's mechanics reflect this.

Graz'zt (Demon Prince)

Large Outsider (Demon); HD 62d8 +434; hps 713; Init +10 (+6 Dex, +4 Improved Initiative); Speed 40 ft; AC 53 (-1 Size, +29 Natural, +6 Dex, +7 Shield, +2 Insight); Attack: +72/+67/+62/+57 melee (Huge +5 Unholy Vorpal Acid Burst Bastard Sword) or: +70/+65/+60/+55 melee and +3 Unholy Keen Guisarme +67/+62 melee; Damage 2d6+14 +1d6 acid (Bastard Sword) and 2d4+7 (Guisarme); Special Attacks: spells, spell-like effects; Special Qualities: SR 32, DR 40/+4, spells, spell-like qualities; SV Fort +40, Ref +41, Will +42; AL CE; Str 28, Dex 22, Con 25, Int 26, Wis 24, Cha 28.

Skills: Bluff +59, Concentration +58, Diplomacy +59, Escape Artist +56, Hide +56, Gather Information +58, Knowledge (Religion) +56, Knowledge (Philosophy) +56, Knowledge (Planes) +56, Knowledge (Fiendish Politics) +56, Knowledge (Arcana) +56, Innuendo +58, Intimidate +59, Listen +57, Move Silently +56, Scry +58, Search +57, Sense Motive +57, Spellcraft +58, Spot +57

Feats: Weapon Focus (Bastard Sword), Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Dodge, Mobility, Spring Attack, Whirlwind Attack, Expertise, Power Attack, Sunder, Improved Critical, Improved Initiative, Cleave, Great Cleave

Spell-like abilities (at 20th level): At will- astral projection (self only), blasphemy, deeper darkness, destruction, dimensional anchor, desecrate, detect good, detect law, fear, greater dispelling, polymorph self, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire. 1/day – fire storm, binding, horrid wilting, wail of the banshee. Save DCs are 20 + spell level.

Spells: Graz'zt casts arcane spells as a 20th level Sorcerer and divine spells as a 20th level Cleric with access to the domains of Knowledge, Evil, Chaos and Destruction. Save DCs for spells are 20+ spell level for arcane spells and 18+ spell level for divine spells.

Tanar'ri Qualities: Immune to poison and electricity; cold, fire and acid resistance 20; communicate telepathically to any creature within 100ft. that possesses a language.

Archfiend Qualities (Sp): These qualities are continually in effect upon Graz'zt's person – see invisibility, detect magic, true seeing, freedom of movement, protection from spells, foresight, antipathy toward all good-aligned creatures, sympathy towards all evilly aligned creatures. These qualities may be dispelled, but can be resumed as a free action.

Facilitate Translation (Sp): as a Demon Prince, Graz'zt can open a gate to allow another fiend to reach the Prime Plane. The Demon Prince suffers temporary ability damage equal to the loss of one point of Strength, Dexterity and Constitution for every 2HD of the translating creature, rounded down. This temporary damage can only be healed naturally, at the rate of 1 point per day for each ability. Graz'zt himself may not enter the Prime unless called.

Summon Tanar'ri (Sp): Once per day Graz'zt can automatically summon 1d3 Balors, 1d4 Mariliths or 1d6 Nalfeshnees.

POST 4: The 'Official' New Ortwin...

Posted by: Sepulchrave II at ENWorld on 1st August 2002, 11:14 PM

Note that a reincarnated character loses 1 level of experience.

The Ranger level, in Ortwin's case - his latest. TWF etc. has gone. Rob seems happy enough though. I think he was unhappy with it stylistically, and said that when he re-levels up to 18th, he'll take bard or rogue.

Note that Feezuu's longbow is now included on the character sheet.

The class, BAB, hit points, base saves are unchanged by the spell.

He gets +2 Dex and Con, +4 Natural Armour, Racial Skill bonuses and 40 ft movement though (?!). And he can speak Sylvan now (!?).

Reincarnation is just messed up as its written. You have to house rule it, wing it, play it by ear. Whatever. It is sooo unclear.

I fixed the spell botch - Rob's bookkeeping is abysmal, and I don't catch all of it.

The extra feats are intentional - it was a compromise made when I stung him for seven Bard levels in the 1e to 3e transition.

He plans to take Perform (Pan Pipes), obviously.

Rob argued "Of course, Satyrs should be immune to a Nymph's supernatural attacks. They do chase them around."

I invited him to test his theory out...

Ortwin the Satyr

Fighter5/Rogue5/Bard7; medium sized fey; HD 5d10+20 + 5d6+20 + 7d6+28; hps 144; Init +6 (+6 Dex); Speed 40 ft; AC 28 (+6 Dex, +4 Natural, +8 Armour, ++ Displacement Effects); Attack: BAB:

+13/+8/+3; +24/+19/+14 (Finessed Magical Scimitar) or +15/+10/+5 (Magical Pick) or +20/+25/+10 (Magical Longbow); Dmg: 1d6+7 (12-20/x2) (Magical Scimitar) or 1d4+1 +1d6 electrical (Magical Pick) or 1d8 +2 + enervation (Magical Bow); SV Fort +11, Ref +16, Will +8; AL CG(N Tendencies); Str 13, Dex 22, Con 18, Int 15, Wis 12, Cha 20 (24).

Languages: Common, Draconic, Old Borchion, Elf, Sylvan

Skills: Perform +25 (14 Ranks: Storytelling, Epic, Chant, Drum, Lyre, Lute, Pipe, Mime, Formal Dance, Folksong, Sword Swallowing, Juggling, Clarion, Satire), Bluff +24, Pick Pocket +14, Climb +9, Swim +7, Hide +25, Move Silently +25, Disguise +13, Knowledge (Arcana) +6, Innuendo +7, Open Lock +12, Use Magic Device +15, Search +11.

Feats: Weapon Focus (Scimitar), Weapon Finesse (Scimitar - Yes, I allow this), Dodge, Expertise, Mobility, Weapon Specialization (Scimitar), Skill Focus (Bluff), Spring Attack, Whirlwind Attack, Improved Critical (Scimitar), Brew Potion.

Special Abilities: Sneak Attack +3d6, Evasion, Uncanny Dodge (Flatfooted Dex Bonus), Bardic Music, Bardic Knowledge.

Spells: 3/5/4/2 per day. Known: 0lvl: Dancing Lights, Daze, Flare, Light, Read Magic, Prestidigitation; 1st lvl: Sleep, Charm Person, Cure Light Wounds, Alarm, Ventriloquism; 2nd lvl: Silence, Cat's Grace, Glitterdust, Detect Thoughts; 3rd lvl: Major Image, Scrying.

Magic Items:

"Dread Githla." +4 Keen, Throwing and Returning Scimitar

Cloak of Displacement (Major)

+5 Studded Leather Armour

The Blue Garnet Collar (Grants wearer +4 to Charisma).

Winged Boots

Potion of Fiery Breath.

Potion of Invisibility.

+1 Thundering and Shocking Burst Light Pick (Yet to be named)

"Anguish." A +1 Magical (+4 Mighty) Composite Longbow of Enervation. Those struck by missiles from this weapon are affected as though by the spell of the same name (Save DC17).

POST 5: Ainhorrr

Posted by: Sepulchrave II at ENWorld on 2nd August 2002, 04:43 AM

Quote:

Enervation allows a save?

The Bow does. Bit too much, otherwise, DYT?

Ainhorr

Balor. Huge outsider (Demon); HD 30d8+180; hps 315; Init +4 (+4 Improved Initiative); Speed 40 ft., fly 90 ft. (average); AC 31 (-2 Size, +23 Natural); Attack +42/+37/+32/+27 (huge +4 Unholy Celestial Bane Flaming Burst greatsword), +37 (whip) or +39 (2 slams); Dmg 2d8 +15 +1d6 (greatsword), 1d6+5 and entangle (whip) or slam 1d8 +11 + Fear Effect; Special Attacks: fear, spell-like abilities, entangle, body flames, summon tanar'ri; Special Qualities DR 30/+3, SR 28, tanar'ri qualities, death throes. SV Fort +20, Ref +14, Will +19; AL CE; Str 33, Dex 11, Con 23, Int 20, Wis 20, Cha 16.

Languages: Abyssal, Celestial, Infernal

Skills: Bluff +38, Concentration +39, Diplomacy +37, Hide +23, Knowledge (Religion) +23, Knowledge (Philosophy) +23, Knowledge (Planes) +43, Knowledge (Fiendish Politics) +45, Listen +36, Move Silently +13, Scry +39, Search +25, Sense Motive +35, Spellcraft +36, Spot +44

Feats: Ambidexterity, Cleave, Improved Initiative, Two-Weapon Fighting, Weapon Focus (Greatsword), Improved Critical (Greatsword), Sunder, Power Attack.

Spell-like abilities (at 20th level): At will-, blasphemy, deeper darkness, desecrate, detect good, detect law, fear, greater dispelling, polymorph self, pyrotechnics, read magic, suggestion, symbol (any), telekinesis, teleport (self plus 50 pounds of objects only), tongues (self only), unhallow, unholy aura, unholy blight, and wall of fire. 1/day – fire storm, implosion. Save DCs are 13 + spell level.

Special Qualities: Fear, Entangle, Detect Magic, See Invisibility, Summon Tanar'ri, Death Throes, +8 Racial bonus to Spot and Listen checks.

Ainhorr is advanced from 13HD to 30HD, and represents one of the "great" Balors – he is scarcely less than a Demon Lord in terms of power and influence. Of the six Balors in Graz'zt's service (Ainhorr, Uruum, Choeth, Rurunoth, Irzho and Djorm), Ainhorr is by far the most potent.

Ainhorr is Graz'zt's majordomo, the foremost general of his armies, and his most trusted servitor. In the initial revolt in Heaven, the Balor was one of Graz'zt's closest allies and his confidant, and fought next to the Prince on the Celestial Plains prior to the Fall. During Graz'zt's prolonged absence from his own planes, Ainhorr acted as steward of his master's realm.

POST 6: IUA

Posted by: Sepulchrave II at ENWorld on 3rd August 2002, 04:44 AM

Quote:

What a time to blow an opposed attack roll. +25 (buffed to +30 or so?) vs +42 and the balor blew it.

I think Eadric buffs to +36 when he's got Holy Sword and the Strength Domain ability running (for all of 1 round).

Marc moaned at me yesterday about the smite, incidentally. I was way off - the damage should have been colossal. He rolled a 6

$(6 + 5 \text{ (Holy Sword)} + 15 \text{ (Str Bonus)} + 15 \text{ (Smite)}) \times 2 \text{ (vs. Evil)} \times 2 \text{ (Crit)} = 164$ points of damage. There was a lot happening, and I forgot to factor in the $\times 2$ vs evil for Holy Sword.

Oops.

Oh well, no-one's perfect. Ainhorr had to save vs. massive damage in any case. If Eadric had dedicated 2 feats to Extra Smitings, even on an average set of rolls which included 1 crit, he could easily have finished Ainhorr off in a round, which is a kind of scary thought...

Anyway...

Iua

Half-Human / Half-Air Elemental Female Fighter 7 / Duelist 9; medium sized outsider (human); HD 16d10 + 48; hps 140; Init +15 (+9 Dex, +4 Improved, +2 Reaction); Speed 30 ft; AC 30 (+4 Shield, +9 Dex, +4 Natural, +3 Canny); Attack: BAB +16/+11/+6/+1; +28/+28/+23/+18/+13 (Magical Rapier); Dmg 1d6 +5 +2d6 (15-20/x2); SV Fort +11, Ref +19, Will +6; Str 13, Dex 23 (29), Con 17, Int 19, Wis 13, Cha 16

Languages: Common, Elven, Auran, Ardanese, Thalassine

Skills: Perform +18 (15 ranks: Satire, Harp, Epic Ballad, Limerick, Storytelling, Lyre, Flute, Mandolin, Dulcimer, Cittern, Mourning, Ode, Formal Dance, Hurdy-Gurdy, Theatre), Tumble +15, Jump +11, Ride +14, Handle Animal +13, Swim +11, Balance +21, Bluff +14, Escape Artist +14, Sense Motive +13, Innuendo +11, Listen +9, Spot +9, Knowledge (The Planes) +13

Feats: Improved Initiative, Dodge, Ambidexterity, Mobility, Expertise, Improved Disarm, Spring Attack, Weapon Focus (Rapier), Weapon Specialization (Rapier), Weapon Finesse (Rapier), Improved Critical (Rapier).

Special Abilities: Canny Defense, Precise Strike (+2d6), Enhanced Mobility (additional +4 vs AoOs), Grace (+2 Ref Saves), Acrobatic Attack, Elaborate Parry (+9 AC if Fighting Defensively), Improved Reaction (+2 Initiative), Deflect Arrows.

Half-Elemental Qualities: Natural Armour +1, Immune to Disease and Cold, +4 Racial Save vs Poison, Spell-Like Abilities: 1/day- Obscuring Mist, Wind Wall, Gaseous Form, Air Walk, Control Winds, Chain Lightning, Control Weather, Whirlwind.

Magic Items:

Gloves of Dexterity +6

Amulet of Natural Armour +4

Ring of Invisibility

Medallion of Thoughts

+2 Vampiric Rapier of Speed

+3 Buckler

POST 7: Mulissu

Posted by: Sepulchrave II at ENWorld on 13th August 2002, 10:11 PM

Mulissu

Any feedback appreciated, especially wrt. spells. They haven't been playtested, but they feel about right - I'm certainly open to suggestions, though.

I've got a real problem with Epic Level Spell development costs - and I don't hold with the general gold=magic equation anyway. They are also very quick to develop. I thought about making a new formula, but I'll probably just wing it on an ad hoc basis. If it feels about right, then I'll go with it.

Mulissu

Human Cleric 1 / Wizard (Evoker) 9 / Elemental Savant 11; medium sized humanoid (Elemental); HD 1d8+2 plus 9d4+18 plus 11d4+22; hps 101; Init +4 (+4 Dex); Speed 30 ft, Fly 100 ft. (Perfect); AC 26 (+5 Dex, +5 Natural, +6 Deflection); Attack: BAB: +9/+4; +11/+6 (+1 Dagger) Dmg: 1d4+1 (18-20/x2) (Dagger), SV Fort +10, Ref +10, Will +21; AL CN(G Tendencies); Str 10, Dex 19, Con 14, Int 28 (34), Wis 16 (22) , Cha 17.

Age bonuses and penalties in effect for 39 year old human.

Intelligence includes a +5 inherent bonus.

Dexterity includes a +2 inherent bonus.

Languages: Common, Draconic, Celestial, Old Borchian, Infernal, Auran, Ignan, Terran, Aquan, Elven, Sylvan

Skills: Knowledge (Arcana) +36, Knowledge (Djinn Culture) +36, Knowledge (The Planes) +36, Knowledge (Nature) +36, Spellcraft +66, Alchemy +36, Scry +36, Concentration +26, Craft (Engraving) +36, Diplomacy +27, Handle Animal +27, Sense Motive +17, Intuit Direction +17, Gather Information +14, Perform +8, Spot +17

Feats: Scribe Scroll, Craft Wondrous Item, Quicken Spell, Maximize Spell, Energy Substitution (Electricity), Empower Spell, Spell Focus (Evocation), Greater Spell Focus (Evocation), Widen Spell, Energy Admixture (Electricity).

Epic Feat: Epic Spellcasting

Special Abilities: Immune to Magical Sleep Effects, Darkvision 60 ft., Immune to Paralysis, Immune to Stunning, Elemental Focus (+4 on Save DC vs Electrical Attacks), Elemental Penetration (+3 on checks to beat SR if using Electricity), Elemental Perfection (Elemental Form, Air Mastery, Whirlwind, Not Subject to Critical Hits. Acid/Earth Vulnerability.). Immunity to Electricity.

Cleric Spells: 3 x 1st level, +1 Domain (Air and Knowledge) per day.

Wizard Spells: 4/7/7/7/6/6/5/5/3 per day. Specialty: Evocation (+1 spell/level/day). Prohibited: Abjuration and Illusion.

The Save DCs against Mulissu's spells are 22 + Spell Level, 26+ Spell Level for spells with the Electrical descriptor, 26 + Spell Level for Evocations, and 30+ Spell Level for Electrical Evocations.

Known:

0lvl: All nonprohibited PHB Cantrips.

1st Level: (Conj) Mage Armour, Mount, Summon Monster I, Unseen Servant; (Div) Comprehend Languages, Identify, Know Protections, True Strike; (Ench) Charm Person, Hypnotism, Sleep; (Evoc) Arcane Bolt, Flame Streak, Force Wave, Lesser Fire Orb, Lesser Electric Orb, Lesser Sonic Orb, Magic Missile, Tenser's Floating Disc; (Necro) Cause Fear, Chill Touch, Ray of Enfeeblement, Spirit Worm; (Trans) Animate Rope, Burning Hands, Chromatic Orb, Enlarge, Erase, Expeditious Retreat, Jump, Low-Light Vision, Magic Weapon, Message, Reduce, Scatterspray, Shocking Grasp, Spider Climb.

2nd Level: (Conj) Choke, Fog Cloud, Glitterdust, Ice Knife, Summon Monster II, Summon Swarm, Web; (Div) Detect Thoughts, Locate Object, See Invisibility, Understand Object; (Ench) Indifference, Mindless Rage, Tasha's Hideous Laughter; (Evoc) Cloud of Bewilderment, Combust, Continual Flame, Darkness, Daylight, Flame Dagger, Flaming Sphere, Force Ladder, Gedlee's Electric Hoop, Shatter; (Necro) Command Undead, Death Armour, False Life, Ghoul Touch, Life Bolt, Scare, Shroud of Undeath, Spectral Hand; (Trans) Alter Self, Blindness/Deafness, Bull's Strength, Cat's Grace, Darkvision, Endurance, Fox's Cunning, Knock, Levitate, Mirror Image, Owl's Wisdom, Pyrotechnics, Rope Trick, Whispering Wind.

3rd Level: (Conj) Bands of Bilarro, Flame Arrow, Phantom Steed, Sleet Storm, Stinking Cloud, Summon Monster III; (Div) Arcane Sight, Clairaudience/Clairvoyance, Tongues; (Ench) Hold Person, Chamber, Fireball, Gust of Wind, Ice Burst, Leomund's Tiny Hut, Lightning Bolt, Scintillating Sphere, Shatterfloor, Wind Wall; (Necro) Feign Death, Gentle Repose, Halt Undead, Healing Touch, Negative Energy Burst, Spider Poison, Vampiric Touch; (Trans) Amanuensis, Blink, Fly, Gaseous Form, Greater Magic Weapon, Haste, Keen Edge, Repair Serious Damage, Shrink Item, Slow, Water Breathing.

4th Level: (Conj) Ethereal Mount, Evard's Black Tentacles, Leomund's Secure Shelter, Minor Creation, Summon Monster IV; (Div) Arcane Eye, Detect Scrying, Zone of Revelation; (Ench) Charm Monster, Confusion, Emotion, Lesser Geas; (Evoc) Cold Orb, Electric Orb, Explosive Cascade, Fire Shield, Fire Orb, Ice Storm, Mordenkainen's Force Missiles, Otiluke's Resilient Sphere, Shout, Sonic Orb, Thunderlance, Wall of Fire, Wall of Ice; (Necro) Contagion, Enervation, Fear, Negative Energy Wave; (Trans) Attune Form, Bestow Curse, Dimension Door, Fire Stride, Improved Cat's Grace, Improved Eagle's Splendour, Improved Fox's Cunning, Improved Owl's Wisdom, Mass Darkvision, Polymorph Self, Polymorph Other, Rary's Mnemonic Enhancer, Scramble Portal, Spell Enhancer.

5th Level: (Conj) Cloudkill, Lesser Planar Binding, Major Creation, Summon Monster V, Wall of Iron, Wall of Stone; (Div) Contact Other Plane; Prying Eyes, Rary's Telepathic Bond; (Ench) Feeblemind, Hold Monster, Mind Fog; (Evoc) Ball Lightning, Cone of Cold, Firebrand, Sending, Tenser's Destructive Resonance, Wall of Force; (Necro) Animate Dead, Kiss of the Vampire, Magic Jar,

Spiritwall; (Trans) Fabricate, Ghostform, Passwall, Telekinesis, Teleport, Transmute Mud to Rock, Transmute Rock to Mud, Xorn Movement; (Univ) Permanency.

6th Level: (Conj) Fire Spiders, Planar Binding, Summon Monster VI; (Div) Analyse Dweomer, True Seeing; (Ench) Geas/Quest, Mass Suggestion; (Evoc) Cacophonic Shield, Chain Lightning, Contingency, Otiluke's Freezing Sphere, Prismatic Eye; (Necro) Circle of Death, Trollish Fortitude; (Trans) Control Water, Control Weather, Disintegrate, Energy Transformation Field, Eyebite, Fiendform, Flesh to Stone, Hardening, Make Manifest, Mass Fly, Mass Haste, Move Earth, Stone to Flesh, Tenser's Transformation.

7th Level: (Conj) Mordenkainen's Magnificent Mansion, Power Word Stun, Summon Monster VII; (Div) Greater Scrying, Vision; (Ench) Insanity; (Evoc) Bigby's Grasping Hand, Delayed Blast Fireball, Forcecage, Great Thunderclap, Prismatic Spray, Reality Maelstrom; (Necro) Control Undead, Finger of Death; (Trans) Elemental Body, Ethereal Jaunt, Mass Teleport, Plane Shift, Reverse Gravity, Statue, Teleport Without Error; (Univ) Limited Wish.

8th Level: (Conj) Greater Planar Binding, Incendiary Cloud, Maze; (Div) Discern Location; (Ench) Binding, Demand; (Evoc) Bigby's Clenched Fist, Flensing, Great Shout, Sunburst; (Necro) Clone, Horrid Wilting; (Trans) Etherealness, Mass Manifest, Polymorph any Object; (Univ) Symbol

9th Level: (Conj) Gate, Power Word Kill, Summon Monster IX; (Div) Foresight; (Ench) Dominate Monster; (Evoc) Bigby's Crushing Hand, Chain Contingency, Meteor Swarm; (Necro) Astral Projection; (Trans) Shapechange, Temporal Stasis; (Univ) Wish

Magic Items

The Sapphire of Mutable Coruscations

Ring of Protection +6

Amulet of Natural Armour +5

Crystal Ball with Telepathy

Mostin's Metamorphic Apparatus

+1 Shocking Burst Rapier

2 Gloves of Storing

Ring of Spellcraftiness (adds +30 to Spellcraft skill checks)

Mostin's Pseudonatural Helper

+1 Dagger

Folding Boat

Periapt of Wisdom +6

Obsidian Steed

Bag of Holding (IV)

Scrolls to the Value of 75,000 gp: these include duplicates of her original spells, and a number of spells from banned schools (Illusion, Abjuration) which are maintained for trade value.

The Sapphire of Mutable Coruscations is a perfectly spherical gemstone the size of a walnut, which can be seen to swirl with all shades of blue, yellow and white. Its origins are unknown, but it was known to be coveted by the Xorn King Krygnasz before falling into the hands of Mulissu.

The Sapphire grants its owner a +6 enhancement bonus to intelligence, and allows him or her to summon an Elder Air Elemental of maximum hit points once per day. The Elemental serves unflinchingly for a period of one hour. Once per week, the Sapphire can be used to invoke a Prismatic Sphere. All spell abilities are at 20th level where appropriate.

Unique Spells:

Mulissu's Quasi-Elemental Transformation

Transmutation

Level: Sor/Wiz 9

Components: V,S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

This spell transforms the spellcaster's body into radiant ionized energy which has a number of different effects.

- The Caster gains damage reduction of 30/+3 for the duration of the spell.
- He or she can fly at a Speed of 150ft. with perfect maneuverability.
- Untended combustible items which come into contact with the caster are ignited. With a touch, the caster may melt metals with the boiling point of lead or gold in one round. Iron or steel begins to redden after one round, becomes white-hot after three rounds, and melts at the end of five rounds. One cubic foot per caster level may be affected.
- The Caster continually sheds light equivalent to a 'Daylight' spell in a 60 ft. radius.
- The Caster becomes immune to all fire, electrical and positive energy effects (including magical healing), and immune to deafness, blindness, ability score damage, disease, drowning, poison, stunning, critical hits and death from massive damage. He or she takes normal damage from acid and sonic attacks, and double damage from water and cold based attacks on a failed save. He or she suffers a -4 penalty on saves against energy draining or enervation attacks. The Caster becomes immune to attacks which target physiological or respiratory systems, as he or she possesses neither. He or she is considered to have an effective mass of zero, negating spells such as 'Reverse Gravity' which might target him or her.
- He or she cannot cast spells for the duration of the Transformation but, as a standard action, may make an electrical ranged or melee touch attack which deals 3d6 points of damage plus one point per caster level (maximum +25). The attack has a range of 100ft. + 10ft. per caster level.

Mulissu's Ultimate Plasma Evocation

Evocation [Electricity]

Level: Sor/Wiz 9

Components: V,S

Casting Time: 1 action

Range: Close (30 ft.)(see text)

Effect: 30 ft. radius burst centred on you

Duration: Instantaneous

Saving Throw: Reflex half and Fortitude negates (see below)

The caster's body becomes a living conduit for immense plasma energies, which are expressed as a burst of electrical energy which radiates instantaneously from the caster's person.

Creatures caught within the blast area sustain 1d8 points per caster level (max 25d8) of electricity damage: a successful Reflex Save halves the damage.

Furthermore, the shockwave generated by the Ultimate Plasma Evocation is sufficient to knock creatures of Large size or smaller prone, or blow creatures of Medium size or smaller away unless they make successful Fortitude Saves against the spell. Creatures who are blown away are thrown back 1d4x10 feet, fall prone and sustain 1d4 points of subdual damage per 10 feet thrown.

Mulissu's Instantaneous Elemental Tempest

Conjuration (Summoning) [Air]

Level: Sor/Wiz 9

Components: V,S

Casting Time: 1 action

Range: One mile (see text)

Effect: 20 ft. radius centred on you, 10 ft./level radius centred on you and a one mile radius, centred on you (see text)

Duration: Concentration (maximum 4 rounds)

Saving Throw: See text

Spell Resistance: Yes (see text)

This spell creates a potent zone of magical cyclonic activity with a radius of one mile centred on the caster. Three distinct regions exist within the Elemental Tempest, as the power of the spell increases towards the centre.

- The tertiary zone, which extends out to the full one mile limit, is characterized by hurricane-force winds which render normal missile attacks useless and cause siege weapons to incur a penalty of –8 on attack rolls. Medium-sized or smaller creatures are blown away, large creatures are knocked down and huge creatures are checked unless they succeed at a Fortitude save with a DC of 20.
- The secondary zone, which extends up to 20ft. per caster level, is characterized by all of the above effects, and, in addition, is shot through by lightning. Every round that a creature stays within the secondary zone, he or she is 50% likely to be struck by lightning and suffer 1d6 dice of damage (d6s). A successful reflex save halves the amount of damage sustained.
- The primary zone, with a radius of 20ft., is an area of intense electromagnetic activity, and is characterized by plasma vortices, unusual lightning phenomena, and bizarre atmospheric conditions. Whilst neither the conditions of the tertiary nor secondary zones prevail within the primary zone, it has its own dangers. Creatures within the primary zone sustain 1d8 points of electrical damage +1 point per caster level (max +25) every round, with no saving throw allowed.

Mulissu's Holocaust of Lightning (In Development)

Evocation [Electricity]

Spellcraft DC: 69

Components: V,S

Casting Time: 1 action

Range: 600 ft

Area: 100 ft. radius sphere

Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

To Develop: 621,000 gp; 13 days; 24,840 XP. Seed: Energy (Electricity)(DC19). Factors: 1 action casting time (+20 DC), increase range by 100% (+2 DC), change area to 20-ft. radius (+2 DC), increase area by 400% (+16 DC), increase damage to 40d6 (+60 DC), specialist school (-5 DC), elemental speciality (ad hoc -5 DC). Mitigating factors: 20d6 Backlash (-20 DC), burn 2000 XP (-20 DC).

The first of the 'New Wave' of Mulissu's spells...

Notes:

What can I say? Mulissu is everyone's favourite NPC.

POST 8: Epic Spellcasting

Posted by: Sepulchrave II at ENWorld on 14th August 2002, 06:16 PM

Quote:

For instance, she should increase the dice size up to d20 (+40 DC) and add only +10d6 to the damage (+20 DC). This gives 20d20 (avg 210 hp damage, 105 on a save) instead of 40d6 (140 damage, 70 on a save).

Good point, and, actually the kind of "whoomph" I was expecting from a DC69 spell.

So much of the epic spell system is intuitive - not a bad thing, necessarily, and it kind of encourages the DM to be conscious of possible abuses and/or failures to exploit the system to a reasonable degree. But I feel that it might put too much responsibility on the DM - and its not often that I say that. The possibilities for game-breaking spells are actually just as staggering as poorly developed ones.

E.g., another one, proposed by Dan.

Aeon of Dolor

Conjuration (Summoning) [Chaotic, Evil]
Spellcraft DC: 70
Components: V, S
Casting Time: 1 day 11 minutes
Range: 75 ft.
Effect: One summoned Balor
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

To Develop: 630,000 gp; 13 days; 25,200 XP. Seed: summon (DC14). Factors: summon CR18 creature (+32 DC), permanent duration (x5). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 1 day (-2 DC), Burn 1000 XP (-10 DC).

I'm generally OK with this: it feels about right for a DC 70 spell. But what kind of criterion is that?

If he'd milked the system: say, extended the casting time to 10 days instead of burning 1000XP, the adjusted Spellcraft DC of the spell would be 20. Of course, it would be just as easy to reduce it to 0.

By the rules, DC 0 = no cost, no time, no XP to develop.

But at what point is this unreasonable? DC 20? 30? 50? Is a DC of 70 too high or too low? Who knows?

POST 9: More Epic Spellcasting

Posted by: Sepulchrave II at ENWorld on 14th August 2002, 09:04 PM

Quote:

Check out Verdigris Tsunami

That was the basis for my assumption that the mitigating factors are applied before the x5 for permanency: the increase in radius (20 ft. to 1000 ft., +196 DC) would mean that the Spellcraft DC for this would be 1258 otherwise.

If the mitigators are applied before the adjustment for permanency, you get $(21 +2 +196 +8 +19 +60 -18 -100 -154) \times 5 = 170$, which is the DC for the spell.

Same goes for Origin of Species: Achaierai.

Quote:

If not, they should be.

That, I do agree with. Intuitively, it makes much more sense.

I'm afraid that the system is basically shot.

Quote:

Do summoned creatures have an independent existence? Take a horn of Valhalla- they look like real barbarians, but they are just magical constructions. Is it the same for summoned demons and stuff, or are they really snatched away from whatever they are doing?

I think both, and neither. A summoned creature is really there to the extent that it has a memory of what transpires (e.g. Miale's Formians, or Demons being reluctant to Summon others of their kind because it leaves them beholden), but it is somehow lacking the completeness(?) of a called creature. Its "vital essence," maybe, is missing. This would explain its temporary sojourn on the Prime, and the fact that if it is killed, it is not permanently destroyed.

Of course, with Permanent summonings, this bates the question "so where is the creature's essence?" Who knows? Perhaps wizards have mindless arguments ad nauseum about this kind of thing...

Quote:

And what about pseudonatural creatures (either the regular kind, or the epic kind)? Is there a really a parallel universe out there (waaay out there) that has pseudonatural analogues of all the familiar critters, or do the Others merely assume the form of more or less ordinary creatures?

I can't speak for others, but I've always felt that absolutely anything is possible in the Far Realms. Maybe it is the Wizard who determines the form that these things take, through his force of Will.

But I like the mysterious, inexplicable stuff, and I might be talking out of my arse.

POST 10: Grace Touches Eadric

Posted by: Sepulchrave II at ENWorld on 2nd October 2002, 10:01 PM

Paragon Human Male Paladin 15 / Divine Disciple 2; medium sized humanoid (human); HD 15d10+2d8 + 198 + 181; hps 545; Init +8 (+8 Dex); Speed 60 ft; AC 57 (+1 Dex, +12 Armour, +5 Shield, +12 Insight, +12 Luck, +5 Natural); Attack: BAB: +16/+11/+6/+1; +58/+53/+48/+43 (Magical Bastard Sword + Belt); Dmg: 1d10+36 (15-20/x2) (Magical Bastard Sword). SV Fort +38, Ref +28, Will +33; AL LG; Str 33 (39), Dex 27, Con 33, Int 27, Wis 31, Cha 37.

Languages: Common, Celestial

Skills: Ride +33, Knowledge (Religion) +26, Knowledge (Nobility) +25, Diplomacy +47, Handle Animal +28, Perform +31 (Ballad, Ode, Lute, Dance), Knowledge (History) +25, Sense Motive +24.

Feats: Exotic Weapon Proficiency (Bastard Sword), Power Attack, Mounted Combat, Ride-by-Attack, Spirited Charge, Weapon Focus (Bastard Sword), Improved Critical (Bastard Sword), Epic Skill Focus (Diplomacy), Epic Reputation.

Special Abilities: Detect Evil at will (28th), Divine Grace, Lay on Hands (390hp/day), Divine Health, Aura of Courage, Smite Evil (1/day, +15 dmg), Remove Disease (10/week), Turn Undead (as CLE 13, 8/day). Strength Domain Power (1/day: +17 to Str for 1 round). Divine Emissary (Telepathy w/ LG celestials in 60 ft.), Sacred Defense +1, DR 20/+6, SR 39, Fire and Cold Resistance 10. 3/day: Haste, Greater Dispelling, See Invisibility.

Spells: -/3/3/2/1. Prepared spells vary, but usually include "Holy Sword." Plus Strength domain spells: Endure Elements, Bull's Strength, Magic Vestment, Spell Immunity.

Magic Items:

"Lukarn." LG Keen Sunblade (Bastard Sword) +2, +4 vs Evil Creatures. Double Damage vs. Undead. Int 14, Wis 17, Cha 15. Semiempathy. 1 x Extraordinary Ability: Heal 1/day. Special Purpose: Slay Chaotic Evil Creatures. Special Purpose Power: Confusion. Lukarn has an Ego of 20.

"The Skin of Sarth." +4 Full Plate Armour of Invulnerability.

"Melimpor's Iron Girdle." Belt of Giant Strength +6.

"Melimpor's Shield." A Large +3 Shield of Blinding.

"Kirm." Heavy +2 Dragonbane Lance.

3 Javelins of Lightning

4 Potions of Cure Serious Wounds; 2 Potions of Haste.

34 Years. 190 lbs. 6'1"

POST 11: Hullu

Posted by: Sepulchrave II at ENWorld on 3rd October 2002, 07:56 PM

Quote:

having fun with the ELH are we?

Yep. I feel that now is a good time to foreshadow some of its contents: after all, the PCs will soon be eligible for some of the stuff in it. Will also make the transition less abrupt.

Technically, Ortwin with an ECL of 22, already is eligible. Makes me a bit nervous.

As requested:

Hullu

Human Male Barbarian 5 / Fighter 12; medium sized humanoid (Human); HD 5d10+25 plus 12d10+60; hps 183; Init +7 (+3 Dex, +4 Improved); Speed 40 ft; AC 23 (+3 Dex, +5 Natural, +4 Armour, +1 Shield); Attack: BAB: +17/+12/+7/+2; +25/+20/+15/+10 (Magical Longsword) or +20/+15/+10/+5 (Longbow); Dmg: 1d8+9 (19-20/x2) (Magical Longsword) or 1d8+3 (20/x3) (Longbow), SV Fort +17, Ref +7, Will +7; AL CG(N Tendencies); Str 16, Dex 17, Con 20, Int 14, Wis 16, Cha 17.

Languages: Common, Tunthi, Thalassine

Skills: Literacy, Climb +12, Handle Animal +13, Intimidate+18, Intuit Direction +13, Jump +13, Listen +13, Ride +7, Swim +9, Wilderness Lore +23

Feats: Dodge, Combat Reflexes, Mobility, Expertise, Spring Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword), Improved Critical (Longsword), Power Attack, Cleave, Improved Unarmed Strike, Quick Draw, Track, Improved Initiative

Special Abilities: Fast Movement, Rage 2/day, Uncanny Dodge (Can't be Flanked)

Items:

'Melancholy.' A +4 Chaotic Longsword of Wounding. +2d6 vs Lawful Creatures. Int 14, Wis 13, Cha 15. Communicates through empathy. Primary ability: See Invisible at will. Extraordinary Ability: Passwall at will. Special Purpose: Slay all Lawfuls. Special Purpose Power: Slay Living. Melancholy has an Ego of 19.

+5 Amulet of Natural Armour

+3 Mighty Composite Longbow
24 Arrows – 12 of which are coated in Wyvern Poison
MW Chainmail Shirt
MW Small Shield
2 vials Wyvern Poison

5'5"; 154 lbs; 33 Years.

POST 12: Titivilus

Posted by: Sepulchrave II at ENWorld on 11th February 2003, 04:46 AM

Here is Titivilus. I'll add the final version of Graz'zt shortly.

TITIVILUS (Duke of Hell)

Medium-Size Outsider (Evil, Lawful)

Hit Dice: 22d8+110 (209 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft, fly 60 ft (average)

AC: 32 (+7 Dex, +15 natural), touch 17, flat-footed 25

Attacks: +4 speed wounding longsword +31/+31/+26/+21/+16 melee

Damage: +4 speed wounding longsword 1d8+9 and wounding

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Fear touch, spell-like abilities, spells.

Special Qualities: Baatezu traits, DR 30/+3, regeneration 5, SR 30, spontaneous casting of divine spells, summon baatezu.

Saves: Fort +18, Ref +20, Will +19

Abilities: Str 20, Dex 25, Con 20, Int 29, Wis 22, Cha 24

Skills: Bluff +62, Concentration +17, Diplomacy +32, Disguise +19, Escape Artist +25, Gather Information +32, Innuendo +32, Intimidate +27, Knowledge (arcana) +26, Knowledge (history) +26, Knowledge (philosophy) +29, Knowledge (religion) +34, Knowledge (the planes) +34, Listen +18, Move Silently +19, Scry +26, Search +21, Sense Motive +26, Spellcraft +28, Spot +19

Feats: Craft Wondrous Item, Dark Speech, Improved Initiative, Quicken Spell-Like Ability, Violate Spell, Weapon Focus (longsword)

Climate/Terrain: Any land and underground

Organization: Solitary or troupe (Titivilus and 2-4 erinyes)

Challenge Rating: 24

Treasure: Double standard plus +4 speed wounding longsword

Alignment: Always lawful evil

Advancement: —

Titivilus, the Confuser, is the Nuncio of Dispater, who bears messages between his liege and both mortal disciples and other Devils alike. His reputation is such that even the Arch-Devils are wary of dealing with him, and he enjoys a degree of autonomy enjoyed by few other Dukes of Hell.

Titivilus appears in his natural form as a pale-skinned and ruddy-cheeked satyr, with short horns protruding from a bald or shaved head, and with stunted wings which protrude from his back which look too small to allow him to fly. When dealing with mortals, he generally assumes the guise of an aesthete, scholar or philosopher of forceful opinion and confident demeanour.

Titivilus is an enigmatic Devil, and he strives to maintain his inscrutability. He is known to be on favourable terms with Dukes opposed to Dispater's camp, as well as other powerful entities who dwell outside of the Hells altogether. Amongst the Oronthonians his antiparallel is held to be the Celestial Salaiz, an Exemplar Deva who is a Captain in the twenty-third host under Chahel.

COMBAT

Titivilus prefers to avoid combat altogether, using his wits and guile and confusion ability to refrain from it. If necessary, he will use his spell-like abilities to eliminate foes as quickly as possible, though he will use his sword if pressed into melee. At the first sign of possible defeat, he will summon other devils to cover his escape. His general preferences for seduction, obfuscation, confusion and bewilderment mean that he would rather corrupt and turn foes against one another, than engage them directly. Nonetheless, if forced into a confrontation, his tactical mind and ability to exploit weakness is not to be underestimated.

Favoured combinations against very dangerous foes where escape is impossible include a quickened symbol of discord followed by a violated fire storm. Unholy Aura will be employed against good foes, and Titivilus will not hesitate to Gate in a Pit Fiend or Malebranche into the fray. Powerful spellcasters will be targeted ruthlessly with implosion, destruction and symbols. Quickened charm monster spell-like effects will be directed at Fighter-types.

Spell-Like Abilities: At will—animate dead, blasphemy, charm monster, create undead, desecrate, detect good, detect magic, dispel magic, hold person, hypnotism, improved invisibility, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, see invisibility, suggestion,

teleport without error (self plus 50 pounds of objects only), true seeing, tongues, unholy aura, unhallow, ventriloquism, and whispering wind; 1/day—feeblemind, symbol (any), and limited wish. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

Spells: Titivilus spontaneously casts spells as an 18th level Cleric with access to the Diabolic, Evil, Knowledge and Trickery domains. He does not need a Divine Focus for any spells which normally require them, and need not use material components if their value is less than 1000gp. Titivilus enjoys an effective experience point cushion of 5000xp per week when casting spells which have an xp component.

Outsider Traits: Titivilus has darkvision (60-foot range). He cannot be raised or resurrected.

Confusing Speech (Su): As a standard action, Titivilus may evoke a confusion effect in all creatures within 15 ft. by speaking aloud, unless they succeed at a Will save (DC 28). Even other devils are not immune to this effect. Those who successfully save cannot be affected for 24 hours.

Sublime Glibness (Ex): Titivilus is among the greatest of all diabolic liars. He receives a +30 competence bonus to all Bluff skill checks.

Fear Touch (Su): A creature touched by Titivilus must succeed at a Will save (DC 28) or be affected by a fear effect.

Summon Devils (Sp): Twice per day, Titivilus can automatically summon 1d4 erinyes.

Regeneration (Ex): Titivilus takes normal damage from holy and blessed weapons of at least +3 enchantment.

Baatezu Traits: Titivilus can communicate telepathically with any creature within 100 feet that has a language. He can see perfectly in darkness of any kind, even that created by deeper darkness spells. Titivilus is immune to fire and poison, and has cold and acid resistance 20.

I've also appended the Infernal Hierarchy. This is the outline document and doesn't go into much detail. My main Historical Sources were Dante's Inferno, the Lesser Key of Solomon the gnostic Testament of Solomon, the Sacred Magic of Abramelin the Mage and the Pseudomonarchia Daemonum.

And the 1e Monster Manual 2, of course

	<u>Demesne Lord</u>	<u>Great Magnates</u>	<u>Magnates, Knights and Servitors</u>	
AVERNUS	Ariton (or Azael , King of the 1 st Quarter)	Amduscias (Grand Duke) – 29 legions	Leraje (Marquis) – 30 legions	<i>Servants of the Four Kings</i>
			Orias (Marquis) – 30 legions	Acuar the Tiller
			<i>Servants of Ariton</i>	Adon Afarorp the Render
			Caromos Ekorok the Barren	Aherom the Separator

		Elerion the Mockers. Galak Harombrub the Exalted Ilemlis , the Silent Lion. Irmenos the Expounder. Maranton Megalosin Miliom , the Destroyer of day. Notiser Reginon the Vigorous Rosaran the Wicked. Sapason the Putrescent Saris Sekabin , who casts down. Sermeot , Death of the Flesh. Sibolas , the Rushing Lion.	Alagas the Wanderer Aluf the Bull Alpas the Yielding. Apolluon the Destroyer Asmiel the Storer Asperim the Rigorous Astrega the Expeditious Asturel Atloton the Insufferable Badad the Solitary Balalos Chuschi the Silent. Coelen Darascon the Turbulent Deccal Ekalike the Quiet Ekdulon the Despoiler Elmis Elzegan Emphastison Enaia Erenutes the Receiver Ethanim Geloma the Bound Gerevil the Diviner Gorilon the Sunderer Gosegas the Quaking Habhi the Secretive Haril of the Thorns Hosen the Powerful. Iaresin the Possessor Igarak the Terrible. Igilon Igis Ilagas the Obtainer
	Urien (or Samael , King of the 2 nd Quarter)	<i>Servants of Urien</i> Agab the Beloved. The <i>Balaken</i> , or Ravagers Gagison Gasarons Mafalac Sarisel Sorosma Turitel , the Mountain Cast Down.	
	Paimon (King of the 3 rd Quarter)	Beleth (Prince) – 85 <i>legions</i> Cimies (Marquis) – 20 <i>legions</i> Furtur (Earl) – 26 <i>legions</i> Orobas (Count) – 20 <i>legions</i> <i>Servants of Paimon</i> Achaniel Agafali . Aglafos the Bright Astolit the Naked	

			Came Dison Ebaron the Unburdener Kabersa Menolik Rukum the Diverse Sudoron , who gives false gifts Tacaros the Tender Ugola Zalanes the Trouble-bringer	Imink the Devourer Iogion the Clamorous Ipakol Iparkas Irminon Irroron Isekel the Anointed. Kadolon Katini Kelen the Swift Kiijk the Wrinkled Lagasuf the Pale Lirion Lomiol the Bitter Losimon Malutens the Liar Mantiens Melamud Melhaer the Pure Melna Mermo Metafel Molin the Abiding Morel the Rebellious Morilen the Fool Moschel Mulach Nagid Najin Nercamay the Companion Nilen Nogar the Flowing Nogen Nuthon the Piercing Oroia Pachid Paraseh the Divided Pareht Parek the Savage Parmatus Parusur Patid
	Amaimon (or Mahazael , King of the 4 th Quarter)		Malphas (Count) – <i>40 legions</i> Scrilis – Inquisitor Taralim – Castellan The <i>Akesoli</i> , or Pain-bringers The <i>Akoros</i> , or Overthrowers of authority The <i>Apelki</i> , or Misleaders The <i>Burasen</i> , or Chokers Dalep , who decays Dresop Effrigis Erekia , who tears asunder Glesi , who glistens horribly, like an insect Hergotis The <i>Illirikim</i> , who shriek Labisi The <i>Mames</i> , who move by backward motion. The <i>Nilima</i> , or evil questioners The <i>Ramison</i> , who creep Romerac , the Violent Thunder	
		Qematiel the Dragon		
			<i>Autonomous Magnates</i>	

DIS			Andromalius (Marquis) – 36 legions Seere (Count) – 26 legions Shax (Marquis) – 30 legions Sirchade Vassago (Duke) – 26 legions	Pereuch , given unto prayer Platien Plegit the Smitten. Plirok who Burns Promakos Proxosos Rachiar Ragaras the Humble Ramaratz Remoron the Hinderer Romages Ruach Sachiel the Trampler Saraph , who devours with fire. Schabuach the Assuager Tagnon Tarados Tasma the Weak. Tirana Torfora Traki the Harsh
		Ayperos (Prince) – 36 legions	<i>Servants of Ayperos</i> Atrax , who brings fevers Agchonion , appearing as an infant Hephesimereth Ikthion Katanikotael Phthenoth the Curser Saphorathael Surgat	Saraph , who devours with fire. Schabuach the Assuager Tagnon Tarados Tasma the Weak. Tirana Torfora Traki the Harsh
		Bayemon (Prince), in Exile	<i>Servants of Bayemon</i> Phaleg Rahab Serguth Shelhabiron	Tirana Torfora Traki the Harsh
		Merihm (Prince), in Exile		Trapis Tulot Zuragil the Scatterer
		Dis (Prince)	Aglasis - Courier Alocer (Duke) – 36 legions Arioch – Avenger Baalzephon – Minister Biffant – Provost Forcas (Count) – 29 legions Merodach (Marquis) – 21 legions Phul – Torturer Titivilus – Nuncio	<i>Servants of Dispater</i> Arioth the Lioness. Arotor Arpiron Cobel , of many chains Colvam the Shameful Fersebus , bringer of veneration Forteson Hagion Irix , the Falcon. Ischiron Kaitar Megalak Meklboc the Dog

MINAUROS				Nacheran Nenisem Sobel Sorriolenen Supipas Tagora Tigrafon the Scribe
		Bitru (Prince) – <i>70 legions</i>	Bairiron (Count) – <i>14 legions</i> Gholahab – Steward Ghoreb – Secretary Haristum – Enforcer Heramael (Duke) – <i>23 legions</i> Hiepacht (Marquis) – <i>5 legions</i> Ipos (Earl) – <i>36 legions</i> Uphir – Lieutenant	<i>Servants of Bitru</i> Aldinach , who brings tempests Butarab Corodon Daglas Frimost the Lascivious Hael the Scholar Hemis Hepogon Horminos the Stirrer Luesaf Madail Maisadul Makalos the Wasted. Pandoli , who possesses many wiles Tiraim Trimasel the Quick Ubarin
	Mammon (King)		Akethas Anamelech – Record Keeper Bael (Duke) – <i>66 legions</i> Caarcrinolaas (Marquis)– <i>36 legions</i> Focalor (Duke) – <i>30 legions</i> Melchon (Count) – <i>18 legions</i> Oiellet - Herald Sustagriel - Chamberlain Zimimar (Count) – <i>6 legions</i>	<i>Servants of Mammon</i> Abagiron the Gatherer Agilas the Sullen Amchison Anagotos Arrabin the Cautious Baruel Batternis the Babbler Debam the Strong Dulid Egakireh Faturab Hagog

PHLEGETHOS				Ilarax the Cheerful Kamusil the Elevated Katolin Kiligil Kolam. Laboneton the Grasper Mantan Marag Masaub the Circuitous Odax the Biting Olisermom the Succinct Petunof, the Exciter Rimog Scharak the Entwined Sikastin Urigo the Spoiled
		Gaap (Prince) – <i>66 legions</i>	Bechard (Duke) – 16 <i>legions</i> Behemiron – Counsellor Chesmi (Marquis) – 3 <i>legions</i> Crokell (Count) – 48 <i>legions</i> Humots (Duke) – 22 <i>legions</i> Listheret Maamah – Proctor Mastifal – Inquisitor	<i>Servants of Gaap</i> Alath, who slays children Aleborith Anatreth Bianakith, the Waster of Flesh Bobel Enenuth Iudal Kumeatel Kurtael Methathiax Nefthada Roeled Ruax, the Stealer of Thought Sphendonael
	Belial (Crown Prince of Hell) – <i>80 legions</i>	Balan (Prince) – <i>40 legions</i>	Aggereth Anarezal – Herald Bathym (Duke) – 30 <i>legions</i> Caim (Baron) – 30 <i>legions</i>	<i>Servants of Belial</i> Agibol, who forces Love Arael, who governs evil birds

STYGIA			Chamo – Legate Gaziel (Count)– <i>11 legions</i> Phenex (Marquis) – <i>20 legions</i> Ronove (Marquis) – <i>19 legions</i> Zaebos - Lieutenant Zapan (Duke) – <i>4 legions</i>	Elafon Elaton Gagalin the Swollen Grasemin Hauges the Brilliant. Pafesla Philotanus Rigolen Trisaga
		Geryon (Prince), the Great Beast		
		Levistus (Prince), frozen in Ice		
		Zagan (Prince) – <i>33 legions</i>	Agares (Duke) – <i>31 legions</i> Andrealphus (Marquis) – <i>30 legions</i> Amon (Marquis) – <i>40 legions</i> Aym (Duke) – <i>26 legions</i> Fecor (Count) – <i>8 legions</i> Herodias – Magistrate Nahemah - Prosecutor Procel (Duke) – <i>46 Legions</i> Uvall (Duke) – <i>37 legions</i> Vapula (Duke) – <i>36 legions</i>	<i>Servants of Zagan</i> Akton Anoster Arotosael the Blinder Barsafael , who brings pain Belbel Buldumech Harpax Ieropael Mardero Naoth Naamah Pheth Sphandor
MALBOLGE	Baalzebul	Moloch (Prince)	Bethage (Marquis) – <i>9 legions</i> Herobaal (Count) – <i>16 legions</i> Machales (Duke) – <i>11 legions</i> Murmur (Duke) – <i>30 legions</i> Tartach – Legate Valac (Baron) – <i>30 legions</i>	Adirael Akium the Sure Alcanor the Harper Bilifor the Glorious Borol , the Burier in Pits Carelena Corilon Dimirag the Impulsive Hacamuli the Witherer

				Holastri Iamai , the Counter of Days Igurim Licanen. Lirochi Magalast Namiros Nimorup Raderaf Sorosma Tachan , who grinds to powder.
MALADOMINI	Baalzebul (Archduke)	Abigor (Grand Duke) – 60 <i>legions</i> Zepar (Grand Duke) – 28 <i>legions</i>	Andras (Marquis) – 30 <i>legions</i> Guison (Duke) – 40 <i>legions</i> Haagenti (Baron) – 33 <i>legions</i> Neabaz – Herald Naberius (Marquis) – 19 <i>legions</i> Raum (Earl) – 30 <i>legions</i> Saleos (Duke) – 30 <i>legions</i> Tarchimache Vual (Duke) – 37 <i>legions</i>	<i>Servants of Baalzebul</i> Amatia , who dispenses ignorance. Ambolon Arcon Arogor Arolen the Agitator Balfori the Fecund Bilico Bilifares Diralisen Dorak Elponen Ergamen Gotifan , who crushes. Gramon the Scholar Ikonok the Phantasm Kabada Kemal , who desires God Kipokis Lamalon Lamarion Lamolon the Detested Nominon Orgosil Pellipis the Oppressive Plison Tromes the Wounder Zagalo , with his hook

CAINA	The Adversary	Astaroth (Prince) – 80 legions	Adimiron Adonides – Steward Barbas – Chamberlain Bifrons (Earl) – 26 legions Halphas (Earl) – 26 legions Hutijin (Duke) – 2 legions Nebiros – Field Marshal Nexroth (Count) – 16 legions Vepar (Duke) – 29 legions <i>Servants of Astaroth</i> Aman the Nourisher Apormenos the Uncertain. Araex Argilon Bafamal Bahal the Disturber of Dreams Camal Camonix Darek Ginar the Perfected Golen Gonogin , of pleasures and delights. Gromenis who marks out men for seduction Herg Ilesun the Enveloper Ischigas Isiamon the Desolate Kataron Kolofe Lepaca , who discloses truth Nimerix Okiri Ombalat Rax Rigios the Terrible. Ugirpen	<i>Servants of the Adversary</i> Apot Biriell Diopos the Overseer Disolel Inokos. Kele Lundo Mabakiel , Knight of Lamentation. Magiros Magog Opun of the Wheel. Sartabakim the Crab Sifo Sobe Toun
COCYTUS	The Adversary	Agalaierept	Azazel (Hell's Standard-	<i>Servants of the</i>

	(Emperor of Hell)	(Grand General) – <i>2nd legion</i> Asmodeus (Prince) – 72 <i>legions</i> Chamosh – Lord High Chamberlain Zagam (Prince) – <i>33 legions</i> <i>The Five Prosecutors:</i> Asbel Gaderel Kasadya Pineme Yeqon	Bearer) Adramelech – Chancellor Alastor – Executioner Baalberith – Majordomo Buer (Baron) – 15 <i>legions</i> Bune (Duke) – 30 <i>legions</i> Botis (Duke) – 60 <i>legions</i> Marchosias (Marquis) – 30 <i>legions</i> Martinet – Constable Morax (Count) – 9 <i>legions</i> Phongor - Inquisitor Rimmon (Duke) – 5 <i>legions</i> Stolas (Duke) – 26 <i>legions</i> Verdelet – Master of Ceremonies <i>The Thirteen Great Antagonists</i> Aristaqis Armaros Armen Baraqel Basasel Hananel Kokbael Neqael Rumyal Semyaz Tumael Turel Yetarel <i>Servants of Asmodeus</i> Abadir the Scatterer Bacaron Eniuri Gilarion Hifarion Holba the Fat	<i>Adversary</i> Abahin Abutes the Measureless Afray Agei , who sits in Meditation. Agrax Akanef theWinged Amalin the Languid Amaniel Ambolin the Nihilist Barqu the Alchemist Bialot , the Knight of Absorption Bubana the Empty Buk the Perplexor Buriul Carasch the Voracious Corcaron Daguler Darokin , of many paths Dimurgos Dioron the Delayer Etaliz Exteron the Distant. Finaxos the Handsome Gagalos the Tumorous Goleg , the whirling devil. Guagamon of the Net Hermiala Horanar Isigi Kirik , of the Stole Laginx Loriol , who brings horror Nimalon the Emasculator
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			Maggid the Hoarder Mebbesser the Rejector Omet Onei Ormion Preches Sarra , who strikes like a snake Sbarionat Sclavak the Torturer Utifa	Oman the Obscure Opilm Orinel Pachei the Coarse. Ragalim Raner the Singer Roggiol Sagares , of the Axe Semlin , with his many appearances. Tablat. Taret the Corruptor Timira Udaman Ugales the Calm.
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POST 13: Rethinking Graz'zt

Posted by: Sepulchrave II at ENWorld on 12th February 2003, 01:46 AM

One of my great weaknesses is that I tinker. Constantly. As soon as DDg was released, ideas started forming in my mind again about Graz'zt, the main BBEG in the campaign, and how to portray him – I had long contemplated Scott Greene's Creature Catalogue rendering.

Then the ELH came out, and I thought "Hmmm..."

Finally, with the release of the BoVD, I threw up my hands and went "AAAARGGHHH."

Do I give him DR0? DR1? Epic Spells? The Paragon template? Do I leave him as is as per BoVD?

It is inevitable that the characters in my game will eventually face him, and he is a fitting climax to a long and – what for me, at least – has been the best campaign that I have ever refereed. The question is when. At what level do I want the characters to be ready for such a challenge? I remain flexible on that question, because, ultimately, I don't know how long the campaign will last, or even if – assuming the translation to "Epic" levels occurs – whether I can sustain an Epic plotline which goes further and deeper than the one already underway.

So this is Graz'zt. I hesitate to say 'final version,' but I think that any further changes will be cosmetic. He's pretty much based on the BoVD – although I liked Monte's version, I felt that it was somewhat underpowered. I've added 24 integrated Sorcerer levels, and tweaked the skills and feats a little. I've also bumped up his weapon and shield a notch.

And added the Archfiend Qualities, of course.

CR 30 is based on Upper_Krust's system, although I think he's modified it a dozen or more times since I calculated it for Graz'zt. I'm guessing that in his Sanctum, he's probably CR 38 or thereabouts.

GRAZ'ZT(Demon Prince)

Large Outsider (Chaotic, Evil)

Hit Dice: 36d8 +324 (486hp)

Initiative: +14

Speed: 40 ft.

AC: 45 (-1 size, +10 Dex, +6 insight, +13 natural, +7 shield), touch 25, flat-footed 35

Attacks: +5 acidic burst keen unholy greatsword +48/+43/+38/+33

Damage: +5 acidic burst keen unholy greatsword 2d6+13/15-20 plus 2d6 acid plus 1 vile

Face/Reach: 5 ft. by 5 ft./10ft.

Special Attacks: Fear, spell-like abilities

Special Qualities: Archfiend qualities, DR 15/+6, fast healing 5, item master, outsider traits, see invisibility, SR 38, summon tanar'ri, tanar'ri traits

Saves: Fort +29, Ref +32, Will +26

Abilities: Str 26, Dex 30, Con 28, Int 35, Wis 22, Cha 39

Skills: Balance +49, Bluff +50, Climb +25, Concentration +45, Diplomacy +53, Disguise +45, Forgery +48, Gather Information +50, Hide +41, Intimidate +54, Jump +11, Knowledge (Arcana) +48, Knowledge (History) +30, Knowledge (Religion) +30, Knowledge (The Planes) +48, Listen +42, Move Silently +40, Scry +48, Search +47, Sense Motive +42, Spellcraft +51, Spot +42, Tumble +40

Feats: Dark Speech, Epic Spellcasting, Empower Spell-Like Ability, Expertise, Improved Critical (greatsword), Improved Initiative, Power Attack, Vile Martial Strike (greatsword), Violate Spell-Like Ability, Weapon Focus (greatsword).

Climate/Terrain: Any land and underground

Organization: Graz'zt plus 6 lamias, succubi or mariliths

Challenge Rating: 30

Treasure: Quadruple Standard

Alignment: Chaotic Evil

Advancement: -

Fear (Su): With a sneer and a word (free action), Graz'zt can invoke a fear effect (Will DC 42 negates) at will.

Spell-Like Abilities: At will – blasphemy, charm monster, damning darkness, darkbolt, deeper darkness, demand, desecrate, detect good, detect law, detect thoughts, discern location, eyebite, insanity, Graz'zt's long grasp, greater dispelling, magic missile, mass charm, mirror image, suggestion, telekinesis, teleport without error, tongues (self only), unhallow, unholy aura, unholy blight, wall of iron, water breathing, wretched blight. 2/day – dominate person, polymorph other, polymorph any object; 1/day – disintegrate, trap the soul, shapechange, veil. Save DCs are 24 + spell level.

Spells: Graz'zt casts spells as a 24th level sorcerer.

Spells Known: (6/10/10/9/9/9/9/8/8/8 per day; save DC 24 + spell level)

0 Level: acid splash, daze, ghost sound, disrupt undead, mage hand, no light, arcane mark, prestidigitation, slash tongue

1st Level: darklight, identify, know protections, nether trail, corrosive grasp

2nd Level: obscure object, whispering wind, unheavened, sap strength, sadism

3rd Level: arcane sight, clairsentience/clairvoyance, glimpse of truth, haste

4th Level: bestow curse, dimensional anchor, polymorph self, scrying

5th level: call nightmare, dismissal, imprison possessor, permanency

6th level: acid storm, gate seal, snare astral traveller

7th level: forcecage, simulacrum, vision

8th Level: binding, horrid wilting, symbol

9th Level: astral projection, gate, wail of the banshee

Epic Spells: These include, but are not limited to, Crown of Vermin, Nailed to the Sky, Rain of Acid, Soul Scry, Wave of Hate. Graz'zt may cast three epic spells per day, and may use the Dark Subsumption rite to mitigate against spell DCs.

Fast Healing (Ex): Graz'zt regains lost hit points at the rate of 5 per round. Fast healing does not allow Graz'zt to regrow or reattach lost body parts.

Item Master (Ex): Graz'zt can use any magic item, even spell completion items such as wands and scrolls.

Outsider Traits: Graz'zt has darkvision (60-foot range). He cannot be raised or resurrected.

Summon Tanar'ri: Once per day Graz'zt can automatically summon 1d2+1 glabrezu or 1d2 balors.

Tanar'ri Traits: Graz'zt can communicate telepathically with any creature within 100 feet that has a language. He is immune to electricity and poison, and has acid, cold and fire resistance 20.

Archfiend Qualities (Sp): These qualities are continually in effect upon Graz'zt's person – see invisibility, detect magic, true seeing, freedom of movement, mind blank, protection from spells, foresight, antipathy toward all good-aligned creatures, and sympathy towards all evilly aligned creatures. Caster level is 20th, where applicable. These qualities may be dispelled, but can be resumed as a free action. Graz'zt is also considered to have an experience point cushion of 15,000 xp per week when casting spells which have an xp component.

Facilitate Translation (Sp): as a Demon Prince, Graz'zt can open a special Gate to allow other fiends to sojourn upon the Prime Plane, contrary to the usual limitations which apply to lower planar creatures. Opening such a Gate is a full-round action, requires 5000 xp, and the Demon Prince must subsequently rest 1 hour for every Hit Dice of the translating creature(s), during which time his arcane spellcasting abilities are unavailable to him, and he is effectively fatigued. No more than 24HD of creatures may be translated, and no single creature of more than 16HD may be affected. Graz'zt himself may not enter the Prime unless called.

Redoubt of Evil: When present in his sanctum in Azzagrat (in the Abyss), Graz'zt is considered to have an effective divine rank of 1 with the portfolio of secrets and pain, and the domains of evil, knowledge and pain. He gains the following benefits:

- * Graz'zt's hit points increase to 612 (maximum per die).
- * His speed doubles to 80 ft.
- * His Charisma increases from 39 to 40.
- * Graz'zt's natural armour bonus increases to +14, he gains a deflection bonus to his AC of +15, and a divine AC bonus of +1. Total AC increases to 62.
- * He gains a +1 divine bonus on all attack rolls, and does not automatically fail on a natural attack roll of 1.
- * Graz'zt gains a +1 divine bonus on all saving throws. He does not automatically fail on a natural saving throw roll of 1.
- * All of Graz'zt's skill checks gain a divine bonus of +1, and Charisma based skill checks gain an additional +1 due to ability increase. Caster level checks gain a divine bonus of +1.
- * He benefits from divine immunities to transmutation (polymorphing, petrification or any other attack that would alter his form), energy drain, ability drain, ability damage, and mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). He gains immunity to cold and acid, disease, stunning, sleep, paralysis, death effects and disintegration. He is not subject to death from massive damage.
- * Graz'zt gains additional damage reduction of 36/+4 – this overlaps with his existing DR, and he gains the benefit of the best damage reduction in a given situation.
- * Saving throw DCs for Graz'zt's usual spells and spell-like abilities increase to 25 + spell level.
- * In addition, Graz'zt gains the following extra spell-like abilities usable at will as an 11th level caster: angry ache, clairaudience/clairvoyance, create undead, detect secret doors, dispel good, divination, eternity of torture, find the path, legend lore, liquid pain, magic circle against good, pox, protection from good, sadism, summon monster IX (evil creatures only), symbol of pain, thousand needles, true seeing, wave of pain, wrack. Saving throw DCs for these spell-like abilities are 26 + spell level.
- * He gains the benefits of the domain powers of evil, pain and knowledge: all evil spells and all divinations are cast at +1 caster level, and once per day he can convert damage that he deals in one blow into healing for himself.
- * Graz'zt's senses (including darkvision) extend to a distance of one mile.
- * He gains the benefit of remote sensing. As a standard action, Graz'zt can perceive everything within a radius of one mile around any shrines or sites dedicated to him. This supernatural effect may also be centered on any place where someone speaks Graz'zt's name for up to 1 hour after his name is spoken, and at any location where an event related to his portfolio occurs. He may view two locations at once. He can block the sensing of other deities or entities of divine rank 1 or lower within the same areas.
- * Graz'zt automatically senses any event which involves his portfolio and more than one thousand people.
- * When making a skill check related to his portfolio with a DC of 15 or less, Graz'zt can perform it as a free action. He may make one such check per round as a free action.
- * Graz'zt may create any magic item related to his portfolio with a market price of 4,500 gp or less.
- * Graz'zt has a divine aura extending up to 10 ft. Mortals and beings of less than divine rank 1 must make a successful Will save (DC 26) to resist this effect. Beings of divine rank 1 or higher are immune to this effect.
- * Graz'zt may use remote communication to any of those who venerate him, and to anyone within one mile of a site dedicated to him.
- * Graz'zt gains the Salient Divine Abilities of Lay Curse and Know Secrets.

Graz'zt's sanctum is considered to be a Godly Realm.

Possessions: Graz'zt wields a wavy-bladed +5 acidic burst keen unholy greatsword and a +5 demonmight warding large steel shield.

POST 14: Epic Vile

Posted by: Sepulchrave II at ENWorld on 12th February 2003, 05:40 AM

Wave of Hate

Enchantment (Compulsion)[Evil, Mind-Affecting]

Spellcraft DC: 59

Components: V, M

Casting Time: 1 round

Range: 0 ft.

Area: 1000 ft. radius area centered on the caster

Duration: 20 hours (and see below)

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 531,000 gp; 11 days; 21,240 XP. Seed: compel (DC19); change from target to 20 ft. radius area (+10 DC); increase to 1000 ft radius area (+196 DC); compel unreasonable course of action (+10 DC); reduce casting time by 9 rounds (+18 DC). Mitigating factors: burn 10,000 XP (-100 DC), 70d6 Backlash (-70 DC), Dark Subsumption (-24 DC; Trumpet Archon or Astral Deva).

The caster temporarily taps into the boundless reservoir of hatred which resides in the Lower Planes, and releases it outwards in all directions in a single, massive psychic thrust.

Creatures caught within the wave of hate when it is released must succeed at Will saving throws or immediately succumb to uncontrollable impulses to do violence to any and all persons or creatures whom they contact. They will actively seek out all living creatures whilst under the effects of the spell in an effort to harm them – attempting to kill them, usually in cruel and brutal fashion. Random violence will be directed against animals, plants and objects, in that order, when no sentient creatures are present. Whilst the wave itself does not persist, this psychotic condition lasts for the full 20 hours, after which it abruptly ends.

XP Cost: 10,000 XP

POST 15: Astaroth

Posted by: Sepulchrave II at ENWorld on 19th February 2003, 05:06 AM

Here's another Devil while you're waiting - the pattern in the mechanics is pretty obvious.

ASTAROTH (Grand Duke, Prince and Archdevil)

Large Outsider (Evil, Lawful)

Hit Dice: 38d8+456 (627 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 80 ft.

AC: 46 (-1 Size, +7 Dex, +10 insight, +20 natural), touch 26, flat-footed 39

Attacks: Viper Rod (+5 unholy power quarterstaff)+50/+45/+40/+35 melee

Damage: Viper Rod (+5 unholy power quarterstaff) 1d6 +13 plus poison

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Fear, spell-like abilities, spells, stinking breath, Viper Rod

Special Qualities: Archfiend qualities, baatezu traits, DR 20/+7, facilitate translation, outsider traits, regeneration 10, SR 49, summon baatezu, superb arcanist

Saves: Fort +30, Ref +28, Will +33

Abilities: Str 27, Dex 25, Con 35, Int 30, Wis 30, Cha 32

Skills: Alchemy +41, Bluff +31, Concentration +42, Diplomacy +52, Disguise +31, Escape Artist +27, Gather Information +31, Innuendo +31, Intimidate +52, Knowledge (arcana) +71, Knowledge (history) +51, Knowledge (nobility) +41, Knowledge (nature) +46, Knowledge (religion) +51, Knowledge (the planes) +51, Listen +30, Move Silently +27, Ride (Dragon) +25, Scry +51, Search +30, Sense Motive +40, Spellcraft +71, Spot +30

Feats: Dark Speech, Empower Spell, Enlarge Spell, Epic Spellcasting, Extend Spell, Improved Initiative, Heighten Spell, Iron Will, Quicken Spell-like Ability, Violate Spell-like Ability

Climate/Terrain: Any land and underground

Organization: Solitary, pair or troupe (Astaroth, or Astaroth plus 1 hellfire wyrm and/or 5-8 pit fiends)

Challenge Rating: 32

Treasure: Triple standard plus Viper Rod

Alignment: Always lawful evil

Advancement: —

Formerly of the highest choir, and one of those closest to the source of corruption, Prince Astaroth is numbered amongst the greatest of Devils in the Hells. As the lord of Caina and one of the chief lieutenants of the Adversary, Astaroth – together with Asmodeus, Baalzebul and Belial – forms one leg of the de facto quatriumvirate which governs at the behest of the Nameless Fiend. He directly commands eighty legions of Devils – primarily gelugons – and orders nearly a hundred more through the Dukes and Marquises who swear fealty to him. Astaroth also acts in the capacity of one of Hell's treasurers.

The Prince appears as a celestial of exalted station, although in his natural form the aeons of malice and deceit are etched irrevocably into his face, and his aspect is grim and terrible. In his hand he always bears his viper rod – an artifact of singular power – which serves as both a badge of office and a tool to punish and torment recalcitrant Devils and damned souls alike. Across the frozen wastes of Caina to its steaming fringe, Astaroth rides a hellfire wyrm of great size. Within his citadel and beyond, he is often accompanied by a squad of pit fiends who act as bodyguards and enforcers.

Astaroth counts Dukes Hutijin and Vepar amongst his vassals, and is served by such notable Devils as the malebranche Rigios the Terrible, and the erinyes Gromenis, who makes frequent transits to the Prime to mark out suitable candidates for seduction.

Astaroth is a master of the arcane, and concerns himself with the temptation and seduction of arcanists above all others. He has been known to bribe potential converts to the infernal cause with the most powerful of magics – going to extraordinary lengths in his attempts to win them over. His

rhetoric and logic are faultless, and the easy manner which he can choose to assume has seen many swayed to take their first steps down the dark road. As one who recognizes potential above all else, Astaroth directs his attention to middle-ranking Wizards of high promise above those who have already excelled in their field.

COMBAT

Astaroth will use his formidable arsenal of spells and spell-like abilities to maximum effect, targeting those he considers to be the greatest threat before engaging lesser foes. He generally shuns melee, although if pressed he will use his viper rod to strike his enemies. If the opportunity arises for extensive protective magic before combat, Astaroth will use epic mage armour and unholy aura.

When accompanied by his steed (Traagh, the hellfire wyrm – see below), Astaroth will coordinate his attacks with the Dragon, liberally employing quickened hold monster and charm monster spell-like abilities, whilst Traagh uses breath attacks and fire storm against their unwitting enemies.

In most cases the Devil will begin with haste and couple his spell-like attacks with death by thorns, hellfire storm and chain lightning, carefully observing where the weakness of his opponents lies, and then exploiting it to the maximum. When they are sufficiently weakened, the Prince will employ an appropriate symbol against his antagonists.

In the event of a serious threat, Prince Astaroth will employ the epic spells greater ruin and momento mori. If outside of the Hells, Astaroth may also invoke damnation – the latter is usually reserved for those of good alignment, and upon his return to Caina, Astaroth can deal with them at his leisure.

Unlike lesser infernal magnates, Astaroth shows no hesitation in summoning other Devils – few would dare demand favours from him, and the privilege of being selected to serve him faithfully is enough to enhance their reputations in the eyes of their peers. Pit Fiends answer his call, but under dire circumstances he will Gate one of his noble vassals to his side – something which he is loathe to do, as amongst the infernal aristocracy, reciprocity is both expected and required.

Spell-Like Abilities: At will—animate dead, blasphemy, charm monster, create greater undead, desecrate, detect good, detect magic, discern location, dispel good, geas/quest, greater dispelling, greater scrying, hold monster, hypnotism, improved invisibility, locate object, magic circle against good, major image, produce flame, polymorph self, pyrotechnics, suggestion, teleport without error (self plus 50 pounds of objects only), tongues, unhallow, unholy aura, unholy blight; 1/day—imprisonment, symbol (any), and wish. These abilities are as the spells cast by a 20th-level sorcerer (save DC 21 + spell level).

Spells: Astaroth casts spells as a 25th level Sorcerer. He may also cast spells from the Diabolic, Evil, Knowledge and Trickery domains as arcane spells.

Spells Known: (6/9/9/9/8/8/8/8/7/7 per day; save DC 21 + spell level)

0 Level: detect poison, daze, flare, light, open/close, arcane mark, prestidigitation, read magic, mage hand.

1st Level: mount, obscuring mist, erase, jump, expeditious retreat

2nd Level: obscure object, detect thoughts, love's pain, misdirection, slow consumption.

3rd Level: displacement, haste, reality blind, tongue serpents

4th Level: confusion, enervation, wall of deadly chains, wrack

5th level: forbidden speech, soul shackles, dream, feeblemind

6th Level: analyze dweomer, chain lightning, eyebite

7th Level: hellfire storm, death by thorns, greater scrying

8th Level: binding, demand, bestow greater curse

9th Level: mindrape, gate, astral projection

Epic Spells: These include, but are not limited to, Greater Ruin, Mummy Dust, Superb Dispelling, Soul Dominion, Epic Mage Armour, Animus Blizzard, Memento Mori, Damnation. Astaroth may cast four epic spells per day, and may use the Dark Subsumption rite to mitigate against spell DCs.

Outsider Traits: Astaroth has darkvision (60-foot range). He cannot be raised or resurrected.

Fear Aura (Su): Astaroth continually radiates fear in a 20 ft. radius. Those within this area must succeed at a Will save (DC 40) or suffer the fear effect. Those successfully making the saving throw cannot be affected by Astaroth's fear aura for 24 hours. Astaroth may suppress or resume his aura as a free action. Devils are immune to this effect.

Stinking Breath (Sp): Once per round as a free action, Astaroth may exhale a cloud of noxious vapours equivalent to a stinking cloud as cast by a 20th level sorcerer (save DC 24).

Summon Devils (Sp): Twice per day, Astaroth can automatically summon 1d4 pit fiends.

Superb Arcanist (Ex): Astaroth possesses a profound talent for the arcane arts, and enjoys a +20 competence bonus to all Knowledge (arcana) and Spellcraft checks that he makes.

Regeneration (Ex): Astaroth takes normal damage from holy and blessed weapons of at least +4 enchantment.

Baatezu Traits: Astaroth can communicate telepathically with any creature within 100 feet that has a language. He can see perfectly in darkness of any kind, even that created by deeper darkness spells. He is immune to fire and poison, and has cold and acid resistance 20.

Archfiend Qualities (Sp): These qualities are continually in effect upon Astaroth's person – see invisibility, detect magic, true seeing, freedom of movement, mind blank, protection from spells, foresight, antipathy toward all good-aligned creatures, and sympathy towards all evilly aligned creatures. Caster level is 20th, where applicable. These qualities may be dispelled, but can be resumed as a free action. Astaroth is also considered to have an experience point cushion of 15,000 xp per week when casting spells which have an xp component.

Facilitate Translation (Sp): as an Arch-Devil, Astaroth can open a special Gate to allow other fiends to sojourn upon the Prime Plane, contrary to the usual limitations which apply to lower planar

creatures. Opening such a Gate is a full-round action, requires 5000 xp, and Astaroth must subsequently rest 1 hour for every Hit Dice of the translating creature(s), during which time his arcane spellcasting abilities are unavailable to him, and he is effectively fatigued. No more than 24HD of creatures may be translated, and no single creature of more than 16HD may be affected. Astaroth himself may not enter the Prime unless called.

Redoubt of Evil: When present in his sanctum in Caina (on the Eighth Plane of Hell), Astaroth is considered to have an effective divine rank of 1 with the portfolio of magic and knowledge, and the domains of magic, evil and knowledge. He gains the following benefits:

- * Astaroth's hit points increase to 760 (maximum per die).
- * His speed doubles to 80 ft.; his flight speed doubles to 160 ft.
- * His Charisma increases from 32 to 33.
- * Astaroth gains a deflection bonus to his AC of +11, and a divine AC bonus of +1. Total AC increases to 58.
- * He gains a +1 divine bonus on all attack rolls, and does not automatically fail on a natural attack roll of 1.
- * Astaroth gains a +1 divine bonus on all saving throws. He does not automatically fail on a natural saving throw roll of 1.
- * All of Astaroth's skill checks gain a divine bonus of +1. Caster level checks gain a divine bonus of +1.
- * He benefits from divine immunities to transmutation (polymorphing, petrification or any other attack that would alter his form), energy drain, ability drain, ability damage, and mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). He gains immunity to cold and acid, disease, stunning, sleep, paralysis, death effects and disintegration. He is not subject to death from massive damage.
- * Astaroth gains additional damage reduction of 36/+4 – this overlaps with his existing DR, and he gains the benefit of the best damage reduction in a given situation.
- * Astaroth gains the following extra spell-like abilities usable at will as an 11th level caster: antimagic field, clairsentience/clairvoyance, create undead, detect secret doors, dispel magic, divination, find the path, identify, imbue with spell ability, legend lore, magic circle against good, Mordenkainen's disjunction, Nystul's undetectable aura, protection from good, protection from spells, spell resistance, spell turning, summon monster IX (evil creatures only), true seeing. Saving throw DCs for these spell-like abilities are 22 + spell level.
- * He gains the benefits of the domain powers of evil, magic and knowledge: all evil spells and all divinations are cast at +1 caster level
- * Astaroth's senses (including darkvision) extend to a distance of one mile.
- * He gains the benefit of remote sensing. As a standard action, Astaroth can perceive everything within a radius of one mile around any shrines or sites dedicated to him. This supernatural effect may also be centered on any place where someone speaks Astaroth's name for up to 1 hour after his name is spoken, and at any location where an event related to his portfolio occurs. He may view two locations at once. He can block the sensing of other deities or entities of divine rank 1 or lower within the same areas.
- * Astaroth automatically senses any event which involves his portfolio and more than one thousand people.
- * When making a skill check related to his portfolio with a DC of 15 or less, Astaroth can perform it as a free action. He may make one such check per round as a free action.
- * Astaroth may create any magic item related to his portfolio with a market price of 4,500 gp or less.
- * Astaroth has a divine aura extending up to 10 ft. Mortals and beings of less than divine rank 1 must make a successful Will save (DC 22) to resist this effect. Beings of divine rank 1 or higher are immune to this effect.

* He may use remote communication to any of those who venerate him, and to anyone within one mile of a site dedicated to him.

* Astaroth gains the Salient Divine Abilities of Automatic Metamagic (Persistent Spell) and Possess Mortal.

Astaroth's sanctum is considered to be a Godly Realm.

Viper Rod

This +5 unholy power quarterstaff, fashioned in the likeness of a serpent, writhes of its own accord. Those struck by it also suffer from its poison effect (DC 40; primary damage 2d6 Con, secondary damage death).

In addition to its weapon abilities, Astaroth's viper rod also allows the wielder to cast wrack at will (Fort Save DC 24), symbol of pain three times per day (Fort Save DC 29) and eternity of torture once per week (Fort Save DC 30). Only Astaroth may use these functions of the viper rod.

Traagh, Advanced Hellfire Wyrms: CR27; Gargantuan Dragon; HD 30d12+300 (495hp); Init +8; Spd 60 ft., burrow 30 ft., fly 250 ft. (clumsy) ; AC 38 (touch 6, flat-footed 38); Atk: bite +39 melee and 2 claws +34 melee (bite 4d6+13, claw 4d8 +6); SA Breath weapon, crush 4d6+19, frightful presence, spell-like abilities); SQ DR 20/+5, fiendish form, fire subtype, immunities, infernal aura, keen senses, SR 37, summon baatezu; AL LE; SV Fort +27, Ref +14, Will +25; Str 37, Dex 10, Con 31, Int 23, Wis 26, Cha 28.

Skills and Feats: Bluff +33, Diplomacy +39, Intimidate +42, Jump +35, Knowledge (arcana) +38, Knowledge (religion) +38, Knowledge (history) +38, Knowledge (geography) +38, Listen +41, Scry +36, Search +33, Spot +41; Flyby Attack, Hover, Improved Initiative, Power Attack, Quicken Spell-like Ability, Snatch, Superior Initiative, Empower Spell-like ability.

POST 16: Celestials, Part 1

Posted by: Sepulchrave II at ENWorld on 24th March 2003, 04:10 AM

Note that this information has been collected from many scattered notes: I haven't yet checked it for typos, consistency etc. By request, two of the four templates that I use have been included. The third (Paragon) is in an already published source. I will add the fourth (Perfect) later. And, yes, 'angelology' really is a word.

CELESTIALS

The organization of the Celestial Host in the Wyre campaign has changed over time – notably, with the release of various supplements, which have demanded an ongoing modification and retroengineering of game statistics.

The need to rationalize the various orders with regard to a) each other; b) fiends and arch-fiends as presented in the various supplements; and c) the classical typology of angels, has necessitated a number of changes.

There have been several driving concerns in detailing the celestials:

- * The most powerful celestials should be greater than the most powerful fiends, excepting the Adversary himself.
- * Zoomorphism was to be avoided in celestials. Although there is angelological precedence for it, it is not consistent with Oronthonianism.
- * The idea of uniformity within celestial orders should be much more apparent than with fiends. This is not to say that no variation exists, because celestials need to fulfill a number of different roles. But as servants of a single deity, who have no ego concerns, no desire to establish their own goals – in fact no purpose other than to act out their god's will – celestials should on some level have a 'vanilla' quality. There are shining exceptions, of course – notably those who are particularly favoured – 'exemplar' and 'exalted' celestials.

Another issue was that of class levels. I have a general uneasiness about assigning them to outsiders, but one which is particularly marked with celestials. This is a largely philosophical objection – celestials are 'Created,' and are embodiments of Oronthon's power. They are dependant wholly upon him. They do not grow in power, and there is a kind of 'static' or 'unchanging' quality about them – note that detractors would use words such as 'stagnant' or 'atrophied.' Class levels imply the idea of 'becoming' and celestials are more about 'being.'

A solar with 30HD has not 'grown' from a solar with 22 HD – it was simply created that way, more powerful than its peers. It's designed to demonstrate both the idea that individuation really isn't what celestials are all about, and one of the principal dualities in the game mythos – that demons and devils, by rejecting Oronthon's law have embraced individualism, whereas celestials, by submitting willingly to it, have overcome the desire for change. Of course, fiends have paid a heavy price for their rebellion. Devils have ultimately been denied what they originally sought – they are locked into a regime far more rigid and oppressive than the one they originally sought release from. And demons, although totally liberated, have lost all desire for everything except gratification – preferably of the immediate type – through pain, lust, anger and violence.

Perhaps these failures are indicative of the fact that it is not within the Original Nature of a celestial to exert individual will, to choose a course of action – to do anything, in fact, which is contrary to the Will of Oronthon. If they try, they are as doomed to failure as a human who jumps from a cliff and hopes to fly. Of course, others would characterize the Bright God as a vengeful, vindictive despot, who hates to see his creations assume responsibility for themselves. Either, both, or neither may be true, depending on the observer.

Powerful Celestials: Enitharmon as a Baseline

Enitharmon is regarded as the greatest of all celestials. As Marshal of the celestial host, he is unique – a member of the highest choir, who is also highly proactive in cosmic events. Perhaps there are other celestials who are more powerful than him, but if there are, their names are not known, and they remain always in the presence of Oronthon. For our purposes, even if they exist, they are irrelevant.

Enitharmon is greater than any fiend, save the Adversary only: this can be inferred from the fact that although he triumphed over many of the proto-fiends during the rebellion, it was only after he was both perfected and nine times magnified that he could expel their chief from Heaven.

My original intention with Enitharmon was to place him at 66HD – the maximum possible technical advancement for a Solar. I decided against it for four reasons:

- 1) The idea of a possible 16 HD range above Enitharmon, where perhaps other solars, unknown to all, exist – I liked the ambiguity it afforded.
- 2) 50 HD places him well above my final versions of the archfiends, and he squarely outclasses them when the 'exalted' template is applied to him.
- 3) Aesthetics. 50HD is a nice, round number. And an exalted solar with 66HD just has too many hitpoints.
- 4) Once a 50HD exalted solar has had the 'perfected' template applied to it, and nine divine ranks, I was satisfied that it could put the smack down on anything short of a greater deity.

No Zoomorphism, and the Need for Uniformity

Animal-headed celestials were a big no-no in the Wyre campaign for flavour reasons. Solars, planetars, ghaele, trumpet archons, and devas (monadic, movanic and astral) are all humanoid in visage, although their beauty is far greater than any mortal.

Avorals, on the other hand are a little too avian as detailed in the Monster Manual. For the purposes of the Wyre campaign, although their game stats are largely unchanged, their appearance is decidedly more human: their talons are gone, and they possess arms as well as wings. Natural attacks are replaced by a +1 greatsword (Attack: +10/+5). Other abilities remain unchanged, except where noted for celestials in general.

Most among the faithful – lacking detailed knowledge of such matters – will not be able to distinguish between the various kinds of celestials based on appearance alone. Obviously, members of the church hierarchy are more educated in the function and disposition of the celestial orders, as are many wizards, artists and iconographers. But as far as the majority of the population is concerned, a celestial is a celestial is a celestial. Their manifestation is always significant, and indicates – to them – that Oronthon has taken a personal interest in matters.

Celestial Qualities

All celestials possess the following attributes in common. These are somewhat modified from the official qualities as detailed in the Monster Manual.

Universal Qualities:

- * Tongues (Su): All celestials can speak with any creature which possesses a language, as though using a tongues spell cast by a 14th level sorcerer. This ability is always active.
- * Immunities (Ex): All celestials are immune to electricity, poison and petrification attacks. They are immune to all diseases, except those of supernatural origin. They do not breathe, and hence are not subject to suffocation or drowning. Celestials require no sustenance or sleep, and are immune to sleep effects. They are immortal.
- * Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.

* Plane Shift (Sp): All celestials may use this ability at will to move between Oronthon's Heaven, the Material Plane, the Elemental and Energy Planes, the Astral and Ethereal Planes, and the Region of Dreams. Treat it as the spell as cast by a sorcerer of a level equal to the celestial's hit dice where appropriate, except that the creature can only plane shift itself and up to 50 pounds of objects.

* Teleport without Error (Sp): All celestials may use this ability at will: treat it as the spell as cast by a sorcerer of a level equal to the celestial's hit dice where appropriate, except that the creature can only transport itself and up to 50 pounds of objects.

Specific Qualities:

These remain unchanged. Trumpet archons retain their aura of menace and magic circle against evil; and ghaeles, devas, planetars and solars their protective aura abilities. Devas, planetars and solars are immune to cold and acid and have fire resistance 20; avorals and ghaeles have cold and acid resistance 20.

Parallels with the Nine Choirs in Classical Angelology

At times, during the campaign, references have been made to the classical typology of angels as it appears in Christian literature. This is partly out of the familiarity that the parallel affords, and partly because the names of the nine choirs are so evocative. To speak of a seraph holds more gravitas than 'powerful solar' or even 'exemplar solar.'

Whether other orders, with more obscure names exist besides the nine is one of those areas as yet unexplored in Oronthonian belief. Previously heretical groups certainly maintain that the Orthodox classification is either incomplete or entirely flawed: they include Aeons, Flames, Innocents, Sovereignities and many more – the list is long.

The list presented below describes the function of celestials in general terms only. There is, in fact, considerable variation and in their appointed tasks – particularly amongst the lower orders of celestials. It should be seen as an overview, and nothing more.

1) Great Solars (Seraphim): The highest of the choirs, they surround the throne of Oronthon, closest to his presence. In game terms, they are represented by powerful advanced solars (35+HD) who are exemplars or exalted far above the rest of the celestial host. Their numbers vary according to different sources, but are probably not more than a thousand. The Irrenites, preoccupied with numerological significances, place the original number of seraphs at 343 – i.e. $7 \times 7 \times 7$. If this is true, and 169 of them fell from grace, that would leave a total of one hundred and seventy-four seraphs. It would also indicate that almost half of the highest choir followed the Adversary's call to rebel. As has been noted, aside from Enitharmon, seraphs seldom concern themselves with earthly affairs.

2) Lesser Solars (Cherubim): The second choir is composed of solars of less dignity and power (22-35HD), but more active in the world and the conflict between heaven and hell. Although great warriors, the second choir is also concerned with the transmission and preservation of knowledge, and the wrathful aspect encountered by mortals is only one facet of their existence. Because of both their relentless pursuit of evil and desire to preserve truth, of all the choirs they are the most feared by the fiends. They probably number in the tens of thousands. When the ninth host descended at Khu, they were led by several hundred cherubim.

3) Planetars (Thrones (Erelim, Merkabah)): The third choir consists primarily of planetars, whose role is justice, inspiring confidence in Oronthon and his power, and the judgement of souls petitioning for

entry into Heaven. They are eager warriors, but their humility is such that they are often used in a context which allows Oronthon's will to shine directly through them – Urthoon, who mediates between mortals and Oronthon, and Rintrah, who brings revelation are two examples.

4) Ghaele (Dominions (Kuriotetes, Hashmallim)): The fourth choir are represented by the ghaele eladrin. They are dispatched by Oronthon on urgent missions, often outside of the affairs of mortals, and typically work alone or in small groups. When they intervene in earthly affairs, it tends to be from behind the scenes – the virtuous are sometimes protected by ghaele whose existence they never suspect. They act as messengers to the lower orders of celestials, communicating the divine will to devas and avorals.

5) Trumpet Archons (Virtues (Malakim, Tarshishim)): The fifth choir, highly active as protectors of heroes and champions of good, present in the world as miracle-workers and bringers of grace. They act as heralds within the celestial host, proclaiming the arrival of Heaven's generals and warriors, or signalling the impending judgement of Oronthon or his agents.

6) Astral Devas (Powers (Potentates)): The sixth choir, and Heaven's most famous and uncompromising warriors. Guides to lost souls, indomitable foes of evil, and the celestials most frequently dispatched in a martial capacity, astral devas are deployed primarily upon the astral plane, where the war against the fiends is most fiercely fought.

7) Monadic Devas (Principalities): The seventh choir is detailed with the guarding and management of places within the Heavenly, Material, Ethereal or Elemental Planes. They bar access, or permit it. They guard sanctuaries, holy places, and sites of pilgrimage.

8) Movanic Devas (Archangels): The eighth choir, and commonly in command of groups of avorals, movanic devas are appointed as guardians of all good people who strive to remain virtuous. They provide inspiration, and exercise a particular protective love for innocents who would otherwise be corrupted and despoiled. Of all of the celestials appearing in Oronthonian iconography, movanic devas are the most commonly represented, bearing their characteristic flaming swords.

9) Avorals (Angels (Malakh)): The ninth and lowest choir, closest to humanity in terms of their power, but distinct from it in terms of their purity and goodness. Avorals work more closely with humans than any other choir, acting as teachers, mentors, dispensers of lore, and moral chaperones. Their presence is seldom felt in anything beyond gentle promptings, as they prefer to remain Ethereal or communicate in Dream, working to foster human growth in subtle and non-coercive ways.

POST 17: Celestials, Part 2

Posted by: Sepulchrave II at ENWorld on 24th March 2003, 04:20 AM

Second half of this post: it was too long, otherwise.

Some of the flavour text is missing, but you get the idea...

Celestial Dignities

The Celestial Host is diverse, and many specialized niches exist within it. Within the nine classical orders which form the backbone of the Host, certain individuals stand above their peers in terms of power and prestige. According to Orthodoxy, there are five 'dignities' which can be accorded to celestials which elevates them above the rank and file. Two are permanent (exemplar and exalted), and two are granted by Oronthon on a temporary basis (paragon and perfect).

Either possessing such native strength as was granted them at their creation or, much more rarely, raised by merit, exemplars and exalted celestials shine more brightly than the others around them. A celestial may be either an exemplar or exalted, but not both – the templates are not designed to 'stack' with one another: in the case of 'promotion,' the exalted template replaces the existing exemplar template.

Likewise, the 'paragon' temporary template is not designed to stack with any other. It represents a different degree of amplification. Bestowal of this temporary dignity upon any celestial is considered a great gift and honour, and is usually reserved for members of the host who are suddenly confronted with difficult and important situations that they would otherwise be incapable of dealing with: when they are operating 'in the field,' so to speak.

It should be noted, however, that any permanent template is specifically designed to stack with the perfect template: hence it is possible to have a perfect exemplar or a perfect exalted celestial. In fact, only celestials who are already exemplars or exalted may be perfected. Perfection is the highest dignity generally granted to celestials.

The fifth dignity, magnified, is designed to stack with any and all other templates. In game terms, it is represented by the bestowal of one or more divine ranks. As such, it is incredibly rare, and reserved for Oronthon's proxies.

Exemplar

"Exemplar" is a template that may be added to any celestial.

Of the two permanent dignities afforded to celestials, the exemplar is the lesser in power, but still sufficiently rare and wonderful to warrant enormous respect and prestige amongst both mortal petitioners and other celestials alike.

Exemplars are held up to be models of behaviour to members of their own orders within the celestial host. They represent the ideal towards which others strive. Many exemplars will be of advanced hit dice, making them even more formidable allies or foes.

Within the lower orders of celestials (avorals, and movanic and monadic devas), exemplars tend to be rare captains within the host, trusted messengers, standard-bearers, or advisors to higher-ranking celestials.

Among the middle ranking orders (astral devas, ghaele eladrin and trumpet archons) exemplars are assigned great responsibility: they deal regularly with powerful fiends (either in conflict or diplomacy), undertake difficult or onerous tasks, and act as guardians and protectors of those of particular holiness or note – mortal or celestial. Exemplar astral devas are often charged with meting out Oronthon's justice and retribution; exemplar trumpet archons act as heralds to Heaven's greatest generals; and exemplar ghaele as aides or nuncios to Seraphs of high degree.

Amongst the planetars, exemplars fulfill a number of specialized roles – interpreting and administering Oronthon's law, acting as channels between the deity and other celestials or mortal worshippers, and overseeing and implementing Heaven's grand design. They may command large bodies of lesser celestials in this capacity, or may act singly, and answer to Oronthon only (as in the case of Urthoon).

Exemplar solars are found only within the highest choir and, excepting special circumstances, are always within the presence of the Shining God, where they have been since the Fall. According to some, they await the End of Days, when they will lead the descent into the Hells and lay waste to them.

Hit Dice: Unchanged

Speed: An exemplar celestial's speed increases by 20 ft. for all categories.

AC: Exemplars gain an insight modifier to their armour class equal to their wisdom bonus.

Attacks: An exemplar makes all attacks with an insight modifier equal to its wisdom bonus.

Spell-like Abilities: The caster level of the spell-like abilities of an exemplar celestial is equal to its HD or its previous caster level, whichever is higher.

Spells: All exemplars spontaneously cast spells as a Cleric with a level equal to half of their HD, or equal to the spellcasting level of the base celestial, whichever is higher. They have access to spells from any four domains appropriate to their role and function. Exemplars forego the need to use divine foci in their spellcasting, and need not use material components if the value is less than 1000gp. They are considered to have an XP cushion of 5,000 XP/week when casting spells which have an experience point component.

Special Attacks: If the celestial possesses any extraordinary or supernatural attacks that otherwise permit a saving throw, the save DC against those attacks increases by +5.

Special Qualities: An exemplar retains all of the special qualities of the base celestial, and also gains the following:

- * Immunity to fire attacks, and sonic resistance 20. The celestial also gains immunity to cold and acid attacks, if it did not already possess this quality.

- * Increased damage reduction of 5/+1 – for example, the damage reduction of an astral deva increases from 10/+1 to 15/+2.

- * Spell resistance equal to its CR +12. If the celestial already possesses spell resistance, use whichever score is better.

- * Fast healing equal to its Constitution modifier. If the celestial already possesses fast healing, use whichever is better.

Abilities: All ability scores of an exemplar are five points higher than that of the base celestial.

Feats: Same as the base celestial, plus two bonus feats.

Climate/Terrain: Any land and underground

Organization: Same as the base celestial.

Challenge Rating: Up to 10 HD, same as base celestial +7; 11+ HD, as base celestial +5.

Treasure: No coins; double goods; standard items.

Alignment: Same as base celestial.

Advancement: Same as base celestial.

Weaponry: If the base celestial employs weapons, exemplars will typically carry weapons with total enhancement bonuses 3 points higher than the base celestial.

Sample Exemplar Celestial

This example uses an astral deva advanced to 18HD as the base celestial.

Ruma, Exemplar Astral Deva
Medium-Sized Outsider (Good, Lawful)

Hit Dice: 18d8 + 108 (189 hp)

Initiative: +10 (+6 Dex, +4 Improved)

Speed: 70 ft., fly 120 ft.

AC: 37 (+6 Dex, +6 Insight, +15 Natural; touch 22, flat-footed 31)

Attacks: +4 heavy fiendbane mace of disruption +37/+32/+27/+22

Damage: +4 heavy fiendbane mace of disruption 1d8+16 and stun

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Spells, spell-like abilities, stun

Special Qualities: Damage reduction 15/+2, SR 33, celestial qualities, fire immunity, sonic resistance 20, fast healing 6, uncanny dodge

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

Abilities: Str 27, Dex 23, Con 23, Int 23, Wis 23, Cha 25

Skills: Concentration +27, Escape Artist +27, Hide +27, Knowledge (arcana) +27, Knowledge (nature) +27, Knowledge (religion) +27, Knowledge (the planes) +27, Listen +33, Move Silently +27, Sense Motive +27, Spellcraft +27, Spot +33

Feats: Alertness, Cleave, Expertise, Improved Initiative, Power Attack, Quicken [Spell-like Ability, Sunder, Weapon Focus (Heavy Mace)]

Climate/Terrain: Any land and underground

Organization: Solitary; or leading squad (3-5) of astral devas

Challenge Rating: 20

Treasure: No coins; double goods; standard items

Alignment: Always Lawful Good

Advancement: -

Ruma is one of the four devas appointed to guard Tramst and act as his messengers and emissaries.

Combat

Like all astral devas, Ruma uses his mace 2-handed to gain full advantage of his strength bonus.

Stun: If Ruma strikes his opponent twice in one round with his mace, that creature must succeed at a Fortitude Save (DC20) or be stunned for 1d6 rounds.

Spell-like Abilities: At will – aid, continual flame, detect evil, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, invisibility sphere (self only), polymorph self, remove curse, remove disease, remove fear; 7/day – see invisibility, cure light wounds; 1/day – heal, blade barrier. These abilities are as the spells cast by an 18th level sorcerer (save DC 17 + spell level).

Spells: Ruma spontaneously casts spells as a 9th level Cleric with access to the Destruction, Good, Strength and War domains. He need not use a divine focus in any spellcasting, or a material component if its value is less than 1000gp. Save DCs against Ruma's spells are 16+ spell level.

Exemplar Celestial Qualities: Protective aura; acid, cold, electricity, fire, poison and petrification immunity; sonic resistance 20, tongues. Ruma can plane shift and teleport without error at will as an 18th level sorcerer. He has low-light vision and 60-foot darkvision. He is not subject to death from suffocation or drowning, requires no sustenance or sleep, and is immune to sleep effects. Ruma is immune to disease except supernatural disease.

Fast Healing (Ex): Ruma regains lost hit points at the rate of 6 per round. Fast healing does not allow Ruma to reattach lost body parts.

Uncanny Dodge (Ex): Ruma is never caught flat-footed and cannot be flanked.

Skills: Ruma receives a +4 racial bonus to Spot and Listen checks.

Possessions: Ruma wields a +4 heavy fiendbane mace of disruption.

Exalted

"Exalted" is a template that may be added to any Solar, Planetar, Ghaele, Trumpet Archon or Astral Deva advanced by at least 50% of its base hit dice. It does not stack with the exemplar template (q.v.), although it may combine with the perfect temporary dignity.

Exalted celestials represent the zenith of development, power, holiness and responsibility within their respective orders. They are charged with tasks of utmost importance: delivering deserving souls from perdition, acting as direct emissaries and messengers of Oronthon's will, leading great numbers within the celestial host, or dispensing the Bright God's ire when powerful fiends transgress too far beyond their allotted station.

Hit Dice: An exalted celestial always has maximum hit points per die.

Speed: An exalted celestial's speed doubles for all categories.

AC: Exalted celestials gain an insight modifier to their armour class equal to their Wisdom bonus, and a deflection modifier to their AC equal to their Charisma bonus.

Attacks: An exalted celestial makes all attacks with an insight modifier equal to its wisdom bonus.

Spell-like Abilities: The caster level of the spell-like abilities of an exalted celestial is equal to its HD or its previous caster level, whichever is higher.

Spells: All exalted celestials spontaneously cast spells as a Cleric with a level equal to 10 plus half of their HD, or equal to the spellcasting level of the base celestial, whichever is higher. They have access to spells from any four domains appropriate to their function. Exalted forego the need to use divine foci in their spellcasting, and need not use material components if the value is less than 1000gp. They are considered to have an XP cushion of 15,000 XP/week when casting spells which have an experience point component.

Special Attacks:

- * If the exalted celestial possesses any other extraordinary, supernatural or spell-like attacks that otherwise permit a saving throw, the save DC against those attacks increases by +10.

- * Smite Evil (Su): An exalted celestial may Smite Evil as a Paladin with a level equal to the exalted's HD. It may use this ability a number of times per day equal to its Charisma modifier.

- * Exalted Empowerment: All variable numeric damage-dealing spell-like abilities of exalted celestials are considered Empowered. Furthermore, this extra damage is considered holy damage.

Special Qualities: An exalted celestial retains all of the special qualities of the base celestial, and also gains the following:

- * Immunity sonic and fire attacks. The celestial also gains immunity to cold and acid attacks, if it did not already possess this quality. The celestial becomes immune to all disease, including supernatural disease.

- * Increased damage reduction of 10/+2 – for example, the damage reduction of a solar increases from 35/+4 to 45/+6.

- * Protective Aura (Su): If it did not already possess it, the celestial gains this ability which can be activated as a free action. It acts as a double strength magic circle against evil and a minor globe invulnerability with a 20 ft. radius, identical with the spells as cast by a sorcerer whose level equals the celestial's Hit Dice. The aura can be dispelled, but the celestial can create it again as a free action.
- * Spell resistance equal to its CR +15. If the celestial already possesses SR, use whichever is better.
- * Fast healing equal to its Constitution modifier.
- * Regeneration equal to its Constitution modifier. If the celestial already possesses regeneration, use whichever is better. Unholy or vile weapons of at least +4 enchantment deal normal damage to exalted celestials.
- * Turn or Rebuke Undead (Su): An exalted celestial may turn undead as a cleric of a level equal to its hit dice a number of times per day equal to three plus its Charisma modifier.
- * Attunement: All exalted celestials may commune at will with Oronthon as a move-equivalent action.

Abilities: All ability scores of an exalted are ten points higher than that of the base celestial.

Feats: Same as the base celestial, plus two bonus feats. Exalted celestials who qualify will also typically have one or more Epic feats.

Climate/Terrain: Any land and underground

Organization: As base celestial.

Challenge Rating: Up to 20 HD, same as base celestial +15; 21+ HD, as base celestial +12.

Treasure: No coins; double goods; standard items.

Alignment: Same as base celestial.

Advancement: Same as base celestial.

Exalted celestials will possess weapons appropriate to their station – typically in the range of +10 to +15 total enhancement bonus.

Sample Exalted Celestial

This example uses a Planetary advanced to 21HD as the base celestial.

Rintrah, Exalted Planetary

Large Outsider (Good, Lawful)

Hit Dice: 21d8+210 (378 hp)

Initiative: +13 (+9 Dex, +4 Improved)

Speed: 60 ft., fly 180 ft.

AC: 59 (-1 Size, +9 Dex, +11 Deflection, +11 Insight, +19 Natural; touch 40, flat-footed 50)

Attacks: Large +5 flaming fiendbane holy speed longsword +48/+48/+43/+38/+33

Damage: Large +5 flaming fiendbane holy speed longsword 2d6+17

Face/Reach: 5ft. by 5ft./10ft.

Special Attacks: Spells, spell-like abilities, smite evil, exalted empowerment

Special Qualities: Damage reduction 40/+5, SR 44, celestial qualities, fire immunity, sonic immunity, fast healing 10, regeneration 10

Saves: Fort +22, Ref +21, Will +23

Abilities: Str 35, Dex 29, Con 30, Int 32, Wis 33, Cha 32

Skills: Concentration +34, Diplomacy +35, Escape Artist +31, Gather Information +35, Innuendo +32, Hide +33, Knowledge (arcana) +35, Knowledge (history) +35, Knowledge (nature) +35, Knowledge

(religion) +35, Knowledge (the planes) +35, Listen +35, Lucid Dreaming +33, Move Silently +33, Sense Motive +35, Spellcraft +48, Spot +33
Feats: Blind-Fight, Cleave, Expertise, Improved Initiative, Power Attack, Quicken Spell-like Ability, Skill Focus (Spellcraft), Epic Skill Focus (Spellcraft), Epic Spellcasting

Climate/Terrain: Any land and underground

Organization: Solitary.

Challenge Rating: 29

Treasure: No coins; double goods; standard items

Alignment: Always Lawful Good

Advancement: -

Rintrah is the celestial responsible for mortal revelation, appearing to those of great holiness in dreams or visions, or physically – often in disguise, and as one who brings arduous tests or trials.

Combat

Although a formidable warrior, Rintrah has struck no blow since the Fall. Nonetheless, he has not forgotten how to fight...

Spell-like Abilities: At will – continual flame, dispel magic, holy smite, improved invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, speak with dead; 3/day – blade barrier, flame strike, raise dead; 1/day – earthquake, greater restoration, shapechange, symbol (any). These abilities are as the spells cast by a 21st level sorcerer (DC 21+ spell level).

The following abilities are always active on Rintrah's person, as the spells cast by a 21st level sorcerer: detect evil, detect snares and pits, discern lies, see invisibility, true seeing. They can be dispelled, but Rintrah can reactivate them as a free action.

Spells: Rintrah spontaneously casts spells from the cleric list and from the Law, Good, Travel and Mysticism domains as a 20th level cleric (save DC 21+ spell level). He need not use a divine focus in any spellcasting, or a material component if its value is less than 1000gp, and is considered to have an XP cushion of 15,000 XP/week when casting spells which have an experience point component. Furthermore, he may cast 2 epic spells per day from the following list: peripety, ruin, dreamscape, greater spell resistance, spell worm, epic mage armour, rain of fire, soul scry.

Exalted Celestial Qualities: Protective aura; acid, cold, electricity, fire, petrification, poison and sonic immunity; tongues. Rintrah can plane shift and teleport without error at will as a 21st level sorcerer. He has low-light vision and 60-foot darkvision. He is not subject to death from suffocation or drowning, requires no sustenance or sleep, and is immune to sleep effects. Rintrah is immune to disease including supernatural disease.

Fast Healing (Ex): Rintrah regains lost hit points at the rate of 10 per round. Fast healing does not allow Rintrah to reattach lost body parts.

Regeneration (Ex): Rintrah has regeneration 10. Unholy or vile weapons of at least +4 enchantment deal normal damage to Rintrah.

Smite Evil (Su): Eleven times per day, Rintrah may smite evil as a 21st level Paladin. All extra damage is considered holy damage.

Exalted Empowerment: All variable numeric damage-dealing spell-like abilities possessed by Rintrah are considered Empowered. Furthermore, this extra damage is considered holy damage.

Turn Undead: Rintrah may turn undead as a 21st level cleric up to fourteen times per day.

Attunement: Rintrah may commune at will with Oronthon as a move-equivalent action.

Possessions: Rintrah's weapon is a Large +5 flaming fiendbane holy speed longsword.

POST 18: Shee

Posted by: Sepulchrave II at ENWorld on 31st March 2003, 12:57 AM

As these guys are about to make an appearance in the SH, I thought I'd post the stats for the basic model, so to speak.

Bear in mind that the natives of Afqithan also have both the shadow and half-fiend templates stacked on top. I like templates.

SIDHE

Medium-Size Fey

Hit Dice: 6d6 +18 (39hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 21 (+4 Dex, +5 mithral breastplate, +2 mithral large shield)

Attacks: Adamantine longsword +7 or +8 (+2 mighty) composite longbow and MW arrow

Damage: Adamantine longsword 1d8+4 (19-20/x2); (+2 mighty) composite longbow 1d8+2 (x3) and poison.

Face/Reach: 5 ft. by 5 ft.; 5 ft.

Special Attacks: Spell-like abilities, spells, poison, hypnotism

Special Qualities: Fast healing 2, immunities, plane shift, see invisibility, SR 18

Saves: Fort +5, Ref +9, Will +9

Abilities: Str 15, Dex 19, Con 17, Int 16, Wis 14, Cha 20

Skills: Animal Empathy +9, Bluff +10, Craft or Knowledge (any 3) +10, Hide +7, Listen +9, Move Silently +7, Perform (any 9) +18, Ride +9, Spot +9

Feats: Alertness, Expertise, Improved Initiative, Iron Will, Mobility, Mounted Combat

Climate/Terrain: Any land

Organization: Solitary, family (2-5 plus 1 elder of 3rd-6th level), clan (10-30 plus 1 elder per 5 adults, 1 leader of 6th-10th level, 1-3 young, and 2-5 anarchic manticores or griffons) or kingdom (30-300 plus 1 elder per 5 adults, 1 leader per 30 adults, 1 king or queen of 9th-18th level, 5-20 anarchic manticores or griffons, and young equal to 10% of the adult population)

Challenge Rating: 9

Treasure: Double standard

Alignment: Usually neutral

Advancement: By character class

Aloof, superior, and obsessed with their history, lineage and traditions, the sidhe are a proud people who seldom now venture onto the Prime Plane – content instead to remain within their isolated fastnesses in Faerie. Some claim that they are the progenitors of the elves – the original race, before they were afflicted by schism and exposure to mortal lands, foods and peoples.

The unearthly beauty of the sidhe is legendary, and their art and architecture is likewise exquisite and refined. No sidhe – man or woman – stands less than six feet tall. They are slender, but surprisingly strong, and possess a deftness and grace that few mortals can hope to match. The sidhe are physically hardy, and can endure hostile environments far more easily than humans. Their faces are impassive, and most sidhe exude a cool hauteur, tinged with dry condescension.

Sidhe armour and weaponry is replete with baroque designs, engravings and embellishments – gold and silver are commonplace, together with bright enamels of every hue. The strange faerie metals used in the construction of these items are functionally identical to mithral and adamantine, and of the highest quality.

At rest, the sidhe favour elegant clothing with simple lines, with exotic furs favoured in colder climes. Sidhe dwellings simultaneously convey a sense of the ephemeral and the eternal, with soaring towers of improbable height. Buttresses, bridges and narrow walkways seem to hang suspended in the air.

The sidhe boast many kings, and most sidhe claim at least a minor noble title. Their society is organized around families or clans, with settlements of more than a few dozen unusual. Various charmed magical beasts are favoured as guardians, steeds and companions. Occasionally lesser feys – notably sprites – are present in the capacity of servants or slaves. Sidhe children are born rarely, and take several centuries to reach adulthood.

The arts – particularly music, sculpture and painting – preoccupy many of the sidhe, who fear boredom more than any other ill. Rhetoric, logic and drama also fill the centuries. Wit is considered a virtue, but Sidhe humour, which seldom evinces more than a fleeting smile amongst their own kind, is barbed and ruthless. The sidhe are noted hunters, and the pursuit of fabulous creatures across the landscape of Faerie – occasionally spilling onto the Prime Plane – has given rise to many legends and stories.

The sidhe maintain cool relations with other feys, elementals, and occasionally powerful outsiders such as slaadi and demons. They show open contempt for both mortals and those feys who have 'gone native' upon the Prime, regarding the latter as little more than poor relations – when they admit any connection at all. As feys, the sidhe have a connection with nature which is intrinsic – although they do not regard themselves as either sponsors or protectors of nature in any shape.

Combat

Sidhe are competent tacticians, and prefer to strike from the air with missile weapons and spells or spell-like abilities (if mounted on griffons or manticores), or from hiding and invisible (if on foot). After their opponents have been seriously weakened, will sidhe close to melee with them, optimizing their attacks and coordinating with each other. They will immediately retreat and reorganize if a battle seems to be going against them – only to strike again at the first available opportunity.

Spells: A sidhe casts arcane spells as a 6th level bard (3/5/3 spells per day; save DC 15 + spell level).

Ignore Spell Failure (Ex): A sidhe may ignore a portion of the arcane spell failure associated with using armour. The sidhe subtracts 20% from his or her total spell failure chance.

Spell-Like Abilities: At will- blur, change self, charm person, clairaudience/clairvoyance, invisibility, speak with animals; 1/day- bestow curse, suggestion. These abilities are as the spells cast by a 9th level sorcerer (Save DC 15 + spell level).

A sidhe also has the bardic music ability as a 6th level bard.

Fast Healing (Ex): A sidhe regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from thirst, starvation or suffocation, and it does not allow the sidhe to regrow or reattach lost body parts.

Fast Movement (Ex): Sidhe have a speed faster than the norm for their size and type by +10 feet.

Hypnotism (Sp): As a free action, once per round, a sidhe may attempt to hypnotize (as the first level sorcerer/wizard spell) a single target within 30 ft. by meeting its gaze. Only humanoids are subject to this effect, but there is no limit on the number of hit dice or levels that the target can possess. The save DC is 19. A target which resists the hypnotism effect cannot be affected again for 24 hours.

Immunities (Ex): Sidhe are immune to all mundane poisons and diseases (but not supernatural poisons and diseases).

Plane Shift (Sp): A sidhe can move between the Material Plane and the Plane of Faerie as a move-equivalent action. The ability transports the sidhe and up to six other willing creatures. It is otherwise similar to the spell of the same name.

Poison (Ex): The Sidhe routinely use arrows envenomed with wyvern poison (Save DC 17; initial and secondary damage both 2d6 Con).

Resistances (Ex): Sidhe have fire and cold resistance 5.

See Invisibility (Su): Invisible creatures are always visible to a sidhe, as if he or she were constantly under a see invisibility effect.

Sidhe receive a +4 racial bonus to animal empathy, perform & bluff skill checks.

A sidhe PC's effective character level (ECL) is equal to its class level +12. A sidhe's favoured class is Bard.

POST 19: Shee, Part 2

Posted by: Sepulchrave II at ENWorld on 31st March 2003, 08:26 PM

Quote:

Do the sidhe have Spell Resistance equal to their hit-dice plus 12, or is it a flat 18? (The former would be more fun for advanced sidhe)

I'd always played it as a flat 18, although your suggestion is certainly interesting...

Quote:

The sidhe native to this demi-plane; how does their plane-shift ability work? (If they go to the Prime or to Faerie, how do they get back?)

Their ability has shifted/mutated/distorted to become focused upon the Plane of Shadow - the Loquai are essentially cut off from both the Prime and Faerie, barring more powerful magic (such as the plane shift spell, rather than ability). They can shift between Afqithan and Shadowland, however - which proved vexatious for the party.

Quote:

The hypnotism gaze- if someone makes their save, they are only immune for 24 hours vs that particular sidhe. Another sidhe could hypnotise them. Or is one save enough to protect you entirely for 24 hours?

The former. I should reword that.

Quote:

Is the save for the hypnosis stare based on their stats. $10 + HD/2 + Cha$ modifier? If so, it should be DC 18. (unless I'm missing something). Again, it will be harder to resist higher level or more charismatic sidhe.

Yes. That's just my bad math.

Quote:

Do you have Savage Species? It would be neat to see the sidhe as a monstrous class.

I do have it, although I'm not comfortable with it yet. I'd be interested in seeing you give it a bash though, Cheiro - I liked your revision of the LeShay, although I preferred it as a 38-level class over a 52-level class. ECL+12 for the Sidhe is based on my notorious 'it feels about right' mechanic. I wonder if you concur?

Quote:

When is a poison supernatural? I take it Wyvern Poison must not be supernatural, or otherwise the sidhe would accidentally poison themselves sometimes. But then what would be an example of a supernatural poison?

DMG, p.79: "Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary."

I've never seen one either. Just covering my arse.

Quote:

They have a large number of feats. Which of them are racial, and which are chosen?

Alertness should not be there, but should be a '+2 racial bonus to spot and listen checks.' Initially, I was going to give them 'Elven Traits' (the whole package), then decided against it, then gave them Alertness (and then decided against it, but forgot to take it out), and decided on the racial bonus (and forgot to put it back in). I wanted the racial bonus to be stackable with the Alertness feat.

Thanks for your precision, Cheiromancer!

Quote:

I've idly (sp?) made a list of all the characters that have shown up since the beginning and am planning on posting a run-down on here for everyone to see. hope you don't mind... i know i'm not the only one to mix up brey, rede, waide, etc...

I would be delighted - its something that I 've been meaning to do, but simply haven't had time for. Feel free...

POST 20: Appendix

Posted by: tleilaxu at ENWorld on 31st March 2003, 11:00 PM

Appendix
(concordance, glossary, etc)
Compiled by tleilaxu

The Heroes

Eadric: The Heretic of Wyre, former Baronet of Deorham, now Earl of Deorham, Lord of the Manor at Jaiue and Sutting, Lord of Hernath and Droming Protector of the Nineteen Tenants, Son of Moad and recently Ahma, Grand Master of the Temple and Inquisitor General (First Magistrate or First Magnate: Sep used both at different times).

Ortwin: Of Jiuhu. The world's greatest liar. King of Feys in the North of the World. Husband of lua, the Auran Princess. Was imploded by Uruum at Khu and was Reincarnated by Nwm as a Satyr.

Nwm: The Preceptor. Healed Eadric after his first encounter with a dretch. Did many other cool things.

Mostin: The Metagnost. An alienist. Former apprentice of Vhorhze. He is pedantic and insane. Currently in the possession of Graz'zt, an epic spell. Has a library of 1,200 books.

Their Companions

Nehael aka Lady Despina: A former succubus, now difficult to classify. The catalyst for all recent problems in Wyre. With the intercession of Nwm, atoned for her previous misdeeds and became an Uediiian Priestess and Contemplative. Was banished to the Astral Plane when Mesikammi spoke a Word of Chaos. Currently a captive of her former master, Graz'zt.

Tahl the Incorruptable: (deceased) Deputy Inquisitor and friend of Eadric. Rescued Eadric during his trial. Present through many tribulations. Killed outside Morne (Implosion by Uruum?)

Iua: 186th child of Ulao. Daughter of Mulissu the Witch. Perhaps the greatest living practitioner of Thalassine rapier dueling. Recently married with Ortwin.

Tatterbrand: Eadric's Squire. Secretly would like to keep bees.

Tostig: A dire bear. Nwm's former animal companion.

Mogus: A pseudonatural hedgehog. Mostin's familiar.

Contundor: Eadric's steed, which apparently he rarely uses.

Skaddius the Monk: (deceased) A former companion, killed by the Nalfeshnee Ceruthumulos and declined to be resurrected.

Orolde: A sprite. Half the height of a man with greenish skin and webbed feet like a duck. Former apprentice of Kothchori. Had his hand chopped off by Chomele to intimidate Kothchori. Currently Mostin's apprentice.

Shomei: (see The Wizards)

Sem & Gheim: Awakened Eagle companions of Nwm. A mated pair, but it is not clear which is which.

The Oronthonians

The Curia

The Bishops of Tyndur, Mord, Gibilrazen, Hethio, Tomur, Thahan, Kaurban, and Jiuhu. The Inquisitor General, Melion. The Grand Master of the Temple, Lord Rede of Dramor. The one devout laymen, the Marquis of Iald.

Tyndur: Originally a coward, he later "found his teeth". Abstained in Eadric's trial. Eadric saved his (EDIT IN WORD FOR BISHOP'S PARISH) from Ceruthumulos.

Mord: Voted Against Eadric at the trial.

Gibilrazen: Voted Against Eadric at the trial. Advises Tiuhan IV against dealing with Rimilin.

Hethio: Voted Against Eadric at the trial. Acted as Eadric's confessor after Cynric's demise. The power behind Rede's assent to command the Temple. Has Rede assassinated "for the good of the Temple" when Rede has doubts. Afterwards, he is unable to approach the Fane and feigns sickness. Denies the forgiveness of Tramst/Oronthon and currently wanders in self-loathing. (AFAWK!)

Tomur: Voted Against Eadric at the trial.

Thahan: Voted Against Eadric at the trial.

Kaurban: Voted For Eadric at the trial.

Jiuhu: Voted For Eadric at the trial.

Melion: (deceased) Voted Against Eadric at the trial. Killed by Nwm.

Rede: (deceased) Voted Against Eadric at the trial. Became temporary leader of the Church in the confusion after Cynric's death. Assassinated at the order of Hethio when on the verge of repenting his stand against Eadric.

Iald: Voted For Eadric at the trial. Tried to kill Rede with a ceremonial greatsword at the bequest of Rintrah. Fled to Iald and joined Trempa in seceding from the Orthodox church.

Other Oronthonions

Eadric: (see The Heroes)

Tahl the Incorruptable: (see Their Companions)

Archbishop Cynric: (deceased) The High Prelate, Archbishop of Morne. Eadric's former confessor. Killed when Feezuu cast Destruction on him.

Tramst: Former Templar. Survivor of Nwm's assault on Melion's forces. A divine oracle. Travelled to Ardan to consult with the Urgic Mystics. Through his learning they became a proxy of Oronthon, representing the Sela (Gnostic intellect). Tramst introduced the new doctrine of Saizhan. He is Magnified, as per the template.

Brey of Methelhar: One of Rede's Deputies. Led 60 knights to threaten Trempa. Was the only survivor after Nwm incinerated them all. Spared by Nwm a second time. Repented and joined Eadric at the Crossing of the Nund. He has much to un-learn.

Eisarn: Commander of the Temple force heading from Tomur. He changes his support to Eadric after Tahl and Brey convince him.

Irian: (deceased) A templar lord in Melion's entourage. Killed by Nwm.

Hembur: (deceased) A templar lord in Melion's entourage. Killed by Nwm.

Asser: Another high templar. He is capable of scrying.

Trilgar: A lowly 3rd level traditionalist. Former priest in the service of Soraine. Was dismissed.

Jorde: A "heavy". A templar who defected with Tahl, took part in the battle at Deorham. Bore Eadric's Banner at Aaki's Bridge.

Hyne: (deceased) A "heavy". A templar who defected with Tahl, took part in the battle at Deorham. He becomes Eadric's herald. Killed in the ambush outside Morne.

Urqual: A warrior priest who tried to summon Enitharmon while inside a Prismatic Sphere. Along with two others was stricken by catatonia and was sent to the Abbey of Osfrith.

11 penants: Templars who survived the battle at Deorham and became Eadric's greatest supporters. Some perished in the ambush outside Morne.

Orm: An Urgic Mystic and the brother of Eadric. Taught Tramst.

Terquen: (deceased) A knight of no mean ability. Slain by Eadric at the Crossing of the Nund. Eadric and Terquen knew each other from their temple days.

Sercion: A warpriest. Leader of four temple squadrons. "This is not a diabolic conspiracy". He has much to un-learn.

Rhodin of Iua: (deceased) Author of "Ethical Use of Arcane Magic".

Archbishop Brord: (deceased) Some past luminary. Highly thought of as a theorist?

The Outsiders

The Celestials

Urthoon: An exemplar planetar. Protects the conduit between Oronthon and the Prime.

Rintrah: An exalted planetar. In charge of mortal revelations.

Enitharmon: An exalted solar. The most powerful of all angels. He drove The Adversary from heaven. In some belief systems he is the antiparallel of The Adversary

Palambron: A dead solar. The Eyes of Palambron apparently come from him.

Eniin: A planetar. Summoned by Mostin at Deorham.

Zhuel: Archon. Assigned to Guard Eadric. Dismissed to the Heaven's by Mesikammi's Word of Chaos. Destroyed by Graz'zt to fuel Wave of Hate

[b]Urlion, Shoonel, Ruma & Diol[/b]: Exemplar Astral Devas who accompany Tramst into Morne.

The Fiends

The Demons

Nehael: (see Their Companions)

Graz'zt: Abyssal Prince. Lord of Zelatar. A former solar. Nehael's former master. Has a grudge against Eadric et al. According to some, "has been a real jerk".

Rurunoth: A balor in the service of Graz'zt. Summoned and imprisoned by Mostin et al.

Ainhorr: A big balor. Eadric sundered his sword at Khu. Was Feezoo's supporter.

Uzmi: (deceased) A marilith formerly in the employ of Lord Baphomet. Was tortured for one year. Was destroyed at Khu.

Cerethumulos: A nalfeshee who threatened Tyndur. Killed Skaddius. Was killed by Eadric et al. precipitating the feud between Graz'zt and the heroes.

Kalkja: A succubus compacted by Feezuu. Later, she is assigned to be Rimilin's concubine.

Chr'ri: A succubus in the service of Graz'zt. She is assigned to Mesikammi. Informs Graz'zt of Nehael's banishment.

Chomele: A succubus in the service of Graz'zt. She is assigned to Kothchori, who compacts her in return for his spellbooks. Later she chops off Orolde's hand to intimidate Kothchori and force him to torch Jiuhu and Morne.

Aelial: (deceased?) A succubus in the service of Graz'zt. She tries to tempt Shomei and is obliterated (permanently?).

Thurukos: A glabrezu working with Chomele.

Uruum: (deceased) A balor in the service of Graz'zt. Has a talent for subtlety and guile. Brought into Wyre by Rimilin. He was also responsible for Ortwin's implosion at Khu. Responsible for Tahl's death? Disintegrated by Mostin.

Otarr: A glabrezu working with Chr'ri

Feezuu: (deceased) A cambion and necromancer. Assassinated Cynric. The victim of a gangland hit by Mostin and Ortwin. Later kills Qiseze and drives Kothchori mad. Is killed by Mostin. Her clone reforms in Limbo but is forced to flee to Khu, where she seduces and kills Chorze, a petty necromancer. Brings Uzmi, Kalkja, and others into Khu, where she is finally killed by Mostin while trying to escape during the fight there.

Trakao: An intemperate Nalfeshnee. Jailor of Graz'zt.

Irzho: A balor in the service of Graz'zt. Present at the ambush at Morne.

Choeth: A balor in the service of Graz'zt. Conjured and eliminated by Mostin.

Djorm: A balor in the service of Graz'zt. Conjured and eliminated by Mostin.

Kostchtchie: A demon instrumental in subduing Saraf for Graz'zt.

Soneillon: A succubus of great power. Once an ally and consort of Graz'zt.

Nufrut: A marilith reduced to the state of a disembodied head in a small transparent adamantine jar for use as an inter-planar guide for the heroes.

Orcus and Lord Baphomet: Other Demons mentioned

The Devils

The Adversary: The nameless adversary of Oronthon. The Lord of Hell and leader of the rebellion against heaven. It is said that none know his name excepting Oronthon himself only.

Dispater: Lord of the Second (Dis)

Belial: Lord of the Fourth. Shomei's current sponsor.

Titivilus: A Duke of Hell under Dispat. Former paramour of Shomei. Tempted Mostin with the demiplane Cha'at. Current reoccurring temptor of Eadric. "The Confuser". "The subtlest, most conniving, most underhanded manipulator that there is in the Hells, bar one only."

Amaimon: A devil associated with the "Pain-Bringers".

(refer to Sepulchraves document on the disposition of Hell for more details)

Other Fiends

Demogorgon: The Ancient

Xerulko: An arcanoloth. Leads 16 companies of Yagnoloths. Betrayed Shomei and was last seen in a pentagram in her basement.

Gihaahia: An infernal. The offspring of Prince Astaroth and the dead goddess Cheshne. From the blasted regions near Avernus. She is the Enforcer of the Injunction, serving the Claviger.

Elementals and other Outsiders

Mulissu: (see The Wizards)

Iua: (see Their Companions)

Ulao: A djinn prince and Iua's father. Lord of Magathei. Known as a philanderer even among his own kind.

Shrix: A mephit in the service of Mulissu.

Mostin: (see The Heroes)

Krygnasz: A Xorn from which Mostin stole a sapphire while under geas from Mulissu.

Khrgz: A blue slaadi. Former cohort of Feezuu.

Jodrumu:[/i](deceased)[/i]: Forger of Dread Githla for Druhmo of Borchia.

Jeshi: A local elemental goddess worshipped in Fumaril.

Thispin and Goile: Two mephit servants in Magathei.

Shasheen: A marid. Chief advisor to Ulao.

Nunimmin: A sidhe in the court of Ulao. He dislikes Ortwin.

Yoriel: A half-elemental nymph. A companion of Nunimmin for millennia, she is smitten with Ortwin.

Orop: A large but simple Djinn charged with chaperoning Iua.

Cheshne: (deceased?) A goddess of nothingness. She dreams with the others.

Oronthon: Eadric's god

Irknaan: The most important King of the Loquai.

Shupthul: A Loquai captain.

Lorochtoh:[i] (deceased) An umbral fiendish chimera that almost wastes the whole party.

Eadric's supporters

Soraine: (deceased) The Duchess of Trempa. Torched by Rimilin's eye ray during parley.

Togull: (deceased) Laird of Rauth Sutting. Supports Eadric. A man of advanced years. Slain at Nund.

Ryth: (see Uediians)

Ekkert: A Thane who supports Eadric. With Streek, Soraine's most trusted Thane.

Streek of Jorbu: A Thane who supports Eadric. With Sercion and Olann he is sent to deal with the Duke of Kaurban's small but mobile force. With Ekkert, Soraine's most trusted Thane.

Thane of Storbine: Switched in favor of Eadric.

Banding of Gamall: Supports Eadric.

Breama: (deceased)"The Bitch". The Countess of Thokastrond. Eager for battle. Slain at Nund.

Olann: De Facto Leader of the Ardanese contingent.

Jorde: Olann's Banner Bearer. A different Jorde than the Templar? (Only mentioned once, possibly in error, as the Templar Jorde is Eadric's Banner Bearer.

The Nobles of Wyre

Duke of Kaurban: On the east side of Nund, which is mostly royal desmesne

Tiuhan IV: 12 year old King of Wyre

Prince Tagur: A slim man in his early 40s, he is Prince of Einir and Tiuhan's cousin. Son of Theiwho, paternal uncle of Tiuhan. His seat is in Gibilrazen. A golden boar is his device.

Sihu: Duchess of Tomur. Devout in the extreme. She is closely related to the King and in his councils.

Lord Foide: of Lang Hearth in Trahan. The Chambarlain. He seems to be Machiavellian and will likely cause problems in the future.

Skadding: Foide's son. Perhaps has the best claim to the seat of Trempa.

Jholion: Marquis of Methalhar. Brey's paternal uncle.

Marquis of Iald: (see the Orothonians)

Shiel: Duke of Jiuhu. He is conservative. Close to the King. Rimilin rides with his men.

Attar: Warden of the Northern March. Put in charge of the defense of Morne. Was present at the parley with Eadric but didn't know Rimilin was going to betray them all.

Skilla of Mord: Another noble

[b]Gulthein;[b]: The Royal family of Wyre?

Durhm of Lossan: Chief bannerman of Sihuh. Working with Eisarn.

Fustil: (deceased?) Baron of Utland. Captain of Jiuhuh's forces. He is horribly wilted (the spell).

Falaere: Duke of Hethio. Ineffectual and aging.

Tundun: (deceased) Tiuhan IV's father and former King of Wyre. Lost at sea.

Earl of Scir Cellod: A noble from the south of Wyre.

The Uedians

Nwm: (see The Heroes)

Ryth: (deceased) Thane of Har Kumil. Wants to sack Tomur. Engages in guerilla warfare with Eisarn. Killed in the ambush outside Morne.

Mesikammi: The Honey-Eater, A shamaness and lover of Hullu. She healed Kothchori. Under disguise aided Hullu during the raid on Morne. Banished Zhuel and Nehael with a Word of Chaos. Rescued Hullu. Current location unknown.

Tietaja: An older shaman

Sarajoa: An initiate

Hullu: A barbarian and former mercenary. A Fantastic/medieval ecologically conscious Che Guevara. He is given the sword Melancholy by Nwm and organizes an Uedian revolt. Unbeknownst to him, he captures Prince Tagur. He raids Morne and comes under the compulsion of Melancholy. Escapes with Mesikammi. Current whereabouts unknown.

Tarva: A follower of Hullu. In her early 30s. Sort of a Black Panther type.

Bodb: A druid advising Tarva. Instrumental in the capture of Prince Tagur.

Caur: Ryth's son. 16 years old but already a giant of a man.

The Wizards

The First Tier of Wyrish Wizards : Jovol, Hlioth, Waide, Mostin, Shomei and Tozniak

The wizards who bound Gihaahia: Shomei, Tozniak, Mostin, Mulissu, Waide, Hlioth, Daunton and Jovol.

Jovol the Grey (deceased): He is never seen. An ogre-magi. A wizard who lives most of his life in the realm of Dream. A master of oneiromancy. His home is in the Thrumohars. He considers his first duty to be toward the Injunction. Lead the wizards in creating the Claviger and binding Gihaahia. Was the first victim of the Enforcer when he killed Kothchori. Now revealed to be Fillein. Possessed several amazing magical artifacts (?) including the Web of Motes (now in Mulissu's possession), the spell Graz'zt (now in Mostin's possession) and a silver bracelet of unknown potency (now in Shomei's possession).

Hlioth the Green Witch: Both Witch and Druidess, Hlioth is the oldest of the wizards on Wyre and may be immortal. Enjoys appearing as Fey creatures. Has no ambition. Had a short fling with Ortwin. Has a yearly revel.

Waide of Hethio: Solely interested in Transmutation, he was something of a rivalry with Mostin, perhaps because of their similar pedantic nature.

Mostin the Metagnostic: (see The Heroes)

Shomei the Infernalist: She likes devils. Formerly sponsored by Dispater, now sponsored by Belial. Knew Vhorzhe, Mostin's mentor. Probably higher level than Mostin. Has a library of more than fifty thousand volumes. Currently adventuring with the party. She has a palace on the Astral Plane.

Tozniak: A specialist in illusion. Constantly changes appearance. Lives on an island in Lake Thahan. Estranged brother of Qiseze. A bit of a coward.

Mulissu: An evoker and elemental savant specializing in Lightning. She has a palace on the Ethereal Plane. Has been an ally of the Heroes on numerous occasions. Precipitated the decent of the celestials at Khu. Mother of Iua. Originally from Fumaril in the Thalassine. She cannot cast Abjuration or Illusion spells.

Feezuu: (deceased) (see The Fiends)

Qiseze: (deceased) A Fire Elementalist (elemental savant?). Retired from the Prime 10 years previous to the Elemental Plane of Fire. Sister of Tozniak. Killed by Feezuu.

Kothchori (deceased) A powerful transmuter. Lived on an island 3000 miles to the south. Driven crazy and blinded by Feezuu. Healed by Mesikammi. Originally from Shuth. Pragmatic rather than philosophical. He torches Jiuhu and Morne in return for his spellbooks. Slain by Jovol to avert a larger catastrophe.

Vhorzhe: (deceased) Mostin's former mentor. Was friends with Shomei. Died in mysterious circumstances involving a pseudonatural yugoloth (possibly a pseudonatural ultroloth of the higher order).

Tersimion: (deceased) Designer of the Temple Vault. Unusual among wizards for his devotion to Oronthon. Found faith late in life.

Fillein: (see Jovol)

Idro: A "second tier" wizard. A rather unpleasant enchanter from the Forest of Nizkur. Has a rivalry with Troap. Tried to get Ortwin to eliminate Troap. Created a pick for Ortwin.

Troap: A "second tier" wizard. An goblin enchanter who lives deep in the forest of Nizkur. He is good at enchantment and illusion and is served by a huge wyvern. Has a rivalry with Idro. Had an amusing encounter with Ortwin.

Griel: (deceased) A "second tier" wizard. An evoker. Apparently employed by the nobles of Wyre along with Dauntun. Informs the small council that Eadric is marching on Morne. Apparently began working for Graz'zt at some point. Killed by Mostin in Kothchori's former abode.

Dauntun of Gibilrazen: A "second tier" wizard. A diviner of high credentials. Employed by Tagur in an auxiliary capacity.

Rimilin of the Skin: A "second tier" wizard. An Acolyte of the Skin. "He is despicable". Offered to "contain" Nwm for the good of Wyre. A handsome man with oily skin. Violates the injunction by fireballing the Uediians. (actually at the bequest of Graz'zt).

The Hag Jalael: A "second tier" wizard.

Chorze: (deceased) A necromancer and former inhabitant of Khu. Killed by Feezuu

Ephrael: A conjurer mentioned by Ortwin. Possibly imaginary.

The Claviger: The sapient law of magic on Wyre. Created by Jovol. According to Webster: 1. One who carries the keys of any place; and 2. One who carries a club; a club bearer.(my note: great find on this word Sep!)

The Extras

Irron: A groom

Lt. Oino Sels: A guard in Morne whom Ortwin seduced.

Silla and Esme: Handmaidens to Soraine

Lady Despina of Harcourt: "An empty headed trollop"

Amachel the Damned: lua receive the plans of the vault from him.

Sugis: (deceased?) Warden of Deorham

Lome: Deputy of Sugis. Loyal to Trempa but without a religious agenda.

Mallaus: Nuncio of Tagur

Druhmo of Borchia: original owner of Dread Githla

Tambur: A young esquire

Wyr: (deceased) A cloth-merchant of considerable means. Killed by his wife Qema

Qema: Wyr's wife, from the Silubrein household. Killed her husband under the influence of Wave of Hate.

Places

Blackwater Meadow: Marshalling grounds

Nund Valley: Near Trempa

The Thalassine: A group of islands and city-states to the south.

Fumaril: A place in the Thalassine

Thrumohars: Big mountains to the north.

Tun Hartha: Plateau on the other side of the Thrumohars. The Tunthi live here.

Jashat: A city in the Thalassine.

Shuth: A desert 400 miles south of the Thalassine.

Bedesh: A place Hullu was a mercenary.

Forest of Nizkur: A big forest in Wyre.

Groba: The dolmens in Hethio.

Hartha Keep: Two towers on the River Nund on the border of Trempa.

Langdair: A village 6 miles NW of the crossings.

Siir Traag: A cursed city with drug dens, etc. Was not taken to heaven.

Khu: An ancient necropolis near Siir Traag.

Kyrtill's Burgh: Eadric's Castle

Abbey of Osfrith: An abbey where Nehael stayed for a while.

Borchia: An precursor state. Now part of Wyre.

Ardan: Peninsula to the east into the ocean of Iarn. Home of Urgic Mystics. Famous for mercenaries.

Aaki's Bridge: An ancient bridge from Borchian times.

Magathei: A city in the Plane of Air.

Kalkinessus: A big city in the Plane of Air where Mostin met Mulissu.

Thokastrond: To the far east of Trempa

Moath Gairdan: Where the main thrust towards Morne will take place.

Pandicule: Far to the South. Has hundreds of rocky islands, also a volcano.

Hrim Eorth: A village three days southwest of Morne

Hethio: The richest Province of Wyre

Einir: A principality

Cha'at: A demiplane with a variable temporal trait. Owned by the Adversary.

Afqithan: A demiplane. It is accessible by Faerie and is affected by umbral bleed from the plane of Shadow. It's inhabitants are mainly Feys, dominated by the Loquai, a cruel clan of Sidhe. It has a virtual diameter of 3000 miles.

Saraf: A frigid world incompletely subdued by Graz'zt.

(name unknown) Another fiery demiplane where enslaved Azers transport Adamantine to Azzagrat.

Throile: A jungle-like region of the Abyss itself where Graz'zt wars against Soneillon, one of his former consorts.

Zelatar: Another name for Azzagrat? (Graz'zt homebase)

Other

The Binding of Graz'zt: Prototypical collective magic ritual cast by Fillein and six others. Occurred 300 years before present. Graz'zt remained imprisoned for 55 years.

Heresies

Irrenites: Adversary an aspect of Oronthon. Most controversial of all heresies. The Irrenites view the 'conventional' Oronthon - as perceived by Orthodoxy - to be an emanation of the 'Absolute' Oronthon, in much the same way as the Adversary is. They revere the 'Absolute' Oronthon as ineffable, numinous and largely otiose. By uniting the dualities, the goal is union with the Godhood - which is reality/truth etc. All things are, ultimately, Oronthon - hence, the Irrenite Heresy leans towards monism, although it is framed in dualistic language.

Reconciliatory Sophists: Goddess an aspect of Oronthon.

Urgic Mystics: The Urgic mystics are also dualists, although they emphasise a different duality - that of matter and spirit. By shedding the physical form, through Gnostic realization, the Urgic Mystic comes to realize the identity of himself and the Godhead. The 'divine spark' is reunited with Oronthon, from which it was never actually different in the first place, and all phenomenal truths are revealed to be incomplete.

Transaxiomatics: The name for the group supporting Eadric

Funny Words Sep invents

Bagaudas: Hullu's guerilla troops.

Xenomagus: A term for Mostin used by Xerulko

Comitati: Knights

Cingetomaru: war-leader

Crix: one of the first racial groups to inhabit Wyre, before Old Borchia was founded.

Kschiff: A drug popular in Shuth.

Kanista: a wedge-shaped formation of mounted Templars.

Tagamuos: Some sort of Uediian festival

Uzzhin : The far realm

The Hahio: the interwoven green

Kius: an Urgic riddle, framed as a question qualified by a double negation

Saizhan: the new form of Oronthonianism introduced by Tramst.

Sela: the Gnostic intellect of god.

Ahma: the breath of god. God's strong right arm.

Akesoli: The "Pain-Bringers," a group of nine unique Devils charged with administering Amaimon's justice.

Ollon: The whole of nature (Hahio is the Borchian word, Ollon the Crixian word)

Borchia: Precursor state formed by Eadric's ancestors migrating from the south.

Haujan: the state of being Magnified, as per the template.

Kas: the physical essence of a being

Ahmasaljan: the spiritual essence of a being

0. I'm finished with this for the forceable future. I might mess with it some more after Sep's next update but essentially what you see is as far as I'm willing to take it.

What is to be done?

1. Formatting made more consistent.
2. Ordering within sections, either alphabetical, by power or revelence. Example: Balors grouped together, then ordered alphabetically
3. Dashes and Umlauts added where appropriate
4. Notes on "Places". Hethio is included because it is mentioned as the most wealthy province, but the others could be added and other "obvious" type things. Example: Jiuhu, a province in Wyre. Ortwin is from here. The places section could be redone extensively in atlas format (but not by me)
5. Some of the entries are inferior or of different tone than others.
6. Put Uediians under Oronthonians.
7. Send .doc file to Sep, Grodog, & Eridanis.
8. Submissions or changes from others including those for upcoming supplements from Sep should be very easy to plug in here.

9. Something that won't happen unless someone else does it: Put spoilers in blending text colour so that people can read it without getting spoiled.

POST 21: Appendix Response

Posted by: Sepulchrave II at ENWorld on 1st April 2003, 01:40 PM

Quote:

UNDER CONSTRUCTION

Thanks for your hard work, tleilaxu - I really appreciate it. The list is awesome (and much bigger than I thought it would be!). I'll reserve any comments/suggestions until after it's finished.

Quote:

Why did you decide not give them the elf package? The leShay have it, after all. Which reminds me- would the LeShay consider the Sidhe to be "poor relations"? How would the Sidhe react to the leShay? Clearly the two peoples are related.

Elves play such a minor role in the campaign world - itinerant, forest-dwelling, small numbers, no great civilization (past or present) - that they simply don't come up much. I decided on the idea that perhaps there was a connection between elves and sidhe was more agreeable than there definitely was - somehow, if represented in terms of game mechanics, it sets it in stone.

As to the LeShay - I'm not even sure that I'm going to include them in the campaign mythos. They are rather too godlike for my tastes - the sidhe were originally conceived to fill the uber-elf niche represented in Celtic and Germanic myth. Obviously, the name is stolen.

Quote:

Oh- and I am thinking about getting a portrait of Shomei next. Would you mind?

That would be splendid!

Quote:

What sourcebooks do you use ?

I've seen references to Magic of Faerûn, the "splatbooks", the Manual of the Planes, Deities & Demigods, the Epic-Level Handbook, and the Book of Vile Darkness. Maybe the Tome of Horrors (some of the demons/devils are there) ? The feel of Green Ronin's books of fiends is also quite close to Wyre -- there is also the theme of the Fall from a LG choir.

All of those except the ToH - I was eagerly awaiting this book, but found it rather dull in the event and didn't buy it. I use several of the Creature Catalogue conversions, however, that later found their way in.

I've got the books of fiends, and I like 'em - although I've not actually used anything from them yet.

POST 22: Concerning the Ancient, Cthonic Demons, Soneillon

Posted by: Sepulchrave II at ENWorld on 14th April 2003, 06:18 PM

I thought I'd do something unusual, and post this before it actually became pertinent in the SH (which I will hopefully update either today or tomorrow). I knew what I wanted Soneillon to be, although I had to grope to realize her in game terms. Thanks to Sorcica and his 'dark blooded' template in the Homebrews forum, which was the original inspiration for the chthonic template – at least in terms of mechanics.

More flavour text to follow.

Concerning the Ancient

Demons shudder when the name of Demogorgon is mentioned. Even the term Ancient is an uncomfortable cognomen for any but the most reviled of Tanar'ri – those who were drawn into its power – to use with impunity.

Neither term appears in written Orthodox sources, and even heretical groups such as the Irrenites are circumspect about referring to this entity. Vague allegories exist across various traditions which hint at its place within Oronthon's great scheme - or rather, the lack of it. Demogorgon may be the effluvia left over from creation, discarded matter and consciousness which was somehow imperfect. The Urgics regard it as the archetypal that which is not, an existing nonexistence. It may predate the current cosmic order, the remnant of a primaeval reality: the most ancient of entities, who spawned nothingness in all of her guises. It is linked with Cheshne, and thus with the Sleeping Gods of Shûth, many of whose names are no longer remembered.

When the Great Adversary was first expelled from heaven, it is said that he sought allies in other realities, one of whom was Demogorgon. He travelled to the bottom of the Abyss – as yet unmoulded by those who would flee his own iron rule – and spoke with the Ancient. It is not known what transpired at that meeting: some hold that the Adversary was wholly or partially successful, others that he was mocked and humiliated, others that he fled in fear from the void. An obscure set of verses, occasionally recited by Irrenite children in isolated villages, is here translated from the Old Borchian. The meter, which is important, has been preserved at the expense of the alliteration which also characterizes the original. It offers a little in the way of clarity:

Did you see him, Perfectly Contrived, descend to the Abysm?
Did you see him, Most Exalted, when he met with Uncreated?
Did you hear him, First From Heaven, when he spoke with Nothingness?

I saw him descend to the Abyss, where Archaic Night dwells.
I saw him meet with Uncreated, when Dark shrouded Deeper Void.
I heard him speak with Nothingness, and Nothingness so replied:

"There is no purchase for you little seraph, return whence you came.
There is no sight to see now little seraph, get you gone from here.
There is no sound here Brightly Shining, your noise disturbs my rest!"

"I am no mere seraph, I am Perfectly Contrived, Redeemer!
I need no perch to stand upon, nor eyes nor ears to sense the Void.
What is Nothingness to me, the Left Hand of the Numinous?"

"I am no mere abstraction, Perfectly Contrived (but not by me!)
I care not for petty squabbles, Bright Redeemer (but not of me!)
I am Unmanifest Void, and Most Exalted moves me not."

"My armies will conquer you, Uncreated and Unmanifest.
My power will wash over you, and Nothingness no longer be.
Void will be filled, and Most Ancient will pass from all memory."

"Your armies will wither here, and madness seize them, First From Heaven.
Your power will end here, and those of yours who come here will be lost.
Void is ravenous, merest seraph: its hunger knows no bounds!"

The verse is used as a rhythmic exchange between two children, where one assumes the role of the Adversary, and another of Demogorgon: the chant is accompanied by a number of formulaic motions and hand movements. The verses are replete with esoteric significance, which was doubtless lost on most of children who recited it – assuming they could understand Old Borchian at all.

Neither the Adversary nor Demogorgon are referred to directly by name, but rather by a set of eponyms or metaphors. These alone merit consideration, although it is not the purpose of this discourse to point out the main points of contention between Irrenite and Orthodox thought. Suffice it to say that the terms Perfectly Contrived, Most Exalted, First From Heaven, Brightly Shining, Redeemer and Left Hand of the Numinous are all indicative of the Irrenite view of the Adversary; and that Uncreated, Nothingness, Dark Shrouding Deeper Void, Unmanifest Void, Ravenous Void, and Most Ancient are all metaphors for Demogorgon which reveal Irrenite belief.

Each of the seven stanzas contains two lines of sixteen syllables, followed by a line of fifteen syllables: this communicates a numerological significance typical of Irrenite belief, which belies the final apparent message of the verses – i.e. that Demogorgon emerges triumphant from the exchange. Seven is, in fact, related to the Numinous and is the number of consummation with (or annihilation in) the perfect Godhood from which the conventional Oronthon – regarded as a demiurge – sprang. Sixteen is the fourth power of two, and signifies the primary duality which becomes grounded in conventional reality. Fifteen – i.e. the number of syllables in the final line of each stanza – is eminently significant, and represents man (the quintessence), existing in the harmony of the resolved dialectic, or five times three.

Hence, the relationship between Demogorgon, the Adversary and Oronthon (in either his relative or absolute aspect) are shown to be comprehensible to the man who has achieved perfect insight. Later, this was understood to be one who lives in a permanent state of saizhan.

It is reported that after Tramst, the Sela, first experienced his awakening in the green mountains of Ardan, he meditated upon the nature of Demogorgon for nine days, perceiving a key to the Ontological Paradox. I once asked him what he had learned.

"Demogorgon does not exist," he laughed. Several of his newer initiates, unused to the Sela's unconventional ways, evinced horrified expressions when he spoke the name.

"I suspect that you are being evasive, Sela," I replied.

"What do you expect me to say? I cannot frame a nonexistent within the limits of language."

"But it is Real?"

"Nonexistence is neither more nor less real than existence," he replied.

"But those demons who fell deep enough, who were caught within its orbit: did they experience the Ontological Paradox? Did they transcend the divide between ens and non-ens?"

"Perhaps," he half-smiled.

"Soneillon was one of those. Did she experience saizhan in those moments of nonexistence?"

"If she had determined to, I am sure that she could have."

"But not by virtue of her ontic state?"

"Not by that alone."

I nodded, and departed. As usual, he had left me with an uncomfortable feeling, the cause of which I could not quite place. Before the encounter with Soneillon – of whom I had heard, but of whose powers I was unaware of – I had mused idly about those Tanar'ri who had fled far, and fallen deep in their exodus from Hell, and wondered if they had come under the power of the Ancient. I had never imagined that they could return from there. That they could bring part of it back to the bounded cosmos. No account by scholars existed regarding them.

I had dealt with daemons and devils of great power on a routine basis, but until Soneillon, the word blasphemous was not in my vocabulary. When I called her chthonic, it was from the viewpoint of conventional Abyssal reality.

Her alliance with Rhyxali was, at that time, unknown to me. I thought I understood many of the intricacies of Abyssal politics. I was naïve.

- Shomei, Reflections.

CHTHONIC DEMONS

'Chthonic' is a template that can be added to any demon of at least 6 Hit Dice and 16 charisma.

Hit Dice: A chthonic demon always has maximum hit points per die

Speed: A chthonic demon's speed increases by 50% for all movement types.

AC: Chthonic demons gain a deflection bonus to their AC equal to their Charisma modifier

Attacks: A chthonic demon gains a +10 profane bonus to all melee attacks

Damage: All of the damage dealt by chthonic demons using natural attacks is considered unholy damage. Furthermore, a chthonic demon using natural attacks deals an additional amount of vile damage equal to its Charisma modifier.

Special Attacks: A chthonic demon retains all of the special attacks of the base demon, and also gains the following:

Spellcasting: The demon possesses the spellcasting ability of a sorcerer with a level equal to its HD, to a maximum equal to its adjusted CR. Chthonic demons can cast Darkness, Demonic, Destruction and Evil domain spells as arcane spells. Chthonic demons need not utilize material components in their spellcasting, and incur no experience point debt for spells which normally demand it.

Utter Corruption: All of a chthonic demon's spells and spell-like abilities gain the [Evil] descriptor, irrespective of their function. A chthonic demon automatically benefits from Malign Spell Focus (adding +2 to the DC of any spells), and all damage-dealing spells and spell-like abilities are automatically both Corrupted and Violated, as per the feats of the same name.

Aura of Unlight (Su): Chthonic demons radiate an aura which combines the effects of damning darkness, deeper darkness and enervation about their person, which extends to 10 feet. Creatures within the aura are subject to its effect every round that they remain there. There is no saving throw against this effect, although spell resistance applies to the enervation component. The aura of unlight may be suppressed or resumed as a free action. It may be dispelled, but the demon may reactivate it as a free action on its next turn. Effective caster level is equal to the demon's hit dice, where appropriate.

Other Supernatural Attacks: If the chthonic demon possesses other supernatural attacks, the save DC to resist them increases to 10 + half the demon's hit dice + cha modifier.

Spell-Like Abilities: Chthonic demons retain any spell-like abilities of the base demon, and gain the following abilities useable at will: detect thoughts, haste, teleport without error, true seeing, unhallow, unholy aura. Both these abilities and those normally possessed by the base demon have a caster level equal to the chthonic demon's hit dice, or the base demon's caster level, whichever is greater.

Special Qualities: The chthonic demon retains all of the special qualities of the base demon, and also gains the following:

***Ontic Flux (Ex):** Chthonic demons exist on the threshold of being and nonbeing, and as such seem to 'flicker' in and out of existence. The effect is identical to a blink spell, except that attacks which target incorporeal or ethereal creatures gain no special benefit, nor do chthonic demons receive any special benefits to attack such creatures in this state: chthonic demons actually don't exist for the brief periods where they wink out. The ontic flux may be suppressed or resumed as a free action. It is an exceptional ability, and may not be dispelled.

***Spell Resistance** equal to the demon's modified CR+12. If the demon already possesses a spell resistance which is higher, use that score instead.

***Regeneration** equal to the demon's constitution modifier. Holy and blessed weapons of at least +4 enchantment do normal damage to chthonic demons.

*Damage reduction of 20/+6. This overlaps with any existing damage reduction, and the chthonic demon always benefits from the most favourable type.

*See in Darkness(Su): Chthonic demons can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Saves: Same as base demon.

Abilities: Increase from the base demon as follows: Str +4, Dex +10, Con +4, Int +4, Wis +4, Cha +10

Skills: Same as base demon

Feats: Same as base demon. Chthonic demons may be eligible for one or more Epic feats.

Climate/Terrain: Any land and underground.

Organization: Same as base demon.

Challenge Rating: 12 to 20 HD, as base demon +15; 21+ HD, as base demon +12.

Treasure: Double standard for a creature of the adjusted CR.

Alignment: Always chaotic evil

Advancement: A chthonic demon's advancement range is increased by +10 HD in its upper bracket.

This example uses a 22HD succubus as the base demon.

SONEILLON, Chthonic Succubus

Medium-Sized Outsider (Chaotic, Evil)

Hit Dice: 22d8+66 (242 hp)

Initiative: +6 (Dex)

Speed: 45 ft.; fly 75 ft. (average)

AC: 35 (+6 Dex, +10 Deflection, +9 Natural)

Attacks: 2 Claws +35 melee

Damage: Claw 1d3+3 plus 10 vile

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Spell-like abilities, spells, energy drain, summon tanar'ri, aura of unlight

Special Qualities: Damage reduction 20/+6, ontic flux, regeneration 3, SR 37, tanar'ri qualities, outsider traits, alternate form, see in darkness, tongues, utter corruption

Saves: Fort +16, Ref +19, Will +17

Abilities: Str 17, Dex 23, Con 17, Int 20, Wis 18, Cha 30

Skills: Bluff +20, Concentration +23, Disguise +25, Escape Artist +21, Hide +26, Knowledge (arcana) +30, Knowledge (Local, Abyss) +25, Knowledge (Planes) +23, Knowledge (Religion) +25, Listen +29, Move Silently +21, Ride +16, Scry +23, Search +25, Spellcraft +30, Spot +32

Feats: Dark Speech, Dodge, Empower Spell, Epic Spellcasting, Mobility, Quicken Spell-Like Ability.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 26

Treasure: Double standard

Alignment: Always Chaotic Evil

Advancement: -

Spells: Soneillon casts spells as a 22nd Sorcerer and can cast spells from the Darkness, Demonic, Destruction and Evil domains as arcane spells. Soneillon need not utilize material components in her spellcasting, and incurs no experience point debt for spells which normally demand it.

Spells Known (6/9/9/8/8/8/8/7/7/7; save DC 22 + spell level): 0 – dancing lights, detect magic, disrupt undead, ghost sound, mage hand, preserve organ, ray of frost, read magic; 1st – mage armour, magic missile, shield, sleep, expeditious retreat; 2nd – resist elements, cat's grace, whispering wind, darkbolt, locate object; 3rd – dread word, lightning bolt, contagion, magic circle against good; 4th – dimensional anchor, liquid pain, scrying, improved invisibility; 5th – dismissal, feeblemind, nightmare, soul shackles; 6th – antimagic field, acid fog, geas/quest; 7th – power word stun, forcecage, greater dispelling; 8th – bestow greater curse, discern location, dream travel; 9th – dominate monster, utterdark, wail of the banshee.

Soneillon may also cast two epic spells per day. Her repertoire includes (but is not limited to) peripety, dreamscape and ruin.

Spell-Like Abilities: At will – charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thought, doom, ethereal jaunt (self plus 50 pounds of objects only), haste, suggestion, teleport without error (self plus 50 pounds of objects only), true seeing, unhallow, unholy aura; 1/day – unholy blight. These abilities are as the spells cast by a 22nd level sorcerer (save DC 20+ spell level).

Utter Corruption: All of Soneillon's spells and spell-like abilities gain the [Evil] descriptor, irrespective of their function. She automatically benefits from Malign Spell Focus (adding +2 to the DC of any spells), and all damage-dealing spells and spell-like abilities are automatically both Corrupted and Violated, as per the feats of the same name.

Aura of Unlight (Su): Soneillon radiates an aura which combines the effects of damning darkness, deeper darkness and enervation about her person, which extends to 10 feet. Creatures within the aura are subject to its effect every round that they remain there. There is no saving throw against this effect, although spell resistance applies to the enervation component. The aura of unlight may be suppressed or resumed as a free action. It may be dispelled, but Soneillon may reactivate it as a free action on her next turn. Effective caster level is 22nd, where appropriate.

Energy Drain (Su): Soneillon drains energy from a mortal she lures into some act of passion, or simply by planting a kiss on the victim. If the target is not willing to be kissed, Soneillon must start a grapple, which provokes an attack of opportunity. Soneillon's kiss or embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 31.

Ontic Flux (Ex): Soneillon exists on the threshold of being and nonbeing, and as such seems to 'flicker' in and out of existence. The effect is identical to a blink spell, except that attacks which target incorporeal or ethereal creatures gain no special benefit, nor does Soneillon receive any special benefits to attack creatures in this state. The ontic flux may be suppressed or resumed as a free action. It is an exceptional ability, and may not be dispelled.

Summon Tanar'ri (Sp): Once per day, Soneillon may attempt to summon one balor with a 10% chance of success.

Alternate Form (Su): Soneillon may assume any humanoid form from Small to Large size as a standard action. This ability is similar to polymorph self but allows only humanoid forms. While using this ability, she gains a +10 circumstance bonus to disguise checks.

Tongues (Su): Soneillon has a permanent tongues ability as the spell cast by a 22nd level sorcerer.

See in Darkness(Su): Soneillon can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Tanar'ri Traits: Soneillon is immune to poison and electricity, and possesses cold, fire and acid resistance 20. She can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: Soneillon has darkvision (60-foot range). She cannot be raised or resurrected.

Skills: Soneillon receives a +8 racial bonus to Listen and Spot checks.

Last edited by Sepulchrave II; 13th August 2003 at 01:45 PM..

POST 23: 'RL' Soneillon

Posted by: Sepulchrave II at ENWorld on 17th April 2003, 04:05 AM

Quote:
quote:

So, my question is, does anyone else know of a history that links Soneillon with succubi and harlots?

Any thoughts on this?

As far as I know the 'RL' Soneillon is linked with hatred (as one of the seven deadly sins) and is a male demon - it was only in the 1e MMII that she was listed as female.

Interesting that you also had her pegged as a kind of uber-succubus, though - I'd had the same role assigned to her in a campaign I was running 12 years ago, or so. I wonder if she was mentioned in an old Dragon mag or something?

POST 24: Mostin's Spells

Posted by: Sepulchrave II at ENWorld on 29th April 2003, 05:59 PM

Drumroll...

So, I made Dan dig out Mostin's spells. He had no copy on his PC, or any disk that he had, but had a printed set - appropriately dog-eared, and shoved into his box of gaming stuff.

"You've got time to type them up, haven't you Jim?" He said.

I nodded in a resigned way. That's what I spent this morning doing.

TYPING THEM UP

DMs are slaves to their players' whims.

I haven't checked them for ages - they're probably unbalanced and full of holes. Then again, Mostin never casts them anyway. Dan just likes to make spells up. If anyone has any suggestions regarding them, I'll gladly take them on board.

Note that the fleeting leap of evolution is a more recent spell - it was in response to exactly the same question that KingCroMag asked several posts ago viz. the possibility of assuming the epic pseudonatural template. The epic spell is still under negotiation between Dan and I, and is likely to become a point of contention quite soon.

Metagnostic inquiry was never mechanically sound, but had such good RP potential that I was sold on it.

Mostin's Metempsychotic Reversal

Transmutation

Level: Sor/Wiz 5

Components: V,S

Range: Short (25 ft. +5 ft./2 levels)

Target: One animal, fey or humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The subject is instantly forced into the form occupied in a random prior incarnation. Roll on the Reincarnate Spell Table (PHB, p.244) to determine the new form assumed by the creature. It has no recollection of its future life, and instead has a completely new set of memories and experiences, which pertain to its previous existence.

The metempsychotically reversed creature has all the abilities and attributes of its prior life, and is in all ways typical of its creature type: consult the Monster Manual for details. In the case of animals, this means a greatly reduced Intelligence. Only animals, feys, and humanoids are subject to metempsychotic reversal.

Mostin's metempsychotic reversal may be reversed by a limited wish, wish or miracle.

Mostin's Metagnostic Inquiry

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One outsider
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell is designed to extract information from outsiders. The caster is permitted but a single question, and the target is allowed no saving throw, although SR still applies. It cannot be successfully applied to magically bound, held or summoned creatures, and the target must possess a language and be capable of communicating verbally with the caster.

If the metagnostic inquiry is successful, the creature becomes passive and cannot act aggressively for a period of time equal to 1 round per caster level. If the caster, his or her allies, or any third party attack the creature, the effect of the metagnostic inquiry is immediately dispelled, and the target is no longer under the effect of the compulsion. While the passive state persists, the caster may pose a single question to the target.

The metagnostic inquiry forces a state of expanded awareness upon the target creature which connects it directly to the collective memories and consciousness of its type and alignment: for example 'devil-kind' or 'slaad-kind.' Hence, the subject of the metagnostic inquiry is able to relay information which, as an individual, it would typically not have access to. Note, however, that the visions which the target experiences must still be articulated in its mind and vocalized – hence, its intelligence and wisdom remain limiting factors, as shown on the table below. Creatures subject to a metagnostic inquiry will not intentionally lie, but certain information may still be unavailable at the DM's discretion: although it possesses enormous potential, this spell in no way renders the target omniscient. The DM should secretly roll the dice and consult the table below.

Target.....Imp. Riddle.....Cryp. Allegory.....Trans. Allegory.....Clear Answer
Int+Wis

Less than 20...	01-50.....	51-75.....	76-90.....	91-00
20-25.....	01-40.....	41-70.....	71-85.....	86-00
26-30.....	01-30.....	31-60.....	61-80.....	81-00
31-35.....	01-20.....	21-40.....	41-70.....	71-00
36-40.....	01-10.....	11-30.....	31-60.....	61-00
41-45.....	01-20.....	21-50.....	51-00	
46-50.....	01-10.....	11-40.....	41-00	
51+.....	01-30.....	31-00		

Impenetrable Riddle: Either the target creature cannot discern an answer to the question, or the barrage of symbols and metaphors is too much for its mind to deal with. Its answer is so opaque as to hold no real meaning.

Cryptic Allegory: The answer is veiled in obscure imagery and nuance, but is not impenetrable to those who are practiced with riddles and symbolic thought.

Transparent Allegory: Familiar symbols are used to signify the answer to the metagnostic inquiry, which should prove reasonably easy for the caster to interpret.

Clear Answer: The target of the spell answers in clear, precise and unequivocal terms.

Judging the results of a metagnostic inquiry requires DM inventiveness and discretion, as well as a communication of intent from the player. The DM must come up with the answer and render it in suitably comprehensible (or incomprehensible) terms. As the player has no knowledge of the dice result, it can lead to interesting misinterpretations: often the line between a cryptic allegory and an impenetrable riddle cannot be distinguished.

Mostin's Paroxysm of Fire

Transmutation [Fire]

Level: Sor/Wiz 5

Components: V,S,M

Casting Time: 1 action

Range: Medium (100 ft. +10 ft./level)

Target: One Creature (and see below)

Duration: Concentration (Up to 4 rounds)

Saving Throw: Fortitude negates (and see below)

Spell Resistance: Yes

If the subject fails its saving throw, it instantly takes 1d8+1 point of fire damage per caster level (max +15), and begins wildly thrashing upon the ground, belching fire in great gouts. Creatures within 20 feet of the affected subject sustain 4d6 points of fire damage (reflex saving throws for half).

For each round beyond the first that the caster attempts to maintain the paroxysm of fire, the subject is entitled to a new Fortitude Save, with success indicating that the spell is ended. Failure means that the target sustains the initial damage again, and continues its fiery exhalations. Each round that creatures remain within 20 ft. of the affected subject, they sustain a further 4d6 points of damage.

Material Component: a small piece of sulphur and a clove of garlic.

Mostin's Torque Tendril

Conjuration [Force]

Level: Sor/Wiz 4

Components: V,S,F

Casting Time: 1 action

Range: Medium (100 ft. +10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The caster creates an invisible tendril of force between himself and the target creature, which renders it incapable of approaching him. Every round it attempts to move towards the caster, the target must succeed at a Strength Check (DC 30) in order to succeed: failure indicates that it is instead deflected at half its speed, at 90 degrees to its desired course. If the target attempts to obliquely approach the caster, it is likewise deflected away from him, such that its course is perpendicular to the line of effect between the caster and target.

Focus: a coiled spring.

Mostin's Interminable Sermon

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4

Components: V

Casting Time: 1 action

Range: 30 ft.

Targets: All creatures within a 30-ft. radius spread, centered on you.

Duration: Concentration (and see below)

Saving Throw: Will negates

Spell Resistance: Yes

The caster begins to speak of complex arcane matters in a dry, monotonous, academic voice, immediately forcing will saving throws from all of those within the spell's area of effect. Those who fail their saves stand and listen to the caster, as he expounds various magical philosophies and esoteric theories.

After 5 rounds of monologue, the targets start to become bored and restless, wishing to escape from the interminable sermon, but afraid of offending the caster. For every round which passes after the fifth, each creature affected is allowed a new will saving throw, with success indicating that it can break itself away from the interminable sermon: it leaves the vicinity of the caster at half of its movement speed, attempting to slip away casually and unobtrusively. Once outside of the spell area, the enchantment on those intent upon leaving the caster's presence persists for 1 round per caster level (max 15 rounds). During this time, they will be unwilling to approach the caster again, as though subject to an antipathy spell.

The targets of an interminable sermon are in no way held or incapacitated, and any attack upon them immediately ends the effects of the compulsion. If the caster voluntarily ends the interminable sermon, or his concentration is broken, the compulsion likewise ends upon those who are still listening to him (but not upon those who have already fled him).

Mostin's Id Eruption

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2levels)

Targets: One creature

Duration: 1 hour / level

Saving Throw: Will negates
Spell Resistance: Yes

The target creature is beset by strong, unconscious urges. If it fails its saving throw, it will immediately act in a manner exactly contrary to that dictated by its normal alignment and conditioning. Normally suspicious creatures will become friendly, peaceful creatures become violent, selfish creatures become generous etc.

Creatures who possess a very entrenched set of behaviours (paladins, evil clerics etc.) are particularly vulnerable to this spell, because of the extreme reversal that it entails. A champion of good becomes filled with brutality, and will seek to sate his basic urges immediately and without regard to the welfare of others. An evil necromancer may instead offer aid or healing.

Creatures who are rendered passive by this spell (if their normal condition is one of great violence) will still fight defensively if attacked, until the duration expires. Targets with strong religious beliefs and alignment tendencies upon which special abilities are based may need to atone after the spell has expired, at the DM's discretion.

Outsiders such as demons, slaadi, devils and celestials, being archetypal manifestations of the principles they embody, are immune to this spell.

Mostin's Fleeting Leap of Evolution

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject is infused with the essence of the Far Realm, the insane region beyond space and time where the normal laws which govern reality break down. For the duration of the spell, the subject gains any one of the following benefits:

Flexibility: The subject gains a +10 natural armour bonus, a +10 insight modifier to attacks, and a 100% increase in speed, for all movement types. The subject may use blur and dimension door at will as a 20th level caster, and is not affected by the miss chance that applies to hit concealed targets.

Terrifying Aspect: The subject gains a +10 unnamed bonus to Strength, and clusters of tentacles replace his arms: he may make a number of tentacle attacks equal to $1 + \frac{1}{3}$ of the caster's level rounded down (maximum 7 total). Each tentacle attacks at the subject's highest BAB, and deals damage of $2d8 + \text{Str modifier}$. If this option is chosen, the subject may also assume an alternate form as a standard action, where he appears as a writhing mass of strange organs and tentacles. The subject's abilities remain unchanged despite his appearance, but other creatures receive a -1 morale penalty to attack him whilst in this form.

Resilience: The subject gains 1d6 temporary hit points per caster level (max 20d6), electricity and acid resistance 20, spell resistance 30 and damage reduction of 10/+3.

Successive castings of the fleeting leap of evolution do not stack: if a new set of abilities are chosen, they replace those already in effect.

Material Component: a piece of matter from the Far Realm.

Mostin's Aura of Inscrutability

Abjuration

Level: Sor/Wiz 3

Components: V,S,M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is rendered immune to minor divinations which would reveal information about him, including detect poison, detect undead, detect chaos/evil/good/law, detect thoughts, arcane sight, discern lies, know protections and know vulnerabilities. The subject is also protected from detect magic as if warded by Nystul's undetectable aura, so the existence of the aura of inscrutability is difficult to determine, although it may be inferred that some kind of ward exists. True seeing reveals the aura of inscrutability as an insubstantial haze surrounding the subject, although it does not reveal its purpose or power.

Mostin's aura of inscrutability offers no protection against scrying, clairvoyance, or similar magic.

Material Component: A piece of sheer fabric.

Mostin's Arrhythmic Apoplexy

Transmutation

Level: Sor/Wiz 2

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2levels)

Effect: Ray

Duration: 1 round / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A dim ray springs from the caster's palm, causing the creature it touches to be affected by intermittent spasms and convulsions. For the duration of the spell, the target may only take a partial action each turn, and suffers a –2 circumstance penalty to AC, attack rolls and Reflex saves, as the arrhythmic apoplexy interrupts normal movement. Jump, Climb, Swim and all Dexterity-based skill checks also suffer a –2 penalty as long as the spell's duration persists.

Mostin's Invulnerability to Perception

Abjuration

Level: Sor/Wiz 9

Components: V,S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject is encapsulated within a protective sheath of null-space, and is rendered undetectable by sight, scent, sound, tactile interaction, blindsight, tremorsense, and all nonepic divinatory spells such as detect thoughts, detect magic, detect chaos/evil/good/law, see invisibility, true seeing, prying eyes, arcane eye, scrying, greater scrying, locate creature and discern location. Epic divinations must make a successful opposed caster level check in order to reveal information about the subject's whereabouts.

The subject may act normally in his environment, and if his presence can be inferred by his actions, he is still liable to attacks as if they were directed against an invisible creature.

Mostin's Enmity of Devils (to follow)

Mostin's Diminishing Prognostication (to follow)

Mostin's Myopic Emanation (to follow)

Mostin's Insidious Probe (to follow)

Mostin's Ray of Wizing (to follow)

Mostin's Ecstasy of Revelation (to follow)

POST 25: Some Bad Guys

Posted by: Sepulchrave II at ENWorld on 5th May 2003, 11:55 PM

Shupthûl

Male Shadow Half-Fiend / Half-Sidhe Fighter 10; CR 22; Medium-Size Outsider (Fey); HD 6d6+24 plus 10d10 + 40; hp 140; Init +11; Speed 60 ft.; AC 30 (touch 14, flatfooted 26); Attack: +22/+17/+12 melee (1d8+6, +2 keen adamantine thinblade) or +26/+21/+16 missile (1d8+9 plus 1d6 fire plus poison, +5 (+4 mighty) flaming burst composite longbow and MW arrow); Face/Reach 5 ft. x 5 ft./5 ft.; SA Spell-like abilities, spells, poison, hypnotism; SQ Darkvision 60 ft., DR 5/+1, evasion, fast healing 2, immunities, low-light vision, plane shift, resistances, see invisibility, shadow blend, SR 18; AL CE; SV Fort +16, Ref +17, Will +14; Str 19, Dex 25, Con 19, Int 18, Wis 14, Cha 24.

Skills and Feats: Animal Empathy +18, Bluff +18, Hide +21, Knowledge (local) +17, Knowledge (nature) +17, Knowledge (planes) +17, Listen +20, Move Silently +16, Perform +21, Ride +23, Spot +15; Dodge, Exotic Weapon Proficiency (Thinblade), Far Shot, Improved Critical (Composite Longbow), Improved Initiative, Iron Will, Manyshot, Mobility, Mounted Archery, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot, Ride-by Attack, Weapon Finesse (Thinblade).

Spells: Shupthul casts arcane spells as a 6th level bard (3/5/3 spells per day; save DC 17 + spell level). **Spells Known:** 0 level – daze, detect magic, ghost sound, mending, prestidigitation, read magic; 1st level – expeditious retreat, message, unseen servant, ventriloquism; 2nd level – enthrall, detect thoughts, whispering wind.

Ignore Spell Failure (Ex): Shupthul may ignore a portion of the arcane spell failure associated with using armour. He subtracts 20% from his total spell failure chance.

Shadow Blend (Su): In any conditions other than full daylight, Shupthul can disappear into the shadows giving him nine-tenths concealment. A daylight spell negates this.

Spell-like abilities: At will- blur, change self, charm person, clairaudience/clairvoyance, invisibility, speak with animals; 1/day- bestow curse, suggestion. These abilities are as the spells cast by a 9th level sorcerer. Shupthul has the bardic music ability as a 6th level bard. Shupthul also uses these abilities as a 16th level sorcerer: 3/day - darkness, poison, unholy aura; 1/day – cause fear, desecrate, mirror image, unholy blight, contagion, blasphemy, unhallow, horrid wilting. All Save DCs against spell-like abilities are 17+ spell level, where appropriate.

Fast Healing (Ex): Shupthul regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from thirst, starvation or suffocation, and it does not allow the sidhe to regrow or reattach lost body parts.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw for half damage, Shupthul takes no damage on a successful saving throw.

Hypnotism (Sp): As a free action, once per round, Shupthul may attempt to hypnotize (as the first level sorcerer/wizard spell) a single target within 30 ft. by meeting its gaze. Only humanoids are subject to this effect, but there is no limit on the number of hit dice or levels that the target can possess. The save DC is 21. A target which resists the hypnotism effect cannot be affected by Shupthul again for 24 hours.

Immunities (Ex): Shupthul is immune to all mundane poisons and diseases (but not supernatural poisons and diseases).

Plane Shift (Sp): Shupthul can move between the Demiplane of Aqithan and the Plane of Shadow as a move-equivalent action. The ability transports Shupthul and up to six other willing creatures. Shupthul's plane shift ability always transports the user to a point exactly coterminous with its current position. It is otherwise similar to the spell of the same name.

Poison (Ex): Shupthul routinely uses arrows envenomed with wyvern poison (Save DC 17; initial and secondary damage both 2d6 Con).

Resistances (Ex): Shupthul has acid, electricity, fire and cold resistance 20.

See Invisibility (Su): Invisible creatures are always visible to Shupthul, as if he were constantly under a see invisibility effect.

Possessions: +5 mithral breastplate, +4 mithral buckler, +2 keen adamantine thinblade, +5 (+4 mighty) flaming burst composite longbow, potion of haste.

King Irknaan

Male Shadow Half-Fiend / Half Sidhe Sorcerer 16; CR 28; Medium-Size Outsider (Fey); HD 6d6+24 plus 16d4+64; hp 149; Init +10; Speed 60 ft.; AC 23 (touch 16, flatfooted 17); Attack: +20/+15/+10 melee (+5 chaotic mortalbane dagger); Dmg: 1d4+9 (+5 chaotic mortalbane dagger). Face/Reach 5 ft. x 5 ft./5 ft.; SA Spell-like abilities, spells, poison, hypnotism; SQ Darkvision 60 ft., DR 5/+1, evasion, fast healing 2, immunities, low-light vision, plane shift, resistances, see invisibility, shadow blend, SR 40; AL CE; SV Fort +13, Ref +18, Will +22; AL CE; Str 19, Dex 23, Con 19, Int 27, Wis 20, Cha 32 (38)

Languages: Sylvan, Draconic, Abyssal, Auran, Infernal, Ignan.

Skills: Alchemy +18, Animal Empathy +24, Bluff +38, Concentration +24, Handle Animal +24, Hide +16, Knowledge (arcana) +28, Knowledge (local) +28, Knowledge (the planes) +28, Listen +17, Move Silently +16, Perform +38, Ride +16, Search +18, Scry +28, Sense Motive +21, Spellcraft +28, Spot +17

Feats: Corrupt Spell, Dark Speech, Expertise, Improved Initiative, Iron Will, Violate Spell, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Epic Spell Focus (Enchantment), Brew Potion, Craft Wondrous Item, Spell Penetration, Greater Spell Penetration, Empower Spell, Widen Spell.

Spells: Irknaan casts arcane spells as a 16th level sorcerer (6/10/10/9/9/9/9/7/5 spells per day; save DC 24+ spell level or 30+ spell level for enchantments). Spells Known: 0 Level – resistance, prestidigitation, detect poison, ray of frost, ghost sound, mage hand, arcane mark, detect magic, read magic; 1st level – [I]magic missile, identify, protection from good, know protections, ray of enfeeblement; 2nd level – cat's grace, detect thoughts, blur, blindness/deafness, shadow mask; 3rd level – fly, haste, dispel magic, nondetection; 4th level – sonic orb, polymorph self, enervation, dimension door; 5th level – sending, hold monster, dismissal, feeblemind; 6th level – planar binding, geas/quest, mass suggestion; 7th level – greater scrying, limited wish; 8th level – flensing

Irknaan also casts spells as a 6th level bard (3/7/6 spells per day; save DC 24 + spell level or 30+ spell level for enchantments). Spells Known: 0 level – open/close, prestidigitation, mending, dancing lights, flare, daze; 1st level – expeditious retreat, unseen servant, mage armour, alarm; 2nd level – darkness, silence, undetectable alignment.

Shadow Blend (Su): In any conditions other than full daylight, Irknaan can disappear into the shadows giving him nine-tenths concealment. A daylight spell negates this.

Spell-like abilities: At will- blur, change self, charm person, clairaudience/clairvoyance, invisibility, speak with animals; 1/day- bestow curse, suggestion. These abilities are as the spells cast by a 9th level sorcerer. Irknaan has the bardic music ability as a 6th level bard. He also uses these abilities as a 16th level sorcerer: 3/day - darkness, poison, unholy aura; 1/day – cause fear, desecrate, mirror image, unholy blight, contagion, blasphemy, unhallow, horrid wilting, summon monster IX (fiends only) and destruction. All Save DCs against spell-like abilities are 24+ spell level, where appropriate.

Fast Healing (Ex): Irknaan regains lost hit points at the rate of 2 per round. Fast healing does not restore hit points lost from thirst, starvation or suffocation, and it does not allow the sidhe to regrow or reattach lost body parts.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw for half damage, Irknaan takes no damage on a successful saving throw.

Hypnotism (Sp): As a free action, once per round, Irknaan may attempt to hypnotize (as the first level sorcerer/wizard spell) a single target within 30 ft. by meeting its gaze. Only humanoids are subject to this effect, but there is no limit on the number of hit dice or levels that the target can possess. The save DC is 21. A target which resists the hypnotism effect cannot be affected by Irknaan again for 24 hours.

Immunities (Ex): Irknaan is immune to all mundane poisons and diseases (but not supernatural poisons and diseases).

Plane Shift (Sp): Irknaan can move between the Demiplane of Aqithan and the Plane of Shadow as a move-equivalent action. The ability transports Irknaan and up to six other willing creatures. Irknaan's plane shift ability always transports him to a point exactly coterminous with his current position. It is otherwise similar to the spell of the same name.

Resistances (Ex): Irknaan has acid, electricity, fire and cold resistance 20.

See Invisibility (Su): Invisible creatures are always visible to Irknaan, as if he were constantly under a see invisibility effect.

Possessions: +5 chaotic mortalbane dagger, ring of freedom of movement, crystal ball with detect thoughts, bracers of armour +6, mirror of vanity +6, mantle of epic spell resistance.

Lehurze

Female Succubus Sorcerer 14; CR 23; Medium-Size Outsider (Demon); HD 6d8+6 plus 14d4+14; hp 82; Init +1; Speed 30 ft., fly 50 ft. (average); AC 20 (touch 11, flatfooted 19); Attack: +16/+11/+6 melee (+2 greater wounding dagger); Dmg: 1d4+3 (+2 greater wounding dagger); SA Spells, spell-like abilities, energy drain, summon tanar'ri; SQ DR 20/+2, SR 12, tanar'ri qualities, alternate form, tongues; SV Fort +10, Ref +10, Will +16; AL CE; Str 13, Dex 13, Con 13, Int 18, Wis 14, Cha 23.

Skills and Feats: Bluff +22, Concentration +7, Disguise +12, Escape Artist +7, Hide +7, Knowledge (arcana) +24, Knowledge (the planes) +23, Listen +16, Move Silently +7, Ride +7, Search +10, Scry +14, Sense Motive +22, Spellcraft +24, Spot +16; Dodge, Mobility, Quicken Spell-like Ability, Spell Focus (Evocation), Spell Penetration, Violate Spell, Energy Substitution (Sonic).

Spells: (6/8/8/7/7/7/6/3 spells per day; save DC 16 + spell level or 18+ spell level for evocations). 0 level – acid splash, ray of frost, dancing lights, flare, ghost sound, mage hand, arcane mark, detect magic, read magic; 1st level – mage armour, identify, net of shadows, ray of enfeeblement, true

strike; 2nd level— obscure object, web, combust, see invisibility, eagle's splendour; 3rd level – avoid planar effects, fireball, displacement, dispel magic; 4th level – dimensional anchor, improved invisibility, polymorph other, wall of fire; 5th level – ball lightning, stop heart, magic jar; 6th level acid storm, disintegrate; 7th level – power word, stun.

Spell-Like Abilities: At will – charm monster, clairaudience/clairvoyance, darkness, desecrate, detect good, detect thought, doom, ethereal jaunt (self plus 50 pounds of objects only), suggestion, teleport without error (self plus 50 pounds of objects only); 1/day – unholy blight. These abilities are as the spells cast by a 12th level sorcerer (save DC 16+ spell level).

Energy Drain (Su): Lehurze drains energy from a mortal she lures into some act of passion, or simply by planting a kiss on the victim. If the target is not willing to be kissed, Lehurze must start a grapple, which provokes an attack of opportunity. Lehurze's kiss or embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice. The Fortitude save to remove the negative level has a DC of 18.

Summon Tanar'ri (Sp): Once per day, Lehurze may attempt to summon one balor with a 10% chance of success.

Alternate Form (Su): Lehurze may assume any humanoid form from Small to Large size as a standard action. This ability is similar to polymorph self but allows only humanoid forms. While using this ability, she gains a +10 circumstance bonus to disguise checks.

Tongues (Su): Lehurze has a permanent tongues ability as the spell cast by a 12th level sorcerer.

Tanar'ri Traits: Lehurze is immune to poison and electricity, and possesses cold, fire and acid resistance 20. She can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: Lehurze has darkvision (60-foot range). She cannot be raised or resurrected.

Skills: Lehurze receives a +8 racial bonus to Listen and Spot checks.

Possessions: +2 dagger of greater wounding, cubic gate, iron bands of Billarro

Nhura

Female Shadow Half-Fiend / Half Lillend Bard 8 Loremaster 6; CR 24; Large Outsider; HD 7d8+42 plus 8d6+48 plus 6d4+36; hp 201; Init +5; Speed 30 ft., fly 105 ft. (average); AC 20 (touch 14, flatfooted 15); Attack: +28/+23/+18/+13 melee (+4 huge vampiric greatsword); Dmg: 2d8+10 (+4 huge vampiric greatsword); SA Improved grab, constrict 2d6 +7, spells, spell-like abilities; SQ Poison immunity, acid, cold, fire, electricity resistance 20, DR 5/+1, Evasion, plane shift, regeneration 2, saving throw luck bonus, shadow blend, lore (+21), greater lore (identify), secrets (inner strength, weapon trick, applicable knowledge); SV Fort +14, Ref +20, Will +22; AL CE; Str 24, Dex 21, Con 17 (23), Int 18, Wis 16, Cha 23.

Skills: Appraise +14, Bluff +26, Concentration +22, Craft (instrument) +19, Intimidate +21, Knowledge (arcana) +27, Knowledge (planes) +24, Listen +13, Move Silently +11, Perform +26, Scry +19, Sense Motive +18, Spellcraft +20, Wilderness Lore +16

Feats: Combat Casting, Extend Spell, Still Spell, Create Wondrous Item, Skill Focus (Knowledge: arcana), Dark Speech, Obscure Lore, Power Attack

Spell-like abilities: 3/day - darkness, hallucinatory terrain, knock, light; 1/day- charm person, speak with animals, speak with plants. These abilities are as the spells cast by a 10th level bard (Save DC 16 + spell level). Nhura uses the bardic music ability as a 14th level bard, and also uses these abilities as a 21st level sorcerer: 3/day - darkness, poison, unholy aura; 1/day – cause fear, desecrate, mirror image, unholy blight, contagion, blasphemy, unhallow, horrid wilting, summon monster IX (fiends only), destruction.

Spells: Nhura casts arcane spells as a 20th level bard (4/6/6/5/5/5 spells per day; save DC 16 + spell level). Spells Known: 0 level – detect magic, ghost harp, ghost sound, mending, prestidigitation, read magic, songbird; 1st level – distort speech, expeditious retreat, message, know protections, mage armour; 2nd level – detect thoughts, eagle's splendour, see invisibility, silence, undetectable alignment; 3rd level – analyze portal, dispel magic, displacement, clairvoyance/clairaudience, haste; 4th level – hold monster, legend lore, locate creature, improved invisibility, speechlink; 5th level – dream, greater dispelling, nightmare, revenance, persistent image; 6th level – control weather, plane shift, great shout, veil.

Possessions: +4 huge vampiric greatsword, necklace of adaptation, chaos diamond, amulet of health +6.

POST 26: Shomei

Posted by: Sepulchrave II at ENWorld on 13th May 2003, 02:58 PM

A part-time PC

Shomei

Human Wizard (Conjurer) 20; medium sized humanoid; HD 20d4+20; hps 72; Init +1 (+1 Dex); Speed 30 ft; AC 21 (+1 Dex, +6 Armour, +4 Deflection); Attack: BAB: +10/+5; +11/+6 (MW Dagger) Dmg: 1d4 (19-20/x2) (Dagger), SV Fort +7, Ref +7, Will +15; AL N(LN); Str 10, Dex 13, Con 13, Int 26 (32), Wis 16, Cha 17.

Intelligence includes a +5 inherent bonus.

Languages: Common, Draconic, Undercommon, Giant, Sylvan, Celestial, Abyssal, Infernal, Auran, Ignan, Terran, Aquan, Elven

Skills: Knowledge (Arcana) +64, Knowledge (The Planes) +34, Knowledge (Local, Hell) +34, Knowledge (History) +24, Knowledge (Religion) +24, Spellcraft +64, Craft (Jeweler) +26, Scry +34,

Profession (Law) +26, Concentration +54, Ride +9, Sense Motive +13, Diplomacy +12, Gather Information +8.

Feats: Scribe Scroll, Craft Wondrous Item, Quicken Spell., Extend Spell, Spell Focus (Conjuration), Greater Spell Focus (Conjuration), Spell Penetration, Greater Spell Penetration, Empower Spell, Sanctum Spell, Augmented Summoning, Enlarge Spell, Heighten Spell.

Spells: 4/7/7/7/6/6/6/6/5/5 per day. Specialty: Conjuration (+1 spell/level/day). Prohibited: Evocation.

Known:

0 Level Spells: All Nonprohibited PHB Cantrips.

1st-Level Spells: Change Self, Charm Person, Mage Armor, Obscuring Mist, Know Protections, Net of Shadows, Negative Energy Ray, Mount, Grease, True Strike, Enlarge, Expeditious Retreat, Spider Climb, Nystul's Magic Aura, Shield, Sleep, Animate Rope, Chromatic Orb, Erase.

2nd-Level Spells: Bull's Strength, Cat's Grace, Endurance, Fox's Cunning, Owl's Wisdom, Eagle's Splendour, Detect Thoughts, Hypnotic Pattern, Invisibility, Resist Elements, See Invisibility, Arcane Lock, Gaze Screen, Web, Fog Cloud, Glitterdust, Locate Object, Blur, Minor Image, Ghoul Touch, Scare, Spectral Hand, Whispering Wind.

3rd-Level Spells: Avoid Planar Effects, Dispel Magic, Displacement, Fly, Haste, Nondetection, Flame Arrow, Mestil's Acid Breath, Phantom Steed, Sepia Snake Sigil, Sleet Storm, Stinking Cloud, Analyze Portal, Arcane Sight, Clairaudience/Clairvoyance, Tongues, Hold Person, Suggestion, Shadow Cache, Halt Undead, Blink, Greater Magic Weapon, Slow.

4th-Level Spells: Charm Monster, Dimension Door, Dimensional Anchor, Minor Globe of Invulnerability, Remove Curse, Stoneskin, Zone of Respite, Solid Fog, Summon Monster IV, Minor Globe of Invulnerability, Phantasmal Killer, Polymorph Self, Improved Invisibility, Hallucinatory Terrain, Shadow Conjuration, Shadow Well, Contagion, Enervation, Fear, Bestow Curse, Dimension Door, Fire Stride, Polymorph Other, Scramble Portal.

5th-Level Spells: Cloudkill, Dismissal, Mordenkainen's Private Sanctum, Lesser Planar Binding, Wall of Iron, Wall of Stone, Contact Other Plane, Prying Eyes, Dominate Person, Feeblemind, Hold Monster, Dream, Nightmare, Seeming, Shadowfade, Magic Jar, Fabricate, Summon Undead V, Ghost Form, Permanency, Teleport, Telekinesis.

6th-Level Spells: Antimagic Field, Gate Seal, Disintegrate, Globe of Invulnerability, Greater Dispelling, Mass Haste, Guards and Wards, Repulsion, Acid Fog, Planar Binding, Analyze Dweomer, True Seeing, Mass Suggestion, Shades, Veil, Circle of Death, Trollish Fortitude, Disintegrate, Energy Transformation Field, Eyebite, Fiendform, Flesh to Stone, Make Manifest, Move Earth, Stone to Flesh, Tenser's Transformation.

7th-Level Spells: Banishment, Energy Immunity, Sequester, Spell Turning, Drawmij's Instant Summons, Summon Monster VII, Power Word, Stun, Spell Turning, Teleport Without Error, Greater Scrying, Shadow Walk, Simulacrum, Elemental Body, Reverse Gravity, Plane Shift, Limited Wish.

8th-Level Spells: Dimensional Lock, Greater Planar Binding, Power Word Blind, Trap the Soul, Discern Location, Antipathy, Binding, Demand, Screen, Mass Manifest, Horrid Wilting, Maze, Mind Blank, Polymorph Any Object, Symbol.

9th-Level Spells: Dominate Monster, Wish, Gate, Power Word Kill, Elminster's Effulgent Epuration, Summon Monster IX, Prismatic Sphere, Astral Projection, Wail of the Banshee

Possessions: Robe of Stars, Dimensional Shackles, Ring of Protection +4, Bracers of Armour +6, Crystal Ball, Stone of Sendings, Shomei's Rod, Jovol's Arcane Bracelet, Ebony Fly, Ring of Sustenance.

Shomei's Rod (Minor Artifact)

This slender and ornate metal rod, some forty inches long, is of unknown construction but is marked by exquisite craftsmanship and detail. It is a versatile metamagic rod with a number of other functions in addition. It may empower, extend, or triply heighten any spell of 1st to 9th level, each function usable once per day as the metamagic feat of the same name. Spells enhanced by the rod may only have one of the rod's metamagics applied to them at any one time, although regular metamagic feats may still apply in addition.

The rod's special functions are directed towards extraplanar creatures. Against attacks from outsiders, the rod grants SR30 and a +5 resistance bonus to all saving throws, and all enchantment (compulsion) spells cast by the rod's wielder against outsiders enjoy a +4 bonus to penetrate their SR. Once per day, the rod's owner may invoke a dominate effect (heightened to 12th level, Save DC 28) on any single outsider, in order to compel servitude from it. Finally, when attempting to bargain with any creature who is confined by any of the planar binding spells, the wielder may subject the captive creature to torment (no Save or SR), conferring a -6 circumstance penalty to the creature's opposed Charisma check. Tormented creatures tend to bear considerable ill-will towards the rod's wielder after their service has expired.

Caster Level 23rd; weight 2lbs.

Stone of Sendings

The owner of this small, unremarkable stone can issue a sending at will as the 5th level sorcerer/wizard spell.

Caster Level: 9th; Prerequisites: Craft Wondrous Item, sending; Market Price 90,000 gp.

Jovol's Arcane Bracelet

This silver bracelet, presumably constructed by Jovol himself, shapes itself to most comfortably fit its wearer. Whilst worn, it grants a +30 bonus to all Knowledge (arcana), Concentration and Spellcraft skill checks.

Every day, the bracelet's owner can recall up to 20 levels of spells that she has already cast during that day, in a similar manner to Mordenkainen's lucubration. The twenty levels may be split as the wearer sees fit over the course of the day: for example, the bracelet's wearer could recall a meteor swarm, three dispel magics and a web, assuming all of these spells had been already cast at least once. Spells raised beyond 9th level by metamagic feats may be recalled, but Epic spells may not. If

the spell recalled normally requires an expensive material component and/or an XP cost, the caster must meet these as usual.

POST 27: More on Shomei

Posted by: Sepulchrave II at ENWorld on 17th May 2003, 02:13 AM

Quote:

Anyway, I've never seen Chain Contingency in any 3rd edition book, but I assume it's a more powerful version of the level 6 spell in the PHB? If so, it's an evocation spell, which she shouldn't have been able to cast. I notice it's not in her spell list, so I suppose you hadn't written her character sheet back then.

Yep, a minor inconsistency.

My initial conception of Shomei was as a generalist - I only had her detailed in rough terms. As the characters - notably Mostin - began to interact more with her, and her character became more fleshed out, I'd begun to peg her as a Conjurer (evocation barred). The final character sheet wasn't drawn up until January or February.

So I think it's safe to assume she used a one-use item for the chain contingency.

With most of the powerful mages I generally assume at least some additional scrolls, potions etc. are available as needed and not recorded on the character sheet. Even more so in Shomei's case - she is fabulously rich - her mansion and estate alone are worth more than 2 million gp.

Quote:

Have you just forgotten to write "Headband of Intellect +6" among her possessions?

Oops. Well spotted.

Quote:

Didn't she recently mention to Mostin that she had some unique spells? I don't see them in her list (and would, of course, love to check them out sometime).

They are still on the drawing-board, only half-developed.

The celestial aegis is an 8th level-spell which protects against spells, spell-like abilities and supernatural attacks of summoned or called evil outsiders. It has the [good] descriptor - Goetia and all that.

This hour a millennium long (Enchantment (Charm) [Mind-affecting]) is a high level spell, designed to target outsiders who are already bound in a thaumaturgic circle. The passage of time for those within the pentacle changes drastically, and they believe their captivity to be much longer than it actually is. They tend to be more cooperative.

Fiendish charm = bonus on all charisma-related skill checks when dealing with evil outsiders.

Imperceptibility to devils - like it says.

Sanction. Bestows a temporary mark, visible only to devils, which they perceive as a sign of favour with their Arch-devil masters. I'd like to develop this whole mechanic some more, but I never seem to have time.

POST 28: The Wyrms Crosod

Posted by: Sepulchrave II at ENWorld on 18th June 2003, 03:31 AM

I think this was the final version.

Crosod is optimized for stealth and swift, devastating attacks, using haste, expeditious retreat and his quickened spell-like abilities. His maximum double-move – 1200 feet per round when flying – translates to around 140 mph.

When encountered first by Shomei he was hugely buffed – immune to sonics, death ward, invisible and under the protection of mage armour and an unholy aura. His Charisma was 34 – pumping up his Save DCs – and his Constitution was 35 – granting him another +4 on Fort saves and an additional 136 hp. His arcane sight, and detect thoughts were also running and he was surrounded by a zone of revelation.

His 'official' CR is 22 – which feels a tad on the low side. The DC 31 save against his destruction was the one which Zhorion failed – the Solar rolled low. Crosod's high caster level for his spell-like abilities means that he simply ignores SR 35 or less.

The Wyrms Crosod

Shadow Half-Fiend/Half Black Dragon (Wyrms); CR 22; Gargantuan Outsider (Dragon); HD 34d12+272; hp 493; Init +6; Speed 90 ft., fly 300 ft., swim 90 ft.; AC 42 (-4 size, +2 Dex, +37 natural); Attack: +44 melee (bite), +39 melee (claw), +39 melee (wing), +39 melee (tail slap) or +44 melee (crush); Dmg: 4d6+14 (bite), 2d8+7 (claw), 2d6+7 (wing), 2d8+21 (tail slap) or 4d6+21 (crush); SA Breath weapon, frightful presence, fast healing 2, spell-like abilities, spells, snatch; SQ Blindsight, darkvision, evasion, DR 20/+3, immunities, keen senses, shadow blend, SR 26, water breathing; SV Fort +29, Ref +23, Will +25; AL CE; Str 39, Dex 14, Con 27, Int 22, Wis 19, Cha 25.

Crosod's Charisma includes a +5 inherent bonus.

Skills: Bluff +38, Diplomacy +38, Hide +32, Knowledge (arcana) +37, Knowledge (local, Afqithan) +37, Knowledge (the Planes) +37, Innuendo +35, Intimidate +38, Listen +37, Move Silently +37, Scry +37, Sense Motive +35, Spellcraft +40, Search +37, Spot +41

Feats: Corrupt Breath Weapon, Wingover, Flyby Attack, Quicken Spell-like Ability, Empower Spell-like Ability, Empower Spell, Enlarge Spell, Improved Initiative, Power Attack.

Spells Per Day: 6/8/8/8/7/7/5; Save DC 17 + spell level; 1st level – expeditious retreat, know protections, mage armour, spider climb, true strike; 2nd level – blindness/deafness, detect thoughts, eagle's splendour, endurance, invisibility; 3rd level – arcane sight, displacement, fireball, haste; 4th level – dimension door, polymorph self, sonic orb, zone of revelation; 5th level – hold monster, Rary's telepathic bond, sending; 6th Level – acid storm, greater dispelling

Breath Weapon (Su): Every 1d4 rounds, Crosod can breath a line of acid 5 ft. wide and 120 ft. long for 22d4 points of damage (Reflex Save DC 34). Half of the damage dealt by Crosod's breath is unholy damage.

Frightful Presence (Ex): When Crosod attacks, charges or flies overhead, creatures within 220 ft. with less than 34 HD must make a Will saving throw (DC 34) or become shaken for 4d6 rounds.

Spell-like Abilities: At 13th level (Save DC 17 + spell level): 3/day – darkness (110 ft. radius), insect plague; 1/day - corrupt water, plant growth. At 34th level (Save DC 17 + spell level) : 3/day – darkness, poison, unholy aura; 1/day – cause fear, desecrate, mirror image, plane shift (Plane of Shadow only) unholy blight, contagion, blasphemy, unhallow, horrid wilting, summon monster IX (fiends only), destruction.

Evasion (Ex): If exposed to any effect that normally allows a Reflex saving throw for half damage, Crosod takes no damage on a successful saving throw.

Shadow Blend (Su): In any conditions other than full daylight, Crosod can disappear into the shadows giving him nine-tenths concealment. A daylight spell negates this.

Special Qualities: Acid, sleep, poison and paralysis immunity; cold, electricity and fire resistance 20; darkvision 1100 ft.; blindsight 330 ft.; low-light vision.; +2 luck bonus to saving throws.

POST 29: Sorry

Posted by: Sepulchrave II at ENWorld on 2nd November 2003, 02:27 PM

Hi everyone.

Sorry for ignoring this thread for so long - as you know, things have been kind of busy for me lately.

Many thanks for the art contributed - I really appreciate it. It's actually kind of overwhelming to know that people have put so much time and effort into this. Special thanks to Cheiro

As far as updates go, I'm still working on the 3.5 (actually about 3.3-ish) conversion of the entire campaign - something which will take a while, as I'm sure you'll understand. Given how little time I've had to spare recently, this is proving to be a slow process. Compared to the 1e-->3e conversion it's actually harder because subtleties can be retained. I'm all about retrofitting.

Like most people, we've cherry picked the bits of 3.5 that we like, and dumped the stuff we don't :rolleyes: I won't bore you with the house-rules though.

I'll post Eadric later today - that seems fitting. Note that the conversion of the characters is some time after the SH developments to date (as I write, it's November 2nd; the SH is stuck back in August.) The characters are current - as of last week, in fact, so there may be a little discontinuity. I still need to format them and check the math.

Jim.

POST 30: Eadric of Deorham, the Ahma

Posted by: Sepulchrave II at ENWorld on 3rd November 2003, 02:49 PM

So here is Eadric, as of last week in fact. Before you say 'ohmygod' bear in mind that the campaign is somewhat further advanced than the SH - there are, I guess, implicit spoilers in his stat block. Balancing the characters - something I try to do from time to time, despite the fact I don't think the concept holds any real credibility - has always been a guessing game for me. The spellcasters (burning xp and developing spells) are a particular problem in this regard, as are my attempts to avoid a glut of magic items, so I have to intuit it to a large extent.

Note that the PrC ideas developed for Ed were suspended in light of the 3.5 half-celestial template. I think that, with the saint template in the BOED, they are likely to be dropped altogether - Mark is still ruminating on that one.

Also note the development of Lukarn - it continues to be a levelled weapon. The sunblade power has evolved somewhat. More on this as the SH unfolds.

More to follow.

*

Eadric of Deorham, the Ahma

Male half-celestial human paladin 15 / divine disciple 5 / fighter 2; CR 25; Medium outsider (augmented humanoid, native); HD 15d10+90 plus 5d8+30 plus 2d10+12; hp 253; Init +2; Spd 20ft. (base 30ft.); AC 30, touch 12, flatfooted 28; Base Atk +19; Grp +28; Atk +35 melee (1d10+15/15-20, +6 keen fiend bane bastard sword); Full Atk: +35/+30/+25/+20 (1d10+15/15-20, +6 keen fiend bane bastard sword); SA smite evil – half-celestial ability, smite evil – paladin ability, spells, spell-like abilities, turn undead; SQ aura of courage, damage reduction 10/magic, darkvision 60ft., daylight, detect evil, divine emissary, divine grace, divine health, domain power, imbue with spell ability, lay on hands, remove disease 4/week, resistance to acid 10, cold 10, and electricity 10, spell resistance 32, sacred defense, strength domain power, transcendence; SV Fort +28 (+32 against poison) Ref +16 Will +22; AL LG; Str 28 Dex 15 Con 22 Int 14 Wis 20 Cha 27.

Skills and Feats: Diplomacy +37, Handle Animal +13, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (religion) +27, Perform (oratory) +17, Ride +19, Sense Motive +30; Cleave, Divine Might, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword),

Mounted Combat, Overwhelming Critical (bastard sword), Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword)

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

Daylight (Sp): Eadric can use a daylight effect at will.

Lay on Hands (Su): Eadric can heal 105 points of damage per day. He may choose to divide his healing among multiple recipients, and he does not have to use it all at once.

Divine Emissary: Eadric can telepathically communicate with celestials within 60 feet.

Imbue with Spell Ability (Sp): As the spell, except Eadric does not need to use any 4th-level spell slots to activate this ability. He transfers currently prepared spells on a one-for-one basis. He may only transfer 1st- and 2nd- level spells.

Sacred Defense: Eadric adds +2 to saving throws against divine spells and spell-like or supernatural abilities of outsiders.

Smite Evil – Half-Celestial (Su): Once per day, Eadric can make a normal melee attack to deal an extra 20 points of damage to an evil foe.

Smite Evil – Paladin (Su): Four times per day, Eadric can add a +7 bonus to his attack roll and deal an extra 15 points of damage to an evil foe.

Spells Prepared (5/4/4/4; save DC 15+ spell level): 1st – bless, bless weapon, divine favor (x2), lesser restoration, resistance, enlarge (D); 2nd level – eagle's splendor, owl's wisdom, remove paralysis, shield other, bull's strength (D); 3rd level – dispel magic (x2), greater magic weapon, remove curse, magic vestment (D); 4th – break enchantment, death ward, dispel chaos, restoration, spell immunity (D).

Spell-Like Abilities: 1/day – aid, bless, cure serious wounds (DC 21), detect evil, dispel evil (DC 23), hallow (DC 22), heal (DC 23), holy smite (DC 22), neutralize poison (DC 21), remove disease (DC 21), resurrection; summon monster IX; 3/day – holy aura (DC 25), protection from evil (DC 19). The save DCs are charisma based.

Strength Domain Granted Power: Eadric can perform a feat of strength as a supernatural ability, gaining a +20 enhancement bonus to Strength. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su): Ten times per day, Eadric may turn undead as a 12th level cleric. He gains a +2 bonus on his turning check for possessing 5 or more ranks in Knowledge (religion).

Possessions: +4 full plate armor of invulnerability, belt of giant strength +6, +3 heavy steel shield of blinding, 3 javelins of lightning, 4 potions of cure serious wounds, 2 potions of haste, +2 heavy dragonbane lance, Lukarn (see below), The Left Eye of Palamabron (minor artifact, see below). Keep, estates, mundane items and sundry possessions valued at 650,000 gps.

Lukarn: +6 keen fiend bane bastard sword; AL LG; Int 14, Wis 17, Cha 18; Empathy, 60 ft. vision and hearing, Ego score 30.

Languages: Lukarn understands Celestial and Common.

Greater Power: Heal 1/day.
Awesome Power: Sunburst (DC 23) 1/day.
Special Purpose: Slay chaotic evil creatures.
Special Purpose Power: Confusion (DC 23) for 2d6 rounds.

The Left Eye of Palamabron: This gem of seeing also confers the ability upon its bearer to use discern lies, zone of truth (DC 13) and zone of revelation at will. The discern lies ability is technically infallible: no saving throw is permitted, and spell resistance is ineffective against it. Caster level is 20th, where appropriate.

POST 31: Mostin the Metagnostic

Posted by: Sepulchrave II at ENWorld on 4th November 2003, 02:47 PM

Hmmm.

Mostin the Metagnostic

Male human diviner 12 / alienist 10; CR 22; Medium outsider (augmented humanoid, native); HD 12d4+12 plus 10d4+10 plus 6 (insane certainty); hp 85; Init +3; Spd 30ft.; AC 21, touch 17, flatfooted 19; Base Atk +11; Grp +11; Atk +12 melee (1d6/18-20, MW rapier) or by spell; Full Atk: +12/+7 melee (1d6/18-20, MW rapier); SA spells; SQ alien blessing, damage reduction 10/magic, insane certainty, extra summoning, pseudonatural familiar, resistance to electricity 20, summon alien, timeless body; SV Fort +9 Ref +11 Will +19; AL N; Str 11 Dex 16 Con 13 Int 34 Wis 16 Cha 12.
Skills and Feats: Concentration +26, Craft (alchemy) +37, Craft (engraving) +22, Craft (illumination) +22, Knowledge (arcana) +37, Knowledge (architecture and engineering) +27, Knowledge (geography) +37, Knowledge (history) +37, Knowledge (the planes) +37, Knowledge (nobility) +27, Listen +30, Ride +10, Sense Motive +13, Spellcraft +69, Spot +21; Alertness, Brew Potion, Chain Spell, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Epic Spellcasting, Extend Spell, Martial Weapon Proficiency (Rapier), Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Still Spell.

Spells: Mostin casts spells as a 22nd-level wizard (4/7/7/7/7/6/6/6/6/5; save DC 22+ spell level; Conjuration save 24+ Spell level). He casts one extra spell per day from the divination school of each level 1st through 6th. Necromancy is his prohibited school. Mostin may also cast two epic spells per day.

Spells Known:

1st – alarm, charm person, chromatic orb, comprehend languages, detect undead, enlarge person, expeditious retreat, know protections, identify, jump, lesser acid orb, magic missile, message, mount, sleep, spider climb, summon monster I, true strike, ventriloquism;
2nd – alter self, arcane lock, bear's endurance, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, dimensional pocket, eagle's splendour, fox's cunning, knock, locate object, Mostin's arrhythmic apoplexy, Mostin's aura of inscrutability, Mostin's myopic emanation, obscure object, see invisibility, summon monster II, summon swarm, Tasha's hideous laughter, web, whispering wind;

3rd – arcane sight, avoid planar effects, clairsentience/clairvoyance dispel magic, fireball, fly, greater magic weapon, haste, keen edge, lightning bolt, magic circle against chaos/evil/good/law, nondetection, phantom steed, stinking cloud, summon monster III, tongues;

4th – arcane eye, attune form, charm monster, detect scrying, dimensional anchor, ethereal mount, Evard's black tentacles, fire orb, greater invisibility, Leomund's secure shelter, locate creature, minor creation, Mostin's interminable sermon, Mostin's torque tendril, Otiluke's resilient sphere, phantasmal killer, polymorph, scrying, shadow conjuration, stoneskin, summon monster IV, vitriolic sphere, zone of respite, zone of revelation;

5th – baleful polymorph, cloudkill, contact other plane, dismissal, dream, fabricate, hold monster, lesser planar binding, major creation, Mestil's acid sheath, Mostin's metempsychotic reversal, Mostin's paroxysm of fire, nightmare, permanency, prying eyes, rary's telepathic bond, sending, summon monster V, teleport, symbol of sleep, Tenser's destructive resonance, wall of force;

6th – acid storm, analyze dweomer, antimagic field, chain lightning, contingency, disintegrate, fiendform, gate seal, geas/quest, greater dispel magic, guards and wards, hardening, legend lore, make manifest, Mostin's id eruption, planar binding, repulsion, summon monster VI, symbol of persuasion, Tenser's transformation, true seeing;

7th – banishment, delayed blast fireball, energy immunity, ethereal jaunt, forcecage, greater arcane sight, greater scrying, greater teleport, insanity, limited wish, Mordenkainen's magnificent mansion, plane shift, reality maelstrom, sequester, spell turning, summon monster VII, symbol of stunning, vipergout, vision;

8th – binding, discern location, chains of antimagic, etherealness, greater planar binding, greater shout, mass manifest, maze, mind blank, moment of prescience, Mostin's metagnostic inquiry, polymorph any object, summon monster VIII, symbol of insanity, sympathy, trap the soul;

9th – gate, imprisonment, meteor swarm, Mordenkainen's disjunction, prismatic sphere, summon monster IX, time stop, wish.

Extra Summoning: Once per day, Mostin can cast an extra summon monster IX spell.

Insane Certainty: Mostin suffers from a –6 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks which involve birds or creatures with avian features. Such creatures gain a +6 morale modifier to AC and saving throws against the phobic Mostin.

Permanent Spell Effects: Mostin is permanently under the effects of arcane sight, darkvision and see invisibility.

Summon Alien (Sp): When Mostin casts any summon monster spell he can choose to apply the pseudonatural template from Tome and Blood.

Possessions: mirror of mental prowess, Mostin's comfortable retreat, portable hole, robe of eyes, headband of intellect +6, belt of many pockets, bracers of armor +4, ring of protection +4, ioun stones (incandescent blue sphere, pale green prism, iridescent spindle).

Epic Spells

Graz'zt (Fillein's version)

Conjuration (Summoning)

Spellcraft DC: 81

Components: V, S, M, Ritual, XP

Casting Time: 1 day 11 minutes (and see text)

Range: 75 ft.

Effect: One summoned demon prince

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 729,000 gp; 16 days; 29160 XP. Seeds: Compel (DC19), Summon (DC 14); Ward (DC14). Factors: increase spell save DC by +10 (+20 DC), gain +10 bonus on caster level to defeat SR (+20 DC), ward effective against mind blank (+14 DC), summon specific individual (+60 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 1 day (-2 DC), 6 additional participants contributing 9th level slots (-102 DC), primary caster burns 10,000 XP (-100 DC), secondary casters each burn 8000 XP (-480 DC), inlaid thaumaturgic diagram of diamond dust (ad hoc -20 DC).

In this one-day long ritual requiring six additional participants, the spellcaster conjures and confines the demon prince Graz'zt into a readied thaumaturgic diagram which costs not less than 100,000 gp and requires at least one week to prepare.

The Prince is entitled to a Will saving throw (DC 30+ relevant ability modifier) in order to resist the effect, and the caster must also penetrate his Spell Resistance – note that the caster receives a +10 bonus to his caster level in order to do so. Graz'zt's continual mind blank ability is not effective against this spell.

Once Graz'zt is confined he may not leave the diagram without aid, nor may he use any of his spells, or supernatural or spell-like abilities. He will remain quiescent, but may still communicate normally with those outside of the diagram. Attempting to force service from Graz'zt requires further compulsion. Note that this, or any other attack upon him, constitutes a negation of the original compulsion, and he will be free to attack or flee if it fails. If the circle is broken, the spell is similarly ended. Spells which encapsulate the thaumaturgic diagram, such as wall of force, wall of iron or prismatic sphere in order to isolate the target are permissible. And highly advisable.

Mostin's Emergency Pseudonatural Externment

Abjuration

Spellcraft DC: 54

Components: V, S

Casting Time: 1 action

Range: 75 ft.

Target: One or more pseudonatural creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 486,000 gp; 10 days; 19440 XP. Seed: Banish (DC 27). Factors: 1-action casting time (+20 DC); gain +35 on caster level check to overcome SR (+70 DC). Mitigating factors: 30d6 backlash (-30 DC); burn 2000 XP (-20 DC), limited circumstance (ad hoc -8 DC), Alienist area of specialty (ad hoc -5 DC).

Targeted pseudonatural creatures within 75ft totalling no more than 14 HD must make a Will Save with a DC of 20+ relevant modifier. Failure indicates that the target(s) are forced back to their home plane. For purposes of overcoming creatures' Spell Resistance, this epic spell confers a +35 bonus to the caster level check.

Burn the Body, Quicken the Mind

Transmutation

Spellcraft DC: 61

Components: V, S

Casting Time: 1 quickened action

Range: Personal

Target: You

Duration: 20 hours

To Develop: 549,000 gp; 11 days; 21960 XP. Seed: fortify (DC17). Factors: grant additional +19 to ability score (+38 DC), quickened action (+28 DC), change from touch to personal (-2 DC). Mitigating factors: 20d6 backlash (-20 DC).

The caster purposely draws energy from his physical body and uses it to temporarily augment his mental faculties. With a word and a gesture, completed in a quickened action, he gains a +20 enhancement bonus to Intelligence at the expense of great physical trauma. Subsequent spells or relevant skill checks in the same round benefit from the increased Intelligence score, and the augmented condition persists for 20 hours thereafter.

Mostin's Flexible Pseudonatural Summons

Conjuration (Summoning)

Spellcraft DC: 63

Components: V, S

Casting Time: 1 round

Range: 75 ft.

Effect: One summoned pseudonatural creature

Duration: 20 rounds (D)

Saving Throw: None

Spell Resistance: No

To Develop: 567,000 gp; 12 days; 22680 XP. Seed: Summon (DC14). Factors: 1 round casting time (+18 DC), summon up to CR 21 creature (+40 DC) allow variety of summoned creatures (ad hoc +6 DC). Mitigating factors: 10d6 backlash (-10 DC), Alienist area of specialty (ad hoc -5 DC).

This spell summons a single creature which possesses the epic pseudonatural template with a total CR not higher than 21. It attacks the caster's opponents to the best of its abilities. The caster can direct the pseudonatural not to attack, to attack particular enemies, or to perform other actions – this information must be communicated telepathically, as language has no meaning for creatures from the Far Realm.

Various pseudonaturals can be summoned by this spell. One example follows.

Pseudorender; CR 21; Large outsider (extraplanar, pseudonatural); HD 10d10+120; hp 220; Init +5; Spd 60ft.; AC 49, touch 14, flatfooted 44; Base Atk +10; Grp +46; Atk +41 melee (2d8+17, tentacle rake); Full Atk: +41 melee (2d8+17, 6 tentacle rakes); SA constant insight, improved grab, rend, rotting constriction, spell-like abilities; SQ alternate form, darkvision 60 ft., DR 10/epic, low-light vision, resistance to acid 25, electricity 25, scent, SR 50; SV Fort +19 Ref +12 Will +9; AL N; Str 45 Dex 20 Con 34 Int 3 Wis 22 Cha 8.

Skills and Feats: Hide +7, Spot +15, Survival +8; Cleave, Power Attack, Improved Bull Rush, Improved Combat Reflexes, Track.

Alternate Form (Su): At will, a pseudorender can take the form of a grotesque, tentacled mass, but all of its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against the pseudorender in its alternate form.

Constant Insight (Su): A pseudorender makes all of its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): To use this ability, a pseudorender must hit with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A pseudorender that wins a grapple check after a successful tentacle attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d8+17 points of damage.

Rotting Constriction (Ex): Once the pseudorender has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Skills: Pseudorenders have a +4 racial bonus on Spot checks due to their numerous keen eyes.

Spell-Like Abilities: At will – blur, dimension door, shield, unhallow. Caster level 20th.

POST 32: Mostin's Epic Spells

Posted by: Sepulchrave II at ENWorld on 5th November 2003, 11:11 AM

Quote:

Originally Posted by DanMcS

I'd say it has a 100% chance of killing him, given the footnote on the mitigating factors chart in the ELH. "For spells with durations longer than instantaneous, the backlash damage is per round." The spell lasts for 20 hours. That's 240,000d6 damage over the course of the spell. Unless that footnote has been redacted for Sep's campaign, of course, but if they just missed it, Dan may want to rework that spell a bit.

That rule - that the backlash of the spell lasts every round of its duration - has indeed been redacted (interesting choice of word, btw. I keep thinking of the Saga of the Exiles). I've modified it to be every round of casting time - which I think was the original intent, in any case.

I've noticed in the ELH errata, now available on Wizards' site, that whatever the intent, it has not been errated: q.v. the modified versions of epic spell reflection (20d6, 100+ days casting time, permanent duration); origin of species: achaierai (50d6, 41 days casting time, permanent duration) etc.

Epic spells are officially still a big mess.

POST 33: Nwm the Preceptor

Posted by: Sepulchrave II at ENWorld on 10th November 2003, 03:16 PM

Nwm was a problem - significantly underpowered in terms of stats and gear compared to Mostin, and lacking the perks that Eadric and Ortwin had by virtue of their ECL adjustments.

So Dave developed a spell - a very cheeky spell, I might add - Meditation on the Nature of the Green. It helped a little. His roleplaying had been so consistent however - in terms of Nwm's rejection of gadgets/toys/magical goodies, that it seemed unfair to penalize him. The Druid never had any interest in 'stuff' - quite unlike Ortwin or Mostin, particularly.

Then the BoED came out. When we reappraised the characters, Dave said:

"Ahh, Ascetic."

It fitted perfectly, and game-wise it was rolled into his hundred-day meditation. Now Nwm could be wild, unkempt and without possessions without being penalized. I'm concerned that he might be too powerful, however. Oh well. Time will tell. More Epic Spells are in the pipeline - half-developed. He has lost the torc - ascetics cannot own magic items - and that was a wrench for him. Anyway...

Nwm the Preceptor

Male human ascetic druid 22; CR 22; Medium humanoid (human); HD 22d8+110; hp 213; Init +1; Spd 30ft.; AC 26, touch 14, flatfooted 25; Base Atk +15; Grp +17; Atk +23 melee (1d6+7, Quarterstaff) or by spell; Full Atk: +23/+18/+13 melee (1d6+7, Quarterstaff); SA spells; SQ damage reduction 10/evil, endure elements, energy resistance, exalted strike, freedom of movement, greater sustenance, mind shielding, nature sense, regeneration, resistance to acid 15, cold 15, electricity 15, fire 15 and sonic energy 15, resist nature's lure, sustenance, thousand faces, timeless body, trackless step, true seeing, venom immunity, wild empathy, wild shape (9/day, elemental 5/day), woodland stride; SV Fort +21 Ref +11 Will +27; AL NG; Str 14 Dex 12 Con 20 Int 20 Wis 33 Cha 19.

Skills and Feats: Concentration +30, Craft (leatherworker) +15, Diplomacy +22, Handle Animal +29, Heal +24, Knowledge (arcana) +12, Knowledge (nature) +34, Listen +31, Profession (herbalist) +15, Sense Motive +22, Spellcraft +32, Spot +36, Survival +28, Swim +11; Brew Potion, Craft Wondrous Item, Create Infusion, Epic Spellcasting, Extra Wild Shape, Natural Spell, Snatch, Two-Weapon Fighting, Weapon Focus (Quarterstaff).

Spells Prepared: (6/8/8/8/7/7/6/6/5/5; save DC 21+ spell level). Nwm may also cast two epic spells per day.

0th – create water, cure minor wounds, detect magic (x2), detect poison, purify food& drink ; 1st – calm animals, entangle (x2), faerie fire, goodberry, hide from animals, longstrider, speak with animals; 2nd – barkskin (x2), bear's endurance (x2), briar web, master air, soften earth & stone, tree shape; 3rd – call lightning, greater magic fang (x3), nature's favor (x2), plant growth, stone shape; 4th – dispel magic, feathers, flame strike (x2), miasma, reincarnate, scrying; 5th – animal growth, atonement, baleful polymorph, call lightning storm, commune with nature (x2), death ward ; 6th – fire

seeds, gate seal, greater dispel magic, mass bear's endurance, transport via plants, wall of stone; 7th – aura of vitality, control weather, fire storm, heal, poison vines, wind walk; 8th – finger of death, mass awaken, mass cure serious wounds, reverse gravity, sunburst; 9th – nature's avatar (x2), shapechange, thunderswarm, true reincarnate.

Endure Elements (Ex): Nwm is immune to the effects of being in a hot or cold environment. He can exist comfortably in conditions between –50 and 140 degrees Fahrenheit.

Exalted Strike (Su): Nwm gains a +5 enhancement modifier to attack and damage rolls whilst using any weapon. Any weapon is also considered magic and good-aligned for the purpose of overcoming a creature's damage reduction.

Freedom of Movement (Ex): Nwm acts as if constantly under the effects of a freedom of movement spell.

Greater Sustenance (Ex): Nwm does not need to eat, drink or breathe.

Mind Shielding (Ex): Nwm is immune to detect thoughts, discern lies and any attempt to discern his alignment.

Regeneration (Ex): Nwm heals 22 points of damage every hour, or 22 points of nonlethal damage every five minutes.

Resist Nature's Lure (Ex): Nwm gains a +4 bonus on saving throws against the spell-like abilities of fey.

A Thousand Faces (Su): Nwm has the ability to change his appearance at will, as if using the alter self spell, but only while in his normal form.

Timeless Body (Ex): Nwm does not take ability score penalties for aging and cannot be magically aged.

Trackless Step (Ex): Nwm leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

True Seeing (Su): Nwm has a continuous true seeing ability, as the spell.

Venom Immunity (Ex): Nwm is immune to all poisons.

Wild Empathy (Ex): Nwm can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. He rolls 1d20+26 to determine the wild empathy check result. He can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Wild Shape (Su): Nwm has the ability to turn himself into any animal or plant creature of size tiny to huge and back again nine times per day, or any elemental of up to size huge five times per day. This ability functions like the polymorph spell, and the effect lasts for up to 22 hours, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The new form's Hit Dice can't exceed Nwm's druid level.

Woodland Stride (Ex): Nwm may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering

any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Possessions: cloak, quarterstaff, robe.

Epic Spells

Nwm's One Hundred Day Meditation on the Nature of the Green

Transmutation (Spontaneous)

Spellcraft DC: 0

Components: V, S, XP

Casting Time: 100 days, 11 minutes

Range: Personal

Target: You

Duration: See below

To Develop: 0 gp; 0 days; 0 XP. Seed: fortify (DC23). Factors: grant additional +4 inherent bonus to ability score (+24 DC), change from target to personal (-2 DC), permanent (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 100 days (-200 DC), burn 500 XP.

In a lengthy, silent ritual marked by fasting and austerity, the caster engages in profound reflection on the nature of divinity, life, interconnectedness, and the unfolding of an infinite series of nows, experiencing each moment to its fullest extent and meaning.

Upon arising from this deep reverie, the spellcaster gains a +5 inherent bonus to his Wisdom score, as the knowledge and insight gained impacts his soul.

XP Cost: 500 XP.

She is Tired of Your Interference

Necromancy (Spontaneous)

Spellcraft DC: 0

Components: V, S, M, XP

Casting Time: 1 action

Range: 300 ft.

Target: Up to 4 extraplanar creatures

Duration: Instantaneous

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes (see text)

To Develop: 0 gp, 0 days, 0 XP. Seed: Slay (DC 25). Factors: 1-action casting time (+20 DC); add three extra targets (+24 DC); increase save DC by +10 (+20 DC); gain +10 on caster level check (+20 DC). Mitigating factors: 42d6 backlash (-42 DC); staff of the woodlands magic item material component of 90,000 gp value (ad hoc -36 DC); effective only against extraplanar interlopers within the Green (ad hoc -5 DC); burn 2600 XP (-26 DC).

A vast blackthorn tree with vicious, barbed branches arises in a spot designated by the caster, impaling his enemies.

The spell instantly slays up to 4 extraplanar creatures each with up to 80HD unless they succeed at Fortitude saving throws (DC 30 + relevant ability modifier). The caster gains a +10 bonus to overcome the targets' spell resistance, if any. Targets who succeed at their saving throws instead sustain 3d6+20 points of damage.

XP Cost: 2600 XP.

Tree Rune

Conjuration (Summoning)

Spellcraft DC: 35

Components: V, S

Casting Time: 1 round

Range: 75 ft.

Effect: One summoned elder treant

Duration: 20 rounds (D)

Saving Throw: None

Spell Resistance: No

To Develop: 315,000 gp; 7 days; 12600 XP. Seed: Summon (DC14). Factors: 1 round casting time (+18 DC), summon CR 25 creature (+46 DC) summon creature other than outsider (+10 DC).

Mitigating factors: 40d6 backlash (-40 DC), burn 800 XP (-8 DC), Druidic area of specialty (ad hoc -5 DC).

You summon an elder treant. It appears where you designate, and acts immediately. It attacks your opponents to the best of its abilities. You can direct the elder treant not to attack, to attack particular enemies, or to perform other actions.

XP Cost: 800 XP.

POST 34: Ortwin the Satyr

Posted by: Sepulchrave II at ENWorld on

Re: Nwm - I waived the prerequisite feats for the ascetic, mainly because it was so in-character. Like I say, balancing characters at this level is something of an intuitive exercise for me.

Which brings me finally to Ortwin. Ortwin has a technical ECL of 28, and probably an 'effective' ECL of around 24 because of the multiclassing shaft. Gear-wise, he is underpowered for a character of his level, and I'm still trying to contrive something in-story to redress the balance. He is King Ortwin, after all.

Note that Githla now has the adamantine descriptor. Story-wise, the scimitar was supposed to be able to 'cut through anything,' and in its 1e version it was a +3 flying scimitar of sharpness (anybody remember the Flying Scimitar of Tusmit?) - something that obviously had to be somehow translated to 3e terms. With the 3.5 (or 3.25) change, with new DR rules, something had to give, and the adamantine descriptor seemed natural.

Rob insisted on retaining his Perform skill eclecticism, even at the expense of other skills, so I can't fault him for that. I'm allowing stacked synergy bonuses for performance though, and I'll wing these as necessary. E.g.:

Ortwin sings (Sing +31) a comic (+2 Synergy from Perform: comedy) lampoon of Mostin (+2 Synergy from Knowledge: arcana) accompanied by his lute (+2 Synergy from Perform: lute), for a total bonus of +37. Seems reasonable to me. Perform is only somewhat less unsatisfactory now than in 3e.

Ortwin the Satyr

Male satyr fighter 6 / rogue 8 / bard 7; CR 25; Medium fey; HD 5d6+20 plus 6d10+24 plus 8d6+32 plus 7d6+28; hp 210; Init +10; Spd 40ft.; AC 28, touch 16, flatfooted 22; Base Atk +18; Grp +19; Atk +29 melee (1d6+7/12-20, +4 adamantine keen returning throwing scimitar); Full Atk: +29/+24/+19/+14 (1d6+7/12-20, +4 adamantine keen returning throwing scimitar; SA bardic music, pipes (charm, fear or sleep), sneak attack, spells; SQ damage reduction 5/cold iron, evasion, improved uncanny dodge, low-light vision, trap sense, uncanny dodge; SV Fort +15 Ref +24 Will +15; AL CG; Str 13 Dex 23 Con 18 Int 16 Wis 12 Cha 24.

Skills and Feats: Bluff +49, Climb +8, Disguise +27 (+29 acting), Hide +30, Knowledge (Arcana) +8, Listen +25, Move Silently +30, Open Lock +16, Perform (comedy) +16, Perform (string instruments) +21, Perform (oratory) +21, Perform (sing) +31, Perform (wind instruments) +21, Search +13, Sleight of Hand +18, Spot +25, Swim +7, Use Magic Device +27; Alertness, Brew Potion, Combat Expertise, Dodge, Epic Skill Focus (Bluff), Improved Critical (Scimitar), Improved Initiative, Mobility, Skill Focus (Bluff), Spring Attack, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar), Whirlwind Attack.

Spells: (3/5/4/2 spells per day; Save DC 17+ spell level). Spells known: 0 - Dancing Lights, Daze, Flare, Light, Read Magic, Prestidigitation; 1st – Sleep, Charm Person, Cure Light Wounds, Alarm, Ventriloquism; 2nd – Silence, Cat's Grace, Glitterdust, Detect Thoughts; 3rd – Major Image, Scrying. The Save DCs are Charisma-based.

Bardic Knowledge: Ortwin may make a special bardic knowledge check with a +10 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. He may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Ortwin has the bardic music ability of a 7th level bard.

Evasion (Ex): Ortwin can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Improved Uncanny Dodge (Ex): Ortwin can no longer be flanked. This defense denies another rogue the ability to sneak attack Ortwin by flanking him, unless the attacker has at least four more rogue levels than Ortwin does.

Pipes (Su): Ortwin can play a variety of magical tunes on his pan pipes. When he plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 18 Will save or be affected by charm person, sleep, or fear (caster level 10th; Ortwin chooses the tune and its effect). In the hands of other

beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by Ortwin's pipes for 24 hours. The save DC is Charisma-based.

Sneak Attack: If Ortwin can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for 4d6 extra damage. Ortwin's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks his target. Should Ortwin score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding: Ortwin can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. He can use the Disable Device skill to disarm magic traps. If he beats a trap's DC by 10 or more with a Disable Device check, he can study a trap, figure out how it works, and bypass it without disarming it.

Trap Sense (Ex): Ortwin has an intuitive sense that alerts him to danger from traps, giving him a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Ortwin can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized.

Skills: Ortwin benefits from a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Possessions: +4 adamantite keen returning throwing scimitar, +5 studded leather armor, +1 (+3 mighty) composite longbow of enervation, 12x +3 arrows, cloak of displacement (major), +4 collar of charisma, winged boots, satyr's pipes, hat of disguise, masterwork lute. [Other stuff not included to avoid spoilers].

POST 35: Ainhorr, Graz'tz's Majordomo.

Posted by: Sepulchrave II at ENWorld on 15th November 2003, 02:34 PM

Ainhorr was the first bad guy converted to 3.5. Any worries that I may have had regarding his suitability as a foe were quickly dispelled - I must say I really like the 3.5 balor, although I've capped the advancement at around 40 HD. Several spell-like abilities have been retained from 3e.

The sword, Heedless, was originally developed for a death slaad villain that I intended to throw at the party at some point, but decided against. More on this in the next SH update.

Ainhorr, Graz'tz's Majordomo.

Male advanced balor; CR 26; huge outsider (chaotic, evil, extraplanar); HD 32d8+384; hp 528; Init +10; Spd 40ft., fly 90ft. (good); AC 48, touch 14, flatfooted 42; Base Atk +32; Grp +52; Atk +52 melee (2d8+21/17-20, huge +5 anarchic vorpal longsword); Full Atk: +50/+45/+40/+35 melee (2d8+21/17-20, huge +5 anarchic vorpal longsword) and +48/+43/+38 melee (1d6+9, huge +1 flaming whip); SA

Death throes, entangle, spell-like abilities, summon demon, vorpal sword; SQ Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing; SV Fort +30 Ref +24 Will +25; AL CE; Str 43 Dex 23 Con 35 Int 24 Wis 24 Cha 26.

Skills and Feats: Bluff +38, Concentration +45, Diplomacy +47, Hide +41, Intimidate +45, Knowledge (history) +37, Knowledge (local, abyss) +42, Knowledge (planes) +42, Knowledge (religion) +37, Listen +45, Move Silently +36, Search +42, Sense Motive +42, Spellcraft +42 (+44 scrolls), Spot +45, Use Magic Device +38 (+40 scrolls); Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Critical (huge longsword), Improved Initiative, Improved Sunder, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (huge longsword).

Ainhorr's flaming whip is a long, flexible weapon with many tails tipped with hooks, spikes, and balls. The weapon deals bludgeoning and slashing damage, in addition to fire damage. Ainhorr's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Ex): When killed, Ainhorr explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 32 half). This explosion automatically destroys any weapons he is holding. The save DC is Constitution-based.

Entangle (Ex): Ainhorr's +1 flaming whip entangles foes much like an attack with a net. The whip has 30 hit points. The whip needs no folding. If it hits, the target and Ainhorr immediately make opposed Strength checks; if Ainhorr wins, he drags the target against his flaming body (see below). The target remains anchored against Ainhorr's body until it escapes the whip.

Spell-Like Abilities: At will—blasphemy (DC 25), deeper darkness, desecrate, dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 pounds of objects only), insanity (DC 25), power word stun, symbol (any, DC varies) telekinesis (DC 23), unhallow, unholy aura (DC 26); 1/day—fire storm (DC 26), implosion (DC 27). Caster level 20th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day, Ainhorr can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of Ainhorr is wreathed in flame. Anyone grappling him takes 6d8 points of fire damage each round.

True Seeing (Su): Ainhorr has a continuous true seeing ability, as the spell (caster level 20th).

Skills: Ainhorr has a +8 racial bonus on Listen and Spot checks.

Possessions: huge +4 full plate armour, 'Heedless' (see below), huge +1 flaming whip, ring of mind blanking.

Heedless: Huge +5 anarchic vorpal longsword; AL CN; Int 20, Wis 12, Cha 24; Semiempathy, 60 ft. vision and hearing, Ego score 30.

Languages: Heedless understands Abyssal and Slaadi.

Lesser Powers: Wielder has free use of Mobility, Combat Reflexes and Evasion

Greater Power: Clairaudience/clairvoyance at will.

POST 36: Gihaahia, the Enforcer

Posted by: Sepulchrave II at ENWorld on 18th November 2003, 04:04 AM

The updated version of the Enforcer - I don't recall whether I posted the original or not. The spell-like abilities were originally tweaked somewhat from the ELH: charm person became charm monster, hold person became hold monster etc. Hellball was dropped and replaced with damnation - a few other nips and tucks merited a +1 CR increase above the +5 given by advancement. CR32 feels about right on balance. Like the textbook infernal, SR and caster level for spell-like abilities are tied to CR.

Gihaahia, the Enforcer

Female advanced infernal; CR 32; large outsider (evil, extraplanar, lawful); HD 50d8+450; hp 850; Init +15; Spd 80ft., fly 240ft. (perfect); AC 50, touch 16, flatfooted 43; Base Atk +50; Grp +70; Atk +67 melee (4d6+16 plus 1 vile, claw); Full Atk: +67 melee (4d6+16 plus 1 vile, 2 claws), +65 melee (4d8+8 plus 1 vile, bite), +65 melee (2d6+8 plus 1 vile, 2 wings), +65 melee (4d8+8 plus 1 vile, tail slam); SA improved grab, spell-like abilities, spell suck, summon fiend ; SQ abomination traits, damage reduction 15/good and epic, fast healing 15, learned spell immunity, regeneration 15, spell resistance 44; SV Fort +36 Ref +34 Will +35; AL LE; Str 43 Dex 25 Con 28 Int 22 Wis 26 Cha 29. Skills and Feats: Bluff +49, Concentration +62, Diplomacy +66, Disguise +49 (+51 acting), Escape Artist +60, Hide +47, Jump +56, Knowledge (arcana) +57, Knowledge (the planes) +59, Knowledge (religion) +46, Listen +48, Move Silently +47, Search +46, Sense Motive +61, Spellcraft +61, Spot +61; Alertness, Blinding Speed, Cleave, Corrupt Spell-Like Ability, Dark Speech, Great Cleave, Improved Initiative, Multiattack, Quicken Spell-Like Ability (blasphemy), Quicken Spell-Like Ability (symbol), Power Attack, Sunder, Superior Initiative, Tenacious Magic (improved invisibility), Vile Natural Attack, Violate Spell-Like Ability (meteor swarm), Weapon Focus (claw).

Abomination Traits: Gihaahia is immune to polymorphing, petrification, or any form-altering attack; she is not subject to energy draining, ability draining, or ability damage; she is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). She has fire and cold resistance 20. Gihaahia resists detection, and is treated as if affected by a nondetection spell (caster level 50th). She has the spell-like ability to use true seeing at will; she is not subject to death from massive damage, and has the blindsight extraordinary ability to 500 ft.. Gihaahia can communicate telepathically with any creature within 1,000 feet that has a language.

Improved Grab (Ex): If Gihaahia hits with a claw, it deals normal damage and she may attempt to start a grapple as a free action without provoking an attack of opportunity. She can use this ability on size Large and smaller creatures. Gihaahia has the option to conduct the grapple normally, or simply use her claw to hold her opponent. Each successful grapple check she makes during successive rounds automatically deals standard claw, in addition to automatic spell suck damage.

Learned Spell Immunity (Su): If Gihaahia is affected by a spell cast by a particular spellcaster, she thereafter becomes completely immune to that spell when cast by the same spellcaster.

Regeneration (Ex): Gihaahia takes normal damage from good-aligned epic weapons and from spells with the [good] descriptor.

Spell Suck (Su): If Gihaahia bites an enemy, it loses one of its highest level prepared spells or unused spell slots. The victim chooses the prepared spell to lose. If the victim has no prepared spells or unused spell slots (either because it has exhausted its spellcasting for the day or because the victim is not a spellcaster), the bite instead drains 2 points of the victim's Intelligence.

Spell-like Abilities: At will - animate dead, blasphemy (DC 26), blur, charm monster (DC 23), create greater undead, deeper darkness, desecrate, detect chaos, detect good, detect law, detect magic, fear (DC 20), fireball (DC 22), greater dispel magic, greater teleport (self plus 1000 pounds only), hold monster (DC 23), improved invisibility, magic circle against good, major image (DC 22), produce flame, polymorph (self only, no limit on duration), pyrotechnics (DC 21), read magic, scrying, suggestion (DC 22), symbol (any, Save DC varies), telekinesis (DC 24), unholy aura (DC 27), unholy blight (DC 23), unhallow, and wall of fire; 1/day – firestorm (DC 27), damnation (DC 44), implosion (DC 28), and meteor swarm (DC 28). Caster level 32nd. The save DCs are Charisma-based.

Summon Fiend (Su): Gihaahia can summon 4 pit fiends per day.

POST 37: Epic Spell Development

Posted by: Sepulchrave II at ENWorld on 25th November 2003, 07:08 AM

Two things regarding Epic Spell development that I enforce:

- 1) Secondary casters in a ritual may suffer backlash equal to no more than half of the backlash sustained by the primary caster.
- 2) Ritual spells involving more than one participant may not be [Spontaneous]. I quickly determined that this would get very problematic, when I first allowed DC 0 spells to be cast. Furthermore, I had instituted a 'dead zone' in the Spellcraft DC range of 1 to 9 – i.e. unless an epic spell is spontaneous (i.e. DC 0), its DC cannot be less than 10. This may seem rather arbitrary, but I felt that it demarcated what were evolving into two quite distinct forms of Epic Magic.

Nonetheless, Dan exceeded himself with his knack for squeezing every drop of potential from the system.

Mostin's Accelerating Ritual of Perceptual Magnification

1. Mostin, Nwm, Shomei and Mulissu translate to Faerie in order to benefit from the plane's enhanced magical trait.
2. Shomei casts a triply empowered endurance on herself, Mostin, Mulissu and Nwm, burning 4 x 8th-level slots. Faerie's trait further empowers and maximizes the spells. Each participant gains a +12 bonus to Constitution – which translates to 126 hps for 21st level characters. They return to Wyre.
3. Nwm casts this spell:

First Perceptual Transcendence

Transmutation

Spellcraft DC: 11

Components: V, S, Ritual

Casting Time: 1 round

Range: 0 ft.

Area: 20-ft radius sphere centred on you

Duration: 20 hours

To Develop: 99,000 gp; 2 days; 3960 XP. Seed: fortify (DC17). Factors: grant additional +62 enhancement bonus to ability score (+124 DC), 1-round casting time (+18 DC), change from touch to target (+4 DC), change from target to area (+10 DC). Mitigating factors: primary caster sustains 42d6 backlash (-42 DC), secondary casters each sustain 21d6 backlash (-63 DC), 3 additional casters contributing epic level slots (-57 DC).

All characters within a 20-ft radius circle centred upon the caster gain a +63 enhancement bonus to Intelligence.

4. Nwm casts heal upon himself, Mostin, Mulissu and Shomei, burning 4x7th- level slots. ("Effectively, the Green absorbs the backlash.")

5. Mostin casts this spell:

Second Perceptual Transcendence

Transmutation

Spellcraft DC: 13

Components: V, S, Ritual

Casting Time: 1 round

Range: 0 ft.

Area: 20-ft radius sphere centred on you

Duration: 20 hours

To Develop: 117,000 gp; 3 days; 4680 XP. Seed: fortify (DC23). Factors: grant additional +19 insight bonus to ability score (+114 DC), 1-round casting time (+18 DC), change from touch to target (+4 DC), change from target to area (+10 DC). Mitigating factors: primary caster sustains 42d6 backlash (-42 DC), secondary casters each sustain 21d6 backlash (-63 DC), 3 additional casters contributing 9th-level slots (-51 DC).

All characters within a 20-ft radius circle centred upon the caster gain a +20 insight bonus to Intelligence.

6. Nwm casts heal on all of those present, burning 4x8th-level slots.

7. Mulissu casts this spell:

Third Perceptual Transcendence

Transmutation

Spellcraft DC: 13

Components: V, S, Ritual

Casting Time: 1 round

Range: 0 ft.

Area: 20-ft radius sphere centred on you

Duration: 20 hours

To Develop: 117,000 gp; 3 days; 4680 XP. Seed: fortify (DC23). Factors: grant additional +19 luck bonus to ability score (+114 DC), 1-round casting time (+18 DC), change from touch to target (+4 DC), change from target to area (+10 DC). Mitigating factors: primary caster sustains 42d6 backlash (-42 DC), secondary casters each sustain 21d6 backlash (-63 DC), 3 additional casters contributing 9th-level slots (-51 DC).

All characters within a 20-ft radius circle centred upon the caster gain a +20 luck bonus to Intelligence.

8. Nwm casts heal upon Shomei, burning a 9th-level slot; and two cure critical wounds each and two cure serious wounds each upon himself, Mostin and Mulissu.
9. Shomei casts this spell:

Fourth Perceptual Transcendence

Transmutation

Spellcraft DC: 13

Components: V, S, Ritual

Casting Time: 1 round

Range: 0 ft.

Area: 20-ft radius sphere centred on you

Duration: 20 hours

To Develop: 117,000 gp; 3 days; 4680 XP. Seed: fortify (DC23). Factors: grant additional +19 circumstance bonus to ability score (+114 DC), 1-round casting time (+18 DC), change from touch to target (+4 DC), change from target to area (+10 DC). Mitigating factors: primary caster sustains 42d6 backlash (-42 DC), secondary casters each sustain 21d6 backlash (-63 DC), 3 additional casters contributing 9th-level slots (-51 DC).

All characters within a 20-ft radius circle centred upon the caster gain a +20 circumstance bonus to Intelligence.

The net gain – a +123 bonus to Intelligence for four casters – comes at the cost of 7 epic slots, 13 ninth-level slots, 8 eighth-level slots and 4 seventh-level slots. Plus a number of lower level spells.

It adds an obscene +61 to the Save DCs of any spells cast by the Wizards.

It also adds +61 to Knowledge (arcana) checks – which, strangely, is more relevant: Knowledge (arcana) is the requisite skill for apprehending the web of motes.

POST 38: More Epic Spell Development

Posted by: Sepulchrave II at ENWorld on 28th November 2003, 04:34 AM

Quote:

I've been thinking about epic spells, and I've come to the conclusion that it is not a good idea to let Mostin develop the perceptual transcendence sequence of spells.

This is an interesting observation - I was in two minds myself about okaying it. They are kind of uber-munchkin. I guess it comes down to the way the DM exercises control in the game, and the way the characters interact.

Philosophically, I tend to prefer plot-driven constraints/controls upon characters, as opposed to mechanical ones, or ones which depend upon DM fiat. And Mostin's rite was designed as a means to interpret the web of motes - not to exercise huge magical power. It simply happened that, mechanically, it also makes his spells almost irresistible.

Nwm's caveat - that it should only be used for divination - works in two ways. First, it conveys the fact that Nwm himself is very nervous about participating in a series of spells which empower three already very dangerous arcanists yet further. It places a kind of moral responsibility upon those involved - which I feel is no bad thing (it's an epic campaign, after all). But it's also a recognition that the mechanics are merely there to explain something that happens in game - they have no real value in and of themselves. Dave is very good at not getting sucked into a mechanistic mind-set when he plays.

But even if Mostin had - for example - gone power-mad, what could he do? Translate to Afqithan and kill Ainhorr? Translate to Azzagrat and attempt to kill Graz'zt? (Defeat mind blank, penetrate anti-teleportation wards, hope that the Prince isn't in his sanctum, and overcome Graz'zt's SR) Attempt to Gate Graz'zt (who may decide not to come), and then hit him with a disintegrate? Of course, there is nothing that Mostin can do in Wyre itself, without the implicit say-so of the Claviger (another plot driven control, btw.)

The characters' actions do not exist in a void. If Mostin alone were to eliminate Ainhorr, how would Graz'zt react? How would his strategy change? What other powerful entities would suddenly become interested? How would Soneillon react to Mostin and subsequently view him?

A more long-term concern might be about setting a precedent for the mechanics of epic spells - what is allowable, and what is not. This I will continue to judge on a case-by-case basis - given the context that they are to be used in, and the purpose that they serve.

I guess I feel there are more ways of limiting player choices - when necessary - than just saying 'no.' Don't get me wrong, I have said a flat 'no' to several epic spells that Mostin's player has proposed - sometimes you do have to. But this one is so specific - it requires these four casters knowing these four spells, and sufficient buffing and recuperative magic and 9th/epic level slots available. And all being willing to participate.

Still, the spell sequence does have very big plot development consequences. And nothing that I'd foreseen, either. I like it when that happens.

POST 39: Sobel, Lieutenant of Furas

Posted by: Sepulchrave II at ENWorld on 5th March 2004, 05:55 AM

Here's a devil. Ahem.

I retain lots of 3.0 spell-like abilities for fiends, so they're a little bit nastier than the stock 3.5 versions. Sobel's built using the elite array, fully advanced and then with 6 fighter levels slapped on top. I love the way that you can customize monsters in 3rd edition.

Sobel, Lieutenant of Furas

Advanced erinyes fighter 6; CR 19; medium outsider (baatezu, evil, lawful, extraplanar); HD 18d8+108 plus 6d10+36; hp 254; Init +14; Spd 30ft., fly 50 ft. (good); AC 28, touch 20, flatfooted 18; Base Atk +22; Grp +26; Atk +27 melee (1d8+5/19-20, +1 cold iron longsword) or +39 ranged (1d8+11

+1d6 fire, +4 flaming burst composite longbow (+4 Str Bonus) or +32 ranged (rope); Full Atk: +27/+22/+17/+12 melee (1d8+5/19-20, +1 cold iron longsword) or +39/+34/+29/+24 ranged (1d8+11 +1d6 fire, +4 flaming burst composite longbow (+4 Str Bonus) or +32 ranged (rope); SA Entangle, Spell-like abilities, summon baatezu; SQ Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, spell resistance 20, telepathy 100 ft., true seeing; SV Fort +22 Ref +23 Will +18; AL LE; Str 18 Dex 30 Con 23 Int 18 Wis 20 Cha 25.
Skills and Feats: Concentration +26, Diplomacy +36, Escape Artist +27 (+29 rope bonds), Hide +30, Knowledge (the planes) +31, Knowledge (religion) +24, Listen +25, Move Silently +30, Ride +28, Search +24, Sense Motive +31, Spot +25, Survival +23 (+25 tracking, +25 on other planes), Use Rope +24 (+26 with bindings); Dodge (B), Far Shot, Improved Critical (longbow), Improved Initiative, Improved Precise Shot, Manyshot, Mobility (B), Mounted Archery, Mounted Combat, Quick Draw, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).

The erinyes Sobel is the lieutenant and aide-de-camp of Furcas, Count of Rhetoric. Appointed to the position by Dispater, she acts as a check on the schemes of her liege-lord, whilst nonetheless retaining both his respect and even – to a degree – his confidence. Her skill as an archer is without peer outside of Hell's aristocracy, and her consummate diplomatic savvy has enabled her to maintain the appearance of devotion to Furcas, Dispater, and the Hells in general, without seeming to draw any distinction between the three. Sobel has distinguished herself on the field of battle against celestials, demons and other devils alike.

Sobel's duties revolve primarily around the ordering of Furcas's legions, the vetting and appointment of potential candidates to positions of responsibility, and the communication of sensitive information to Dispater himself – in the past Furcas has been less than entirely loyal to the First Lord of Dis. Her relations with other important magnates of Hell's second layer are cool and businesslike, although her patience with Titivilus is limited and her rivalry with Arioth the Lioness – the chief of Dispater's bodyguards – is well known. Respected for her martial prowess and straightforward, no-nonsense approach in battle, but admired for her competence in the political sphere, Sobel is recognized by Dis as one of the Iron City's greatest assets.

In her natural form, Sobel is tall and slender, appearing more slightly built than most erinyes devils. Her manner is calm and confident, and even in the heat of battle she retains her composure. Sobel is somewhat stoical in disposition. She regards the indulgences of many of Hell's middle-ranking aristocracy as effete, and the pursuit of transient pleasures as a waste of energy and resources. She is an excellent rider, and will generally be encountered mounted upon a nightmare of large size. Sobel tends to shun both her rope and melee combat, preferring to engage foes from a distance with her bow or spell-like abilities. Her natural attacks, as well as any weapon she wields are treated as evil-aligned and lawful aligned for the purposes of overcoming damage reduction,

Entangle (Ex): Sobel carries a stout rope, 50 feet long, that entangles opponents of any size as an animate rope spell (caster level 16th). Sobel can hurl her rope 30 feet with no range penalty.

Spell-like Abilities: At will – animate dead, charm monster (DC21), desecrate, greater teleport (self plus 50 pounds of objects only), invisibility (self only), major image (DC 20), polymorph self, produce flame, unholy blight (DC21). Caster level 12th. The save DCs are Charisma-based.

Summon Baatezu (Sp): Once per day, Sobel can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Sobel continuously uses true seeing, as the spell (caster level 14th).

Possessions: +1 cold iron longsword, +4 flaming burst composite longbow (+4 Str Bonus), gloves of dexterity +6, greater bracers of archery.

POST 40: Kostchtchie, Lord of the Ice Waste

Posted by: Sepulchrave II at ENWorld on 5th March 2004, 03:07 PM

My interpretation of Kostchtchie, one of my favourite 1e demon lords.

Kostchtchie, Lord of the Ice Waste

Demon Lord; CR 27; medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 30d8+390; hp 525; Init +9; Spd 30ft; AC 35, touch 15, flatfooted 30; Base Atk +30; Grp +45; Atk +50 melee (2d6+27/19-20x3, large +5 cold iron marrowcrushing warhammer); Full Atk: +50/+45/+40/+35 melee (2d6+27/19-20x3, large +5 cold iron marrowcrushing warhammer); SA Oversized weapon, rage, spell-like abilities, summon demon, summon giants; SQ Damage reduction 15/cold iron and good, darkvision 60 ft., immunity to cold, electricity and poison, resistance to acid 10 and fire 10, spell resistance 35, telepathy 100 ft., true seeing; SV Fort +30 Ref +22 Will +24; AL CE; Str 41 Dex 20 Con 36 Int 22 Wis 24 Cha 21.

Skills and Feats: Bluff +38, Concentration +46, Hide +38, Intimidate +40, Knowledge (local, abyss) +39, Knowledge (planes) +39, Jump +48, Listen +48, Move Silently +38, Ride +38, Search +39, Sense Motive +40, Spot +48; Cleave, Great Cleave, Devastating Critical (large warhammer), Improved Critical (large warhammer), Improved Initiative, Improved Sunder, Overwhelming Critical (large warhammer), Power Attack, Ruinous Rage, Terrifying Rage, Weapon Focus (large warhammer).

Kostchtchie, Lord of the Ice Waste, is a brutal, hulking monster, renowned for his uncontrollable outbursts of cruelty and violence, and loathed even by other demons. He appears as a bald-headed, grotesquely muscled humanoid with bushy eyebrows and lame, bandy legs which seem incapable of supporting his weight. His skin is a sickly yellow colour, and his eyes are black slits. Kostchtchie dresses in filthy untanned hides and furs won from various nameless Abyssal beasts.

In the complex arena of demonic politics, Kostchtchie is held in low esteem by many subtler Abyssal magnates, who regard him as vulgar and stupid. Graz'zt, however, has carefully cultivated an alliance with Kostchtchie which closely resembles a master-servant relationship. The Prince of Azzagrat has long recognized Kostchtchie's use as a tool to be exploited, and has lavished gifts upon the Lord of the Ice Waste in order to secure the use of Kostchtchie's giant servitors in various campaigns.

The Ice Waste, where Kostchtchie makes his abode is a bleak, frigid wilderness of mountains, crags and ravines, sparsely inhabited by monsters over whom Kostchtchie exercises precarious control. Most lair in subterranean complexes carved from rock and ice, although Kostchtchie himself dwells within a citadel carved from the living ice between two great peaks. He is served by frost giant sorcerers and numerous lesser demons – notably bar-Igura – who somehow identify with their crippled lord. Kostchtchie is always attended by two fiendish leucrotta of the largest size, and an

Abyssal white wyrm serves as his steed in battle. On the fringes of his domain, terrible cold-born entities – sometimes allies, more often enemies – slumber uneasily, held at bay by Kostchtchie's brute power, or the sorceries of those who serve him.

Combat

Kostchtchie is a straightforward opponent, preferring to engage his foes directly with physical force rather than using guile or his spell-like powers. If opponents seem warded, he will first target them with greater dispel magic before raging and setting about them with his warhammer. Despite his ferocity, Kostchtchie is a coward and will not hesitate to flee if an encounter is going against him, covering his escape with summoned demons or giants.

Oversized Weapon (Ex): Kostchtchie wields a great, two-handed warhammer (big enough for large creatures) without penalty.

Devastating Critical (Ex): If Kostchtchie scores a critical hit on an opponent with his hammer they must make a Fortitude save (DC 40) or die instantly.

Rage: Six times per day, Kostchtchie can fly into a rage for up to 18 rounds. The following changes are in effect for as long as Kostchtchie rages: AC 33; hp 645; Grp +49 melee; Atk +54 melee; Full Atk +54/+49/+44/+39 melee; SV Fort +34, Will +28; Str 49, Con 44; Jump +52. The saving throw DC against his devastating critical increases to 44. Whilst raging, any enemy viewing Kostchtchie must make a Will saving throw opposed by Kostchtchie's Intimidate check or become panicked if they have less than 30 HD or shaken if they have from 31 to 60 HD. Whilst in a rage, Kostchtchie ignores the hardness of any object which he strikes, and applies double his Strength bonus for the purpose of any Strength check made to break an object with sudden force rather than by dealing normal damage. Kostchtchie is not winded when his rage ends.

Spell-Like Abilities: At will— deeper darkness, desecrate, dispel good (DC 20), dominate monster (DC 24), greater dispel magic, greater teleport (self plus 50 pounds of objects only), unhallow, unholy aura (DC 23); 1/day—blasphemy (DC 22), bestow greater curse (DC 23), harm (DC 21). Caster level 20th. The save DCs are Charisma-based.

Summon Demon (Sp): Twice per day, Kostchtchie can automatically summon 4d10 dretches, 2d4 bar-lguras, 1d4 hezrous, or one nalfeshnee. This ability is the equivalent of a 9th-level spell.

Summon Giants (Sp): Three times per day, Kostchtchie can automatically summon 1d4 fiendish frost giants. This ability is the equivalent of a 9th-level spell.

True Seeing (Su): Kostchtchie has a continuous true seeing ability, as the spell (caster level 20th).

Skills: Kostchtchie has a +8 racial bonus on Listen and Spot checks.

POST 41: Notes on Graz'zt

Posted by: Sepulchrave II at ENWorld on 2nd April 2004, 02:59 PM

My notes regarding Graz'zt were - like much of my life - confused and disorganized. Some areas had been developed in detail, others were jotted notes, some were thoughts that I hadn't gotten around to writing down. They formed a skeleton around which events would unfold. This will occupy several posts - I'll post a section at a time as it becomes organized. I'll try to answer any questions regarding this stuff.

(The entry for Graz'zt reads):

Graz'zt: Demon. According to Orthodoxy, a fallen seraph, and one of the thirteen Princes of Demondom. Abyssal magnate of the first order. Also called Vaz'zht, the Ebon Lord, Lord of the Triple Realm, Lord of the Lamiae, and the Dark Prince. Graz'zt is reckoned an arch-fiend by most scholars of the Fallen. As one of the Stricken, his celestial name is no longer spoken.

Numerous conflicting myths surround Graz'zt. In Shûth, he is considered one of the bhíti – primordial fears which emanate from Bralaiah, the principle of dissolution. Irrenites regard Graz'zt as one of the Dolours – an order of dark celestials amongst whom Rhyxali, Elazalag and possibly Socothbenoth are also numbered: he is constituted of the first and second principles. Urgic demonology – although scant on details with regard to Graz'zt in general – places Graz'zt close in kinship with Palamabron and Belial.

Graz'zt makes his abode in the Infinite Abyss in Azzagrat (also called Degrazatz or Mezzafragraduum), three mutually coterminous planes usually numbered 45, 46 and 47, although some sources place him close either to planes 121 or 333 or 366 or even, archaically, layer 399. It may be that Azzagrat has moved with the passing of time, or that ancient truths have been replaced by newer ones. Like other powerful fiends Graz'zt has, over the course of aeons, bound his demesne to his will. Azzagrat responds to his thoughts and mood, such that the landscape changes to accommodate his desires. Beyond the city concourses of Zelatar – where the streets steam, and every tower is blackened by the acid which falls from the sky at Graz'zt's whim – the landscape is bleak, and the earth often erupts in paroxysm, reflecting the mood of its ruler.

There are many points of connection between the three planes of Azzagrat, and large areas of them are coextant. In these regions Graz'zt's perception – and that of many of his servants – stretches into all three realms simultaneously through the use of true seeing. Zelatar exists primarily on the 45th and 46th layer, whereas the numerous abyssal mansions which house powerful vassals or favoured concubines exist on the 47th layer, in proximity to the Argent Palace. The city is a sprawling, multidimensional nexus with portals connecting to a dozen other Abyssal realms. It is inhabited by fiends, half-fiends, degenerate feys and ten million other evil creatures who sell, steal, kill, exploit, indulge and feed. They dwell in pits or in soaring towers, or upon pilons of rock.

The Ebon Lord wages war with Orcus – a conflict which has persisted for countless ages. Their armies ravage many of the planes which lie between their respective Abyssal realms. Other powerful demons are either aligned with Graz'zt or opposed to him, and many more form a huge, shifting

tapestry of alliances which changes on an hourly basis. Graz'zt also wars with Fraz-Urb'luu (although no real offensive has occurred for millennia), with the succubus-queen Soneillon, with Baphomet and with Yeenoghu.

Graz'zt most important servitors are mariliths and succubi, although he holds numerous other demons and monsters in thrall. A single balor, Ainhorr, serves him in the capacity of steward and majordomo. He once counted others in his train, but they are lost or slain.

Graz'zt is said to visit his cultists with a simulacrum, thus circumventing the Celestial Interdict. Correspondences include the following triplicities: the materials charcoal, basalt and silver; the herbs henbane, nettle and mandrake; the colours of black, indigo and blue; the principles of eroticism, secrecy and pain; and the numbers six, seven and seventeen. The star Ashva is linked to his cycle – he will arrive in his full power if conjured when Ashva culminates over Jeshat.

Graz'zt, his Sevants and his Allies

Court favour in Azzagrat is transient at best. Nonetheless, certain noteworthy entities retain positions of influence:

- 1) Ainhorr, an advanced (32HD) balor and Graz'zt's majordomo
- 2) The marilith Merniem (Rog7), a current favourite. Merniem is sly and manipulative – even by demonic standards
- 3) The marilith Chenez (Ftr8), a general in the war against Orcus. Chenez is a brilliant strategist.
- 4) The marilith Tefrut (Sor12), an advisor and occasional lover. Graz'zt – suspicious of sorcerer-demonesses – is wary of her potential.
- 5) The marilith Hirmis (Blk7), a champion on the demiplane called Tirche – territory disputed with Yeenoghu
- 6) The marilith Zhequei (Sor6/Loremaster7), the recorder. She keeps her own counsel in most matters.
- 7) The marilith Kholou (Rog10) – Graz'zt's mistress of ceremonies
- 8) The marilith Naihveh (Ftr 8), who commands the palace guard of deathglancers – elite advanced bodaks created by the Prince
- 9) The marilith Seniq (Ftr 9), currently in disfavour, but too useful and dangerous to ignore
- 10) The marilith Teshlien (Rog12), who coordinates intelligence for Graz'zt. She employs many succubi, as well as kelvezu, babau, shadow demons and quasits
- 11) The marilith Elschu (Blk 5), who leads Graz'zt's forces on the demiplane of Yutuf against a race of humans and their protector-spirits
- 12) The marilith Asyat (Ftr3), lieutenant of Chenez
- 13) The marilith Iedhut, a captain in the wars with Orcus
- 14) The mariliths Hebalt, Kasbiet, Sulmeht, Mezfrut, Mulzmi, Tiqiz and Sojiq – the seven captains currently assigned to Afqithan
- 15) The marilith Sabune, constable of Zelatar
- 16) The marilith Xerpit, Theshlien's chief advisor
- 17) Megual, a kelvezu spy (Asn9) who reports only to Graz'zt
- 18) The kelvezu Cociz (Asn6) and Dramalaz (Rog6), who oversee a small cadre of spies and assassins. They are appointed to the demiplane of Afqithan, and to monitor the activities of Teshlien
- 19) Trakkao, Graz'zt's gaoler – an advanced (30 HD) nalfeshnee
- 20) The nalfeshnee Alacho (Exp12). He determines the relative usefulness of condemned souls
- 21) The nalfeshnees Reritheltis (25HD), Hulhudrot (24HD), Toriptuch (24HD), Ghorolimedret (24HD), Romilutuko (22HD) and Chamisoroptos (22HD). They govern a variety of problematic conquered worlds.

- 22) The glabrezu Surab (Sor8/Fiend of Possession6). Exacting and methodical, Surab is a possessor with few equals. Numerous succubi serve under him.
- 23) The succubi Camosiel (Rog5/Sor12) and Cathalihel (Rog3/Duelist10), whose services Graz'zt has recently procured. They always operate as a unit. Teshlien is suspicious of them both.
- 24) The succubus Ilistet (Rog3/Blk10), Graz'zt's herald. She rides a fiendish wyvern of gigantic size
- 25) The succubus Melihaen (Rog5/Asn8), highly favoured
- 26) The succubus Cemdreï the Subtle (Ftr16), renowned for precision with both her blade and her voice
- 27) The succubus Velit (Brd9/Fiend of Corruption6). She specializes in the seduction of mortals. Nehael's former taskmistress.
- 28) The succubus Hezelim (Rog5/Fiend of Corruption3). Velit's subordinate.
- 29) The succubus Nathi (Rog9), who poses as a prophetess on the world of Kulkis
- 30) The succubus Hejïel (Rog4/Horizon Walker10). Hejïel is a spy who operates from Hell to Limbo. She possesses an amulet of the planes
- 31) Uort, a champion on the plane of Sisperi. A ferocious babau (Rog3/Blk15), he leads an army of demons in the wars fought against a failing race of benign quasi-deities named the Nireem. Uort has slain three godlings.
- 32) Khro, an enormous (40HD) goristro who lounges at the gate together with Huv, an advanced (30HD) vrock
- 33) The arcanaloth Tholhaluk (Sor 10), who commands a host of daemoniac mercenaries. Xerulko's successor.
- 34) The vampire Yaugot (Ftr18) – a great warrior from the world of Terkunuteng
- 35) The sidhe-cambion Toulamouvi (Sor16)
- 36) The Lamia Lursezume (Brd13), who has perfected the art of making souls scream melodically
- 37) Serlimendou, a sidhe-cambion (Ftr15). She carries a great mace.
- 38) Ruuz, a human cambion (Ftr8/Blk9). He is ill-tempered and brutish.
- 39) Irqet, a human cambion (Sor18). Sister of Ruuz. She wields a staff of power
- 40) Sitraan, a Loquai noble and mercenary captain (Ftr15)
- 41) Theroez, a human cambion (Rog14/Asn6). She has murdered seventeen virtuous kings and queens

Other entities are also involved – to one degree or another – in the affairs of Azzagrat. These include:

- 1) The Demon Prince Pazuzu, an occasional visitor to whom hospitality is never wisely declined. Pazuzu is always accompanied by six huge advanced balors, plus other members of his aerial court
- 2) Chepez, a vicious succubus-princess (Bbn17) from a layer of feral demons two hundred circles away. Her animalistic nature fascinates Graz'zt
- 3) Sabuten, a death knight (Ex-Paladin2/Blk10/Ur-Priest10). Sabuten is one of the despised messengers of Orcus, and wields enormous power in Thanatos. Graz'zt treats him with great caution
- 4) The Demon Lord Kostchtchie. Staunch ally and Lord of the 23rd layer.
- 5) The Demon Lord Verin. Considered less loyal than previously, although still influential
- 6) Sirchade, a rebel Duke of Hell who curries favour with Graz'zt
- 7) Sumeltiz, the kelvezu (Rog8) ambassador of Socothbenoth
- 8) Anphalot, the Salamander Queen (Blk11). She consults frequently with Graz'zt – Anphalot is engaged in a war with Azer on a fiery demiplane
- 9) Hocruh, a ha-naga. She is a recent arrival, and under great scrutiny
- 10) The fire wyrd Usheesh (Sor5) – she is held by a binding in a crevice of ice. Graz'zt occasionally requires her prognostications
- 11) Suudjut, a powerful balor (30HD). Graz'zt is attempting to woo him
- 12) The arcanaloth Melsutuk (Sor8). He covets Graz'zt's library
- 13) Aelshet, a succubus (Rog15) and spy for Orcus. Graz'zt feeds her strategic misinformation

- 14) Theilere, an otherwise unremarkable succubus who has somehow acquired a spark of godhood. Graz'zt seeks to find a way to liberate the spark and assimilate it – it carries the portfolio of death and magic
- 15) The ultroloth Sêku. It acts as a broker for various daemonic mercenaries
- 16) The marilith Ulsuth (Ftr4). She seeks patronage
- 17) Mazikreen, an autonomous succubus-queen (Rog23). Her speed and stealth are legendary. Graz'zt is somewhat smitten with her, but she has been unresponsive to his advances
- 18) Lillake, another succubus-queen (Sor21). An occasional ally who has recently withdrawn her support for Graz'zt, but who is still cordially received
- 19) Sithchee, a succubus (Rog4/Asn12) ambassador of the Demon Queen Alrunes
- 20) Draab, a lich (Wiz22) who rules the demiplane of Sulubda. He controls an army of wights and with Graz'zt's aid is attempting to annex another demiplane called Chernul.
- 21) Meshmu, a four-headed marilith-queen (Sor 18) who rules a layer known as Nasmarume. Meshmu is very dangerous. Graz'zt carefully courts her support.
- 22) Jhout – the so-called "Quasit-king" (Rog7/Sor14). Far wickeder than his size might suggest
- 23) Irtiz, a babau trafficker in secrets (Rog 14)
- 24) The Shator Louagh (Sor10)
- 25) Irepsode, the soul merchant. A night hag (Rog2/Soul Eater10)

The Roles of the Demons in Graz'zt's Kingdom

- 1) Graz'zt retains one balor, his majordomo Ainhorr
- 2) Mariliths generally act in the capacity of strategists, generals and captains. More infrequently, they adopt the roles of temptresses, diplomats, enforcers, scholars and agents of retribution. There are perhaps fifty whose names are known – only around half of them will be 'favoured' at any given time
- 3) Kelvezu fill the role of spies, infiltrators, assassins and torturers. Their exact numbers are unknown, but there are probably fewer kelvezu than mariliths
- 4) Nalfeshnees fulfill several roles. Forty of them are deputed overseers – administering various conquered worlds in Graz'zt's name. A handful are superintendents of the jails, a dozen serve as Ainhorr's bodyguard, and several doom the souls of those who arrive in Azzagrat. Others form a flexible body of extra muscle which Graz'zt can assign to difficult areas. In all, at least a hundred nalfeshnees serve Graz'zt directly
- 5) Glabrezu act as seducers, enforcers and go-betweens, tempting mortals and lesser demons alike with the promises of power. They coordinate the activities of Graz'zt's succubi upon the Material Plane, and are – next to succubi – the demon most frequently called by planar bindings. The names of more than two thousand glabrezu in service to Graz'zt are recorded
- 6) Goristroi act as door-wards, gate-wards, super-heavy assault troops, or as bastions around which lesser demons rally. Their weak minds make them easily controlled by more intelligent demons – which suits Graz'zt well
- 7) Jariliths are not tolerated by Graz'zt – he finds them utterly intractable
- 8) Hezrou serve as sergeants, attempting the near-impossible task of coordinating the dretch. There are many thousands of them.
- 9) Bebiliths prowl the wastes of Azzagrat, countless miles from Zelatar. Graz'zt prefers to keep them there.
- 10) Vrocks are retained in dozens of flocks, each numbering several hundred. Most are deployed in the capacity of aerial medium cavalry in the wars with Orcus. Graz'zt is not known to favour them
- 11) Chasme comprise the bulk of Graz'zt's aerial forces, roaming the skies in flights over many contested Abyssal layers
- 12) Zovvuts – a species created by Orcus – are extinct within Azzagrat

13) Palrethees act as herders of damned souls, or occasionally as messengers to more powerful demons. Graz'zt considers palrethees to be ignoble and prefers that they are confined to mundane tasks.

14) Shadow demons serve the Ebon Lord in small numbers. They are thought to number only a few hundred. They specialize in intelligence-gathering. Graz'zt detests them, but acknowledges their usefulness

15) Babau exist in cadres of twenty to thirty, accomplishing stealthy assaults and assassinations which do not require the expertise of the kelvezu. Graz'zt is reluctant to deploy them as infantry, as they are valuable and less numerous than he would prefer

16) Succubi are amongst the most influential of Graz'zt's servants, and thousands seek to sway his mood with their obvious charms. They are deployed as aerial support, scouts, messengers, spies, infiltrators, temptresses, assassins, corrupters and manipulators. Many have achieved considerable notoriety and power.

17) Bar-Lgura are used as shock troops, and are the most numerous of the minor demons retained by Graz'zt

18) Rutterkins, jovocs, quasits and dretch – considered 'least' demons in Graz'zt's scheme – exist in great hordes and swarms throughout his hegemony. The numbers of dretch are vast.

POST 42: GRAZ'ZT (Demon Prince)

Posted by: Sepulchrave II at ENWorld on 4th April 2004, 03:09 PM

So this is the final Graz'zt, modified to 3.5-ish. Changes to previous versions include making the archfiend qualities (Su) instead of (Sp), skill synergies (including epic synergies) and feat-tweaking. And his gear.

I agonized over the decision of whether to allow Graz'zt a Spellcraft-enhancing item or not, but finally said 'yes' - I wanted his amulet to have significant powers, and that is one of them. Note that I use the epic calculations of value for skill-enhancing items with a bonus higher than +30: I'm not sure whether this is canonical, but it seems sensible. +30 becomes an effective upper limit.

GRAZ'ZT(Demon Prince)

Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Hit Dice: 36d8 +324 (486hp)

Initiative: +14

Speed: 40 ft.

Armour Class: 45 (-1 size, +10 Dex, +6 insight, +13 natural, +7 shield), touch 25, flat-footed 35

Base Attack/Grapple: +36/+48

Attack: +5 acidic burst keen unholy bastard sword +48 melee (2d8 +13/15-20 plus 1d6 acid plus 1 vile)

Full Attack: +5 acidic burst keen unholy bastard sword +48/+43/+38/+33 melee (2d8 +13/15-20 plus 1d6 acid plus 1 vile)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear, spell-like abilities, spells, summon tanar'ri

Special Qualities: Archfiend qualities, damage reduction 20/cold iron and good and epic, darkvision 60 ft., fast healing 5, immunity to electricity and poison, item master, resistance to acid 10 cold 10 and fire 10, spell resistance 38, telepathy 100 ft.

Saves: Fort +29, Ref +32, Will +26

Abilities: Str 26, Dex 30, Con 28, Int 35, Wis 22, Cha 49

Skills: Balance +53, Bluff +58, Concentration +48, Diplomacy +66, Disguise +58 (+60 acting), Gather Information +58, Hide +49, Intimidate +62, Jump +51, Knowledge (Arcana) +51, Knowledge (History) +51, Knowledge (Religion) +51, Knowledge (The Planes) +51, Listen +45, Move Silently +49, Search +51, Sense Motive +45, Spellcraft +85, Spot +45, Tumble +53

Feats: Combat Reflexes, Combat Expertise, Dark Speech, Epic Spellcasting, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Power Attack, Quicken Spell-Like Ability (greater dispel magic), Spellcasting Harrier, Vile Martial Strike (bastard sword), Violate Spell-Like Ability (wretched blight), Weapon Focus (bastard sword).

Environment: Infinite Layers of the Abyss

Organization: Graz'zt plus 6 lamias, succubi or mariliths

Challenge Rating: 30

Treasure: Nonstandard (see below)

Alignment: Chaotic Evil

Advancement: –

Level Adjustment: –

Fear (Su): With a sneer and a word (free action), Graz'zt can invoke a fear effect (Will DC 47 negates) at will. The save DC is Charisma-based.

Spell-Like Abilities: At will – blasphemy, charm monster, damning darkness, darkbolt, deeper darkness, demand, desecrate, detect good, detect law, detect thoughts, discern location, eyebite, insanity, Graz'zt's long grasp, greater dispel magic, magic missile, mass charm, mirror image, suggestion, telekinesis, teleport without error, tongues (self only), unhallow, unholy aura, unholy blight, wall of iron, water breathing, wretched blight. 2/day – baleful polymorph, dominate monster, polymorph any object; 1/day – disintegrate, trap the soul, shapechange, veil. Save DCs are 29 + spell level.

Spells: Graz'zt casts spells as a 24th level sorcerer (6/10/10/9/9/9/9/8/8/8 per day; save DC 29 + spell level). Spells known: 0 – acid splash, arcane mark, daze, disrupt undead, ghost sound, mage hand, no light, prestidigitation, slash tongue; 1st – corrosive grasp, darklight, identify, know protections, nether trail; 2nd – obscure object, whispering wind, unheavened, sap strength, sadism; 3rd – arcane sight, clairaudience/clairvoyance, glimpse of truth, haste; 4th – bestow curse, dimensional anchor, polymorph, scrying; 5th – call nightmare, dismissal, imprison possessor, permanency; 6th – acid storm, gate seal, snare astral traveller; 7th – forcecage, simulacrum, vision; 8th – binding, horrid wilting, symbol of death; 9th – astral projection, gate, wail of the banshee.

Epic Spells: See below for Graz'zt's epic spells.

Fast Healing (Ex): Graz'zt regains lost hit points at the rate of 5 per round. Fast healing does not allow Graz'zt to regrow or reattach lost body parts.

Item Master (Ex): Graz'zt can use any magic item, even spell completion items such as wands and scrolls.

Summon Tanar'ri (Sp): Once per day Graz'zt can automatically summon 2d4 succubi or 1d2 mariliths.

Archfiend Qualities (Su): These qualities are continually in effect upon Graz'zt's person – see invisibility, detect magic, true seeing, freedom of movement, mind blank, protection from spells, foresight, antipathy toward all good-aligned creatures, and sympathy towards all evilly aligned creatures. Graz'zt is considered to have an experience point cushion of 15,000 xp per week when casting spells which have an xp component.

Facilitate Translation (Sp): as a Demon Prince, Graz'zt can open a special gate to allow other fiends to sojourn upon the Prime Plane, contrary to the usual limitations which apply to lower planar creatures. Opening such a gate is a full-round action, requires 5000 xp, and the Demon Prince must subsequently rest 1 hour for every Hit Dice of the translating creature(s), during which time his arcane spellcasting and spell-like abilities are unavailable to him, and he is effectively fatigued. No more than 24HD of creatures may be translated, and no single creature of more than 16HD may be affected. Graz'zt himself may not enter the Prime unless called.

Redoubt of Evil: When present in his sanctum in Azzagrat (in the Abyss), Graz'zt is considered to have an effective divine rank of 1 with the portfolio of secrets and pain, and the domains of evil, knowledge and pain. Although not a true deity, Graz'zt enjoys certain deific powers in his sanctum. He gains the following benefits:

- * Graz'zt's hit points increase to 612 (maximum per die).
- * His speed doubles to 80 ft.
- * His Charisma increases from 49 to 50.
- * Graz'zt's natural armour bonus increases to +14, he gains a deflection bonus to his AC of +20, and a divine AC bonus of +1. Total AC increases to 67.
- * He gains a +1 divine bonus on all attack rolls, and does not automatically fail on a natural attack roll of 1.
- * Graz'zt gains a +1 divine bonus on all saving throws. He does not automatically fail on a natural saving throw roll of 1.
- * All of Graz'zt's skill checks gain a divine bonus of +1, and Charisma based skill checks gain an additional +1 due to ability increase. Caster level checks gain a divine bonus of +1.
- * He benefits from divine immunities to transmutation (polymorphing, petrification or any other attack that would alter his form), energy drain, ability drain, ability damage, and mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). He gains immunity to cold and acid, disease, stunning, sleep, paralysis, death effects and disintegration. He is not subject to death from massive damage.
- * Saving throw DCs for Graz'zt's usual spells and spell-like abilities increase to 31 + spell level.
- * In addition, Graz'zt gains the following extra spell-like abilities usable at will as an 11th level caster: angry ache, clairvoyance, create undead, detect secret doors, dispel good, divination, eternity of torture, find the path, legend lore, liquid pain, magic circle against good, pox, protection from good, sadism, summon monster IX (evil creatures only), symbol of pain, thousand needles, true seeing, wave of pain, wrack. Saving throw DCs for these spell-like abilities are 31 + spell level.
- * He gains the benefits of the domain powers of evil, pain and knowledge: all evil spells and all divinations are cast at +1 caster level, and once per day he can convert damage that he deals in one blow into healing for himself.
- * Graz'zt's senses (including darkvision) extend to a distance of one mile.
- * When making a skill check related to his portfolio with a DC of 15 or less, Graz'zt can perform it as a free action. He may make one such check per round as a free action.
- * Graz'zt may create any magic item related to his portfolio with a market price of 4,500 gp or less.
- * Graz'zt has a divine aura extending up to 10 ft. Mortals and beings of less than divine rank 1 must make a successful Will save (DC 31) to resist this effect. Beings of divine rank 1 or higher are immune to this effect.

* Graz'zt may use remote communication to any of those who venerate him, and to anyone within one mile of a site dedicated to him.

* Graz'zt gains the Salient Divine Abilities of Lay Curse and Know Secrets.

Graz'zt's sanctum is considered to be a Godly Realm.

Possessions:

The wealth of Azzagrat – although finite – is immense. Whilst it is all, ultimately, within Graz'zt's control, much of it – especially the magic – is distributed amongst his servants in order to optimize their effectiveness and thus, vicariously, Graz'zt's own.

It is known, for example, that Graz'zt possesses a number of cubic gates which are used by his nalfeshnee overseers to administer various conquered worlds, mind blanking rings used in operations by his spies and infiltrators, as well as numerous amulets of undetectable alignment, crystal balls, robes of blending, dimensional shackles and so forth. All of these items can be considered to belong to their respective guardians and their minions – although Graz'zt can (and often does) withdraw his favour, and reassign them as he sees fit.

Much of the liquid material wealth of Azzagrat is held in the form of precious stones and adamantine – perhaps the equivalent of fifty million gold pieces at any given time. Total assets, on the other hand, are much harder to qualify – how does one measure the value of a world and all of its contents, much less a hundred? Or the allegiance of a demon such as Kostchtchie or Verin?

Fortunately, only Graz'zt's personal wealth is of real interest – i.e. items within the Prince's immediate possession. The distinction is somewhat artificial as, given time, Graz'zt can acquire almost anything he wants: assume that any magical item with a market value of less than 200,000gp is available to Graz'zt, and that to procure such an item requires 1 day for every 10,000gp of its value. In addition to three artifacts – Graz'zt's Amulet, Pharamne's Urn and The Throne of Azzagrat, the value of Graz'zt's personal possessions are approximately equivalent to those of a 30th level NPC.

When he makes his rare forays outside of Zelatar, Graz'zt always carries his weapon – a +5 acidic burst keen unholy bastard sword of large size. On occasions, when expecting to engage in melee – something which he loathes – he bears his +5 demonmight warded large steel shield. Graz'zt generally shuns armour of any kind, although if necessity demanded it – direct physical confrontation with another demon lord, for example – he might don a suit of +5 adamantine greater sonic resistance heavy fortification full plate. His AC improves to 49 in such circumstances.

The Prince always carries a cubic gate on his person, keyed to other planes as follows:

- 1) The gate hall in Azzagrat;
- 2) Kostchtchie's citadel in the Ice Waste;
- 3) The demiplane of Terkunuteng, a world ruled by vampires where Graz'zt is venerated as a god;
- 4) The Fortress of Rhoush, an outpost garrisoned by tanar'ri loyal to Graz'zt. Rhoush is located on a Negative Energy Plane, although the fortress itself exists in a pocket of standard matter;
- 5) A bolt-hole on the 170th layer of the Abyss;
- 6) Another bolt-hole on the 121st layer of the Abyss. This locale is not favoured by Graz'zt – it is currently ruled by Yeenoghu and is uncomfortably close to both Orcus's seat of power and Rhyxali's court.

Graz'zt also possesses another weapon – a +5 good outsider bane wounding glaive – although he seldom, if ever, uses the weapon. Reportedly forged in Heaven in secrecy, it may be that he possesses a sentimental attachment to it.

Graz'zt's black knife is a +3 intelligent unholy dagger with the following attributes: AL CE; Int 3, Wis 3, Cha 40; semi-empathy, 60 ft. vision and hearing; ego score 26; special purpose – slay servants of Oronthon; special purpose power – slay living (DC 35). Tens of thousands of celestials have, over the aeons, perished beneath his knife in the Dark Subsumption rite.

Graz'zt's Amulet

Graz'zt's amulet – of abstract and disturbing geometric design – is equivalent to a +30 spellcraft medallion of excellent magic and epic charisma +10. Graz'zt's amulet is an evil-aligned minor artifact, and if donned by a nonevil character it bestows 3 negative levels upon them for as long as it is worn. Graz'zt is never without it.

The Throne of Azzagrat

The throne of Azzagrat (carved from an opal) is a minor artifact which allows whoever sits upon it to use greater scrying with true seeing (heightened to 16th level) at will as a 24th level caster. A Will saving throw (DC 34) is permitted to resist the effect. No focus component is required, and the images simply appear in the head of the scryer. As a full round action, whoever sits upon the throne of Azzagrat can also issue a sending which has a 100% chance of finding its destination, even over planar boundaries.

Pharamne's Urn

Pharamne's urn appears as an unremarkable clay pitcher some three feet tall. Attempting to utilize its power requires a series of Wisdom checks – hence, it is necessary for Graz'zt to gird himself with a powerful buff before invoking them. If any of the Wisdom checks to unlock the urn's powers fails, the entity attempting to use Pharamne's urn is immediately annihilated – utterly erased from existence and memory, as though they had never been. This is an irrevocable, final condition, and no saving throw and no SR applies if the urn's wielder is of less than intermediate deity status. Intermediate deities are entitled to make a divine rank check (1d20+ divine rank vs DC 31) in order to escape the same fate. Greater deities are not affected by the urn, but may still be incapable of unlocking its full potential.

Pharamne's urn may only be used on the Ethereal Plane. It may only be used once every ten millennia, irrespective of who attempts to activate it.

Generating a spherical finite demiplane with a diameter of 360 feet is possible with a successful Wisdom check (DC 50). This power resembles the genesis spell, except the effect is instantaneous and the urn's wielder pays no x.p. in order to accomplish it. As usual, the wielder sets the initial conditions of the demiplane. Subsequent Wisdom checks may be made to further modify the nature of the plane. Multiple checks must be made for multiple effects:

(DC 75): Bestow an altered gravity trait upon the demiplane (heavy, light, weightless or directional gravity), introduce a variety of flora determined by the urn's wielder, assign an elemental or energy dominance trait, or assign a mild alignment trait other than neutral to the demiplane.

(DC 100): Assign a static or highly morphic physical trait to the demiplane, or assign a strong alignment trait of the urn's wielder's choice. Alternatively, the demiplane's radius may be doubled.

(DC 150): Introduce a dead magic or wild magic trait to the demiplane. Alternatively, the demiplane can be given a complex natural ecosystem (the type at the discretion of the urn's wielder, but with no

sentient species), or it can be determined that the demiplane will continue to grow at a rate of 1 foot of radius per day – such growth is indefinite.

(DC 200): Any magic trait or any temporal trait as determined by the urn's wielder may be assigned to the demiplane.

(DC 250): It is possible for the urn's wielder to create a divinely morphic demiplane.

(DC 300): The demiplane can be finally realized. It expands indefinitely at the speed of light in all directions, and becomes a fully-fledged plane coexistent with the ethereal plane.

Pharamne's urn is a transcendental artifact.

POST 43: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 5th April 2004, 05:50 AM

Quote:

Remind me, who was Pharamne again?

Pharamne was an Aeon. According to some heterodox Oronthonian groups, Aeons are emanations of Oronthon, charged with cosmic tasks (ordering time, space, matter etc.)

Quote:

Hay Sep, how do you do Epic Vow of Poverty?

I'm still thinking about that one. Hopefully, WotC will come out with an Epic progression before it becomes too much of an issue.

Quote:

This is an increase from before IIRC---why the extra 5000 xp Sep?

I don't think so - I think its been 15,000 for a long time. Soneillon has a 10,000xp cap (although per spell, not per week). You might be confusing your demons...

Quote:

A Will saving throw (DC 34) is permitted to resist the effect.

Hmmm. Why would one want to resist this

The target of the scrying gets the save. I probably could have worded that more clearly.

Quote:

Graz'zt also possesses another weapon – a +5 good outsider bane wounding glaive – although he seldom, if ever, uses the weapon. Reportedly forged in Heaven in secrecy, it may be that he possesses a sentimental attachment to it.

Interesting! Although the description doesn't mention this, I imagine that the good weapon would bestow negative levels upon Graz'zt if he used it, or otherwise impede him somewhat??

Bane of good outsiders, as Lela points out. The way that magic weapon properties are listed sometimes makes for an ugly convention.

Quote:

So all of these checks (stepping up the creation activity, so to speak) are included in a single usage

Yes.

Quote:

Sepulchrave,

Do you have the Perfect template kicking around somewhere? I'm curious to see how it works.

The perfect template was never quite finalized - it's one of those many 'very nearly finished but not' kind of things. And that was for 3E. If I can find it, I might take a look and play with it again - its pretty flavourless, IIRC.

POST 44: Graz'zt's Epic Spells

Posted by: Sepulchrave II at ENWorld on 5th April 2004, 03:45 PM

So here are some of Graz'zt's epic spells. These are from amongst the most disorganized of my notes, so there may be a few holes in them (arithmetically and conceptually). My problem is that when I get into epic spell creation mode, ideas come faster than my patience for finalizing the spell that I'm working on, and I move onto the next spell. I then have to go back, and finish previous spell.

In order to make some of Graz'zt's spells 'work,' certain liberties have been taken with the Epic Spell system. These are untested, may be mechanically unsound, and I make no claims about balance.

Origin of Species

Origin of species variants require the seeds of conjure, fortify and life. Any spell-like, supernatural, extraordinary or otherwise unusual abilities possessed by the species require additional seeds which replicate or reflect the desired ability. Only one seed is necessary for multiple effects of similar type

(e.g. if a creature has a +8 racial bonus on search and spot checks, possesses darkvision and can both scry and use clairvoyance then the reveal seed need only be used once).

The CR of the creature becomes the main determining factor in the final Spellcraft DC. For each point of increase in the created creature's CR above 1 add +20 to the Spellcraft DC. Created creatures will reproduce in their usual fashion (or if wholly original, in a fashion determined by their creator). They will have advancement ranges appropriate to their type. The final spell is always determined by the conjure seed, but is of instantaneous duration.

Some hypothetical examples (before mitigating factors):

1) Achaierai: conjure (21), fortify (17), life (27), reveal (for darkvision) (19), afflict (for black cloud ability) (14), CR5 creature (+80). The creature's natural armour, SR and evil-aligned natural attacks are already covered by the fortify seed. Final DC 178.

2) Orc: conjure (21), fortify (17), life (27), reveal (for darkvision) (19). Final DC 84.

3) Balor: conjure (21), fortify (17), life (27), reveal (for darkvision, true seeing, racial bonuses on Spot and Listen skill checks) (19), ward (for immunities and unholy aura SLA) (14), energy (for fire storm SLA, flaming whip, flaming body) (19), dispel (for greater dispelling SLA) (19), destroy (for implosion SLA, death throes) (29), slay (for vorpal weaponry) (25), summon (for summon tanar'ri ability) (14), compel (for power word stun, insanity and dominate monster SLAs (19), transport (for greater teleport SLA) (27), banish (for blasphemy SLA) (27) and transform (for telekinesis SLA) (21). There is a +380 DC adjustment due to the balor's CR. Final DC 678.

Allowing the Effects of Multiple Permanent Spells to Stack

Certain permanent spells with an area of effect are allowed to "stack" if the Spellcraft DC is increased by +20 – e.g. if a permanent spell has a 20 ft. radius area, a second casting will increase the radius to 40 ft., a third casting to 60 ft. etc. Subsequent castings are always considered centered on the point in space where the original spell was cast. The final effect is similar to an onion, with multiple 'layers' or 'shells' of magic. If a dispel spell successfully overcomes it, only the outermost shell is affected – it requires multiple dispels to bring down a stacked permanent epic magical effect. If the central locus is targeted by a disjunction, the entire series of spells may be brought down (but see disjunction ward below). Deities with the alter reality salient divine ability and the portfolio of magic, or deities with more divine ranks than the caster and the alter reality SDA may automatically remove the entire series of spells.

Excluding the Caster from the Effects of a Permanent Spell with the Ward Seed

If a permanent area spell contains the ward seed, the caster himself may be rendered impervious to the ward if the Spellcraft DC is increased by +10 (translating to +50DC after permanency is accounted for).

Genesis Seed

I needed a genesis seed for a variety of reasons - Pharamne's Urn was one, some of Dan's ideas were another. I also needed a spell for Rhyxali (in order to explain her "touch" in Afqithan, as

Koilimilou put it) and nothing else seemed capable of fitting the bill. For some reason, I like mechanical explanations of cosmic or epic events. This seed is sketchy, and still in its developmental stages.

SEED: GENESIS

Conjuration (Creation)

Spellcraft DC: 31

Components: V, S

Casting Time: 1 minute

Range: 180 ft. (see text)

Effect: A demiplane coterminous with the Ethereal Plane, and centred on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a finite plane with limited access: a demiplane. You must be on the Ethereal Plane when you cast this spell. The demiplane grows at the rate of 1 foot per day until it reaches a maximum radius of 180 feet. You determine factors such as atmosphere, illumination, water, temperature and the general shape of the terrain. The demiplane has a normal time trait, a normal gravity trait, and an alterable morphic. It has no dominant elemental or energy trait, is mildly neutral-aligned, and has a normal magic trait.

For every doubling in the maximum radius, increase the Spellcraft DC by +20. If you wish to allow subsequent castings of the spell to increase the radius proportionally, increase the Spellcraft DC by +20. If you wish to set no limit to the maximum radius of the fledgeling plane, increase the Spellcraft DC by +100. If you wish to increase the speed at which the demiplane grows, add a +4 modifier for every extra foot of growth per day.

If you wish to generate a demiplane which is coterminous with a transitive plane other than the Ethereal Plane (such as Dream or Shadow), increase the Spellcraft DC by +30. If you wish to create a demiplane which is coterminous with a nontransitive plane, increase the Spellcraft DC by +50. In either case, you must be on the plane with which the demiplane will be coterminous when the spell is cast.

To introduce a variety of vegetation to the demiplane, increase the spellcraft DC by +20. If you increase the Spellcraft DC by +100, you may introduce a complex natural ecosystem of your choice (albeit one with no sentient species). The ecosystem will flourish within the spatial limits of the demiplane. In both of these cases, the final spell must also include the life seed.

If you wish to warp the periphery of the demiplane such that it folds back upon itself (in the manner of a sphere), or becomes otherwise self-contained, increase the Spellcraft DC by +50.

Changing the gravity trait increases the Spellcraft DC by +30. Changing the morphic of the plane to static or highly morphic increases the Spellcraft DC by +50. Giving the demiplane the trait of dead magic or wild magic increases the Spellcraft DC by +100. To assign an elemental or energy dominance trait, or a mild alignment trait other than neutral to the demiplane increases the Spellcraft DC by +20. If the demiplane has a strong alignment trait, increase the Spellcraft DC by +40: these modifiers are cumulative with respect to the law/chaos and good/evil axes. The creation of demiplanes which have magic traits other than dead magic or wild magic, or possess unusual temporal traits require the use of other seeds as agreed with the DM. Creation of a demiplane with a

divinely morphic trait requires the use of the alter reality salient divine ability, and is thus beyond the abilities of non-deific casters.

*

(I'd like to point out that I've just realized how much material from D&Dg is creeping into my game. Kind of scary.)

*

Anyway:

Graz'zt can cast 3 Epic Spells per day at 24th level of ability. His Spellcraft score of +85 puts an effective limit of 95 on the DCs of any Epic Spells he casts (taking 10). In addition to his amulet, Graz'zt enjoys a certain native power which can help fuel his spells – the 'xp cushion' that powerful extraplanars possess (15,000 per week, in Graz'zt's case), as well as the dark subsumption rite (detailed hereafter) and the use of spells in his sanctum.

Graz'zt is billions of years old, so it seems natural to assume that he's got a few Epic Spells under his belt.

Adore Me

Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 95

Components: V

Casting Time: 1 action

Range: 75 ft.

Area: 100-ft. radius circle

Duration: 20 minutes (D)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

To Develop: Seeds: Compel (DC 19). Factors: 1 action casting time (+20 DC), change from target to 20-ft. radius area (+10DC), increase area by 900% (+36DC), no somatic component (+2 DC), increase saving throw DC by +10 (+20 DC). Mitigating factor: burn 1200 XP.

All creatures within a 100-ft. radius circle must immediately make a Will saving throw (DC30 + relevant modifier) or fall to the ground, prostrating themselves before Graz'zt in worship and adoration. This condition persists until Graz'zt wills it otherwise or the spell's duration expires. If attacked by a third party, those affected by the compulsion will defend themselves until the threat has passed, and then resume their worship. If attacked by Graz'zt or his allies, the compulsion is immediately broken.

Animus Blizzard (Variation)

Evocation [Cold]

Spellcraft DC: 95

Components: V, S

Casting Time: 1 action

Range: 300 ft.

Area: 20-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: Seeds: energy (DC 19), animate dead (DC 23). Factors: increase damage to 20d6 (+20 DC), increase damage die to d20 (+40 DC), set undead type to spectre (+2 DC), increase number of HD created by +1 (+1 DC), 1-action casting time (+20 DC). Mitigating factors: 10d6 backlash (-10 DC), burn 2000 XP (-20 DC)

When this spell is cast, enemies within range are dealt 20d20 points of cold damage. However, up to three victims that perish as a result of this blast are then instantly animated as spectres. These three spectres serve Graz'zt indefinitely. He cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow him to exceed the normal limit for controlled undead work just as well with undead created with animus blizzard.

Bond Azzagrat: Impregnable Defense Against the Celestial Host (First Spell)

Enchantment (Compulsion)

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 100 days 11 minutes

Range: 0 ft.

Area: 20-ft radius sphere

Duration: Permanent

Saving Throw: Yes (see text)

Spell Resistance: Yes (see text)

To Develop: Seeds: Afflict (DC 14). Factors: change from target to 20-ft. radius area (+10 DC), good targets take –14 penalty each on attack rolls and saving throws (+48 DC), good targets rendered deaf, blind, without scent, tactile sense or blindsense (+10 DC), allow subsequent castings to increase radius proportionally (ad hoc +20 DC), affects [good] subtype only (ad hoc –10DC), permanent (x5DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 14,500 XP (-145DC).

Graz'zt creates a permanent zone of affliction which affects good creatures. Creatures with the [good] subtype suffer a –14 morale penalty to all attacks and saving throws and cannot see, hear, smell or infer by tactile or blindsense whilst in the afflicted area unless they succeed at a will saving throw (DC 20+ relevant modifier). Each round that they remain within the impregnable defense they must succeed at the saving throw – failure indicates that they suffer the effects until they leave it. Leaving and then re-entering the zone prompts a further saving throw. Multiple castings of this spell have extended the impregnable defense against the celestial host to around sixty miles across all three planes of Azzagrat, encompassing the whole of Zelatar and a swathe which extends from the walls of the city.

It is said that Graz'zt chanted nothing but this spell for fifteen millennia, repeating it fifty thousand times.

Bond Azzagrat: Violent Earth (Second Spell)

Conjuration [Fire]

Spellcraft DC: 95

Components: V,S,XP

Range: 0 ft.

Effect: Fumarole 60ft. wide and 20ft. high

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes (see text)

To Develop: Seeds: Animate (DC25), compel (DC19), conjure (DC21), energy (DC19), contact (to form mental bond to fumarole) (DC23), life (DC27), reveal (DC19). Factor: increase area of discharge by 800% (+32DC), increase emanated damage by 8d6 (+16DC), increase volume of fumarole by 980 cubic feet (+98DC), increase volume of fumarole by 15,000 cubic feet (+150DC), allow perception within 200 ft. (ad hoc +12DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 13,400 XP (-134DC)

Graz'zt creates a fumarole which, from that moment, erupts green fire upon his mental command. When active, the fumarole emanates 10d6 points of fire damage in a 100-foot radius. The fumarole possesses a rudimentary malice, and from any distance (even across planes) Graz'zt may perceive the fumarole's immediate environs within 200 feet as though he was standing there himself. Typically, the fumarole appears as a cone around sixty feet in diameter and around twenty feet high. Graz'zt may render any number of fumaroles active or inert as a free action.

Bond Azzagrat: Seed the Acid Tempest (Third Spell)

Evocation [Acid]

Spellcraft DC: 95

Components: V, S, XP, Dark Subsumption

Casting Time: 100 days 11 minutes

Range: 0 ft.

Area: 2 mile radius sphere

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No (see text)

To Develop: Seeds: Energy (weather) (DC 25), energy (acid) (DC19), transform (to allow instantaneous change) (DC 21). Factors: change rain to drops of acid (ad hoc +12DC), allow subsequent castings to increase radius proportionally (ad hoc +20 DC), permanent (x5DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 15,000 XP (-150DC), dark subsumption rite (monadic deva, -20 DC)

Henceforth, the weather within a two mile radius reacts to Graz'zt's whim. Once per round, as a free action, he may command the weather to change – such change will manifest immediately, beginning the round that Graz'zt commands it. If Graz'zt commands a storm it will rain acid (1hp of damage/round to unprotected creatures).

Multiple castings of this spell have bonded the atmosphere of Azzagrat to a distance of around ten thousand miles – the whole realm, within meaningful terms. Graz'zt may restrict the weather to one plane, exclude a plane from it, or subject all three planes of Azzagrat to his mood.

It is said that Graz'zt chanted nothing but this spell for six millennia, repeating it twenty thousand times. Twenty thousand devas perished beneath his black knife, twenty thousand laments were sung in heaven, and Oronthon wept twenty thousand tears of fire.

Bond Azzagrat: Knowledge of what Transpires (Fourth Spell)

Divination

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 100 days 11 minutes

Range: See text

Area: 20-ft. radius sphere

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: Seeds: reveal (DC25), ward (DC14). Factors: change from target to 20-ft. radius area (+10DC), ward against obscure object (+2 DC), ward against nondetection (+6 DC) and mind blank (+14DC), allow subsequent castings to increase radius proportionally (ad hoc +20 DC), permanent (x5DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 14,000 XP (-150DC).

By means of this spell, Graz'zt anchors his consciousness to an area of Azzagrat. Henceforth, if he concentrates upon the area, he is aware of what transpires within it with a clarity equivalent to true seeing, and against which nondetection, obscure object and mind blank are ineffectual. Epic spells which use the conceal seed must make successful opposed caster level checks in order to be effective against knowledge of what transpires – if they succeed, Graz'zt is aware of the magical block unless the spell also contains the delude seed. As a standard action, once per round, Graz'zt may perceive any location, object or individual creature within the area of the spell.

Multiple castings of this spell have extended Graz'zt's perception to two hundred miles from Zelatar across all three planes of Azzagrat, encompassing the heart of his realm.

Bond Azzagrat: First Argent Palace Ward (Fifth Spell)

Illusion (Glamer)

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 100 days 11 minutes

Range: Touch

Area: 20 ft. radius sphere

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: Conceal (DC17). Factors: block divinations (+6 DC), change from target to 20-ft. radius area sphere (+10DC), +10 on opposed caster level checks to penetrate First Argent Palace Ward (+20 DC), restriction does not apply to spells cast by Graz'zt personally (ad hoc +10DC), allow subsequent castings to increase radius proportionally (ad hoc +20 DC), permanent (x5DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 10,000 XP (-100DC).

The affected area is rendered impervious to divinations unless they successfully make an opposed caster level check (against caster level 34). The restriction does not apply to Graz'zt, who may freely use any divinations within the area of the spell.

Multiple castings of this spell have extended the First Argent Palace Ward to a distance of two miles – fully protecting the Argent Palace, the seat of Graz'zt's power.

Bond Azzagrat: Second Argent Palace Ward (Sixth Spell)

Abjuration

Spellcraft DC: 95

Components: V, S, XP, Dark Subsumption

Casting Time: 100 days 11 minutes

Range: 0 ft.

Area: 20 ft. radius circle

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (see text)

To Develop: Ward (DC14). Factors: ward against dimension door (+6 DC), teleport (+8DC), greater teleport (+12DC) and gate (+16DC), change from target to 20 ft. radius area (+10DC), restriction does not apply to spells cast by Graz'zt personally (ad hoc +10DC), allow subsequent castings to increase radius proportionally (ad hoc +20 DC), permanent (x5DC). Mitigating factor: increase casting time to 100 days 11 minutes (-220DC), burn 14,500 XP (-145DC), dark subsumption (monadic deva, -20DC).

The following spells or spell-like abilities do not work within the affected area: dimension door, teleport, greater teleport and gate. The restriction does not apply to these spells if cast by Graz'zt himself.

Multiple castings of this spell have extended the Second Argent Palace Ward to a distance of two miles – fully protecting the Argent Palace, the seat of Graz'zt's power. The gate hall which opens to a number of different dimensions is not subject to this spell, and neither are several locations within the Argent Palace – these secret areas expedite the coming and going of Graz'zt's chief servants.

Gate Oven

Conjuration [Teleportation]

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 10 days 11 minutes

Range: 0 ft.

Effect: One permanent portal

Duration: Permanent

Saving Throw: None

Spell Resistance: No

To Develop: Seeds: Conjure (DC21), transport (DC27). Factor: allow interplanar travel (+4 DC), permanent (x5DC). Mitigating factor: increase casting time to 10 days 11 minutes (-40DC), burn 12,000 XP (-120DC)

Graz'zt creates a gate oven – a portal which connects to another point in any other plane. The gate oven may be one-way, or it may connect to a similar portal. Gate ovens appear as pits or archways in a solid surface filled with green fire.

There are thousands of gate ovens throughout the triple realm. Most connect to a point within one of Azzagrat's planes, although some lead to other Abyssal realms or demiplanes.

Desperate Summons

Conjuration (Summoning) [Evil]

Spellcraft DC: 95

Components: V, S

Casting Time: 1 quickened action

Range: 75 ft.

Effect: Three summoned balors

Duration: 20 rounds (D)

Saving Throw: None (see text)

Spell Resistance: No

To Develop: 342,000 gp; 7 days; 13,680 XP. Seed: summon (DC 14). Factors: summon CR 20 creature (+36 DC), summon three creatures (x3DC), quickened (+28 DC). Mitigating factor: burn 13,900XP (-139DC).

This spell summons three balors. They appear where Graz'zt designates and act immediately. They attack Graz'zt's opponents to the best of their abilities. Graz'zt can direct the balors not to attack, to attack particular enemies, or to perform other actions. Due to the subsequent obligation owed by Graz'zt to the balors, he will only use this spell when in dire need.

Great Profane Flame Aura

Evocation [Evil]

Spellcraft DC: 95

Components: V,S

Casting Time: 1 action

Range: Personal

Area: 100-ft radius emanation

Duration: 20 hours (D)

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: Seed: energy (DC14), fortify (DC17). Factors: change fire to unholy damage (ad hoc +12DC), increase enhancement bonus to spell resistance by +19 (+38DC), 1-action casting time (+20DC), increase damage by 13d6 (+26 DC), increase area by 900% (+36DC), +10 on caster level to beat foe's dispel effect (+20DC), change from touch to personal (-2DC), dismissible by caster (+2DC). Mitigating factor: burn 7100 XP

Graz'zt is wreathed in a swirling maelstrom of unholy fire which deals 15d6 points of damage per round to non-evil creatures within its area (Reflex save for half). Each round that a foe remains within the area, it sustains a further 15d6 damage. All evil creatures within the spell's area enjoy a +20 enhancement bonus to their spell resistance if they possess it.

[Variation: (1) increase damage to 15d20, increase burn to 11,100 XP; (2) change unholy damage to chaotic damage, change evil to chaotic and non-evil to non-chaotic]

Death Impulse

Necromancy [Death]

Spellcraft DC: 95

Components: none

Casting Time: 1 quickened action

Range: 0 ft.

Area: 20-ft. radius sphere burst centred on you

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

To Develop: Seeds: slay (DC 25). Factors: quickened (+28 DC), no verbal or somatic components (+4DC), change from target to area (+10DC), +10 on caster level to overcome SR (+20DC), increase spell's save DC by +10 (+20DC). Mitigating factors: burn 1200 XP (-12 DC)

As a free action which counts as a quickened spell, you release an impulse of death which slays those near you. All creatures with less than 80 HD who are within 20 feet of you must succeed at a Fortitude saving throw (DC 30+ relevant modifier) or die. You enjoy a +10 bonus to overcome their spell resistance, if applicable.

Ruin (Variation)

Transmutation

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 1 action

Range: 12,000 ft.

Target: One creature, or up to a 10-foot cube of nonliving matter

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

To Develop: Seed: destroy (DC 29). Factors: increase damage to 50d6 (+80 DC), increase damage die to d20 (+40 DC), 1- action casting time (+20 DC), +10 on caster level check to overcome SR (+20 DC), increase spell's save DC by +10 (+20 DC). Mitigating factor: burn 10,000 XP (-100 DC), 14d6 backlash (-14 DC).

Graz'zt deals 50d20 points of pure destructive damage to a single target within range and line of sight: a successful Fortitude saving throw (DC 30+ relevant modifier) reduces the damage by half. Graz'zt benefits from a +10 bonus to his caster level to overcome his foe's spell resistance, if applicable. If the target is reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains. XP Cost: 10,000 XP.

In Preparation for Battle

Transmutation

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 20 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: Seed: fortify (DC 27). Factors: further +9 enhancement bonus to Str (+18DC), +10 enhancement bonus to Con (+20DC), +10 enhancement bonus to Dex (+20DC), +10 additional SR (+20DC); +10 on caster level to overcome foe's dispel effect (+20 DC). Mitigating factor: +9 minutes casting time (-18DC), burn 1,200 XP (-12DC).

Graz'zt grants the subject touched a +10 enhancement bonus to Str, Con and Dex, and a +10 enhancement bonus to spell resistance. Attempts to dispel the spell in preparation for battle treat Graz'zt as 10 levels higher than his caster level.

Taint Seed

Conjuration (Creation)

Spellcraft DC: 95

Components: V, S

Casting Time: 7 days 11 minutes

Range: 0 ft. (see text)

Effect: An area of altered alignment traits within an existing plane or demiplane

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: Seeds: Genesis (DC31), transform (DC21). Factors: increase speed of growth by 4 ft. per day (+16DC), no limit to maximum radius (+100DC), assign mild chaos and mild evil alignment traits (+40 DC). Mitigating factors: increase casting time by 7 days 10 minutes (-34DC), burn 7900XP.

You create a seed of taint within an existing plane or demiplane. The tainted area exhibits the mild chaos-aligned and mild evil-aligned traits as though they were traits native to the plane. The seed grows indefinitely at a speed of 5-ft. per day in radius.

A wish or miracle will not halt the growth of the taint, although other epic spells using the genesis seed designed to overtake it (or the intervention of a deity) will. If cast within the space of a finite demiplane, the entire demiplane will assume the mild-chaos and mild-evil alignment traits if the tainted area expands to include it. If the demiplane itself is still growing, subsequent growth will exhibit the mild-chaos and mild-evil alignment traits.

Disjunction Ward

Abjuration

Spellcraft DC: 95

Components: V, S, XP

Casting Time: 100 days 11 minutes

Range: Touch

Target: Object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: Seed: ward (DC 14). Factors: ward against disjunction (+16DC), gain +30 on caster level to beat foe's dispel effect (+60DC), permanent (x5 DC). Mitigating factors: increase casting time by 100 days 10 minutes (-220 DC), burn 13,500 XP (-135 DC).

The object warded is rendered impervious to disjunctions. If it is targeted by a disjunction, the disjunction ward itself is disjoined, but the object remains unaffected. Multiple disjunction wards may be placed upon the same object – before the object can be affected by a disjunction, each disjunction ward must be brought down in turn.

POST 45: Questions and Answers, Part 2

Posted by: Sepulchrave II at ENWorld on 8th April 2004, 04:43 AM

Quote:

Hey Sep, I know the general theme of how this works in story, but could you explain some of the mechanics you worked out for it?

Honestly, I've never decided whether its an arrangement between celestials and fiends, the will of Oronthon, some powerful mega-spell invoked by the celestial host, or simply the fear of overwhelming heavenly retribution if fiends begin routinely interfering in the affairs of mortals - outside of accepted avenues. Its probably one of those things that I'd rather not define. At least, not yet.

Quote:

I wasn't able to find an item quality for transcendental. Anyone got a pointer, or did you create this too Sep?

I wanted artifacts that were completely beyond mortal capacity to affect - although they could be activated and utilized. You cannot break the web of motes or disjoin Pharamne's urn no matter how hard you try. In some ways, they are outside of ideas such as time, or cause and effect. With both of them, you're kind of outside the box, looking in. If you get my drift.

Cheiromancer, I bow to your sneakiness when exploiting loopholes in the epic spell system.

POST 46: Graz'zt's Epic Spells

Posted by: Sepulchrave II at ENWorld on 9th April 2004, 03:27 AM

These are tricky questions.

Sequential buffs can actually throw Graz'zt's Charisma into the high 200s if one allows for bonuses other than enhancement bonuses - and according to the description of the fortify seed it may be possible, depending on one's interpretation.

In the final analysis, it doesn't matter. Graz'zt is a (tough) CR30 challenge - let's say CR38 in his sanctum. If I manipulate the epic spell system in order to maximize his effectiveness, tweaking every possible mechanical nuance, I'm really kind of obligated to reappraise his CR - something I don't want to do.

As far as the bond Azzagrat sequence goes, they are flavour spells. They occurred in 'mythic time' if you like, and for me it was more of a feeling of 'how can I represent the power that Graz'zt holds over Azzagrat using ELH mechanics?' There was never a question of intentional maximization of his power. If Graz'zt spends thirty thousand years invoking a spell, it is as much a literary device as anything else - if I'd wanted the ward to extend to ten million miles, I could have given him a ten million year period of time. Or ten billion.

I think one of the problems that people have with the epic spell system (and, oddly, I don't any more) is that they see it in terms of building an effect from the ground upwards - in many ways it is almost impossible to resist min-maxing with it. It should be more of a:

"This is the effect I want to achieve, how can I justify it in terms of the epic system?"

Game balance - in its conventional sense - does not work at epic levels, plain and simple. It becomes much more of an intuitive exercise for the DM.

Cooperative spells are simply 'not in Graz'zt's nature.' They do not reflect who he is. Whether uber-buffs do or not is harder to qualify - I'm tempted to say that they don't, simply because I find uber-buffs vulgar.

Quote:

For Sepulchrave and his group it is a little late at this point, since it has already been used by Mostin and his "coven"

To be fair to Dan, who devised the sequence, it was in an effort to make the web of motives comprehensible - the fortify seed does not allow bonuses to skills. Dan was, in fact, doing exactly what I do - justifying an effect (the ability to interpret the web of motives) in terms of raw mechanics. The fact that the raw mechanics also increase the save DCs of his spells (to 60? 70? - I don't remember) should not detract from the spell sequence. The level of trust which exists between player and DM is really no different from that which prevents the abuse of wish, Mord's disjunction, gate etc.

That's not to say that Mostin doesn't push the boundaries - he does. But Dan knows that if he pushed them too far, the game would collapse. Likewise, if I flung dozens of disjunction hurling arcanaloths at the party, they'd know about it pretty soon.

POST 47: Demons and Devils

Posted by: Sepulchrave II at ENWorld on 9th April 2004, 03:10 PM

Quote:

As is clear from the story, the demons and devils are fallen celestials. Now, that means they are billions of years old (how old is your world BTW?) and I would be interested in knowing whether all demons and devils are this old. Do they all originate from the fall, or are new demons and devils (or celestials for that matter) being created/born/whatever even after the fall? In the 'standard' D&D cosmology, I recall that souls could be transformed into demons and devils from larvae... is it the same in your world?

The basic assumption is that all fell. This is treading on dangerous ground, however - I'm generally disinclined to make stark metaphysical assertions like this from a metagame perspective. It might be true for an Oronthonian, but there is overlap with other belief systems as well, and they hold different ideas. What is true in the campaign world today, may not have been five thousand years ago - before the Church of Oronthon came to prominence, or before the name of 'Oronthon' was even heard. I believe this is intimated in one of the exchanges between Eadric and Titivilus - that Oronthon has somehow changed (and continues to change) what transpired in the past. This itself might be true from Eadric's point of view, but isn't necessarily true from Nwm's or Mostin's, of course. Not all truths are unequal, and all that.

Quote:

1) Their numbers must be significantly lower now - after all they have been waging war for a very long time. Naturally, if their numbers were infinite than this is not too much of an issue.

I think, for practical purposes, we're talking in terms of relative infinities. But ultimately, a rational inquiry such as this is doomed to fail - reason is incapable of penetrating cosmic mysteries. From a meta-game viewpoint, it was precisely this kind of unanswerable question which led to the in-game importance of mysticism and the dialectical process.

Quote:

2) Well, after billions of years, even the lowliest demons and devils that survived would acquire so much 'experience' that they would be utterly undefeatable by mortals. So, I suspect, that in your world demons and devils cannot advance (either by HD, or by type of demon, or by class/level) - they remain at the same power they were created at to begin with. But then again, I remember that Neaheh advanced as a contemplative and if demons and devils could not advance, it would take away their ambition...

Now I think that you are metagaming - you need to reverse your perspective. If I want to describe a succubus who is 'exceptionally eloquent, sneaky, and quick' I might give her 10 rogue levels. This is not to say that she has advanced to a 10th level rogue in any conventional sense - merely that she is exceptionally eloquent, sneaky and quick, and giving her 10 levels of rogue is the best way to represent this mechanically. In the same vein, Eadric is not half-celestial - he merely exhibits powers for which the half-celestial template is a convenient (and, apparently ECL-balanced) device.

BUT (and this is important) there is an implicit assumption that demons and devils can advance (don't think in terms of HD or level, think simply in terms of power). In this regard, they differ from celestials (who were created thus, and no other way). Perhaps this is a result of their 'free will' - which comes at a price, obviously. The Fall is an archetypal event which is grounded in struggling against impossible odds, the assertion of will and ego etc.

POST 48: More on Epic Spells

Posted by: Sepulchrave II at ENWorld on 9th April 2004, 03:43 PM

Quote:

One way to deal with the situation is to employ a highly developed sense of intuition to recognize what spells are appropriate to the campaign, and weed out the bad ones in a way that makes sense. (By appeals to mythic time, character fit, and so on.)

I don't really see this as any different to the controls that a DM routinely needs to place on his or her game in order to make it work.

If you are DMing a 'Dark Ages' campaign - with byrnies, pattern-welded swords, skalds, ogres etc., you don't want a PC wandering around in a suit of full plate with a masterwork halberd and a compound bow - it doesn't fit. If the player appeals to the rules by saying 'but it says I can buy these for X gold,' you merely point out that it doesn't gel with the campaign you have created.

You could, of course, make extensive lists of house-rules in order to cover these contingencies. But why bother? Just make rulings on a case-by-case basis, and save yourself the hassle. You want a rapier? - No. You want a scimitar? - hmm, maybe. But that means I'll have to give some thought to culture XYZ - which I'd hoped to put off for a while. Sigh. (But the player also stimulates the DM to creativity, which is a good thing.)

Same goes for epic spells. Although I'm sure I (and many others) could, I just don't have the time to devise a better system at the moment.

POST 49: Questions and Answers, Part 3

Posted by: Sepulchrave II at ENWorld on 25th April 2004, 07:13 AM

Quote:

First off, do you mind Wyre being used as a base in a home game? 'tis a great world ye created (still think you should find a way to publish it as a campaign setting)

I'd be flattered. Thanks.

Quote:

Thinking of setting it pre-Cynric's Death

If I ever published, that's when I'd set it too.

Quote:

Along a similiar line does Mostin's Player mind if Mostin is possibily used as an npc? Shall not do so if the player is not okay with that.

Are you crazy? Dan has a huge ego. I'd never hear the end of it. (Seriously, I'm sure this would be fine.)

Quote:

How do dwarves fit into the world, if at all?

No dwarves, no halflings. Gnomes come in two kinds (wood and rock), and are feys. Goblins are feys. The monster palette in general is "classical": werewolves, feys (lots of 'em), manticores, giants, griffons - that kind of thing. Dragons are pretty much extinct.

Fourthly, can you give some more info on Thalassine and Shuth, mostly in cultural make up and the like please if possible?

Quote:

Fourthly, can you give some more info on Thalassine and Shuth, mostly in cultural make up and the like please if possible?

In Brief:

Thalassine = Think polytheistic Renaissance Italy

Shuth = Think opium-smoking Egyptians & Blood Magi

Quote:

Finally can you give some guidelines as to what is considered crimes in these era and the punishment associated? Am trying to figure out how things associating with devils would be punished if at all, yet am confused Shomei and her entry:

The distinction between temporal and ecclesiastical law is very important. Shomei would not be subject to ecclesiastical law (unlike Eadric).

I'll try to write more when I've got time.

POST 50: A Few More Nasties

Posted by: Sepulchrave II at ENWorld on 12th May 2004, 06:00 AM

Quote:

Do you have more material on Graz'zt in the pipeline Sep?

Not that wouldn't require spending lots of time. I've a few more nasties, though. Just numbers, I'm afraid - flavor text at a later stage, maybe.

I think these are the final versions - I've got too many drafts on my desktop.

Carasch

Male advanced chthonic balor; CR 46; huge outsider (chaotic, evil, extraplanar); HD 49d8+686; hp 1078; Init +19; Spd 60ft., fly 135ft. (good); AC 49, touch 27, flatfooted 43; Base Atk +49; Grp +79; Atk +81 melee (4d6+32/18-20, huge +5 keen unholy power greataxe); Full Atk: +81/+76/+71/+66 melee (4d6+32/18-20, huge +5 keen unholy power greataxe); SA Aura of unlight, spells, spell-like abilities, summon demon; SQ Damage reduction 15/cold iron and epic and good, darkvision 60 ft., eschew all materials, flaming body, immunity to electricity, fire and poison, ontic flux, regeneration 14, resistance to acid 10 and cold 10, see in darkness, spell resistance 58, telepathy 100 ft., true seeing, utter corruption, void reservoir; SV Fort +40 Ref +37 Will +35; AL CE; Str 47 Dex 33 Con 39 Int 28 Wis 28 Cha 36.

Skills and Feats: Bluff +65, Concentration +66, Diplomacy +67, Gather Information +65 (Abyss +67), Hide +63, Intimidate +67, Knowledge (arcana) +61, Knowledge (local, Abyss) +61, Knowledge (planes) +61, Knowledge (religion) +61, Listen +61, Move Silently +63, Search +61, Sense Motive +61, Spellcraft +73 (+75 scrolls), Spot +61, Use Magic Device +65 (+67 scrolls); Cleave, Devastating Critical (greataxe), Empower Spell, Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Focus (evocation), Great Cleave, Greater Spell Focus (evocation), Improved Critical (greataxe), Improved Initiative, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Overwhelming Critical (greataxe), Power Attack, Spell Focus (evocation), Spell Knowledge, Superior Initiative, Weapon Focus (greataxe).

Carasch's natural weapons, as well as any weapons he wields, are treated as evil-aligned and epic for the purpose of overcoming damage reduction.

Spells: Carasch casts spells as a 46th level Sorcerer, and can cast spells from the Darkness, Demonic, Destruction and Evil domains as arcane spells. Carasch need not utilize material components in his spellcasting, and incurs no experience point debt for spells which normally demand it.

Devastating Critical (Ex): If Carasch scores a critical hit on an opponent with his axe they must make a Fortitude save (DC 51) or die instantly.

Spells Known (6/9/9/8/8/8/8/7/7/7/3/3; save DC 25+ spell level, 31+ spell level for evocations): 0 – dancing lights, detect magic, disrupt undead, ghost sound, mage hand, preserve organ, ray of frost, read magic; 1st – expeditious retreat, mage armour, magic missile, shield, sleep; 2nd – cat's grace, darkbolt, locate object, resist energy, whispering wind; 3rd – contagion, dread word, lightning bolt, magic circle against good; 4th – dimensional anchor, improved invisibility, liquid pain, scrying; 5th – dream, feeblemind, resonating resistance, sending; 6th – antimagic field, chain lightning, geas/quest; 7th – banishment, delayed blast fireball, greater scrying, plane shift, ; 8th – discern location, horrid wilting, mind blank, protection from spells; 9th – energy drain, meteor swarm, soul bind.

Carasch may also cast five epic spells per day.

Spell-Like Abilities: At will—blasphemy (DC 30), deeper darkness, desecrate, detect thoughts (DC 25), dominate monster (DC 32), greater dispel magic, greater teleport (self plus 50 pounds of objects only), insanity (DC 30), haste, power word stun, symbol (any, DC varies) telekinesis (DC 28), unhallow, unholy aura (DC 31); 1/day—fire storm (DC 31), implosion (DC 32). Caster level 49th. The save DCs are Charisma-based.

Utter Corruption: All of Carasch's spells and spell-like abilities gain the [Evil] descriptor, irrespective of their function. He automatically benefits from Malign Spell Focus (adding +2 to the DC of any spells), and all damage-dealing spells and spell-like abilities are automatically both Corrupted and Violated, as the feats of the same name.

Aura of Unlight (Sp): Carasch radiates an aura which combines the effects of damning darkness, deeper darkness and enervation about his person, which extends to 10 feet. Creatures within the aura are subject to its effect every round that they remain there. There is no saving throw against this effect, although spell resistance applies to the enervation component. The aura of unlight may be suppressed or resumed as a free action. It may be dispelled, but Carasch may reactivate it as a free action on his next turn. Caster level 49th .

Death Throes (Ex): When killed, Carasch explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 48 half). This explosion automatically destroys any weapons he is holding. The save DC is Constitution-based.

Summon Demon (Sp): Once per day, Carasch can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

Flaming Body (Su): The body of Carasch is wreathed in flame. Anyone grappling him takes 6d8 points of fire damage each round.

True Seeing (Su): Carasch has a continuous true seeing ability, as the spell (caster level 49th).

Skills: Carasch has a +8 racial bonus on Listen and Spot checks.

Ontic Flux (Ex): Carasch exists on the threshold of being and nonbeing, and as such seems to 'flicker' in and out of existence. The effect is identical to a blink spell, except that attacks which target incorporeal or ethereal creatures gain no special benefit, nor does Carasch receive any special benefits to attack creatures in this state. The ontic flux may be suppressed or resumed as a free action.

Regeneration (Ex): Carasch takes normal damage from epic good aligned weapons, and from spells or effects with the good descriptor.

See in Darkness(Su): Carasch can see perfectly in darkness of any kind, even that created by deeper darkness spells.

The Horror

Pseudonatural Ultraloth; CR 30; medium outsider (evil, extraplanar, pseudonatural, yugoloth); HD 18d8+216; hp 360; Init +23; Spd 80ft.; AC 68, touch 33, flatfooted 53; Base Atk +18; Grp +48; Atk +48 melee (2d8+15, tentacle rake); Full Atk: +48/+48/+48/+48/+48/+48 melee (2d8+15, tentacle rake); SA Constant insight, fear aura, improved grab, rotting constriction, spell-like abilities, summon yugoloths, weakness gaze; SQ Alternate form, damage reduction 15/epic and good and silver, darkvision 60 ft., fast healing 4, immunity to acid and poison, resistance to electricity 35, fire 10 and cold 10, spell resistance 90, telepathy 100 ft., true seeing; SV Fort +23 Ref +26 Will +25; AL NE; Str 41 Dex 41 Con 35 Int 28 Wis 38 Cha 28.

Skills and Feats: Balance +27, Bluff +30, Concentration +33, Diplomacy +24, Escape Artist +36, Hide +36, Intimidate +32, Knowledge (arcana) +30, Knowledge (the planes) +30, Knowledge (religion) +30, Listen +35, Move Silently +36, Search +30, Sense Motive +35, Spot +35, Spellcraft +32 (+34 scrolls), Tumble +36, Use Magic Device +30 (+32 scrolls); Combat Expertise, Corrupt Spell-like ability (horrid wilting), Dodge, Empower Spell-like Ability (enervation), Improved Initiative, Quicken Spell-like Ability (dimension door, Superior Initiative).

Alternate Form: At will, the Horror can assume the form of a grotesque, tentacled mass, but all its abilities remain unchanged despite its alien appearance. Changing shape is a standard action. Other creatures receive a –1 morale penalty on their attack rolls against the Horror in its alternate form.

Fear Aura (Su): The Horror can radiate a 20-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 28 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the Horror's fear aura for 24 hours. Yugoloths are immune to this aura. The save DC is Charisma based.

Profane Aura (Su): The Horror is constantly surrounded by an aura of ineffable evil, granting it a +8 profane bonus to its armor class. It can resume or suppress this ability as a free action on its turn.

Improved Grab (Ex): If the Horror hits an opponent smaller than itself with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction: Once the Horror has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the Horror regains 10 lost hit points.

Spell-like Abilities: At will – blasphemy, blur, deeper darkness, detect good, dimension door, dominate monster (DC 29), enervation (DC 23), feeblemind (DC25), greater dispel magic, greater scrying (DC 26), greater teleport (self plus 50 pounds of objects only), polymorph (self only), power word stun, shield, suggestion (DC 23), unhallow, unholy blight (DC23), wall of fire; 3/day – disintegrate (DC25), geas/quest, mass suggestion (DC 26), unholy aura (DC27); 1/day – destruction (DC 26), horrid wilting (DC 27). Caster level 18th. The save DC's are Charisma-based.

Weakness Gaze (Su): Range 60 ft., Fort DC 28 negates. The Horror can sap the strength from an opponent's body merely by looking at them. Those who fail their saves take 1d4 points of Strength and Dexterity damage. A creature that successfully saves cannot be affected again by the Horror's weakness gaze for 24 hours. The save DC is Charisma based.

Summon Yugoloths (Sp): Once per day the Horror can automatically summon 1d6 mezzoloths, or 1d3 nycaloths. This ability is the equivalent of a 9th-level spell.

True Seeing (Su): The Horror has a continuous true seeing ability, as the spell (caster level 18th).

The Horror issues from the insane region beyond the bounded cosmos. Its purpose is unknown.

**

Arioth, the Lioness. Chief of the Bodyguard of Dis.

Advanced erinyes blackguard 10 / warrior of darkness 5; CR 24; medium outsider (baatezu, evil, extraplanar, lawful); HD 10d8+70 plus 10d10+70 plus 5d10+35; hp 302; Init +10; Spd 40ft., fly 60 ft. (good); AC 33, touch 16, flatfooted 27; Base Atk +23; Grp +33; Atk +38 melee (2d6+19/17-20, +4 keen unholy greatsword) or +30 ranged (1d8+11 +1d6 fire, +1 flaming composite longbow (+10 Str Bonus)) or +29 ranged (rope); Full Atk: +38/+33/+28/+23 melee (2d6+19/17-20, +4 keen unholy

greatsword) or +30/+25/+20/+15 ranged (1d8+11 +1d6 fire, +1 flaming composite longbow (+10 Str Bonus)) or +29 ranged (rope); SA Entangle, malign fury, smite good, sneak attack, spell-like abilities, summon baatezu; SQ Aura of evil, command undead, damage reduction 5/adamantine and good, dark blessing, darkvision 60 ft., detect good, diabolic celerity, immunity to fire and poison, scarred flesh, violent knowledge, resistance to acid 10 and cold 10, spell resistance 20, telepathy 100 ft., true seeing; SV Fort +33 Ref +25 Will +25; AL LE; Str 31 Dex 22 Con 24 Int 14 Wis 16 Cha 27.

Skills and Feats: Bluff +28, Concentration +17, Diplomacy +16, Escape Artist +16, (+18 rope bonds), Hide +31, Intimidate +36, Knowledge (religion) +12, Listen +13, Move Silently +21, Search +17, Sense Motive +18, Spot +13, Survival +20 (+22 tracking), Use Rope +16 (+18 with bindings); Cleave, Combat Expertise, Combat Reflexes, Dodge (B), Improved Critical (greatsword), Improved Initiative, Improved Sunder, Mobility (B), Power Attack, Spring Attack, Weapon Focus (greatsword), Whirlwind Attack.

Spells Prepared (4/4/4/3; save DCs 18+ Spell Level): 1st – corrupt weapon, doom, seething eyebane (x2); 2nd – death knell, devilcall, devil's tongue, eagle's splendour; 3rd – contagion, hell's power, deeper darkness, protection from elements; 4th – cure critical wounds, freedom of movement, vile lance.

Aura of Despair (Su): Arioth radiates a malign aura that causes enemies within 10 feet to take a –2 penalty on all saving throws.

Command Undead (Su): Arioth can rebuke and command undead as an 8th level cleric. She gains a +2 bonus on her check because she possesses 5 or more ranks in Knowledge (religion).

Darkling Weapon (Su): With three rounds of preparation, Arioth can imbue any weapon with a +1 enhancement bonus to attack and damage, or add a magical special quality equivalent to a +1 bonus to an existing magical weapon. The bonus only functions when in the hands of Arioth, and lasts for 5 hours. She can only imbue one special quality in a weapon at a time.

Detect Good (Sp): At will, Arioth can use detect good, duplicating the effect of the detect good spell.

Entangle (Ex): Arioth carries a stout rope 50 feet long which entangles opponents of any size as an animate rope spell (caster level 16th). She can hurl it 30 ft. with no range penalty.

Malign Fury: Arioth can take a full attack action in conjunction with a move action, usable 3 rounds per day.

Sneak Attack: Arioth can make a sneak attack like a rogue, dealing an extra 3d6 points of damage whenever a foe is denied its Dexterity bonus, or when she is flanking.

Spell-Like Abilities: At will – animate dead, charm monster (DC22), desecrate, greater teleport (self plus 50 pounds of objects only), invisibility (self only), major image (DC 21), polymorph self, produce flame, unholy blight (DC22). Caster level 12th. The save DCs are Charisma-based.

Summon Baatezu (Sp): Once per day, Arioth can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

Smite Good (Su): Three times per day, Arioth may attempt to smite good with one normal melee attack. She adds +8 to her attack roll and deals +10 points of damage if the attack is successful.

True Seeing (Su): Arioth continuously uses true seeing, as the spell (caster level 14th).

Possessions: +4 keen unholy greatsword, belt of giant strength +6, +4 mithral breastplate, +1 flaming composite longbow (+10 str bonus), rope.

**

Megual

Kelvezu Assassin 9; CR 27; medium outsider (chaotic, evil, extraplanar); HD 12d8+48 plus 9d6+36; hp 169; Init +17; Spd 30ft., fly 60ft. (good); AC 38, touch 23, flatfooted 38; Base Atk +18; Grp +23; Atk +34 melee (1d6+8 plus 1 vile/15-20, +3 greater wounding vile scimitar); Full Atk: +34/+29/+24/+19 melee (1d6+8 plus 1 vile, +3 greater wounding vile scimitar); SA Death attack, poison, sneak attack +13d6, spell-like abilities, spells, summon tanar'ri; SQ Darkvision 60 ft., enhanced detection, evasion, immunity to electricity and poison, improved uncanny dodge, resistance to acid 10, cold 10, and fire 10, spell resistance 26, telepathy 100 ft.; SV Fort +15 Ref +27 Will +13; AL CE; Str 20 Dex 36 Con 18 Int 26 Wis 16 Cha 19.

Skills and Feats: Bluff +29, Concentration +24, Diplomacy +33, Hide +65, Intimidate +25, Knowledge (the planes) +28, Listen +21, Move Silently +65, Search +32, Sense Motive +21, Sleight of Hand +37, Spellcraft +28, Spot +21; Combat Expertise, Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Death Attack, Improved Initiative, Mobility, Weapon Finesse.

Death Attack: If Megual studies his victim for 3 rounds before making a sneak attack he has the possibility of either killing or paralyzing his victim for 1d6+9 rounds. Megual's death attack has a DC of 29.

Enhanced Detection (Su): In addition to his regular senses, Megual perceives foes through see invisibility and detect magic effects (caster level 18th) that are always active.

Evasion (Ex): If exposed to any effect that normally allows a Reflex save for half damage, Megual takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex): Megual cannot be flanked and retains his Dexterity bonus to AC even when caught flat-footed.

Poison (Ex): Megual continually coats his weapon with an injury poison (DC 20) produced from his fingertips. Initial and secondary damage is the same (1d6 points of Con damage). Megual's poison is highly perishable, and becomes inert 1 minute after he stops applying it.

Spell-Like Abilities: At will – deeper darkness, desecrate, detect good, detect law, greater dispel magic, greater invisibility (self only), greater teleport (self plus 50 pounds of objects only), read magic, suggestion, tongues (self only), unhallow. Caster level 18th. The Save DCs are Charisma-based.

Spells Known (5/5/5/4; Save DCs 16+ spell level): 1st – death grimace, jump, obscuring mist, true strike; 2nd – alter self, darklight, fox's cunning, undetectable alignment; 3rd – deep slumber, false life, misdirection, sadism; 4th – clairaudience/clairvoyance, freedom of movement, glibness.

Summon Tanar'ri: Once per day, Megual can attempt to summon another kelvezu with a 25% chance of success.

Skills: Megual receives a +8 racial bonus to Hide and Move Silently checks.

Possessions: headband of intellect +6, +3 greater wounding vile scimitar, mantle of great stealth.

**

Still needs tweaking:

RHYXALI (Demon Queen. The Princess of Shadow.)

Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); CR 30; HD 36d8+252 (414 hp); Init +24; Spd 30 ft.; AC 59 (+16 Dex, +8 armour, +11 insight, +14 natural), touch 37, flat-footed 59; Base Atk +36; Grp +42; Atk: +58 melee (1d6+11/12-20, +5 keen souldrinking rapier); Full Atk: +56/+51/+46/+41 melee (1d6+11/12-20, +5 keen souldrinking rapier) and +54/+54/+49/+44 (1d4+7/19-20, +4 speed strength-sapping dagger); SA Sneak attack, spell-like abilities, summon demons, summon shadow demons; SQ Archfiend qualities, damage reduction 20/cold iron and epic and good, darkvision 60 ft., fast healing 5, improved evasion, improved uncanny dodge, immunity to electricity and poison, incorporeality, resistance to acid 10 cold 10 and fire 10, see in darkness, shadow jump, spell resistance 38, telepathy 100 ft.; SV Fort +27, Ref +38, Will +31; AL CE; Str 23 Dex 43 Con 25 Int 28 Wis 33 Cha 28

Skills and Feats: Balance +59, Bluff +48, Climb +21, Concentration +22, Diplomacy +56, Disguise +48 (+52 acting), Escape Artist +55, Gather Information +34, Hide +85, Intimidate +26, Jump +49, Knowledge (arcana) +24, Knowledge (the planes) +34, Listen +50, Move Silently +85, Search +34, Sense Motive +55, Spellcraft +32, Spot +50, Tumble +59; Combat Expertise, Dark Speech, Dodge, Greater Two-Weapon Fighting, Improved Critical (rapier), Improved Initiative, Improved Two-Weapon Fighting, Mobility, Spring Attack, Superior Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Improved Evasion (Ex): If Rhyxali makes a successful Reflex saving throw against an attack which normally deals half damage on a successful save, she takes no damage from the attack. Even if she fails her save, Rhyxali takes only half damage.

Improved Uncanny Dodge (Ex): Rhyxali cannot be flanked and retains her Dexterity bonus to AC even when caught flat-footed.

Incorporeality (Su): As a standard action, Rhyxali can become incorporeal for as long as she desires. While incorporeal, Rhyxali appears as a humanoid shadow. During this time, she receives the incorporeal subtype, and the following changes to her statistics are in effect for as long as she remains incorporeal: Medium outsider (chaotic, evil, extraplanar, incorporeal, tanar'ri); AC 45, touch 45, flat-footed 45; SQ incorporeal subtype; Str –; Climb +14, Jump +43. She requires a standard action to return to her natural state.

See in Darkness (Su): Rhyxali can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Shadow Jump (Su): Rhyxali can travel at will between shadows as if by means of a dimension door spell. The transport must begin and end in an area with at least some shadow. She may travel up to 160 feet in this fashion. Using this ability is a free action for Rhyxali, but she may only make one shadow jump in any given round.

Sneak Attack: Rhyxali can make sneak attacks as a 20th-level rogue, dealing an extra 10d6 points of damage whenever a foe is denied its Dexterity bonus, or when she is flanking.

Spell-Like Abilities: At will—blasphemy, blur, damning darkness, darkbolt, deeper darkness, desecrate, detect good, detect law, detect thoughts, dream, greater dispel magic, greater shadow evocation, haste, improved invisibility, major image, mirage arcana, mirror image, phantasmal killer, shades, shadow hand, shadow walk, shadow well, suggestion, telekinesis, teleport without error, tongues (self only), unhallow, unholy aura, unholy blight, veil, wretched blight[/I]; 1/day—shapechange, time duplicate, weird; 1/year – taint seed. Caster level 20th; save DC 19 + spell level.

Summon Tanar'ri (Sp): Once per day, Rhyxali can summon 1d2+1 glabrezu or 1d2 mariliths automatically.

Summon Shadow Demons (Sp): Three times per day, Rhyxali can summon 1d6+1 shadow demons automatically. The shadow demons summoned by this ability are fully advanced (to 20 HD) and gain +1 hit point per hit die.

Archfiend Qualities (Su): These qualities are continually in effect upon Rhyxali's person – see invisibility, detect magic, true seeing, freedom of movement, mind blank, protection from spells, foresight, antipathy toward all good-aligned creatures, and sympathy towards all evil-aligned creatures. Rhyxali is considered to have an experience point cushion of 15,000 xp per week when using powers which have an xp component.

Facilitate Translation (Sp): as a Demon Princess, Rhyxali can open a special gate to allow other fiends to sojourn upon the Prime Plane, contrary to the usual limitations which apply to lower planar creatures. Opening such a gate is a full-round action, requires 5000 xp, and the Demon Princess must subsequently rest 1 hour for every Hit Dice of the translating creature(s), during which time she is effectively fatigued. No more than 24HD of creatures may be translated, and no single creature of more than 16HD may be affected. Rhyxali herself may not enter the Prime unless called.

Redoubt of Evil: When present in her sanctum in Theostru/Shaddonon (in the Abyss), Rhyxali is considered to have an effective divine rank of 1 with the portfolio of darkness and shadows, and the domains of darkness, hatred and trickery. Although not a true deity, Rhyxali benefits from certain deific powers in her sanctum. She gains the following benefits:

- * Rhyxali's hit points increase to 540 (maximum per die).
- * Her speed doubles to 60 ft.
- * Her Dexterity increases from 43 to 44.
- * Rhyxali's gains a deflection bonus to her AC of +9, and a divine AC bonus of +1. Total AC increases to 70.
- * She gains a +1 divine bonus on all attack rolls, and does not automatically fail on a natural attack roll of 1.
- * Rhyxali gains a +1 divine bonus on all saving throws, and an additional +1 bonus on Reflex saves because of ability increase. She does not automatically fail on a natural saving throw roll of 1.

- * All of Rhyxali's skill checks gain a divine bonus of +1, and Dexterity based skill checks gain an additional +1 due to ability increase. Caster level checks gain a divine bonus of +1.
- * She benefits from divine immunities to transmutation (polymorphing, petrification or any other attack that would alter her form), energy drain, ability drain, ability damage, and mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). She gains immunity to cold and acid, disease, stunning, sleep, paralysis, death effects and disintegration. She is not subject to death from massive damage.
- * In addition, Rhyxali gains the following extra spell-like abilities usable at will as an 11th level caster: antipathy, armor of darkness, bestow curse, blacklight, blindness/deafness, confusion, disguise self, doom, false vision, forbiddance, invisibility, mislead, nightmare, nondetection, obscuring mist, polymorph any object, power word blind, power word kill, prying eyes, rage, righteous might, scare, screen, time stop, wail of the banshee. Saving throw DCs for these spell-like abilities are 20 + spell level.
- <sum> Rhyxali gains the benefits of the domain powers of darkness, hatred and trickery: she gains the Blind Fight feat, and once per day as a free action may gain a +2 profane bonus to attacks, saves and AC for one minute. Rhyxali's senses (including darkvision) extend to a distance of one mile.
- * When making a skill check related to her portfolio with a DC of 15 or less, Rhyxali can perform it as a free action. She may make one such check per round as a free action.
- * Rhyxali may create any magic item related to her portfolio with a market price of 4,500 gp or less.
- * Rhyxali has a divine aura extending up to 10 ft. Mortals and beings of less than divine rank 1 must make a successful Will save (DC 20) to resist this effect. Beings of divine rank 1 or higher are immune to this effect.
- * Rhyxali may use remote communication to any of those who venerate her, and to anyone within one mile of a site dedicated to her.
- * Rhyxali gains the Salient Divine Abilities of Increased Spell Resistance and Supreme Initiative.

Rhyxali's's sanctum is considered to be a Godly Realm.

Possessions: Rhyxali wields a +5 keen souldrinking rapier and a +4 speed strengthsapping dagger. Her black sash confers a +30 competence bonus to all Move Silently and Hide skill checks.

Rhyxali's collar of adamant grants a +8 armour bonus to its wearer and renders her invulnerable to critical hits in the same fashion as the heavy fortification dweomer.

Rhyxali's amulet is a minor artifact which confers the benefits of a rod of epic rulership and also allows the wearer to use a dominate monster effect (heightened to 16th level, DC 34) at will. Activating either is a standard action.

POST 51: Ninit

Posted by: Sepulchrave II at ENWorld on 12th May 2004, 06:27 AM

Deities are a problem. There are so many different notions of godhood, that its hard to know where to start with them. I didn't want to exclude any ideas of what it means to be a deity: conceptions in the real world vary widely from culture to culture, and all offer interesting perspectives which can inform the way that deities are in-game.

I've always been partial to the notion that some gods can simply be beefed-up outsiders that beefed-up characters can whack around. I like the idea of 'small gods' of rivers and mountains, but at the same time I like the idea of gods as fundamental archetypes. I like the fact that Thor is stupid, Ares is a coward, and Quetzalcoatl is very, very fickle. I like the idea that God (intentionally capitalized) is the ultimate truth and reality in Christian mysticism or Qabalah, but I can also dig YHWH as nothing more than a minor tribal sky-deity from the Levant.

So here is a goddess – her name is Ninit. Ninit has a Divine Rank of 1, but she has been customized somewhat. Changes were made in order to reflect her particular niche – I really felt that trying to force her too tightly into the standard mould offered in Deities and Demigods would be to do her a disservice: she almost fits, but not quite. Changes have made her more-or-less balanced with equivalent demipowers.

- 1) The teleport without error spell-like ability that DR1+ deities normally possess has been replaced by a supernatural ability to wind walk at will.
- 2) I had to invent three new cleric domains for Ninit – I think they're reasonably balanced: note that the Nature domain is not the same as the Nature domain from Oriental Adventures. Deities can normally use any domain spells they can grant as spell-like abilities: this is kind of ironic, as all of Ninit's worshippers are dead. I wanted her domain spells to be just right - otherwise she'd have access to silly spells that weren't in character. (Cough. Thor. Prismatic Sphere. Cough.)
- 3) Ninit is an itinerant goddess, and does not have a 'godly realm.'

I left out her raging statistics.

**

NINIT

The Rider. The Huntress.

Demigoddess

Symbol: The Horse

Home Plane: Sisperi

Alignment: Chaotic Neutral

Portfolio: Horses, hunting, nature, swiftness, wild beasts, wind

Worshippers: Hunters, riders, barbarians

Cleric Alignments: CG, CN, N, CE

Domains: Hunt, Instinct, Nature (see below)

Favoured Weapon: Spear

Barbarian 30

Medium Outsider (Chaotic)

Divine Rank: 1

Hit Dice: 20d8+180 (outsider) plus 30d12+270 (Bbn) (970 hp)

Initiative: +17

Speed: 70 ft.

Armour Class: 42 (+9 Dex, +8 deflection, +1 divine, +14 natural), touch 28, flat-footed 33

Base Attack/Grapple: +35/+43

Attack: +5 ghost touch greater wounding spear +49 melee (1d8+15/19-20x3)

Full Attack: +5 ghost touch greater wounding spear +49/+44/+39/+34 melee (1d8+15/19-20x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage, spell-like abilities

Special Qualities: Divine aura (10 ft., save DC 19), divine immunities, DR 15/epic and 8/-, fast movement, immortal, improved uncanny dodge, indomitable will, remote communication, resistance to fire 6, salient divine abilities, SR 53, trap sense, uncanny dodge, understand, speak and read all languages and speak directly to all beings within 1 mile, wind-walk.

Saves: Fort +37, Ref +37, Will +41

Abilities: Str 25, Dex 28, Con 28, Int 24, Wis 37, Cha 26

Skills: Balance +42, Climb +38, Escape Artist +40, Handle Animal +64, Heal +43, Hide +40, Intimidate +62, Jump +42, Knowledge (geography) +38, Knowledge (nature) +67, Listen +66, Move Silently +61, Ride +92, Sense Motive +66, Spot +66, Survival +68 (+74 above ground), Swim +38, Tumble +44

Feats: Animal Affinity, Combat Reflexes, Dodge, Epic Skill Focus (Ride), Improved Critical (spear), Improved Initiative, Incite Rage, Legendary Tracker, Mighty Rage, Mobility, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Superior Initiative, Track, Weapon Focus (spear).

Divine Immunities: Ability damage, ability drain, acid, cold, death-effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation.

Salient Divine Abilities: Divine Skill Focus (Ride), Increased Spell Resistance

Domain Powers: 11/day rebuke or command normal animals or plant creatures; augury 1/day as a free action.

Spell-Like Abilities: Ninit uses these abilities as an 11th level caster. The save DCs are 19+ spell level. Animal growth, animal messenger, bear's endurance, commune with nature, control weather, detect animals or plants, discern lies, discern location, divination, dominate animal, earthquake, expeditious retreat, find the path, foresight, greater scrying, locate creature, moment of prescience, owl's wisdom, snare, stone tell, summon nature's ally IX, sympathy, true strike, vision, whirlwind.

Other Divine Powers

As a demigod, Ninit treats a 1 on an attack roll or a saving throw normally and not as an automatic failure. She is immortal.

Senses: Ninit can see, hear, touch and smell at a distance of one mile. As a standard action she can perceive anything within one mile of her worshippers, holy sites, objects or any location where her name was spoken in the last hour. She can extend her senses to up to two locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 1 hour.

Portfolio Sense: Ninit instantly detects any event which involves one thousand or more people and is related to her portfolio.

Automatic Actions: Ninit can use any skill related to her portfolio – even those she has no ranks in – as a free action, provided that the DC is 15 or less. She can perform up to two such free actions in a round.

Create Magic Items: Ninit can create magic items related to her portfolio without the requisite item creation feat provided she meets all other prerequisites for the item, and the item's market price does not exceed 4,500gp.

INSTINCT DOMAIN

Granted Power: You may invoke a flash of insight regarding a particular course of action as a supernatural ability. Once per day, you may use an augury (as the second level cleric spell). Activating this power is a free action: add your cleric level to the base 70% chance of receiving a meaningful result as though you had cast the spell.

Instinct Domain Spells

1. True Strike
2. Owl's Wisdom
3. Discern Lies
4. Divination
5. True Seeing
6. Find the Path
7. Vision
8. Moment of Prescience
9. Foresight

HUNT DOMAIN

Granted Power: Add Ride, Search and Spot to your list of cleric class skills.

Hunt Domain Spells

1. Expeditious Retreat
2. Bear's Endurance
3. Snare
4. Locate Creature
5. Stone Tell
6. Find the Path
7. Greater Scrying
8. Discern Location
9. Sympathy

NATURE DOMAIN

Granted Power: Rebuke or command normal animals or plant creatures as an evil cleric rebukes or commands undead. Use this ability a number of times per day equal to 3+ your Charisma modifier.

Nature Domain Spells

1. Detect Animals or Plants
2. Animal Messenger
3. Dominate Animal
4. Animal Growth
5. Commune with Nature
6. Control Weather
7. Whirlwind
8. Earthquake
9. Summon Nature's Ally IX

POST 52: Azazel

Posted by: Sepulchrave II at ENWorld on 14th May 2004, 03:19 PM

Another (tough) CR 30 fiend.

Azazel is based on a trumpet archon built with the elite array, advanced to 24 HD, exalted, and then cast down. Maybe he's a little 'less fallen' than other fiends - he has remained truer to the original philosophical impetus behind the Great Revolt. He retains a kind of corrupt nobility.

His synergy with the standard is what makes him really dangerous.

AZAZEL (Standard Bearer of Hell)

Large Outsider (Evil, Extraplanar, Lawful, Baatezu)

Hit Dice: 24d8 +288 (480hp)

Initiative: +11

Speed: 60 ft., fly 180 ft. (perfect)

Armour Class: 62 (-1 Size, +10 Armour, +9 Deflection, +5 Dex, +13 insight, +16 natural), touch 36, flat-footed 53

Base Attack/Grapple: +28/+54

Attack: large +6 speed unholy longsword +55 melee (2d6+19/17-20)

Full Attack: large +6 speed unholy longsword +55/+55/+50/+45/+40 melee (2d6+19/17-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Aura of menace, attunement, damage reduction 20 / good and epic and silver, darkvision 60 ft., execrated power, fast healing 12, low-light vision, immunity to acid, cold, disease, electricity, fire, petrification, poison and sonics, magic circle against good, rebuke undead, regeneration 12, smite good, spell resistance 45, telepathy 100 ft.

Saves: Fort +26, Ref +21, Will +27

Abilities: Str 37, Dex 25, Con 35, Int 25, Wis 36, Cha 29

Skills: Concentration +39, Diplomacy +48, Escape Artist +35, Gather Information +36, Intimidate +27, Knowledge (Arcana) +34, Knowledge (History) +34, Knowledge (Nobility) +34, Knowledge (Religion) +34, Knowledge (The Planes) +34, Listen +40, Search +34, Sense Motive +40, Spellcraft +38, Spot +40

Feats: Cleave, Dodge, Empower Spell, Great Cleave, Improved Critical (Longsword), Improved Initiative, Improved Sunder, Mobility, Power Attack, Quicken Spell, Planar Turning.

Environment: Nine Hells

Organization: Solitary or Azazel plus 4 pit fiends and 8 erinyes

Challenge Rating: 30

Treasure: Quadruple Standard

Alignment: Lawful Evil

Advancement: –

Level Adjustment: –

Spells: Azazel spontaneously casts spells as a 22nd level Cleric with access to the Evil, Diabolic, Tyranny and War domains. He foregoes the need to use divine foci in his spellcasting, and need not use material components if the value is less than 1000gp. He is considered to have an XP cushion of 15,000 XP/week when casting spells which have an experience point component.

Attunement (Sp): Azazel can commune with his master as a move action.

Spell-Like Abilities: At will – detect good, continual flame, greater teleport, message, plane shift, tongues. Caster level 24th.

Rebuke Undead (Su): Fifteen times per day, Azazel may rebuke undead as a 24th level Cleric. He gains +4 on his turning check due to 25+ ranks in Knowledge (religion). Azazel may also turn good outsiders and rebuke evil outsiders: treat each as having turn resistance equal to one half their SR, rounded down,

Aura of Menace (Su): A profane aura surrounds Azazel when he fights or gets angry. Hostile creatures within 20 feet must make a Will save (DC 41) or take a –2 penalty to attacks, AC and saves until they successfully hit Azazel. A creature that has resisted or broken the effect cannot be effected again by Azazel's aura for 24 hours.

Magic Circle Against Good (Su): A magic circle against good always surrounds Azazel (caster level 24th).

Smite Good (Su): Nine times per day Azazel may attempt to smite good with a normal melee attack. He adds +9 to his attack roll and deals an extra 24 points of damage if successful.

Execrated Power: All variable numeric damage-dealing spell-like abilities and spells used by Azazel are considered Empowered. Furthermore, this extra damage is considered unholy damage.

Tongues (Su): Azazel can speak with any creature that has a language as though using a tongues spell (caster level 24th).

Possessions: Azazel wears a +5 heavy fortification mithril breastplate. In his left hand, he bears the Sword of Azazel. When acting in his official capacity, in his right he bears the Standard of Hell.

Sword of Azazel: Large +6 speed unholy longsword; AL LE; Int 5, Wis 21, Cha 35; Empathy, 60 ft. vision and hearing, Ego score 37.

Languages: The Sword of Azazel understands Infernal and Celestial.

Lesser Powers: Wielder has free use of Uncanny Dodge (as a 5th level barbarian) and Evasion.

Awesome Power: astral projection (wielder only) at will.

Special Purpose: Slay good outsiders.

Special Purpose Power: destruction (heightened to 12th level, DC 34) upon those it strikes. This ability is used at the 30th level of spellcasting power.

The Sword of Azazel is a major artifact.

The Standard of Hell

The Standard of Hell is a paradigmatic artifact which grants a +4 morale bonus to the armour class, attack rolls and saving throws of all devils within eyesight of the banner and imposes a similar –4 morale penalty to all celestials within view. When firmly grasped, the Standard of Hell confers a +10

profane bonus to all attacks, damage rolls and saving throws, and spell resistance 80 to the holder. If the bearer of the Standard of Hell is a lawful evil outsider with the Planar Turning ability, he or she may rebuke or command up to 500 HD of evil outsiders, or turn or destroy up to 500 HD of chaotic or good outsiders as a 50th level Cleric. If the targets of this ability are both chaotic and evil, the bearer of the Standard of Hell may choose which function to apply. In all cases, the effective turn resistance possessed by outsiders is not effective against the Standard of Hell.

Creatures of nonevil or nonlawful alignment and less than 6 divine ranks who touch the Standard of Hell must succeed at a DC 50 Fortitude save or be extinguished by the Standard. This saving throw must be repeated every round that the Standard of Hell is grasped: each round the DC increases by +1. Creatures slain in this manner can only be resurrected or reincarnated by the direct intervention of a deity with the supreme portfolio and the life and death salient divine ability.

POST 53: The Three Bitches of Azzagrat

Posted by: Sepulchrave II at ENWorld on 2nd June 2004, 03:18 AM

Sorry for the prolonged absence. My life is somewhat complex at the moment, and I haven't had much time.

Suldulin - your questions deserve comprehensive answers which I haven't got the time to give at present. Cynric's death occurred in the year 687 since the emancipation of Morne and the secession of Hethio from Bairgahei (later called Borchia) - the de facto foundation of Wyre. The calendar is primarily lunar, although solstices and equinoxes are observed - these are legacies of prior Goddess-worship, and the assimilation of older practices by the nascent cult of Oronthon (also then considered primarily a solar deity).

An update to the SH is still some way off, I'm afraid. In the meantime, a few odds and ends:

The Three Bitches of Azzagrat

As Mostin's player charmingly dubbed them. They crop up quite soon. Ilistet is Graz'zt's herald, and Melihaen one of his preferred concubines. Cemdreï was originally a "freelance" demon who insinuated herself into Graz'zt's court. Ilistet and Melihaen are favoured - i.e., through Graz'zt's power (epic spellcasting), they enjoy a +4 inherent bonus to all ability scores. All are built using the elite array.

Ilistet

Advanced Succubus Rogue 3/Blackguard 10; CR 24; medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 12d8+48 plus 3d6+12 plus 10d10+40; hp 220; Init +8; Spd 30ft., fly 50 ft.; AC 40, touch 14, flatfooted 36; Base Atk +22; Grp +29; Atk +34 melee (1d8+12/15-20, +5 cold iron keen longsword); Full Atk: +34/+29/+24/+19 melee (1d8+12/15-20, +5 cold iron keen longsword); SA Energy drain, smite good, sneak attack, spell-like abilities, summon tanar'ri; SQ Aura of despair, aura

of evil, command undead, damage reduction 10/cold iron or good, darkvision 60 ft., dark blessing, detect good, evasion, immunity to electricity and poison, resistance to acid 10, fire 10 and cold 10, spell resistance 18, telepathy 100 ft., tongues, trapfinding, trapsense; SV Fort +31 Ref +30 Will +26; AL CE; Str 25 Dex 18 Con 19 Int 20 Wis 16 Cha 35.

Skills and Feats: Bluff +40, Diplomacy +50, Disguise +40 (+44 acting), Escape Artist +24, Hide +24, Intimidate +44, Knowledge (the planes) +25, Knowledge (nobility) +25, Listen +31, Jump +33, Move Silently +24, Search +25, Sense Motive +31, Spot +39, Tumble +26; Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Critical (longsword), Improved Sunder, Mobility, Mounted Combat, Power Attack.

Energy Drain (Su): Ilistet drains energy from a mortal she lures into some act of passion, or dimply by planting a kiss on the victim. If the target is not willing to be kissed, she must start a grapple, which provokes an attack of opportunity. Ilistet's kiss or embrace bestows one negative level and also has the effect of a suggestion spell asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 34 Will save to resist the suggestion and a DC 34 Fortitude save to remove a negative level. The save DCs are Charisma-based.

Evasion: If Ilistet makes a successful Reflex saving throw against an attack which normally deals half damage on a successful save, she takes no damage from the attack.

Spell-Like Abilities: At will – charm monster (DC26), detect good, detect thoughts (DC 24), ethereal jaunt (self plus 50 pounds of objects only), polymorph (humanoid form only, no limit on duration), suggestion (DC 25), greater teleport (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day Ilistet can attempt to summon 1 vroek with a 30% chance of success. This ability is the equivalent of a 3rd level spell.

Tongues (Su): Ilistet has a permanent tongues ability (as the spell, caster level 12th).

Spells Prepared (3/3/3/1; save DCs 13+ Spell Level): 1st – death grimace (x2), doom; 2nd – death knell, demoncall, eagle's splendour; 3rd – abyssal might, contagion, deeper darkness; 4th – freedom of movement

Aura of Despair (Su): Ilistet radiates a malign aura that causes enemies within 10 feet to take a –2 penalty on all saving throws.

Command Undead (Su): Ilistet can rebuke and command undead as an 8th level cleric.

Detect Good (Sp): At will, Ilistet can use detect good, duplicating the effect of the detect good spell.

Smite Good (Su): Three times per day, Ilistet may attempt to smite good with one normal melee attack. She adds +12 to her attack roll and deals +10 points points of damage if the attack is successful.

Sneak Attack: Ilistet's sneak attack deals an extra 5d6 points of damage whenever a foe is denied its Dexterity bonus, or when she is flanking.

Skills: Ilistet has a +8 racial bonus on Spot and Listen checks. When using her polymorph ability, she gains a +10 circumstance bonus to Disguise checks.

Possessions: Amulet of the planes, +5 mithril breastplate, +5 mithril heavy shield, +5 cold iron keen longsword, +3 unholy lance, Horn of Zelatar.

The Horn of Zelatar

This long clarion, wrought from black steel is borne by Ilistet in her capacity as Graz'zt's herald. When winded it produces a 200 ft. cone of sound which deals 20d6 points of sonic damage: creatures within the cone are stunned for one round and deafened for 4d6 rounds. A successful Fortitude save (DC 34) negates the stunning and halves the damage and the duration of the deafness. The Horn of Zelatar may be winded no more than once every five rounds.

Ilistet's Steed

Unique Wyvern (Advanced, Fiendish, Monster of Legend); CR 17; gargantuan dragon; HD 21d12+231; hp 368; Init +7; Spd 40 ft., fly 120 ft.; AC 29, touch 9, flatfooted 26; Base Atk +21; Grp +54; Atk +38 melee (2d8+17 plus poison, sting) or +38 melee (4d8+17, talon) or +38 melee (8d6+17, bite); Full Atk: +38 melee (2d8+17 plus poison, sting) and +36 melee (8d6+17, bite) and +36 melee (4d8+17, 2 talons) and +36 melee (4d6+8, 2 wings); SA Frightful presence, improved grab, poison, smite good; SQ Darkvision 60 ft., damage reduction 10/magic, fast healing 5, greater damage, low-light vision, immunity to sleep and paralysis, resistance to cold 10 and fire 10, scent, spell resistance 25; SV Fort +23 Ref +15 Will +14; AL CE; Str 45 Dex 16 Con 33 Int 8 Wis 14 Cha 13.
Skills and Feats: Bluff +25, Jump +41, Listen +26, Search +23, Spot +29; Ability Focus (poison), Alertness, Fling Enemy, Flyby Attack, Improved Initiative (B), Multiattack (B), Deadly Poison, Power Attack, Snatch, Virulent Poison.

Frightful Presence (Ex): When Ilistet's Steed screeches it inspires terror in all creatures within 20 feet which have fewer than 21 HD or levels. Each target must succeed at a Will save (DC 21) or become shaken until out of range. A successful save leaves that opponent immune to Ilistet's Steed's frightful presence for 24 hours.

Poison (Ex): Ilistet's Steed delivers its poison (DC 35) with its sting. The initial damage is 2d6 Con, and the secondary damage is 4d6 Con. The save DC is Constitution-based.

Improved Grab (Ex): If Ilistet's Steed hits with its talons, it can start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Smite Good (Su): Once per day, Ilistet's Steed can make a normal melee attack to deal +20 damage to a good opponent.

Skills: Ilistet's Steed has a +3 racial bonus on Spot checks.

Cemdrei

Advanced Succubus Fighter 16; CR 24; medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 10d8+40 plus 16d10+64; hp 237; Init +13; Spd 30ft.; AC 38, touch 16, flatfooted 32; Base Atk +23; Grp +29; Atk +37 melee (1d6+11/15-20, +3 adamantine anarchic speed scimitar); Full Atk: +37/+37/+32/+27/+22 (1d6+11/15-20, +3 adamantine anarchic speed scimitar); SA Energy drain, spell-like abilities, summon tanar'ri; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, fire 10 and cold 10, spell resistance 18, telepathy 100 ft., tongues; SV Fort +21 Ref +21 Will +16; AL CE; Str 18 Dex 28 Con 19 Int 18 Wis 18 Cha 30

Skills and Feats: Balance +26, Bluff +39, Diplomacy +47, Disguise +20 (acting +24), Escape Artist +24, Hide +28, Intimidate +34, Jump +21, Knowledge (the planes) +14, Listen +27, Move Silently +24, Search +19, Sense Motive +33, Spot +22, Tumble +21; Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise, Improved Disarm, Greater Weapon Focus (Scimitar), Greater Weapon Specialization (Scimitar), Improved Critical (scimitar), Improved Initiative, Mobility, Power Attack, Quick Draw, Raptor School, Spring Attack, Superior Initiative, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Energy Drain (Su): Cemdreï drains energy from a mortal she lures into some act of passion, or dimply by planting a kiss on the victim. If the target is not willing to be kissed, Cemdreï must start a grapple, which provokes an attack of opportunity. Cemdreï's kiss or embrace bestows one negative level and also has the effect of a suggestion spell asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 33 Will save to resist the suggestion and a DC 33 Fortitude save to remove a negative level. The save DCs are Charisma-based.

Spell-Like Abilities: At will – charm monster (DC24), detect good, detect thoughts (DC 22), ethereal jaunt (self plus 50 pounds of objects only), polymorph (humanoid form only, no limit on duration), suggestion (DC 23), greater teleport (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day Cemdreï can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd level spell.

Tongues (Su): Cemdreï has a permanent tongues ability (as the spell, caster level 12th).

Skills: Cemdreï has a +8 racial bonus on Spot and Listen checks. When using her polymorph ability, she gains a +10 circumstance bonus to Disguise checks.

Possessions: Amulet of health +4, headband of perfect excellence, +3 mithril chain shirt, +5 mithril buckler, +3 adamantine anarchic speed scimitar.

Melihaen

Advanced Succubus Rogue 5/Assassin8; CR 23; medium outsider (chaotic, evil, extraplanar, tanar'ri); HD 10d8+40 plus 5d6+20 plus 8d6+32; hp 183; Init +14; Spd 60ft., fly 50ft.; AC 36, touch 20, flatfooted 26; Base Atk +18; Grp +20; Atk +31 melee (1d6+5/15-20, +3 greater wounding keen shortsword); Full Atk: +31/+26/+21/+16 melee (1d6+5/15-20, +3 greater wounding keen shortsword);

SA Death attack, energy drain, sneak attack +7d6, spell-like abilities, spells, summon tanar'ri; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., evasion, hide in plain sight, immunity to electricity and poison, improved uncanny dodge, resistance to acid 10, fire 10 and cold 10, spell resistance 18, telepathy 100 ft., tongues, trapfinding, trapsense; SV Fort +14 Ref +27 Will +14; AL CE; Str 14 Dex 31 Con 19 Int 24 Wis 18 Cha 30

Skills and Feats: Balance +60, Bluff +36, Climb +22, Diplomacy +44, Disguise +36 (acting +40), Escape Artist +36, Hide +36, Intimidate +40, Jump +60, Knowledge (the planes) +23, Listen +28, Move Silently +49, Search +33, Sense Motive +30, Spot +28, Tumble +60; Combat Expertise, Combat Reflexes, Dodge, Improved Critical (rapier), Improved Death Attack, Improved Initiative, Mobility, Weapon Finesse

Death Attack (Ex): If Melihaen studies her victim for 3 rounds before making a sneak attack she has the possibility of either killing or paralyzing her victim for 1d6+9 rounds. Melihaen's death attack has a DC of 27.

Spells Known (5/5/5/2 per day; save DCs 17+ Spell Level): 1st – angry ache, ghost sound, jump, true strike; 2nd – cat's grace, darklight, fox's cunning, invisibility, undetectable alignment; 3rd – deeper darkness, false life, nondetection, sadism; 4th – freedom of movement, glibness, modify memory.

Evasion (Ex): If Melihaen makes a successful Reflex saving throw against an attack which normally deals half damage on a successful save, she takes no damage from the attack.

Spell-Like Abilities: At will – charm monster (DC24), detect good, detect thoughts (DC 22), ethereal jaunt (self plus 50 pounds of objects only), polymorph (humanoid form only, no limit on duration), suggestion (DC 23), greater teleport (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Tanar'ri (Sp): Once per day Melihaen can attempt to summon 1 vrook with a 30% chance of success. This ability is the equivalent of a 3rd level spell.

Tongues (Su): Melihaen has a permanent tongues ability (as the spell, caster level 12th).

Sneak Attack: Melihaen's sneak attack deals an extra 7d6 points of damage whenever a foe is denied its Dexterity bonus, or when she is flanking.

Energy Drain (Su): Melihaen drains energy from a mortal she lures into some act of passion, or dimply by planting a kiss on the victim. If the target is not willing to be kissed, she must start a grapple, which provokes an attack of opportunity. Melihaen's kiss or embrace bestows one negative level and also has the effect of a suggestion spell asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 31 Will save to resist the suggestion and a DC 31 Fortitude save to remove a negative level. The save DCs are Charisma-based.

Skills: Melihaen has a +8 racial bonus on Spot and Listen checks. When using her polymorph ability, she gains a +10 circumstance bonus to Disguise checks.

Possessions: Boots of swiftness, +3 greater wounding keen shortsword, +5 leather armour of greater silent moves.

POST 54: Orcus

Posted by: Sepulchrave II at ENWorld on 2nd June 2004, 03:34 AM

Hmm.

Once I had finalized Graz'zt, I felt more comfortable detailing other Abyssal rulers, because a base-line had been drawn. Some disparities in power exist between the Demon Princes, but these tend to be offset by the home-ground advantage that each possesses with respect to the others. Orcus would be unlikely to prevail against Graz'zt in Azzagrat because of the Dark Prince's sorceries, and Graz'zt would be overwhelmed in Thanatos because of Orcus's semi-divine power throughout the realm and his own magical defenses. Wars would need to be fought through proxies across intervening planes.

During Graz'zt's confinement by Fillein – which persisted for fifty-five years – Azzagrat itself was assaulted furiously by the armies of Orcus. Ainhorr's defense was determined and tactically brilliant: the balor called upon numerous allies from client planes; Seniq and Chenez acted as his chief advisors. Of course, he also had five other balors within his train.

Orcus is complex – a liminal figure – regarded as a fallen celestial by the faith of Oronthon, but venerated in Shuth as a fierce protector who dispenses hard lessons. In (the formerly heterodox) systems of mystical thought on the fringes of Oronthonian belief, Orcus's dual nature is recognized and then further complicated by concepts such as Sin, Chaos and Death – meta-entities which lie outside of normal classification, and are (philosophically, more than by nature) linked to the Oronthonian Demogorgon. In some beliefs, Orcus and Death are synonymous.

It may be, therefore, that somewhere there is an Orcus of deific power, and in some reality, there is a transcendent Orcus, Aeon-like in significance. The Orcus below is the demon Orcus – listed first of the thirteen great princes, and sworn enemy of Graz'zt. He is based on Monte's Orcus, and then tweaked somewhat – as with Rhyxali and Graz'zt.

ORCUS (Demon Prince)

Large Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Hit Dice: 37d8 +592 (758hp)

Initiative: +5

Speed: 40 ft., fly 80 ft. (poor)

Armour Class: 54 (-1 size, +5 deflection, +5 Dex, +15 insight, +20 natural), touch 34, flat-footed 49

Base Attack/Grapple: +37/+53

Attack: +6 anarchic unholy mace +54 melee (2d6 +18) or claw +48 melee (1d6+12) or horns +48 melee (2d6+12) or sting +48 melee (1d3+12 plus poison)

Full Attack: +6 anarchic unholy mace +54/+49/+44/+39 melee (2d6+18) and claw +43 melee (1d6+6) and horns +43 melee (2d6+6) and sting +43 melee (1d3+6 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rebuke undead, spell-like abilities, spells, summon tanar'ri, summon undead

Special Qualities: Archfiend qualities, damage reduction 20 / cold iron and good and epic, darkvision 60 ft., immunity to death effects, electricity and poison, mastery of necromancy, resistance to acid 10 cold 10 and fire 10, spell resistance 40, telepathy 100 ft.

Saves: Fort +40, Ref +29, Will +39

Abilities: Str 34, Dex 21, Con 43, Int 29, Wis 40, Cha 29

Skills: Alchemy +49, Bluff +49, Concentration +56 (Necromancy +76), Diplomacy +61, Escape Artist +45, Hide +45, Intimidate +53, Knowledge (Arcana) +49 (Necromancy +69), Knowledge (History) +49, Knowledge (Religion) +49, Knowledge (The Planes) +49, Listen +55, Move Silently +45, Search +49, Sense Motive +55, Spellcraft +63 (Necromancy +83), Spot +55

Feats: Dark Speech, Corrupt Spell, Empower Spell, Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Penetration, Greater Spell Penetration, Improved Spell Capacity (10th), Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Undead Mastery.

Environment: Infinite Layers of the Abyss

Organization: Orcus plus 1d6 vampires, death knights or liches and 2d6 blood fiends

Challenge Rating: 32

Treasure: Quadruple Standard

Alignment: Chaotic Evil

Advancement: –

Level Adjustment: –

Mastery of Necromancy (Ex): Orcus receives a +6 profane bonus to the DCs of his necromantic spells and spell-like abilities, and a +6 bonus to his caster level when casting spells from that school. All of his Concentration checks, Knowledge (arcana) checks and Spellcraft checks involving necromancy receive a +20 competence bonus.

Poison: Orcus delivers his poison (Fort, DC 44) with each successful sting attack. The initial damage is 2d6 points of Strength damage; the secondary damage is death.

Immunity to Death Effects (Ex): Orcus is immune to any negative energy effects, or effects with the [Death] descriptor.

Rebuke or Command Undead (Su): Orcus can rebuke or command undead up to 12 times per day as a 37th level Cleric. He enjoys a +4 synergy bonus to his turning checks from having 25 ranks in Knowledge (religion).

Spell-Like Abilities: At will – animate dead, blasphemy, charm monster, clutch of Orcus, create undead, create greater undead, deeper darkness, desecrate, detect good, detect law, detect thoughts, feeblemind, greater dispel magic, lightning bolt, read magic, stop heart, telekinesis, teleport without error, tongues (self only), unhallow, unholy aura, unholy blight, wall of fire. 1/day – shapechange, symbol of death, time stop. Save DCs are 19+ spell level (25+ spell level for necromantic effects).

Spells: Orcus spontaneously casts spells as a 24th level cleric, and has access to the Death, Demonic, Evil and Undeath domains. He may also cast any Sorcerer or Wizard spell from the Necromancy school as a divine spell. Orcus may freely use a metamagicked version of a spontaneous divine spell, without increasing the casting time. (6/8/8/8/7/7/6/6/5/5/4 per day; save DC 25+ spell level, 31+ spell level for Necromancy effects). Orcus may also cast four epic spells per day.

Summon Tanar'ri (Sp): Once per day Orcus can automatically summon 4d4 maurezhi or 1d6 nalfeshnees.

Summon Undead (Sp): Three times per day Orcus can automatically summon 4d10 wights, 2d4 abyssal ghouls or 1d3 blood fiends.

Archfiend Qualities (Su): These qualities are continually in effect upon Orcus's person – see invisibility, detect magic, true seeing, freedom of movement, mind blank, protection from spells, foresight, antipathy toward all good-aligned creatures, and sympathy towards all evil-aligned creatures. Orcus is considered to have an experience point cushion of 15,000 xp per week when casting spells which have an xp component.

Facilitate Translation (Sp): as a Demon Prince, Orcus can open a special gate to allow other fiends to sojourn upon the Prime Plane, contrary to the usual limitations which apply to lower planar creatures. Opening such a gate is a full-round action, requires 5000 xp, and the Demon Prince must subsequently rest 1 hour for every Hit Dice of the translating creature(s), during which time his arcane spellcasting abilities are unavailable to him, and he is effectively fatigued. No more than 24HD of creatures may be translated, and no single creature of more than 16HD may be affected. Orcus himself may not enter the Prime unless called.

Redoubt of Evil: When present anywhere in Thanatos (in the Abyss), Orcus is considered to have an effective divine rank of 1 with the portfolio of death, suffering and undeath, and the domains of death, evil, and undeath. Although not a true deity, Orcus benefits from certain deific powers on his home plane. He gains the following benefits:

- * Orcus's hit points increase to 888 (maximum per die).
- * His speed doubles to 80 ft., fly 160 ft.
- * His Charisma increases from 29 to 30.
- * Orcus's gains a a divine AC bonus of +1, and a deflection bonus to his AC of +10. His AC increases to 61.
- * He gains a +1 divine bonus on all attack rolls, and does not automatically fail on a natural attack roll of 1.
- * Orcus gains a +1 divine bonus on all saving throws. He does not automatically fail on a natural saving throw roll of 1.
- * All of Orcus's skill checks gain a divine bonus of +1, and Charisma based skill checks gain an additional +1 due to ability increase. Caster level checks gain a divine bonus of +1.
- * He benefits from divine immunities to transmutation (polymorphing, petrification or any other attack that would alter his form), energy drain, ability drain, ability damage, and mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects). He gains immunity to cold and acid, disease, stunning, sleep, paralysis, death effects and disintegration. He is not subject to death from massive damage.
- * Saving throw DCs for Orcus's spell-like abilities increase to 21+ spell level (27+ spell level for necromantic effects).
- * In addition, Orcus gains the following extra spell-like abilities usable at will as an 11th level caster: cause fear, circle of death, control undead, death knell, death ward, desecrate, destruction, detect undead, dispel good, energy drain, magic circle against good, protection from good, slay living, summon monster IX (evil creatures only), wail of the banshee. Saving throw DCs for these spell-like abilities are 21+ spell level (27+ spell level for necromantic effects).
- * He gains the benefits of the domain powers of death, evil and undeath. Orcus gains Extra Turning as a free feat, casts [Evil] spells at +1 caster level, and may use a death touch once per day.
- * Orcus's senses (including darkvision) extend to a distance of one mile.
- * When making a skill check related to his portfolio with a DC of 15 or less, Orcus can perform it as a free action. He may make one such check per round as a free action.
- * Orcus may create any magic item related to his portfolio with a market price of 4,500 gp or less.

- * Orcus has a divine aura extending up to 10 ft. Mortals and beings of less than divine rank 1 must make a successful Will save (DC 21) to resist this effect. Beings of divine rank 1 or higher are immune to this effect.
- * Orcus may use remote communication to any of those who venerate him, and to anyone within one mile of a site dedicated to him.
- * Orcus gains the Salient Divine Abilities of Hand of Death and Know Death.

Orcus's sanctum is considered to be a Godly Realm.

Possessions: The Wand of Orcus is a large +6 anarchic unholy mace which causes any nonoutsider or any outsider with less than 15HD who touches it to make a Fortitude save (DC25) or die. Anyone who touches the wand against Orcus's will must also save or die. The wand of Orcus confers a +5 deflection bonus to its wielder's AC, and grants the use of each of the following powers as a 24th level caster: 1/day – abyssal might, bodak birth, call nightmare, clutch of Orcus (improved heightened to 12th level, DC 28), summon monster IX (empowered, extended to 48 rounds), wrack (improved heightened to 12th level, DC 28), wretched blight Improved Heightened to 12th level, DC 28).

The Amulet of Orcus is a major artifact which confers a +8 enhancement bonus to Wisdom and Charisma, and a +4 resistance bonus to all saving throws. It also allows the wearer to use a magic jar effect (heightened to 16th level, save DC 34) once per day as a standard action. The magic jar has no range limit and may work across planes, but the target must be under some kind of scrutiny (either visually, or magically such as by the scrying spell) when the power is invoked. The amulet itself acts as the receptacle for Orcus's essence.

POST 55: Surab

Posted by: Sepulchrave II at ENWorld on 2nd June 2004, 03:48 AM

This demon was big trouble...

Surab – who makes his debut shortly – is a specialist retained by Graz'zt, and is a kind of 'First Minister of Possession.'

His focus lies almost entirely within social skills, and his limited spell selection (mostly information-gathering and subterfuge-oriented) make him a very slick customer, but one to avoid a straight fight where possible.

Surab

Glabrezu Sor8/Fiend of Possession 6; CR 23; huge outsider (chaotic, extraplanar, evil, tanar'ri); HD 12d8+108 plus 8d4+72 plus 6d6+54 (329 hp); Init +1; Spd 40 ft. (8 squares); AC 33 (–2 size, +1 Dex, +19 natural, +5 deflection) touch 14, flat-footed 32; Base Atk +19; Grp +36; Atk: +26 melee (2d8+9, pincer); Full Atk: +26 melee (2d8+9, 2 pincers) and +24 melee (1d6+4, 2 claws) and +24 melee (1d8+4, bite); Space/Reach:15 ft./15 ft.; SA: Control creature, curse, improved grab, possess creature, spell-like abilities, summon demon; SQ: Ally or enemy, animate object, control object,

Damage reduction 10/good, darkvision 60 ft., ethereal form, hide presence, immunity to electricity and poison, magic item, possess noncontinuous object, possess object, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; SV Fort +23, Ref +15, Will +24; AL CE; Str 28 Dex 12 Con 28 Int 19 Wis 20 Cha 29.

Skills and Feats: Bluff +53, Concentration +19, Diplomacy +50, Disguise +38 (+42 acting), Hide +30, Intimidate +57, Knowledge (nobility) +14, Knowledge (religion) +15, Listen +42, Move Silently +11, Search +14, Sense Motive +36, Spellcraft +14, Spot +42; Dark Speech, Epic Skill Focus (Bluff), Epic Skill Focus (Intimidate), Multiattack, Negotiator, Persuasive, Quicken Spell-Like Ability (greater teleport), Skill Focus (Bluff), Skill Focus (Intimidate).

Improved Grab (Ex): If Surab hits a medium or smaller creature with a pincer attack, he attempt to start a grapple as a free action without provoking an attack of opportunity.

Spells Known (6/9/8/7/5; caster level 8th, save DC 19+ spell level): 0 – dancing lights, detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic; 1st – cause fear, identify, Nystul's magic aura, protection from good, silent image; 2nd – detect thoughts, locate object, misdirection; 3rd – clairsentience/clairvoyance, suggestion; 4th – polymorph.

Spell-Like Abilities: At will – chaos hammer (DC 23), confusion (DC 23), dispel magic, mirror image, reverse gravity (DC 26), greater teleport (self plus 50 pounds of objects only), unholy blight (DC 23); 1/day power word, stun. Caster level 14th The save DCs are charisma-based.

Once per month, Surab can fulfill a wish for a mortal humanoid.

Ethereal Form (Su): Surab may become ethereal at will (as etherealness, caster level 26th). Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex): Surab can attempt to hide his presence when possessing an object or creature with a +34 total modifier to his skill check. A successful check allows him to circumvent magic protections such as magic circle against evil and forbiddance or avoid detection via detect evil.. The DC for the Hide check is the same as the saving throw DC for the spell that Surab is trying to avoid. He gains a +4 circumstance bonus on his check if not controlling the creature or object at the time of the check. Making this check is not an action, and Surab can do it in response to another creature's action (such as casting detect evil.)

Magic Item (Su): Surab can bestow the equivalent of a +6 enhancement bonus to a nonmagical weapon, shield or armour which he possesses, or add a further equivalent +6 enhancement bonus to an existing magical weapon, shield or armour which he possesses. He favours the vorpal, souldrinking, unholy, wounding and vampiric dweomers. When attempting to possess a creature that uses the item or keeps the item on its person, the target's save DC increases by 1 for each day the possessed item has been in its use to a maximum of +10. A character who makes a Search check (DC 25) while examining the possessed object can tell that there is "something strange" about it.

Possess Object (Su): In ethereal form, Surab can possess an object of size Tiny to Colossal on the Material Plane, or noncontinuous objects such as parts of walls or pools of water. Magic items and attended nonmagical items receive a Will saving throw (DC 32). The save DC is Charisma-based.

Animate Object (Su): Surab can force any object which he possesses to animate as with the animate objects spell.

Curse (Su): Surab can make a possessed item radiate a corrupt and befouling aura. Anyone touching the object must make a Will save (DC 32) or fall under the effect of a bestow curse spell. The save DC is Charisma-based.

Possess Creature (Su): As a standard action, Surab may attempt to possess a creature on the Material Plane to which he is adjacent on the Ethereal Plane (Will DC 32 to resist). If the saving throw is successful, the creature is immune to Surab's possession attempt for 1 day.

Summon Tanar'ri (Sp): Once per day, Surab can attempt to summon 4d10 dretch or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th level spell.

True Seeing (Su): Surab continuously uses true seeing as the spell (caster level 14th).

Skills: Surab receives a +8 racial bonus on Spot and Listen checks.

Possessions: mind-blanking ring, +5 ring of protection

POST 56: E(a)dric at Level 8

Posted by: Sepulchrave II at ENWorld on 22nd May 2006, 08:04 AM

Alas for the Great Crash!

I'll repost the stats of the characters as they stand at the time of the current SH, as soon as I find them (my hard drive is even untidier than my house).

Until then, for the curious, Eadric at 8th-level, modified from one of Marc's old character sheets. I guess the 'a' came later.

**

Name: Edric
Race: Human
Class: Paladin
Sex: Male
Age: 26
Height: 6'1"
Weight: 185#
Level: 8
Title: Justiciar

STR: 18(52) (+2 to hit, +3 damage; Enc. +1250 gp; open door 1-4; bend bars 25%)
INT: 12 (+3 languages)
WIS: 15 (+1 magical attack adjustment)
DEX: 13

CON: 18 (+4 hit points; 99% system shock; 100% resurrection survival)
CHA: 17 (max. 10 henchmen; +30% loyalty base; +30% reaction adjustment)
COM: 14 (+14% reaction adjustment)

Alignment: Lawful Good
Armor Class: -4
Hit Points: 84
Move: 6"

Weapon Proficiencies: Bastard Sword, Lance, Javelin
Languages: Common, Lawful Good, Elf, Gnome, Stone Giant
Secondary Skill: Husbandman

Special Abilities: Detect evil to 6"; immune to disease; lay on hands for 16 hp 1/day; cure disease 2/week; protection from evil 1" radius; turn undead as 6th level Cleric.

Saving Throws:

Paralyzation, Poison or Death Magic: 8+ (7+ vs. Death Magic)
Petrification or Polymorph: 8+
Rod, Staff or Wand: 9+
Breath Weapon: 10+
Spell: 10+

Magic Items: +4 platemail, +2 shield, sunblade, 3 javelins of lightning, 4 potions of extra-healing, 2 potions of speed

Equipment: Leather barding, saddle, large saddlebags, bit & bridle, waterskin, small belt pouch, silver holy symbol, 2 flasks holy water, small silver mirror, dagger, great helm, wineskin, cloak, purse, high hard boots, bullseye lantern, 4 flasks oil, tinderbox, 2 weeks iron rations.

Money: 22 gp, 50 sp, 12 cp.

Paladin's Warhorse (31 hp); MV 15"

POST 57: The PCs at Level 26

Posted by: Sepulchrave II at ENWorld on 22nd May 2006, 03:05 PM

Eadric of Deorham, the Ahma

Male half-celestial human paladin 15 / divine disciple 5 / fighter 6; CR 29; Medium outsider (augmented humanoid, native); HD 15d10+90 plus 5d8+30 plus 6d10+36; hp 295; Init +5; Spd 20ft. (base 30ft.); AC 32, touch 11, flatfooted 27; Base Atk +21; Grp +30; Atk +37 melee (1d10+17/15-20, +6 keen fiend bane bastard sword); Full Atk: +37/+32/+27/+22 (1d10+17/15-20, +6 keen fiend bane bastard sword); SA smite evil – half-celestial ability, smite evil – paladin ability, spells, spell-like abilities, turn undead; SQ aura of courage, damage reduction 10/magic, darkvision 60ft., daylight, detect evil, divine emissary, divine grace, divine health, imbue with spell ability, lay on hands, remove

disease 4/week, resistance to acid 10, cold 10, and electricity 10, spell resistance 32, sacred defense, strength domain power, transcendence; SV Fort +31 (+35 against poison) Ref +22 Will +28; AL LG; Str 28 Dex 21 Con 22 Int 14 Wis 26 Cha 28.

Skills and Feats: Diplomacy +44, Handle Animal +13, Knowledge (history) +12, Knowledge (nobility) +12, Knowledge (religion) +29, Perform (oratory) +20, Ride +28, Sense Motive +37; Cleave, Devastating Critical (bastard sword), Divine Might, Exotic Weapon Proficiency (bastard sword), Great Cleave, Great Smiting, Improved Critical (bastard sword), Mounted Combat, Overwhelming Critical (bastard sword), Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

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

Daylight (Sp): Eadric can use a daylight effect at will.

Lay on Hands (Su): Eadric can heal 135 points of damage per day. He may choose to divide his healing among multiple recipients, and he does not have to use it all at once.

Devastating Critical: Opponents struck by a critical hit from Eadric's bastard sword must make a Fortitude saving throw (DC 32) or die.

Divine Emissary: Eadric can telepathically communicate with celestials within 60 feet.

Imbue with Spell Ability (Sp): As the spell, except Eadric does not need to use any 4th-level spell slots to activate this ability. He transfers currently prepared spells on a one-for-one basis. He may only transfer 1st- and 2nd- level spells.

Sacred Defense: Eadric adds +2 to saving throws against divine spells and spell-like or supernatural abilities of outsiders.

Smite Evil – Half-Celestial (Su): Once per day, Eadric can make a normal melee attack to deal an extra 20 points of damage to an evil foe.

Smite Evil – Paladin (Su): Four times per day, Eadric can add a +9 bonus to his attack roll and deal an extra 30 points of damage to an evil foe.

Spells Prepared (5/5/5/5; save DC 18+ spell level): 1st – bless (x2), bless weapon, divine favor, lesser restoration, enlarge person (D); 2nd level – eagle's splendor (x2), remove paralysis, shield other, moment of clarity, bull's strength (D); 3rd level – blessed sight, dispel magic, remove curse, smite heretic (x2), magic vestment; (D); 4th – blood of the martyr, break enchantment, death ward, dispel chaos, restoration, spell immunity (D). Caster level 12th.

Spell-Like Abilities: 1/day – aid, bless, cure serious wounds (DC 22), detect evil, dispel evil (DC 24), hallow (DC 24), heal (DC 25), holy smite (DC 23), neutralize poison (DC 23), remove disease (DC 22), resurrection; summon monster IX; 3/day – holy aura (DC 27), protection from evil (DC 20). The save DCs are charisma based.

Strength Domain Granted Power: Eadric can perform a feat of strength as a supernatural ability, gaining a +20 enhancement bonus to Strength. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Turn Undead (Su): Ten times per day, Eadric may turn undead as a 12th level cleric. He gains a +4 bonus on his turning check for possessing 25 or more ranks in Knowledge (religion).

Possessions: +5 full plate armor of invulnerability, headband of perfect excellence, +5 heavy fortification steel shield of blinding, 2 potions of haste, Lukarn (see below), The Left Eye of Palamabron (minor artifact, see below). Keep, estates, mundane items and sundry possessions valued at 475,000 gps.

Lukarn: +6 keen fiend bane bastard sword; AL LG; Int 14, Wis 17, Cha 18; Empathy, 60 ft. vision and hearing, Ego score 30.

Languages: Lukarn understands Celestial and Common.

Greater Power: Heal 1/day.

Awesome Power: Sunburst (DC 23) 1/day.

Special Purpose: Slay chaotic evil creatures.

Special Purpose Power: Confusion (DC 23) for 2d6 rounds.

The Left Eye of Palamabron: This gem of seeing also confers the ability upon its bearer to use discern lies, zone of truth (DC 13) and zone of revelation at will. The discern lies ability is technically infallible: no saving throw is permitted, and spell resistance is ineffective against it. Caster level is 20th, where appropriate.

Ortwine the Sidhe

Female sidhe fighter 6 / rogue 8 / bard 7; CR 30; Medium fey; HD 6d6+36 plus 6d10+36 plus 8d6+48 plus 7d6+42; hp 276; Init +13; Spd 40ft.; AC 33, touch 19, flatfooted 24; Base Atk +19; Grp +22; Atk +33 melee (1d6+9/12-20, +4 adamantine keen returning throwing scimitar); Full Atk: +33/+28/+23/+18 (1d6+9/12-20, +4 adamantine keen returning throwing scimitar; SA bardic music, hypnotism, sneak attack, spell-like abilities, spells; SQ damage reduction 5/cold iron, evasion, fast healing 2, immunity to disease and poison, improved uncanny dodge, low-light vision, resistance to fire 5 and cold 5, SR 39, trap sense, uncanny dodge; SV Fort +17 Ref +27 Will +22; AL CN; Str 17 Dex 29 Con 22 Int 20 Wis 14 Cha 32.

Skills and Feats: Bluff +58, Climb +13, Disguise +31 (+35 acting), Hide +29, Knowledge (Arcana) +10, Knowledge (History) +10, Listen +26, Move Silently +29, Open Lock +19, Perform (comedy) +25, Perform (string instruments) +45, Perform (oratory) +45, Perform (sing) +45, Perform (wind instruments) +25, Search +15, Sense Motive +12, Sleight of Hand +33, Spot +21, Swim +8, Use Magic Device +33; Brew Potion, Combat Expertise, Dodge, Epic Skill Focus (Bluff), Epic Will, Improved Critical (Scimitar), Improved Initiative, Iron Will, Mobility, Skill Focus (Bluff), Spring Attack, Weapon Finesse, Weapon Focus (Scimitar), Weapon Specialization (Scimitar), Whirlwind Attack.

Spells: Ortwine casts spells as a 13th level Bard. (3/6/6/5/4/2 spells per day; Save DC 21+ spell level). Spells known: 0 - Dancing Lights, Daze, Flare, Light, Read Magic, Prestidigitation; 1st – Alarm, Sleep, Cure Light Wounds, Ventriloquism; 2nd – Silence, Cat's Grace, Glitterdust, Detect Thoughts; 3rd – Charm Monster, Glibness, Major Image, Scrying; 4th – Dominate Person, Freedom of Movement, Modify Memory, Rainbow Pattern; 5th – Mass Suggestion, Song of Discord. The Save DCs are Charisma-based.

Spell-Like Abilities: At will - blur, charm person (DC 22), clairvoyance, disguise self, invisibility, speak with animals; 1/day - bestow curse (DC 24), suggestion (DC 24). Caster level 10th. The save DCs are Charisma-based.

Hypnotism (Su): As a free action, once per round, Ortwine may hypnotize (as the first level sorcerer/wizard spell) a single target within 30 ft. by meeting its gaze unless it succeeds at a Will saving throw (DC 34). Only humanoids are subject to this effect, but there is no limit on the number of hit dice or levels that the target can possess. A target which resists the hypnotism effect cannot be affected by Ortwine's hypnotism for 24 hours. The save DC is Charisma-based.

Immunities (Ex): Ortwine is immune to poison and disease.

Plane Shift (Sp): Ortwine can move between the Material Plane and the Plane of Faerie as a move action. The ability transports Ortwine and up to one other willing creature. Ortwine always moves between analogous points on the coexistent planes.

See Invisibility (Su): Invisible creatures are always visible to Ortwine, as if she were constantly under a see invisibility effect.

Wild Empathy (Ex): This functions as the Druid ability of the same name as used by a 6th level Druid.

Bardic Knowledge: Ortwine may make a special bardic knowledge check with a +20 bonus to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. She may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Ortwine has the bardic music ability of a 13th level bard.

Evasion (Ex): Ortwine can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Improved Uncanny Dodge (Ex): Ortwine cannot be flanked. This defense denies another rogue the ability to sneak attack Ortwine by flanking her, unless the attacker has at least four more rogue levels than Ortwine does.

Sneak Attack: If Ortwine can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for 4d6 extra damage. Ortwine's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. Should Ortwine score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding: Ortwine can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. She can use the Disable Device skill to disarm magic traps. If she beats a trap's DC by 10 or more with a Disable Device check, she can study a trap, figure out how it works, and bypass it without disarming it.

Trap Sense (Ex): Ortwine has an intuitive sense that alerts her to danger from traps, giving her a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex): Ortwine can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized.

Skills: Ortwine benefits from a +4 racial bonus on Bluff, Listen, Perform, and Spot checks.

Possessions: +4 adamantite keen returning throwing scimitar, box of shades, +5 studded leather armor, +5 mithril buckler, +1 (+3 mighty) composite longbow of enervation, 6x +3 arrows, cloak of displacement (major), +4 collar of charisma, winged boots, satyr's pipes, masterwork harp.

**

Mostin the Metagnostic

Male human diviner 15 / alienist 10; CR 25; Medium outsider (augmented humanoid, native); HD 15d4+15 plus 10d4+10 plus 6 (insane certainty); hp 93; Init +3; Spd 30ft.; AC 21, touch 17, flatfooted 19; Base Atk +13; Grp +13; Atk +14 melee (1d6/18-20, MW rapier) or by spell; Full Atk: +14/+9 melee (1d6/18-20, MW rapier); SA spells; SQ alien blessing, damage reduction 10/magic, insane certainty, extra summoning, pseudonatural familiar, resistance to acid 10 and electricity 10, summon alien, timeless body; SV Fort +10 Ref +12 Will +20; AL N; Str 11 Dex 16 Con 13 Int 35 Wis 16 Cha 12. Skills and Feats: Concentration +29, Craft (alchemy) +40, Craft (engraving) +25, Craft (illumination) +25, Knowledge (arcana) +40, Knowledge (architecture and engineering) +30, Knowledge (geography) +40, Knowledge (history) +40, Knowledge (the planes) +40, Knowledge (nobility) +30, Listen +33, Ride +11, Sense Motive +14, Spellcraft +74, Spot +27; Alertness, Brew Potion, Chain Spell, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Epic Spellcasting, Extend Spell, Improved Spell Capacity (10th), Martial Weapon Proficiency (Rapier), Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Penetration, Still Spell.

Spells: Mostin casts spells as a 25th-level wizard (4/7/7/7/7/6/6/6/6/5/3; save DC 22+ spell level; Conjuration save 24+ Spell level). He casts one extra spell per day from the divination school of each level 1st through 8th. Necromancy is his prohibited school.

Mostin may also cast two epic spells per day. He enjoys a +5 bonus to his Spellcraft checks if he casts an epic spell with a Divination base seed, and a +5 bonus to his Spellcraft check if he casts an epic spell reflecting his specialization as an Alienist.

Spells Known:

1st – alarm, animate rope, charm person, chromatic orb, comprehend languages, detect undead, disguise self, enlarge person, expeditious retreat, grease, know protections, identify, jump, lesser acid orb, mage armor, magic aura, magic missile, message, mount, shield, sleep, spider climb, summon monster I, true strike, ventriloquism;

2nd – alter self, arcane lock, bear's endurance, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, dimensional pocket, eagle's splendour, fog cloud, fox's cunning, gaze screen, glitterdust, hypnotic pattern, knock, locate object, minor image, Mostin's arrhythmic apoplexy, Mostin's aura of inscrutability, Mostin's myopic emanation, obscure object, resist energy, see invisibility, summon monster II, summon swarm, Tasha's hideous laughter, web, whispering wind;

3rd – acid breath, analyze portal, arcane sight, avoid planar effects, blink, clairaudience/clairvoyance dispel magic, displacement, fireball, flame arrow, fly, greater magic weapon, haste, hold person, keen

edge, lightning bolt, magic circle against chaos/evil/good/law, nondetection, phantom steed, sepia snake sigil, stinking cloud, summon monster III, shadow cache, slow, suggestion, tongues;

4th – arcane eye, attune form, charm monster, detect scrying, dimensional anchor, dimension door, ethereal mount, Evard's black tentacles, fire orb, fire stride, greater invisibility, hallucinatory terrain, Leomund's secure shelter, locate creature, minor creation, minor globe of invulnerability, Mostin's interminable sermon, Mostin's torque tendril, Otiluke's resilient sphere, phantasmal killer, polymorph, remove curse, scramble portal, scrying, shadow conjuration, shadow well, solid fog, stoneskin, summon monster IV, vitriolic sphere, zone of respite, zone of revelation;

5th – baleful polymorph, cloudkill, contact other plane, dismissal, dominate person, dream, fabricate, feeblemind, hold monster, lesser planar binding, major creation, Mestil's acid sheath, Mordenkainen's Private Sanctum, Mostin's metempsychotic reversal, Mostin's paroxysm of fire, nightmare, permanency, prying eyes, rary's telepathic bond, seeming, sending, shadowfade, summon monster V, teleport, symbol of sleep, telekinesis, Tenser's destructive resonance, wall of force, wall of iron, wall of stone;

6th – acid fog, acid storm, analyze dweomer, antimagic field, chain lightning, contingency, disintegrate, fiendform, flesh to stone, gate seal, geas/quest, globe of invulnerability, greater dispel magic, guards and wards, hardening, legend lore, make manifest, mass haste, mass suggestion, Mostin's id eruption, move earth, planar binding, repulsion, stone to flesh, summon monster VI, symbol of persuasion, Tenser's transformation, true seeing, veil;

7th – banishment, delayed blast fireball, Drawmij's instant summons, elemental body, energy immunity, ethereal jaunt, forcecage, greater arcane sight, greater scrying, greater teleport, insanity, limited wish, Mordenkainen's magnificent mansion, plane shift, power word stun, reality maelstrom, reverse gravity, sequester, shadow walk, simulacrum, spell turning, summon monster VII, symbol of stunning, vipergout, vision;

8th – antipathy, binding, demand, dimensional lock, discern location, chains of antimagic, etherealness, ghostform, greater planar binding, greater shout, mass manifest, maze, mind blank, moment of prescience, Mostin's metagnostic inquiry, polymorph any object, power word blind, screen, summon monster VIII, symbol of insanity, sympathy, trap the soul;

9th – dominate monster, effulgent epuration, gate, imprisonment, meteor swarm, Mordenkainen's disjunction, power word kill, prismatic sphere, shades, summon monster IX, superior planar binding, teleportation circle, time stop, wish.

Summon Alien: Whenever Mostin uses a summon monster spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature.

Extra Summoning: Once per day, Mostin can cast an extra summon monster IX spell.

Insane Certainty: Mostin takes a –10 penalty on all Bluff, Diplomacy and Handle Animal checks made when dealing with non pseudonatural creatures.

Permanent Spell Effects: Mostin is permanently under the effects of arcane sight, darkvision and see invisibility.

Possessions: mantle of epic spell resistance, mirror of mental prowess, Mostin's comfortable retreat, portable hole, robe of eyes, headband of intellect +6, belt of many pockets, bracers of armor +4, ring of protection +4, stone of sendings, ioun stones (incandescent blue sphere, pale green prism, iridescent spindle), spell talisman +30.

Nwm the Preceptor

Male human ascetic druid 25; CR 25; Medium humanoid (human); HD 25d8+150; hp 263; Init +2; Spd 30ft.; AC 29 (+2 Dex, +3 natural, +4 deflection, +10 exalted), touch 16, flatfooted 27; Base Atk +18; Grp +20; Atk +26 melee (1d6+7, Quarterstaff) or by spell; Full Atk: +26/+21/+16 melee (1d6+7, Quarterstaff); SA spells; SQ damage reduction 15/evil, endure elements, energy resistance, exalted strike, freedom of movement, greater sustenance, mind shielding, nature sense, negative energy immunity, regeneration, resistance to acid 15, cold 15, electricity 15, fire 15 and sonic energy 15, resist nature's lure, sustenance, thousand faces, timeless body, trackless step, true seeing, venom immunity, wild empathy, wild shape (10/day, elemental 5/day), woodland stride; SV Fort +24 Ref +12 Will +30; AL NG; Str 14 Dex 14 Con 22 Int 22 Wis 34 Cha 21.

Skills and Feats: Concentration +34, Craft (leatherworker) +16, Diplomacy +37, Handle Animal +32, Heal +25, Knowledge (arcana) +13, Knowledge (nature) +35, Listen +32, Profession (herbalist) +16, Ride +26, Sense Motive +40, Spellcraft +34, Spot +37, Survival +29, Swim +11; Brew Potion, Craft Wondrous Item, Create Infusion, Epic Spellcasting, Extra Wild Shape, Natural Spell, Sacred Vow, Snatch, Spontaneous Epic Caster, Vow of Poverty, Weapon Focus (Quarterstaff).

Spells Prepared: (6/8/8/8/7/7/6/6/5/5; save DC 22+ spell level). Nwm may also cast two epic spells per day.

0th – create water, cure minor wounds, detect magic (x2), detect poison, purify food& drink ; 1st – calm animals, entangle (x2), faerie fire, goodberry, hide from animals, longstrider, speak with animals; 2nd – barkskin (x2), bear's endurance (x2), briar web, master air, soften earth & stone, tree shape; 3rd – call lightning, greater magic fang (x3), nature's favor (x2), plant growth, stone shape; 4th – dispel magic, feathers, flame strike (x2), miasma, reincarnate, scrying; 5th – animal growth, atonement, baleful polymorph, call lightning storm, commune with nature (x2), death ward ; 6th – fire seeds, gate seal, greater dispel magic, mass bear's endurance, transport via plants, wall of stone; 7th – aura of vitality, control weather, fire storm, heal, poison vines, wind walk; 8th – finger of death, mass awaken, mass cure serious wounds, reverse gravity, sunburst; 9th – nature's avatar (x2), shapechange, thunderswarm, true reincarnate.

Endure Elements (Ex): Nwm is immune to the effects of being in a hot or cold environment. He can exist comfortably in conditions between –50 and 140 degrees Fahrenheit.

Exalted Strike (Su): Nwm gains a +5 enhancement modifier to attack and damage rolls whilst using any weapon. Any weapon is considered adamantine, cold iron, magic and good-aligned for the purpose of overcoming a creature's damage reduction.

Freedom of Movement (Ex): Nwm acts as if constantly under the effects of a freedom of movement spell.

Greater Sustenance (Ex): Nwm does not need to eat, drink or breathe.

Mind Shielding (Ex): Nwm is immune to detect thoughts, discern lies and any attempt to discern his alignment.

Negative Energy Immunity (Ex): Nwm is immune to negative energy effects such as energy drain and enervation.

Regeneration (Ex): Nwm heals 25 points of damage every hour, or 25 points of nonlethal damage every five minutes.

Resist Nature's Lure (Ex): Nwm gains a +4 bonus on saving throws against the spell-like abilities of fey.

A Thousand Faces (Su): Nwm has the ability to change his appearance at will, as if using the alter self spell, but only while in his normal form.

Timeless Body (Ex): Nwm does not take ability score penalties for aging and cannot be magically aged.

Trackless Step (Ex): Nwm leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

True Seeing (Su): Nwm has a continuous true seeing ability, as the spell.

Venom Immunity (Ex): Nwm is immune to all poisons.

Wild Empathy (Ex): Nwm can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. He rolls 1d20+29 to determine the wild empathy check result. He can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wild Shape (Su): Nwm has the ability to turn himself into any animal or plant creature of size tiny to huge and back again ten times per day, or any elemental of up to size huge five times per day. This ability functions like the polymorph spell, and the effect lasts for up to 25 hours, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The new form's Hit Dice can't exceed Nwm's druid level.

Woodland Stride (Ex): Nwm may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Possessions: cloak, quarterstaff, robe.

POST 58: Temenun

Posted by: Sepulchrave II at ENWorld on 31st December 2006, 11:22 PM

Elite array w/ +5 Inherent bonus to all scores; SR = HD +14.

Temenun

Ak'Chazar Rakshasa Sorcerer 18; Medium Outsider (Native, Quasi-Deity); DvR0; CR 35; HD 17d8+119 plus 18d4+126; hp 453; Init +15; Spd 80 ft.; AC 51 (+7 Dex, +2 Insight, +13 natural, +19 deflection), touch 38, flat-footed 42); Base Atk +26; Grp +29; Atk Claw +29 melee (1d4+3); Space/Reach 5 ft./5 ft.; SA Pain wave, rebuke undead, spell-like abilities, spells; SQ Change shape, divine immunities (mind-affecting effects, energy drain, ability damage and ability drain, polymorph,

petrification), DR 15/good and epic and piercing, darkvision 60 ft, fire resistance 5, immortal, outsider traits, SR 49; AL CE; SV Fort +30 Ref +30 Will +37; Str 17 Dex 25 Con 25 Int 26 Wis 27 Cha 48

Skills: Bluff +57, Concentration +45, Diplomacy +69, Disguise +42 (+46 acting), Intimidate +61, Gather Information +42, Knowledge (arcana) +46, Knowledge (the planes) +46, Knowledge (nobility) +46, Knowledge (religion) +46, Listen +46, Sense Motive +46, Spellcraft +100, Spot +46

Feats: Corrupt Spell, Dark Speech, Divine Metamagic (Empower Spell), Divine Metamagic (Quicken Spell), Epic Spellcasting, Extend Spell, Improved Initiative, Quicken Spell, Planar Turning, Spell Focus (Enchantment), Spell Focus (Necromancy), Superior Initiative

Change Shape (Su): Temenun can assume any humanoid form or revert to his own as a standard action.

Pain Wave (Su): Three times per day, as a free action, Temenun can emit an aura of negative energy which lasts for 35 rounds. Creatures within 20 ft. suffer the effects of an inflict moderate wounds (caster level 20th) and become shaken for 1d6+1 rounds. A Will save (DC 46) halves the damage and negates the shaken effect. The DC is Charisma-based.

Rebuke Undead (Su): Temenun can rebuke and command undead as a 20th-level cleric. He can make up to 22 rebuke attempts per day. He gains a +4 synergy bonus to his checks from his Knowledge (religion) skill.

Spell-Like Abilities: 3/day – animate dead; 2/day – control undead (DC 36), create undead; 1/day – create greater undead, magic jar (DC 34), trap the soul (DC 37). Caster level 20th.

Spells: Temenun casts spells as a 30th-level sorcerer (6/11/11/11/10/10/10/10/9/9). He can cast 3 epic spells per day. DC 29+ spell level (30+ spell level for Necromancy and Enchantment spells). Spells Known: 1st – comprehend languages, expeditious retreat, mage armor, serene visage, spiritworm; 2nd – blindness/deafness, chain of eyes, darkness, detect thoughts, web; 3rd – displacement, fly, haste, magic circle; 4th – bestow curse, dimensional anchor, greater invisibility, stonewall; 5th – dream, duelward, teleport, wrack; 6th – greater dispel magic, true seeing, mass suggestion; 7th – banishment, finger of death, limited wish; 8th – mind blank, greater planar binding, horrid wilting; 9th – astral projection, energy drain, wish.

Iron Coronet of the Rakosi (Major Artifact): Grants a +12 Enhancement bonus to Charisma and allows the use of demand (DC 36) and dominate monster (DC 38) at will. The wearer's Charisma determines the DC.

Token of Cheshne (Major Artifact): This +50 Spellcraft talisman confers foresight upon the wearer, a +8 resistance bonus to all saves, and allows the use of the following spell-like abilities at will: augury, divination, vision. Once per week, the owner can use it to commune with Cheshne or any other sleeping God. CL 30th.

Epic Spells:

1) Superb dispelling variant: dispel (+19), 1-action (+20), increase dispel check by 70 (+70). Targeted dispel check made at 1d20+80. DC = 109.

2) Superb dispelling variant: dispel (+19), 1-action (+20), 20-ft radius sphere (+10), increase dispel check by +60 (+60). Area dispel check made at 1d20+70. DC = 109.

- 3) Disjunction ward: ward (+14), 9th-level (+16), +40 OCL (+40), permanent (x5), 10 mins (-20), 100 days (-200), 2000 XP (-20). Permanent immunity to disjunction, +40 on opposed CL check to dispel. DC = 110.
- 4) Reflect assault: reflect (+27), 20 attacks (+60), +1000% duration (+20). Reflect first 20 ranged or melee attacks on attacker. DC = 107.
- 5) Death blossom: slay (+25), Quickened (+28), +9 creatures (+72), 20d6 backlash (-20). Kill 10 creatures of 80HD or less within 300 ft. (Fort DC 40 negates). DC = 110.
- 6) Chthonic summons: summon (+14), 1-action (+20), increase CR by +30 (+60 DC), +1000% duration (+20), 400 XP (-4). Summons a chthonic balor for 11 mins. DC = 110.
- 7) Wind of dominion: energy (weather) (+25), compel (+19), fortify (+17), +150% area (+6), permanent (x5), 10 mins (-20), cabal (4 x 8th, 10 x 6th, 18 x 4th; -198), 700 XP (-7). Creatures within 5 miles affected by permanent suggestion (Will DC 40). DC = 110.
- 8) Flesh eaters: animate dead (+23), ghost (-6), +80 HD (+80). Creates 25 ghastrs. DC = 109.
- 9) Death aura: energy (+19), slay (+25), Quickened (+28), +2d4 negative levels (+8), +100% area (+4), +10 DC (+20). Creatures within 20 ft. suffer 4d4 negative levels per round (Fort half, DC 50). 20 hours. DC = 103.
- 10) Dreamscape variant: Quickened. DC = 57.

Tricked Out:

Reflect assault, disjunction ward, mind blank and mage armor are 'on'; with 3 rounds of prep add stoncskin, haste, fly, greater invisibility, expeditious retreat, true seeing using Divine Metamagic to Quicken low-level spells.

Extreme Social – use limited wish to duplicate glibness and add serene visage. Bluff score increases to +97.

POST 59: Divine Metamagic

Posted by: Sepulchrave II at ENWorld on 1st January 2007, 01:44 PM

Originally Posted by FAQ

Do you need to have the specific metamagic feat you wish to apply to a spell to use the Divine Metamagic feat? For example, to quicken a spell with Divine Metamagic do you need to have the Quicken Spell feat?

Yes. This was clarified by the official errata to Complete Divine published in September, 2004, (new text underlined): "When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat." You can find all official errata at <www.wizards.com/dnd>.

Wow! Can it be that Divine Metamagic isn't in fact broken? That's a shame.

I don't tend to pay attention to errata to optional supplements. I'll switch out DM (Extend) and DM (Twin) for Empower and Quicken respectively. I let sorcerers Quicken spells without penalty anyway.

Don't worry, they'll never know

POST 60: Two Things

Posted by: Sepulchrave II at ENWorld on 1st January 2007, 09:10 PM

Quote:

Originally Posted by sithramir

Two things:

Sith, I appreciate the input, but this isn't the rules forum, and I've never claimed to run a strict, by-the-book campaign. I could go back and pick a million holes in character and monster stats that have appeared in this thread, but honestly, life's too short.

As for sorcerers - I just let them quicken spells. Never had a problem. There again, all the sorcerers are NPCs.

Game design is one thing - I think a high degree of rigour is desirable. But when I play? Never - I'm much sloppier. I play for fun. Most NPCs are sets of scrawled notes which are half-finished until I post them here.

POST 61: None Taken

Posted by: Sepulchrave II at ENWorld on 2nd January 2007, 02:19 PM

Quote:

Originally Posted by sithramir

Sep, Please do not take offense as I meant none.

None taken And I don't mean to come across as overly sensitive. It's hard to switch back and forth between SH/game mode and Epic Magic/design mode - where rules precision really *is* appreciated. I've kind of avoided the Dog Soul threads for the last couple of weeks because I haven't been using that part of my brain

Quote:

Originally Posted by Cheiromancer

What LA do you use for DvR0?

I've used +2 or +3CR (depending how I eyeball it); LA is harder - I guess +4 would be fair. But it depends on how it synergizes with other abilities. In some cases, very well. I've allowed the use of templates very freely (instead of character progression by level) in order to confer 'kewl powerz' and to help distinguish character identity. We last played back in the summer (the SH is still 18 months behind). Spoiler:

Eadric currently possesses a 'compound template' for want of a better term - i.e. Saint + Half-Celestial + DvR0: I'd peg that at +9 or +10 total.

Ortwine at DvR 1 is hardest to gauge and I'm inclined to say +10 at least - for a long time she only had 1 portfolio and 1 domain, no remote sensing or godly realm: effectively DvR 0.75 or so But very effective. At-will abilities from the Trickery domain opened my eyes to just how powerful demigods can be in a player's hands.

Spellwarped + Pseudonatural I'd place at +6 or more. Really, the CA Pseudonatural template is trivial. Spellwarped is frickin awesome, though. Spell Absorption which scales with level is staggeringly powerful.

It's been a juggling act to keep the characters at approximately the same power level in epic play. The escalation is good, though - and necessary, given the opposition. There was definitely a big accellerando when the DvRs started appearing.

POST 62: Gihaahia

Posted by: Sepulchrave II at ENWorld on 7th October 2007, 07:57 PM

I eyeballed Gihaahia's CR at 54, but who knows really? She gets her DvR as a bonus to the DCs of all SLAs; the DC to resist her SDAs is 10 +HD/2 +Cha +DvR.

Gihaahia, the Enforcer (DvR9; "Three Times Thrice Magnified")

Gihaahia. Female advanced infernal; CR 54; large outsider (evil, extraplanar, lawful); HD 50d8+450; hp 850; Init +15; Spd 80ft.,fly 240ft. (perfect); AC 73 (+7 Dex, -1 Size, +9 Divine, +34 natural, +14 Deflection), touch 39, flatfooted 66; Base Atk +50; Grp +79; Atk +76 melee (4d6+16 plus 1 vile, claw); Full Atk: +76 melee (4d6+16 plus 1 vile, 2 claws), +74 melee (4d8+8 plus 1 vile, bite), +74 melee (2d6+8 plus 1 vile, 2 wings), +74 melee (4d8+8 plus 1 vile, tail slam); SA Improved grab, spell-like abilities, spell suck, summon fiend ; SQ abomination traits, damage reduction 20/good and epic, divine traits, fast healing 15, learned spell immunity, regeneration 15, salient divine abilities, spell resistance 84; SV Fort +45 Ref +43 Will +44; AL LE; Str 43 Dex 25 Con 28 Int 22 Wis 26 Cha 38. Skills and Feats: Bluff +62, Concentration +71, Diplomacy +79, Disguise +62 (+66 acting), Escape Artist +69, Hide +56, Jump +65, Knowledge (arcana) +66, Knowledge (the planes) +68, Knowledge (religion) +55, Listen +57, Move Silently +56, Search +55, Sense Motive +70, Spellcraft +70, Spot +70; Alertness, Blinding Speed, Cleave, Corrupt Spell-Like Ability, Dark Speech, Great Cleave, Improved Initiative, Multiattack, Quicken Spell-Like Ability (blasphemy), Quicken Spell-Like Ability (symbol), Power Attack, Sunder, Superior Initiative, Tenacious Magic (improved invisibility), Vile Natural Attack, Violate Spell-Like Ability (meteor swarm), Weapon Focus (claw).

Abomination/Divine Traits: Gihaahia is immune to polymorphing, petrification, or any form-altering attack; she is not subject to energy drain, ability drain, or ability damage; she is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), acid, cold electricity, death effects, disease, disintegration, paralysis, poison, sleep, stunning, imprisonment and banishment. She has fire resistance 20. Gihaahia resists detection, and is treated as if affected by a nondetection spell (caster level 50th). She has the spell-like ability to use true seeing at will; she is

not subject to death from massive damage, and has the blindsight extraordinary ability to 500 ft. Gihaahia understands, speaks and reads all languages, including nonverbal languages. She can speak directly to any being within 9 miles of herself. She is immortal.

Improved Grab (Ex): If Gihaahia hits with a claw, it deals normal damage and she may attempt to start a grapple as a free action without provoking an attack of opportunity. She can use this ability on size Large and smaller creatures. Gihaahia has the option to conduct the grapple normally, or simply use her claw to hold her opponent. Each successful grapple check she makes during successive rounds automatically deals standard claw, in addition to automatic spell suck damage.

Learned Spell Immunity (Su): If Gihaahia is affected by a spell cast by a particular spellcaster, she thereafter becomes completely immune to that spell when cast by the same spellcaster.

Regeneration (Ex): Gihaahia takes normal damage from good-aligned epic weapons and from spells with the [good] descriptor.

Divine Aura (Ex): Gihaahia can emanate an aura with a radius of up to 900 ft; Will DC 58 resists. This is a mind-affecting effect. Gihaahia is immune to the auras of deities with less than 10 divine ranks.

Domains: Law, Knowledge, Magic, Protection

Salient Divine Abilities:

- **Alter Reality:** Gihaahia can replicate any spell of 9th-level or lower (caster level 41st, where appropriate). Use of this ability costs 5000 xp, and is drawn against Gihaahia's weekly 30,000xp cushion.
- **Alter Size:** As a free action, Gihaahia can assume any size from fine to colossal.
- **Antimagic Transcendence (Unique SLA):** Gihaahia may choose to ignore any antimagic effects; as a free action, she can automatically negate any antimagic effect within the limit of her vision
- **Divine Blast:** 17/day; 23d12. Gihaahia's Divine Blast has a range of 9 miles. There is no saving throw, and resistances are ineffective against the ability. Gihaahia's Divine Blast automatically destroys a wall of force or any prismatic effect. and strikes a target behind it
- **Divine Recall (Spellcasting):** Gihaahia knows the circumstances surrounding every spell ever cast
- **Extra Domain:** Knowledge
- **Frightful Presence:** If Gihaahia sneers (a free action), foes within 30 ft. of her become shaken. Creatures who are attacked by Gihaahia become panicked. Will DC 58 resists.
- **Increased Spell Resistance (x2):** Gihaahia's spell resistance increases by +40
- **Lay Curse:** Will DC 58 resists; mortals receive no save
- **Mass Divine Blast:** 23d12 in a 900-ft. cone or a 450-ft radius sphere or up to 45 targets no two of which can be more than 9 miles apart. Each use is drawn against Gihaahia's Divine Blast SDA.

Senses: Gihaahia can see, hear, touch and smell at a distance of 9 miles. As a standard action, she can perceive anything within 9 miles of sites and Objects associated with the claviger, or any location where her name or its name was spoken within the last hour. She can extend her senses to up to 5 locations at once. She can block the sensing power of deities with up to 9 Divine Ranks for 9 hours.

Spell Suck (Su): If Gihaahia bites an enemy, it loses one of its highest level prepared spells or unused spell slots. The victim chooses the prepared spell to lose. If the victim has no prepared spells or unused spell slots (either because it has exhausted its spellcasting for the day or because the victim is not a spellcaster), the bite instead drains 2 points of the victim's Intelligence.

Spell-like Abilities: At will – animate dead, antimagic field, blasphemy (DC 40), blur, calm emotions (DC 35), charm monster (DC 37), clairaudience/clairvoyance, create greater undead, deeper darkness, desecrate, detect chaos, detect good, detect law, detect magic, detect secret doors, detect thoughts (DC 35), dictum (DC 40), dispel chaos (DC 38), discern location, divination, fear (DC 34), find the path, fireball (DC 36), foresight, greater dispel magic, greater teleport (self plus 1000 pounds only), hold monster (DC 37), identify, imbue with spell ability, improved invisibility, legend lore, mage's disjunction, magic aura, magic circle against chaos, magic circle against good, major image (DC 36), mind blank, order's wrath (DC 37), plane shift, prismatic sphere (DC 42), produce flame, protection from chaos, protection from energy, protection from spells, polymorph (self only, no limit on duration), pyrotechnics (DC 35), read magic, repulsion, sanctuary, scrying, shield of law (DC 41), shield other, spell immunity, spell resistance, spell turning, suggestion (DC 36), summon monster IX (lawful creatures only), symbol (any, Save DC varies), telekinesis (DC 38), true seeing, unholy aura (DC 41), unholy blight (DC 37), unhallow, and wall of fire; 1/day – firestorm (DC 41), damnation (DC 58), implosion (DC 42), and meteor swarm (DC 42). Caster level 41st. The save DCs are Charisma-based.

Summon Fiend (Su): Gihaahia can summon 4 pit fiends per day.

Colossal Size: These changes are in effect when Gihaahia assumes colossal size: Str 67, Dex 23, Con 40; Init +14; AC 77, touch 31; Grp +103; hp 1150; Atk +81 (12d6+28, claw; Full Atk +81 (12d6+28, 2 claws) and +79 melee (12d8+14, bite) and +79 melee (6d6+14, 2 wings) and +79 melee (12d8+14, tail slam); Concentration +76, Jump +77, Escape Artist +67, Hide +55, Move Silently +55

POST 63: Narh

Posted by: Sepulchrave II at ENWorld on 11th October 2007, 06:02 AM

Kind of random and lacking context: Visuit's horse, Narh (Visuit is a warrior godling in the Cheshnite camp). Narh is an example of template insanity: Paragon + Warbeast + Monster of Legend + Quasi-Deity. Switched out spell-like paragon greater dispel magic for Tireless (Ex) ability and gave Augmented Critical as the Monster of Legend special attack.

When spurred, his speed is 400-ft – a full-round gallop will take him 2000 ft. at 227 miles per hour. Hasted, his speed increases to almost 250 mph – four times as fast as a wind walker – and he can clear jumps of over 200 ft.

Narh

Heavy Warhorse (Paragon, Warbeast, Monster of Legend, Quasi-Deity)

Size/Type: N Large Outsider (Augmented Animal, Native)

Hit Dice: 5d8+85+60 (185hp)

Initiative: +16

Speed: 390 ft.

Armor Class: 61 (-1 size, +7 deflection, +12 Dex, +12 insight, +12 luck, +9 natural); touch 52, flat-footed 49

Base Attack/Grapple: +3/+25

Attack: Hoof +45 melee (1d8+48/18-20x3)

Full Attack: 2 hooves +45 melee (1d8+48/18-20x3) and bite +45 melee (1d8+24/18-20x3)
Space/Reach: 10 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Augmented critical, DR 10/epic, fast healing 20, greater damage, immunities (ability damage, ability drain, energy drain, fear, mind-affecting effects, poison, transmutation), low-light vision, resistances (fire 10, cold 10), scent, SR 50, tireless
Saves: Fort +38, Ref +29, Will +28
Abilities: Str 46, Dex 34, Con 45, Int 19, Wis 32, Cha 25
Skills: Balance +38, Escape Artist +30, Jump +186, Listen +30, Spot +30, Tumble +32
Feats: Epic Fortitude, Improved Initiative, Improved Multiattack, Multiattack, Run
Challenge Rating: 25

Immortal: Narh does not need to eat, sleep or breathe. He does not age.

Spell-like Abilities: 3/day – haste, see invisibility. Caster level 15th.

Tireless (Ex): Narh is immune to the effects of fatigue and exhaustion. He does not incur any penalties or suffer damage when spurred.

Narh's natural weapons are considered epic for the purposes of overcoming damage reduction.

POST 64: Tahl the Incorruptible

Posted by: Sepulchrave II at ENWorld on 19th October 2007, 04:18 AM

Re: Gihaahia

Quote:

Originally Posted by Quartz

And why is her caster level 41? Shouldn't it be 50? Or even 59 (adding her Divine Rank)?

Her CL was originally 32. Add +9 from divine ranks.

Quote:

Originally Posted by ceratitis

got a tiny question for you- what every happened to nufrut the magic jared merilith shomei had on her when she died? or to her rod and bracet for that matter...

Shomei's gear was dragged her off to Hell with her.

Next: Eadric's crony. Tahl's original 3.0 stats were high – the equivalent of maybe 50-point buy. He's also got a +5 inherent bonus to his Wis and Cha.

Tahl is formidable in defense – high AC, sweeping immunities etc. Multiple templates again.

Tahl the Incorruptible

Male human cleric 5/church inquisitor 10 (saint, half-celestial, quasi-deity); ECL 25; Medium outsider (augmented humanoid; native); HD 15d8+75; hp 195; Init +3; Spd 40 ft.; AC 46 (+12 armour, +10 deflection, +1 Dex, +10 insight, +1 natural); touch 33, flat-footed 45; Base Atk +10; Grp +15; Atk +18 melee (2d6+10/19-20, +3 holy flaming greatsword) or +19 melee (1d8+11, +4 holy fiendbane banishing scourge); Full Atk +18/+12 melee (2d6+10/19-20, +3 holy flaming greatsword) or +19/+14 melee (1d8+11, +4 holy fiendbane banishing scourge); SA Daylight, holy power, holy touch, smite evil, spells, spell-like abilities; SQ DR 10/epic and evil, discern lies, fast healing 7, immortal, immunities (acid, charms, cold, compulsions, electricity, disease, polymorph, possession, energy drain, ability damage, ability drain, mind-affecting spells and petrification); fire resistance 10, learn the truth, low-light vision, darkvision 60 ft., +4 racial bonus on Fort saves against poison, protective aura, resistances, tongues, spells, spell-like abilities, SR 32; AL LG; SV Fort +12 Ref +7 Will +23; Str 20, Dex 17, Con 20, Int 16, Wis 30, Cha 30.

Skills and Feats: Concentration +23, Diplomacy +20, Knowledge (arcana) +17, Knowledge (religion) +19, Ride +13, Spellcraft +23, Spot +24; Exotic Weapon Proficiency (scourge), Spell Penetration, Greater Spell Penetration, Iron Will, Power Attack, Divine Might, Divine Spell Power

Spell-Like Abilities: At will – bless, guidance, detect evil, resistance, virtue; 3/day – discern lies (DC26), protection from evil, holy aura (DC 30); 1/day – aid, cure serious wounds, dispel evil (DC 27), hallow, holy word (DC 29), holy smite (DC 26), mass charm monster (DC 30), neutralize poison, remove disease.

Attacks: Any weapon which Tahl wields or natural attack that he makes are considered good aligned and epic for the purposes of overcoming damage reduction. He deals +1d6 points of holy damage to evil creatures and +1d8 points of holy damage to undead or evil outsiders.

Daylight (Su): Tahl can use a daylight effect (as the spell) at will.

Pierce Illusion (Su): Whenever Tahl sees an illusion or disguise spell of any sort, he immediately makes a Will saving throw to see through it. Tahl need not interact with or touch the illusion: visual contact is enough to give the Will save.

Pierce Disguise (Ex): Tahl gains a +4 competence bonus on all Spot checks made to see through a disguise.

Force Shapechange (Su): Tahl can make a melee touch attack to force a creature into its natural form. He makes a caster level check in order to achieve this, and gains a +4 to the check from the inquisition domain.

Learn the Truth (Su): Three times per day, Tahl can touch a creature who has lied to him and force it to tell the truth. The creature must make a Will saving throw (DC 32) or speak the true version of a lie that it had uttered to him.

Protective Aura (Su): As a free action, Tahl can surround himself with a nimbus of light with a radius of 20 feet. This acts as a double-strength magic circle against evil and a lesser globe of invulnerability as cast by a 15th-level cleric.

Smite Evil (Su): Once per day, Tahl can make a normal melee attack to deal +15 points of damage against an evil foe.

Tongues (Su): Tahl can speak with any creature that has a language, as though using a tongues spell as cast by a 14th-level cleric. This ability is always active.

Turn Undead: (13/day) As Cleric 5.

Spells Prepared (6/8+1/8+1/7+1/6+1/6+1/5+1/4+1/1+1 per day; caster level 15th, Save DC 22+ spell level): 5th – disrupting weapon, inquisition, plane shift, righteous might, righteous wrath of the faithful, scrying, dispel evil*; 6th – banishment, dispel greater magic, forbiddance, heal, wind walk, quest*; 7th – fortunate fate, heaven's trumpet, phoenix fire, mass restoration, dictum*; 8th – last judgement, holy aura*

Equipment: The Right Eye of Palamabron, +4 full plate armor, +3 flaming holy greatsword, +4 holy fiendbane banishing scourge

POST 65: Ghom

Posted by: Sepulchrave II at ENWorld on 21st October 2007, 04:40 PM

Ghom (CR 60 to 65)

Ghom, Mostin's "tutor," for want of a better word. Ghom is just Ghom, but mechanically, it's based upon an illithid elder brain with 20 additional sorcerer levels + pseudonatural template + spellwarped + DvR0. Naughtily constructed with the divine array, with racial and inherent bonuses added. Ghom was made for fun, as an exercise in absurdity.

Ghom doesn't have gear, per se, but I've assumed it has permanent 'accretions' (which take up no space) which convey abilities similar to those offered by the predicted gear value of a 60th-level PC (70.6 million gp).

Ghom's 'accretions' don't function in an antimagic field, and are subject to being dispelled or disjoined like magic items: treat their effective caster level as 60 for this purpose. They grant the following bonuses, which are figured into Ghom's stat-block:

- A +20 enhancement bonus to each ability score (48Mgp).
- A +100 competence bonus to Spellcraft and Knowledge (arcana) checks (20Mgp)
- A +10 resistance bonus to all saving throws (2Mgp)

Ghom also has 'veils' – long-duration epic buff spells – of which, one or more will likely be running in the unlucky event of encountering the entity as a wandering monster. Otherwise, its epic spell suite is focused mainly around dealing with other powerful pseudonatural elder horrors: Ghom's 1st through 9th-level spells are essentially irrelevant in this regard, as only custom epic spells – loaded with spell penetration factors – can hope to pierce the SR of pseudonaturals.

Ghom doesn't have an alignment, and alignment-based effects do not affect it. It is enigmatic. According to Mostin, Ghom 'dwells beyond the Middle Region.' What the Middle Region is, is not clear.

Ghom's appearance is so horrific and insane, that I can't even begin to describe it.

Ghom, Pseudonatural Spellwarped Elder Brain Sorcerer 20; Large Outsider (Augmented, Extraplanar, Quasi-Deity); HD 26d8+1040 plus 20d4+800; hp 2128; Init +35; Speed 160ft.; AC 102 (-1 Size, +29 deflection, +27 Dex, +37 natural; touch 65, flat-footed 75); Base Atk +29; Grp +81; Atk tentacle +77 melee (2d8+33) or tendril +77 melee (1d6+33); Full Atk 11 tentacles +77 melee (2d8+33) and 4 tendrils (1d6+33); SA Extraction, improved grab, mind blast, psionics, rotting constriction, spell-like abilities, spells; SQ Blindsight 240ft., constant insight, DR 15/adamantine and epic, immunities (ability drain, ability damage, energy drain, mind-affecting effects, transmutations), regeneration 10, resistances (electricity and acid 60; fire, cold and sonic 10), spell absorption, SR 230, telepathic awareness; SV Fort +71 Ref +55 Will +69; Str 77 Dex 64 Con 91 Int 92 Wis 75 Cha 69

Feats: Alertness, Combat Reflexes, Epic Reflexes, Epic Skill Focus (Knowledge: arcana), Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Penetration, Eschew Components, Greater Spell Penetration, Ignore Material Components, Improved Initiative, Magical Aptitude, Skill Focus (Knowledge: arcana), Skill Focus (Spellcraft), Spell Penetration, Superior Initiative

Skills: Bluff +78, Concentration +89, Diplomacy +90, Disguise +84, Intimidate +78 +84 acting), Knowledge (arcana) +205, Knowledge (history) +90, Knowledge (the planes) +90, Listen +83, Sense Motive +81, Spellcraft +211, Spot +83, Survival +81 (+83 tracking, +87 on other planes). Ghom may have ranks in Craft or Profession, but the focus of that work would hold no meaning for a sane mind. Most other skills 24 ranks + relevant modifiers.

Ghom's natural attacks are considered epic weapons for the purposes of overcoming damage reduction.

Improved Grab (Tentacle): If Ghom hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once Ghom has hold of an opponent, each successful grapple check it makes with its tentacle attacks during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, Ghom regains 10 lost hit points.

Improved Grab (Tendril): To use this ability, Ghom must hit a creature of size small to Gargantuan. If it gets a hold, it sinks its tendril into the opponent's head and can try to extract in the next round. The opponent can escape with a single grapple or Escape Artist check, but Ghom receives a +2 circumstance bonus due to deep attachment.

Extract (Ex): If Ghom begins its turn with a tendril attached to an opponent and makes a successful grapple check, it automatically extracts its opponent's brain, instantly killing that creature. This power is ineffective against constructs, oozes, elementals, plants and undead.

Mind Blast (Sp): Every 1d4 rounds, Ghom can use a mind blast in a 60-ft. cone. Anyone caught in the blast must make a Will save (DC 62) or be stunned for 3d4 rounds. This ability is the equivalent of a 4th-level spell.

Alternate Form (Su): As a standard action, Ghom can assume a form which is even more hideous to behold. His abilities are unchanged, but opponents receive a –1 morale penalty to their attack rolls against him.

Regeneration: Ghom takes normal damage from sonic and acid-based attacks.

Spell Absorption (Su): Spells which target Ghom and fail to overcome its spell resistance either grant Ghom 5 temporary hit points per level of the failed spell, or an increase in speed equal to 5x the failed spell level, at Ghom's discretion. The effects last 1 minute.

Telepathic Awareness: Ghom detects all minds within 350 ft. which are not shielded by a mind blank or similar effect. Within this range, Ghom can communicate with any creature which has a language.

Spell-Like Abilities: At will – astral projection, blur, charm monster (DC 43), detect thoughts (DC 41), dimension door, dominate monster (DC 48), mass suggestion (DC 45), plane shift (DC 46), shield, unhallow

Spells (6/13/12/12/12/12/11/11/11/11 per day; caster level 40th; Save DC 39+ spell level): 7th – banishment, sequester, vision; 8th – discern location, mind blank, moment of prescience; 9th – implosion, mage's disjunction, wish

Epic Spells:

Many. Ghom has a 30,000XP reservoir. Outside of the Far Realm, where time is a relevant concept, Ghom's reservoir can be assumed to be replenished every week and he can use 4 epic spells per day.

Slay Pseudonatural (Spellcraft DC 217): [Slay (+25), quickened (+28), still (+2), silent (+2), +200 spell penetration (+400); +20 Save DC (+40), 80d6 backlash (-80), burn 20000XP (-200)].

- A target creature of Ghom's choice with up to 80HD within 300 ft. dies. Ghom makes the caster level check to penetrate SR at +246. Fort negates (DC 69). Generally effective against pseudonaturals of 50HD or less, any death ward needs to be dispelled or disjoined before this spell can be used.

Obscene Ego (Spellcraft DC 220): [Fortify (+17), quickened (+28), still (+2), silent (+2), +99 Cha (+198); Burn 2700XP.

- Ghom's enhancement bonus to Charisma rises to +100, increasing its Charisma score to 149. Add +40 to the listed save DCs of all of its spells, and +40 to all of its listed Charisma-based skill checks. Obscene Ego lasts for 20 hours. Ghom has analogues for each of its other ability scores.

Oceanic Mind (Spellcraft DC 221): Contact (+23). Ward (+14), emulate detect thoughts (+17), 20-ft. radius (+2), +1900% (+76), effective against mind blank (+14), +40 Save DC (+80), quickened (+28), silent (+2), still (+2); Burn 5700XP.

- As a swift action, Ghom is instantly aware of all of the thoughts and motivations of all creatures within a 400-ft. radius: each is entitled to a Will save (DC 89) to deny Ghom access to their thoughts, but spell resistance is ineffective. Oceanic Mind ignores mind blank effects; epic protections incorporating the conceal or delude seed are entitled to an opposed caster level check. The Oceanic Mind persists for 20 minutes.

Boundary Reaffirmation (Spellcraft DC 221): Banish (+27); 1 action (+20), +36HD (+18), +200 spell penetration (+400), +8 Save DC (+16); 80d6 backlash (-80), -20,000XP

- Groaning incomprehensibly and motioning with his tentacles, Ghom can banish any creature with 50 or fewer hit dice to another plane, or to another of the shifting layers of the Far Realm. Creatures are entitled to a Will saving throw to negate (DC 57); Ghom makes a spell penetration check at +246.

Ghom hints at the idea of a set of immensely powerful pseudonatural spellcasters, who must necessarily vie through intermediaries. The cost of assaulting one another directly with magic would be too high: spell penetration factors would require huge investments of XP and backlash to offset.

POST 66: Horrid Servitor of Ghom

Posted by: Sepulchrave II at ENWorld on 22nd October 2007, 04:02 AM

Horrid Servitor of Ghom

N Gargantuan Outsider (Augmented, Extraplanar)

Hit Dice: 36d8+792 (1080hp)

Initiative: +27

Speed: 220ft. in any medium

Armor Class: 64 (-8 size, +19 Dex, +1 Dodge, +42 natural; touch 21, flat-footed 44)

Base Attack/Grapple: +24/+100

Attack: Tentacle +73 melee (4d8+40/19-20x2)

Full Attack: 19 tentacles +73 melee (4d8+40/19-20x2)

Space/Reach: 20ft./15ft. (30ft. with tentacle)

Special Attacks: Constrict, improved grab, rotting constriction, spell-like abilities

Special Qualities: Constant insight, DR 15/epic, haste, immunities (transmutations and mind-affecting effects), jet, resistances (acid and electricity 50, sonic 10), spell absorption, SR 180.

Saves: Fort +47 Ref +42 Will +27

Abilities: Str 91 Dex 48 Con 55 Int 7 Wis 23 Cha 6

Skills: Concentration +51, Listen +45, Jump +151, Sense Motive +45, Spot +45, Survival +45

Feats: Cleave, Combat Reflexes, Devastating Critical (tentacle), Dire Charge, Epic Will, Great

Cleave, Improved Critical (tentacle), Improved Initiative, Iron Will, Quicken Spell-Like Ability

(dimension door), Overwhelming Critical (tentacle), Power Attack, Superior Initiative, Weapon Focus (tentacle)

Challenge Rating: 38

This enormous writhing alien mass moves with unearthly speed and strength. It dominates the battlefield through judicious use of quickened dimension door, bursts of speed, and its Dire Charge feat.

Many horrid servitors are in constant attendance upon Ghom; others are deployed for unknown purposes.

Devastating Critical: A creature who suffers a critical hit from a horrid servitor of Ghom's tentacle attack must make a Fortitude saving throw (DC 68) or die.

Frightful Presence: (Ex) As a free action, a horrid servitor of Ghom can inspire fear in creatures of fewer than 36 hit dice or levels. Creatures within 20 ft. must make a Will saving throw (DC 34) or become shaken for as long as they remain within range. The saving throw is Wisdom-based.

Haste (Su): A horrid servitor of Ghom is under a constant haste effect.

Improved Grab: If a horrid servitor of Ghom hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Constrict/Rotting Constriction (Ex): Once a horrid servitor of Ghom has hold of an opponent, each successful grapple check it makes with its tentacle attacks during subsequent rounds deals an additional 4d8+40 points of damage and permanently drains 2d4 points of Constitution. At the same time, the mighty servitor of Ghom regains 10 lost hit points.

Jet (Ex): As a full-round action, a horrid servitor of Ghom can jet backwards at a speed of 700 ft. It must move in a straight line, but does not provoke attacks of opportunity when jetting.

Spell-Like Abilities: At will: blur, dimension door, shield, unhallow

Ghom's meat shields. Based on giant squid advanced to 36HD + monster of legend + spellwarped + pseudonatural templates. Elite array w/ inherent bonuses to Str, Dex and Con. Extra tweaks: given the ability to move in any medium; frightful presence ability is adjusted by Wisdom, not Charisma; expanded skill list. CR nudged upwards.

POST 67: Twenty-Limbed Attendant

Posted by: Sepulchrave II at ENWorld on 22nd October 2007, 05:54 AM

Twenty-Limbed Attendant

N Large Outsider (Augmented, Extraplanar)

Hit Dice: 21d8+252 (420hp)

Initiative: +15

Speed: 10ft.; fly 60 ft. (perfect)

Armor Class: 56 (-1 size, +7 Dex, +40 natural; touch 16, flat-footed 49)

Base Attack/Grapple: +15/+69

Attack: Tentacle +44 melee (2d8+15)

Full Attack: 20 tentacles +44 melee (2d8+15)

Space/Reach: 10ft./10ft. (15ft. with tentacle)

Special Attacks: Improved grab, paralysis, rotting constriction, spell-like abilities

Special Qualities: Blindsight 60 ft., constant insight, darkvision 90 ft., DR 15/epic, immunities (electricity and paralysis), resistance to acid 40, SR 105.

Saves: Fort +19 Ref +16 Will +24

Abilities: Str 40 Dex 24 Con 34 Int 19 Wis 34 Cha 18

Skills: Hide +31, Listen +44, Knowledge (any 1) +17, Move Silently +35, Sense Motive +24, Spot +44
Feats: Ability Focus (paralysis), Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Quicken Spell-Like Ability (blur), Quicken Spell-Like Ability (dimension door), Stealthy, Superior Initiative
Challenge Rating: 23

Twenty-limbed attendants are roughly spherical masses of tentacles which silently float near Ghom. They perform sundry minor tasks, as their Intelligence permits.

Improved Grab: If a twenty-limbed attendant hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Paralysis: Creatures struck by a twenty-limbed attendant must make a Fortitude save (DC 34) or be paralyzed for 4 rounds.

Rotting Constriction (Ex): Once a twenty-limbed attendant has hold of an opponent, each successful grapple check it makes with its tentacle attacks during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the twenty-limbed attendant regains 10 lost hit points.

Tentacle Regeneration (Ex): Foes can attack a twenty-limbed attendant's tentacles as if they were weapons using a sunder attempt. Each tentacle has 10 hit points. Lost tentacles regrow in a day.

Spell-Like Abilities: At will: blur, dimension door, shield, unhallow

Notes: 15HD Grell + pseudonatural + multiheaded. Elite array, with +5 inherent bonuses to Int, Wis and Cha. CR feels on the light side – maybe 25 would be closer.

POST 68: Sibud

Posted by: Sepulchrave II at ENWorld on 23rd October 2007, 12:20 AM

The Vampire. I was pretty free and easy with DvR0 at this point - most powerful immortals possessed it, even if their immortality came from a different source. Sibud was a nightmare to figure out; I'm sure there are still errors in his stat block.

I was never sure about the remote annihilation spell - mechanically, it's based on soul dominion, but it might be too much. Oh well.

Sibud

Male Ur-Human Vampire Cleric 4/Sorcerer 4/True Necromancer 14/Hierophant 5; CR 35; Medium undead (augmented, extraplanar, quasi-deity); HD 27d12; hp 324; Init +11; Spd 60 ft., fly 120 ft. (perfect); AC 50 (+10 armor, +14 deflection, +7 Dex, +9 natural); touch 41, flat-footed 43; Base Atk +15; Grp +42; Atk +30 melee (1d6+15 plus energy drain, slam); Full Atk +30 melee (1d6+15 plus energy drain, slam); SA Blood drain touch, domain power (death touch), dominate, create spawn,

spells, spell-like abilities, energy drain; SQ Archaic lineage, DR 10/epic and silver, fast healing 5, immortal, immunities (death effects, disease, polymorph, possession, energy drain, ability damage, ability drain, fatigue or exhaustion, mind-affecting effects, paralysis, petrification, poison, sleep, stunning); not subject to critical hits or nonlethal damage; major desecration, necromantic prowess, rebuke undead, resistance to fire 10 cold 10 and electricity 10; darkvision 60 ft., spells, spell-like abilities, spell power, SR 32, turn resistance +4, vampire weaknesses; AL CE; SV Fort +15 Ref +16 Will +31; Str 41, Dex 24, Con -, Int 30, Wis 30, Cha 38.

Skills: Bluff +48, Concentration +26, Diplomacy +52, Hide +26, Knowledge (arcana) +36 (+66 necromancy), Knowledge (nobility) +36, Knowledge (the planes) +36, Knowledge (religion) +36, Move Silently +26, Search +44, Sense Motive +44, Spellcraft +44 (+74 necromancy), Spot +46.

Feats: Ability Focus (dominate), Alertness, Combat Reflexes, Divine Spell Power, Dodge, Empower Spell, Epic Spellcasting, Extra Turning, Great Fortitude, Greater Spell Focus (Necromancy), Improved Grapple, Improved Initiative, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Lightning Reflexes, Practiced Spellcaster, Quicken Spell, Spell Focus (Necromancy), Spell Penetration.

Blast Infidel (Su): Any spell with a description that involves channeling or inflicting negative energy cast by Sibud on a creature of Lawful Good alignment works as if under the effect of the Maximize Spell feat (without using a higher level slot).

Blood Drain (Ex): Sibud can suck blood from a living victim with his fangs by making a successful grapple check. If he pins his foe, he drains blood, dealing 2d4 points of Constitution drain each round that the pin is maintained. On each successful attack, Sibud gains 5 temporary hit points.

Create Spawn (Su): A humanoid or monstrous humanoid slain by Sibud's energy drain returns as a vampire spawn 1d4 days after burial. If a victim is slain by his blood drain attack, it returns as a vampire spawn if it possesses less than 5HD; if it possesses 5HD or more, it returns as a full vampire.

Dominate (Su): As a standard action, Sibud can dominate an opponent by looking into his or her eyes as the dominate person spell (Will save DC 39 resists). Caster level 12th.

Energy Drain (Su): Living creatures struck by Sibud's slam attack gain two negative levels. For each negative level bestowed, Sibud gains 5 temporary hit points. Sibud can use his slam attack once per round.

Major Desecration (Su): Sibud radiates an aura equivalent to a desecrate spell in a 140-ft. radius.

Necromantic Prowess: Sibud gains a +4 modifier to his effective caster level when casting spells from the Necromancy school.

Archaic Lineage (Ex): Sibud issues from an ancient strain of highly aggressive predatory vampires. His abilities are modified from the standard vampire template:

- Sibud loses the following abilities: alternate form, children of the night, gaseous form and spider climb.
- Sibud's racial bonus to Strength increases from +6 to +16
- Sibud gains a Flight speed of 60 ft. (perfect). This is a supernatural ability.

- Sibud receives Improved Grapple and Ability Focus (dominate) as additional bonus feats, and gains a +8 racial bonus to grapple checks.
- Spot is always considered a class skill for Sibud
- Sibud's blood drain attack deals 2d4 (instead of 1d4) points of Constitution drain.
- Sibud may use greater invisibility at will as a spell-like ability (Caster Level 10th)
- The CR adjustment of the template increases to +5

Rebuke/Command Undead (20/day): Sibud rebukes undead as an 22nd-level cleric.

Spell Power: Sibud gains a +3 modifier to his caster level for determining all level-dependent variables and for caster level checks.

Spell-Like Abilities: At will – greater invisibility; 2/day – create undead, create greater undead; 1/day – circle of death (DC 32), contagion (DC 30), creeping doom, energy drain (DC 35), horrid wilting (DC 34), wail of the banshee (DC 35). Caster level 27th (necromantic effects 33rd).

Cleric Spells Prepared: 5th – charnel fire (DC 29), plane shift (DC 25), revivify, spell resistance, true seeing, slay living (D) DC 29); 6th – banishment (DC 26), greater dispel magic, harm (DC 30), forbiddance (DC 26), mass make manifest, wind walk, create undead (D); 7th – blasphemy (DC 27), greater consumptive field (DC 31), greater scrying (DC 31), control weather, destruction (D) (DC 31); 8th – antimagic field, discern location, create greater undead (D); 9th – gate, empowered wretched blight (DC 31), energy drain (D); 10th – quickened antilife shell, quickened empowered enervation; 11th – empowered energy drain, quickened blasphemy (DC 27). Caster level 29th (Necromantic effects 35th). Save DC 20+ spell level (Necromantic effects 24+ spell level).

Sorcerer Spells Known (6/10/10/9/9/9/9/8/7/5 per day): 5th – magic jar (DC 33), permanency, summon undead V; 6th – chain lightning (DC 30), greater dispel magic, revive undead; 7th – avasculate (DC 35), greater teleport, limited wish; 8th – blackfire (DC 36), polar ray; 9th – greater dragon ally. Caster Level 24th (Necromantic effects 30th). Save DC 24+ spell level (Necromantic effects 28+ spell level)

Epic Spells (3/day): Sibud has around thirty epic spells in his repertoire.

Equipment: +10 bracers of epic armor, talisman of necromantic power.

Talisman of Necromatic Power (Major Artifact): This age-worn, plain black disc grants a +6 enhancement bonus to the Wisdom and Charisma of any undead spellcaster. Furthermore, it grants a +2 profane bonus to all caster level checks and save DCs of spells and spell-like abilities from the necromancy school which the wearer uses. Finally, it grants a +30 competence bonus to all Spellcraft and Knowledge (arcana) checks involving the necromancy school.

Epic Spells:

Penetrating Death (Spellcraft DC 84): [Slay (+25), Ward (+14); 1 action (+20), nullify death ward (+6), +10 spell penetration (+20), +12 Save DC (+24). 10d6 backlash, 1500 XP.]

- Necromancy [Death]. Target creature of up to 80HD within 300 ft. must make a Fortitude saving throw (DC 50) or die. Death ward is ineffective against penetrating death. If the target possesses SR, Sibud gains a +10 bonus on his caster level check to overcome it.

Inevitable Charisma Buff (Spellcraft DC 54): [Fortify (+17); increase bonus by +19 (+38), burn 100XP]

- Sibud's enhancement bonus to Charisma increases to +20, Add +7 to all Charisma-based skill checks and the DCs of all sorcerer spells, spell-like abilities, and Charisma-based supernatural abilities. 1 minute casting time, 20-hr. duration.

Disintegration Ward (Spellcraft DC 54): [Ward (+14); 1 action (+20), nullify disintegrate (+10), nullify implosion (+16), 600XP]

- The Fortitude-targeting effects of disintegrate and implosion are ineffective against Sibud. 24-hr. duration.

Storm of Blood (Spellcraft DC 84): [Contact (+23), Energy (weather) (+25), Reveal (+19), Slay (+25), Ward (DC+14), +900% radius (+36), nullify control weather (+12), change to Con damage (ad hoc +20); ritual (-90)]

- Necromancy effect. Sibud designates a 20-mile radius area which can be at any range, but must be on the same plane. The storm of blood begins as an eerie breeze, and takes 10 minutes to manifest. Thereafter, each round for 20 minutes, all living creatures within the area must make a Fortitude saving throw (DC 38) or suffer 1 point of Constitution damage as their tissues burst and their blood is carried away by the wind. Control weather is ineffective against countering the effects of the storm. 1 minute casting time. Cabal (-90; 6 x 8th-level slots).

Messages of the Bhitis (Spellcraft DC 54): [Foresee (+23); quickened (+28), still (+2), silent (+2), questions posed as free actions with no Concentration check (ad hoc +10), guaranteed veracity (ad hoc +20); 6d6 backlash per round (-6), burn 2500 XP (-25)]

- Once per round for 10 rounds, as a free action on his turn, Sibud may pose a question as if using contact other plane. Doing so requires no concentration, and the chthonic deities whom Sibud contacts always respond with 100% veracity. Sibud can use this spell only once every five weeks.

Remote Annihilation (Spellcraft DC 84): [Contact (+23), Destroy (+25), Ward (+14), Reveal (+19), Slay (+25); nullify mind blank (+14), nullify nondetection (+6), nullify protection from evil (+2), nullify death ward (+6), interplanar (+8), +10 Save DC (+20), +10 spell penetration (+20); extended casting (-22), ritual (-40), burn 3600XP (-36)]

- Necromancy [Death]. In a ritual which runs from midnight to midnight, Sibud invokes a spell which obliterates an opponent (up to 80HD) at any distance, even across planar boundaries. The targeted creature must make a Fortitude saving throw (DC 48) or die instantly at the conclusion of the spell, its remains destroyed as if disintegrated; if the save is successful, the target instead suffers 13d6+20 points of damage. Sibud makes his caster level check to overcome a target's SR with a +10 bonus. Protection from Evil, nondetection and mind blank do not halt the successful targeting of the remote annihilation, nor does death ward prevent it; targets otherwise immune to death effects are unaffected by it. Epic spells developed with the conceal seed, or developed with the ward seed keyed to destroy or slay may be entitled to an opposed caster level. Cabal (-40; 1 x 8th-level, 5 x 3rd-level slots).

50-point build; +5 inherent to all stats. Modified vampire + 3x evolved undead + quasi-deity.

POST 69: Tholhaluk

Posted by: Sepulchrave II at ENWorld on 28th October 2007, 07:00 AM

Tholhaluk

A long-standing adversary. Uses Pants's arcanoloth, but with sorcerer replacing wizard casting; sorcerer class levels are associated.

Tholhaluk is a CR28 + elite array + inherent bonuses + gear value (1,000,000gp) – he's a CR30+. All skills considered Class skills, and recalculated SR based on HD+11.

By this point, I'd pretty much assumed that all epic spellcasters would have a gizmo which gave a bonus to their Spellcraft checks – talisman, soul object etc. Many would have made their own, and Craft Wondrous Item / Ring would be pretty common amongst epic casters. Ringmaking and wearing became Tholhaluk's thing – he's got four sub-epic rings which subsume all of the standard stat buffs in addition to a slew of other special powers.

Redundancy between innate immunity to mind-affecting effects, nondetection item ability and mind blank as a known spell is intentional – infallible proof against magical location alone is worth the spell, from Tholhaluk's perspective; against keyed epic spells, multiple redundancies are always useful. Limited wish and shades give great spellcasting versatility.

ARCANALOTH SORCERER 10

NE Medium Outsider (Evil, Extraplanar, Yugoloth)

Hit Dice: 15d8+161 plus 10d4+110 (363 hp)

Initiative: +18

Speed: 60 ft. (6 squares), fly 90 ft. (good)

Armor Class: 42 (+5 deflection, +12 Dex, +1 Dodge, +14 natural), touch 28, flat-footed 29

Base Attack/Grapple: +20/+26

Attack: Claw +33 melee (1d6+6 plus poison) or +33 ranged touch

Full Attack: 3 claws +33 melee (1d6+6 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spells, spell-like abilities, summon yugoloths

Special Qualities: Damage reduction 10/good and silver, evasion, darkvision 60 ft., fast healing 2, freedom of movement, immunity to acid and poison, item mastery, nondetection, partial immunity to spells, resistance to cold 10 and electricity 10 and fire 10, spell resistance 36, telepathy 100 ft., true seeing

Saves: Fort +30, Ref +29, Will +33

Abilities: Str 23, Dex 35, Con 33, Int 40, Wis 37, Cha 40

Skills: Appraise +43, Bluff +43, Concentration +39, Decipher Script +43, Diplomacy +55, Disguise +43 (+47 acting), Escape Artist +40, Forgery +43, Gather Information +47, Hide +40, Listen +41, Knowledge (arcana) +43, Knowledge (history) +43, Knowledge (the planes) +43, Knowledge (religion) +43, Move Silently +40, Sense Motive +41, Search +43, Spellcraft +77, Spot +41

Feats: Additional Item Space (ring), Craft Ring, Epic Spellcasting, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Greater Spell Focus (enchantment), Quicken Spell-Like Ability (greater teleport), Weapon Finesse
Challenge Rating: 30

Tholhaluk is a major player in the daemoniac arena, and deals with all but the most influential demon princes and archdevils from a position of strength and confidence. The greatest magnates, he courts carefully with calculated deference.

From his fortress in the blasted no-man's land between Hell and the Abyss, Tholhaluk commands legions of daemoniac mercenaries through an intricate network of spiteful vassals who pledge reluctant allegiance to the arcanaloth. Uprisings and outright rebellions are a constant threat, and Xerulko is usually at war with one or more of his subordinates. Tholhaluk is acutely paranoid, and for good reason – he is loathed and mistrusted by his minions, and the target of numerous diabolic and demonic vendettas. Still, he holds his power tenaciously, and with enormous diplomatic finesse.

Combat

If confronted, the daemon is a formidable enemy. Where possible, Tholhaluk will begin combat with mage armor, mind blank and detect thoughts in place. Dominate monster is a preferred strategy; spellcasters may be targeted with polar ray. Tholhaluk will not hesitate to disjoin a threat if he deems it necessary – quickly followed by an epic [death] effect. If threatened, he will use a quickened greater teleport to flee. He may strike again five seconds or five centuries years later – in any case, Tholhaluk doesn't forget a slight.

Flight (Su): Tholhaluk can magically fly at a speed of 60 feet with good maneuverability. This is in all other respects similar to a fly spell cast by an 18th level caster. If dispelled, Tholhaluk can resume this effect as free action on its next turn. The haste effect of his ring (see below) increases his flight speed to 90 feet.

Item Mastery (Ex): Tholhaluk is a master of magical items and can use any spell completion item as if he had that spell on his spell list.

Partial Immunity to Spells (Ex): Tholhaluk is immune to mind-affecting spells and effects.

Poison (Ex): Tholhaluk's claws secrete a dangerous, weakening poison. Anyone struck by his claw attack must make a Fort save (DC 33) or take 1d6 points of Intelligence damage. The initial and secondary damage is the same. The save DC is Constitution based.

Spell-Like Abilities: At will – darkness, desecrate, detect good, fear (DC 27), greater teleport (self plus 50 pounds of objects only), magic missile, major image (DC 28), polymorph (self only), telekinesis (DC 30), unholy blight (DC 29); 1/day - shapechange. Caster level 18th. The save DCs are Charisma based.

Spells: Tholhaluk can cast spells as a 25th-level sorcerer (6/10/10/10/9/9/9/9/8/8; save DC 25+ spell level, enchantments 27+ spell level; caster level 26th). Tholhaluk has a weekly 10,000XP cushion for the purposes of casting spells which have an XP component.

Spells Known:

0 – acid splash, arcane mark, detect magic, detect poison, light, mage hand, prestidigitation, ray of frost, read magic

1st – expeditious retreat, identify, mage armor, true strike

2nd – detect thoughts, obscure object, scorching ray, touch of idiocy, web
3rd – magic circle against good, protection from energy, slow, stinking cloud
4th – confusion, dimensional anchor, phantasmal killer, wall of fire
5th – magic jar, mind fog, mirage arcana, sending
6th – antimagic field, greater dispel magic, programmed image
7th – forcecage, limited wish, plane shift
8th – demand, mind blank, polar ray
9th – dominate monster, mage's disjunction, shades

Epic - Tholhaluk can cast two epic spells per day.

Summon Yugoloths (Sp): Once per day Tholhaluk can attempt to summon 1-2 nycaloths with a 70% chance of success. This ability is the equivalent of an 8th level spell.

True Seeing (Su): Tholhaluk has a continuous true seeing ability, as the spell (caster level 18th).

Possessions

Given enough time, Tholhaluk can procure any nonepic and nonartifact item: assume that it takes Tholhaluk one day for every 10,000gp of value of any item or items with a combined value of up to 200,000gp.

Tholhaluk's Four Rings

Indomitability: Six diamonds set in an adamantine band. This ring grants a +6 enhancement bonus to the wearer's Wisdom and Constitution, a +5 resistance bonus to all saving throws, and a +5 deflection bonus to AC. (200K; CL 20th).

Practiced Arcany: A single opal set in platinum. This ring grants a +30 competence bonus to Spellcraft checks, adds +1 to the caster level of all arcane spells cast by the wearer, and bestows a +6 enhancement bonus to Intelligence and Charisma. (200K; CL20th).

Elusiveness: Jade and gold. This ring is not considered to occupy a slot; if the wearer also possesses a hand of glory, it cannot function simultaneously with Elusiveness. It bestows the Evasion special ability, freedom of movement and continual nondetection upon the wearer. (200K; CL 20th).

Speed of Thought and Action: A cluster of sapphires in mithral. The wearer of this ring is under a continual haste effect. He or she gains a +6 enhancement bonus to Dexterity and a +2 insight bonus to Initiative checks. (200K; CL 20th)

POST 70: Yeshe the Binder

Posted by: Sepulchrave II at ENWorld on 30th October 2007, 03:13 AM

Yeshe is a badass. A slightly tweaked Paladin of Slaughter (aura of despair sits better than debilitating aura), with Favored Soul and Cosmic Descryer. Uber-epic 50-point build, with +5 inherent

bonuses. She gets a bonus feat instead of wings. She also gets the widely-hailed-as-broken Cosmopolitan feat; what can I say – a DM's got to do what a DM's got to do.

It was important that the big 3 – Temenun, Sibud and Yeshe – should be approximately equal in power; their primary defenses are rather different: Temenun's SR is very high, Sibud has comprehensive immunities and Yeshe has incredibly robust saving throws.

Temenun's power is barely enough to assure his pre-eminence, and either Yeshe or the Vampire might displace him. The Rakshasa's magical seniority and deific suavety hold things in a fragile balance.

Yeshe the Binder

Female Human Paladin of Slaughter 4 / Favored Soul 18 / Cosmic Descryer 7; CR 35; Medium outsider (augmented humanoid; native, quasi-deity); Hit Dice 4d10+28 plus 18d8+126 plus 7d4+49; hp 415; Init +9; Spd 40ft.; AC 36 (+12 deflection, +1 Dex, +13 armor; touch 23, flat-footed 35); Base Atk +20; Atk +34 melee (1d10+18/19-20x3); Full Atk +34/+34/+29/+24/+19 melee (1d10+18/19-20x3); SA Aura of despair, aura of evil, detect good, divine grace, divine health, rebuke undead. smite good 1/day, spells; SQ Cosmic connection (1/day), DR 10/epic and 3/-, enduring gate, immunities (ability damage, ability drain, diseases, energy drain, mind-affecting effects, transmutation), naturalization, resistances (acid, sonic, cold and electricity 10; fire 5), SR 32, superior planar summoning. SV Fort +42 Ref +36 Will +44; Str 25 Dex 19 Con 25 Int 26 Wis 35 Cha 34

Skills: Bluff +44, Concentration +39, Craft (masonry) +40, Diplomacy +56, Intimidate +48, Knowledge (arcana) +40, Knowledge (nobility) +40, Knowledge (the planes) +40, Knowledge (religion) +40, Sense Motive +44, Spellcraft +74

Feats: Augment Summoning, Combat Reflexes, Cosmopolitan (Knowledge: the planes), Energy Resistance (sonic), Epic Spellcasting, Improved Aura of Despair, Improved Initiative, Greater Spell Focus (Conjuration), Greater Spell Penetration, Practised Spellcaster, Spell Focus (Conjuration), Spell Penetration, Weapon Focus (glaive), Weapon Specialization (glaive), Widen Aura of Despair

Immortal: Yeshe does not need to eat, breathe or sleep. She does not age. The source of Yeshe's immortality is unknown.

Naturalization: Yeshe cannot be banished or otherwise magically expelled from the Plane of Shadow, the Abyss or from Pandemonium.

Smite Good (Su): Once per day, Yeshe can make a melee attack at +12 against a good creature to deal an additional 4 points of damage.

Superior Planar Summoning: Any summon monster IX or greater planar ally spell cast by Yeshe has its HD cap increased by +8 for the purposes of determining a target's eligibility.

Spells: (Caster Level 25; 6/9/9/9/9/8/8/8/8/7 per day; Save DC 22+ spell level, conjurations 24+ spell level)

1st – command, detect good, doom, entropic shield, resurgence, sanctuary

2nd – enthrall, hold person, undetectable alignment, resist energy, silence, wither limb.

3rd – clutch of Orcus, contagion, cure serious wounds, magic circle against good, speak with dead, wrack

4th – castigate, damning darkness, death ward, dimensional anchor, divination, tongues

5th – commune, plane shift, righteous might, spell resistance, unhallow, true seeing

6th – banishment, forbiddance, greater dispel magic, snare astral traveller, wind walk, word of recall
7th – bestow greater curse, blasphemy, greater scrying, imprison soul, wretched blight
8th – antimagic field, brain spider, discern location, greater planar ally
9th – gate, soul bind, summon monster IX

Equipment

Rod of excellent magic, +6 adamantine keen wounding speed glaive, Yeshe's scarab, armor of Usil, oneiric distillate of Khaajh

Yeshe's Scarab (Minor Artifact) This: +30 Spellcraft talisman conveys the ability to use telekinesis at will and grants the wearer a +6 enhancement bonus to Intelligence, Charisma and Wisdom. Caster level 30th.

Armor of Usil (Major Artifact): This baroque +5 adamantine greater fortification full plate armor was forged by elder titans. It confers +6 enhancement bonus to Str and Con and a +5 resistance bonus to saving throws

Oneiric Distillate of Khaajh (Major Artifact): The essence of Khaajh – the Shuthite goddess of prophetic dreams who failed to predict her own demise – captured within a shard of Abyssal jet. The bearer of the distillate may use any of the following spell-like abilities at will: astral projection, demand, dream, dreamscape, nightmare, sending, telepathic bond, vision. Caster Level 30th. The bearer's Charisma determines the DC.

Epic Spells

Yeshe can cast 3 epic spells per day; she has multiple iterations of stat buffs, various superb dispellings and a wide range of epic summons.

The Pillars At Khu and Yeshe's Binding Suite

The Pillars at Khu were destroyed long ago, and even their exact location is debated – presumably Yeshe, having made them, would remember where they were.

I wanted different methodologies to be available for those conjuring powerful extraplanars, and the summon seed wasn't cutting it. Finding an arbitrary non-balance with epic spells is always fun :/

Yeshe's method would be through specially constructed circles – pristine areas formed from raw magic – which would then serve as the basis upon which subsequent magic could be worked. Like verdigris tsunami, Yeshe's conjure edifice cheats by applying an area factor to the conjure seed; in fact, the whole suite 'cheats' in order to bypass normally prohibitive Spellcraft DCs, and becomes the mechanical basis of a kind of epic goetia which relies on deceit as much as force of will in order to gain compliance from called entities.

Not counting the initial investment of XP for a suitable site, to call and bind a named demon – such as Pazuzu – costs Yeshe over 7000XP, which seems reasonable enough.

Conjure Edifice (DC 84): conjure (+21), fortify (+17); change area (20ft. radius) (+2) increase area by 100% (+4), permanent (x5); extend casting to 30 days (--80), burn 5600XP (-56).

Yeshe evokes thirty slender adamantine pillars in a circle with a diameter of 80ft. – each pillar is around 60 feet high, and each is exquisitely carved in multiple likenesses of ugras as depicted in

Cheshnite lore. To succeed at the task, Yeshe must make a DC 40 Craft check. Use of the fortify seed allows the edifice to subsequently receive an additional tied effect from unhallow, and to act as a reception site for the gate shroud.

Impressing the Edifice: the edifice is unhallowed, and an inward-focused magic circle and dimensional anchor are tied to it. It now acts as a thaumaturgic diagram.

Gate Shroud (DC 84): conceal (+17), delude (+14), ward (+14); nullify augury (+4), commune (+8), divination (+6), true seeing (+10), and foresight (+16); +20 Save DC (+40), +20 spell penetration (+40); extend casting by 10 mins (-20), use pillar edifice (ad hoc -20), burn 4500XP (-45).

Illusion (figment). This spell prepares an edifice for a subsequent casting of a gate spell; for 200 minutes any gate spell cast at the location of a gate shroud is perceived by the target creature in the most favorable way – unique beings usually under no compulsion to respond to the gate will desire to do so unless they make a Will saving throw (DC52). If the target creature is in possession of the ability to otherwise perceive the true nature of the gate's purpose, or the gate shroud itself through augury, commune, divination, true seeing or foresight, that ability is suspended for the duration of the spell.

(Creatures gated into the edifice are confined within it in the same manner as a planar binding. This allows a more leisurely casting of the next spell):

Dominate Ugra (DC 84): compel (+19), ward (+14); nullify protection from evil, magic circle against evil (+4), and mind blank (+14); +20 Save DC (+40) +20 spell penetration (+40), stricter compulsion (+10); extend casting 10 mins (-20), burn 3700XP (-37).

Compulsion [Mind-Affecting]. Any creature who is the target of this spell is dominated for a period of 20 hours. Creatures protected by protection from evil, magic circle against evil or mind blank have these protections suspended for the purpose of dominate Ugra. Creatures receive a saving throw (Will DC 52) to resist the effects of dominate Ugra; Yeshe gains a +20 bonus on her caster level check to penetrate a target's SR.

POST 71: Rimilin of the Skin

Posted by: Sepulchrave II at ENWorld on 4th November 2007, 02:22 PM

Rimilin of the Skin after his second transcendence. Rimilin was originally envisioned as a Conjuration specialist in 3.0, but I lost his full stats a long time ago. By the time he reappeared, the campaign had updated to 3.5; the loss of two schools didn't fit well, and he became a generalist. I think he's a 38-point build, which is pretty solid. Abilities include a +5 inherent bonus to Int and Cha (from magic), and a +2 inherent bonus to Dex and Con (from the Acolyte of the Skin PrC). Approx level 30 PC wealth (4.3M or so), but inherent bonuses and epic spell costs are set against that figure – something I didn't do with the more powerful Cheshnite epic casters, for better or worse.

Robust SR coupled with well-honed counterspelling abilities provide good magical protection (Rimilin can counterspell with any spell of the same school and level as an immediate action as long as he's not flat-footed, and turn a targeted effect back on the caster); Invulnerability Aura epic spell grants very high AC (included in the stat block). Rimilin is a tough nut to crack. If seriously threatened, Rimilin will generally retreat via greater teleport and conjure demons to attack his foes, but may use spells or arcane fire if the option is not available. He's pretty versatile: Master Staff feat takes the onus off of having to prepare any binding spells, and arcane fire is handy (no SR or resistances to worry about). His library is smaller than Mostin's, but rather eclectic with several BoEM spells: Rimilin has dweomers which the Alienist would certainly like to get his grubby hands on.

Rimilin

Half Human/Half-Fiend Wizard 10 / Acolyte of the Skin 10 / Archmage 5; CE Outsider (Augmented Humanoid, Native); CR 29; HD 10d4+30 plus 10d8+30 plus 5d4+15; hp 160; Init +8; Spd 30ft.; AC 57 (+4 Dex, +40 armor, +3 natural; touch 14, flat-footed 53); Base Atk +15; Grp +18; Atk +23 melee (1d6+9, staff of planar might) or +19 ranged (ranged touch, various supernatural powers); Full Atk +23/+18/+13 melee (1d6+9, staff of planar might); SA arcane fire, arcane reach, fiendish glare, glare of the pit, mastery of elements, poison, smite good, spell-like abilities, spells, summon fiend; SQ Darkvision 120 ft., DR 10/good, fiendish symbiosis, immunity to poison, skin adaptation, resistances (acid, cold, electricity and fire 10), SR 35, wear fiend; SV Fort +15 Ref +12 Will +19; Str 16 Dex 18 Con 16 Int 35 Wis 16 Cha 23

Skills: Bluff +20, Concentration +51, Craft (alchemy) +40, Decipher Script +40, Diplomacy +20, Intimidate +36, Knowledge (arcana) +40, Knowledge (history) +40, Knowledge (the planes) +40, Knowledge (religion) +40, Listen +33, Search +40, Sense Motive +17, Spellcraft +77, Spot +35, Tumble +14

Feats: Craft Wondrous Item, Craft Staff, Epic Spellcasting, Improved Counterspell, Improved Initiative, Master Staff, Practiced Spellcaster, Reactive Counterspell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Conjuration), Spell Focus (Abjuration), Spell Penetration

Fiendish Glare (Su): Once per day as a standard action Rimilin can glare at an opponent within 100 ft. and leave them shaken for 10 minutes. Creature must also make a Will saving throw (DC 26) or be stunned for 1 or more rounds. Mind-affecting fear effect.

Glare of the Pit (Su): Once per day as a standard action Rimilin can project 2 rays from his eyes with a range of 100 ft. which each do 8d6 points of damage; the rays may be directed at two separate targets. Ranged touch attack.

Poison (Sp): Rimilin can use poison twice per day (Fort DC 26). Caster level 8th.

Smite Good (Su): Once per day, Rimilin can make a normal melee attack to deal an extra 20 points of damage to good creatures.

Spell-Like Abilities: 3/day – darkness, poison (DC 20), unholy aura (DC 24); 1/day – blasphemy (DC 23), contagion (DC 20), desecrate, destruction (DC 23), horrid wilting (DC 24), summon monster IX (fiends only), unhallow, unholy blight (DC 20). Caster Level 25th.

Summon Fiend (Sp): Once per day, Rimilin can summon a babau demon for 1 hour. Equivalent of a 6th-level spell. Caster level 25th.

High Arcana:

Arcane Fire (Su): Rimilin can expend a spell slot to fuel a burst of arcane fire (600ft. range; 11d6+ 1d6/spell level; ranged touch)

Arcane Reach (Su): Rimilin can use spells with a range of touch on targets up to 30 ft. away.

Mastery of Counterspelling: When Rimilin counterspells a spell, it is turned back on the caster as if affected by a spell turning effect. If the spell cannot be affected by spell turning, it is instead merely countered.

Mastery of Elements: Rimilin can alter the energy descriptor of a sonic, acid, cold, fire or electricity spell. He chooses the modified energy type when he begins casting.

Permanent Magical Effects: Rimilin has the following permanent spells cast on his person – arcane sight, comprehend languages, detect magic, see invisibility, tongues.

Typical Spells Prepared (4/7/7/7/7/5/6/4/5/4 per day; Caster Level 25th; Save DC 22+ spell level, 23+ spell level for Abjurations and Conjurations): 1st – disguise self, disdain the divine, expeditious retreat, shield, true strike (x2); 2nd – blindness/deafness, detect thoughts, invisibility, scrytalk, swift fly, web (x2); 3rd – brutal seething surge, displacement, fly, fireball, haste, slow, suggestion; 4th – assay spell resistance, dimensional anchor, greater enhance magical flow, orb of fire, polymorph, spell enhancer, wall of fire; 5th – baleful polymorph, dominate person, magic jar, reciprocal gyre, scry reverse, sending; 6th – alert bebilith, analyze dweomer, antimagic field, chain lightning, greater dispel magic, true seeing; 7th – banishment, greater teleport, limited wish, plane shift; 8th – binding, discern location, mind blank, moment of prescience, trap the soul; 9th – imprisonment, mage's disjunction, meteor swarm, wish.

Spellbooks/Spells Known:

1st – charm person, comprehend languages, disguise self, disdain the divine, expeditious retreat, grease, shield, true strike, unseen servant, ventriloquism

2nd – arcane lock, blindness/deafness, death armor, detect thoughts, fog cloud, hideous laughter, invisibility, locate object, scrytalk, see invisibility, swift fly, touch of idiocy, web

3rd – arcane sight, brutal seething surge, curse of the putrid husk, displacement, fey ward, fly, fireball, haste, lightning bolt, magic circle against evil, nondetection, phantom steed, rotting curse of urfestra, sleet storm, slow, suggestion, tongues

4th – assay spell resistance, bestow curse, black tentacles, circle of binding, dimensional anchor, fear, fire shield, greater enhance magical flow, orb of fire, phantasmal killer, polymorph, solid fog, spell enhancer, stonewall, suppress lesser, wall of fire

5th – baleful polymorph, call nightmare, contact other plane, dominate person, fabricate, forbidden speech, imprison possessor, mage's private sanctum, magic jar, overland flight, permanency, reciprocal gyre, scry reverse, sending, spiritwall, summon monster V

6th – acid fog, alert bebilith, analyze dweomer, antimagic field, chain lightning, freezing sphere, geas, greater anticipate teleportation, greater dispel magic, planar binding, shadow walk, teleport tracer, transfix, mage's transformation, true seeing

7th – banishment, delayed blast fireball, finger of death, forcecage, greater arcane sight, greater scrying, greater teleport, limited wish, magnificent mansion, phase door, plane shift, sequester, synostodweomer, vision

8th – binding, chains of antimagic, dimensional lock, discern location, evil weather, flensing, greater planar binding, greater prying eyes, mark of death, mind blank, moment of prescience, screen, trap the soul.

9th – astral projection, doorway to elsewhere, imprisonment, foresight, gate, mage's disjunction, meteor swarm, one step beyond, summon monster IX, wish

Equipment

+5 evil outsider bane quarterstaff of planar might (ivory, shod with untarnished steel, intricate silver inlays); +30 Spellcraft talisman (bronze; a complex geometric device or seal); piercing ligature of focus; blasting stone.

Piercing Ligature of Focus

This headband of intellect +6 is a fine chain of bronze links; tiny spikes penetrate the scalp and hold it in place when it is worn. It grants a +20 circumstance bonus to all Spot, Listen and Concentration checks (156K, CL 8th).

Blasting Stone

This polished, lens-shaped black sapphire is set in a within a rim of mithral barely thicker than wire. It grants the bearer an additional +6d6 points of damage with arcane fire attacks and spells with the chaotic descriptor which do hit point damage (196K, CL 18th).

Epic Spells

Invulnerability Aura (DC 74) [666K. Armor (+14); increase by +36 (+72); +400% duration (+8); 10 mins casting (-20)]

- Grants a +40 armor bonus for 5 days.

Freedom of Supernatural Movement (DC 50) [450K. Ward (+14); nullify dimensional anchor (+6), nullify dimensional lock (+14), nullify forbiddance (+10), nullify quiescence of the spheres (+18); personal (-2)]

- Rimilin is not subject to dimensional lock, dimensional anchor, forbiddance or the epic spell quiescence of the spheres. Developed in response to Mostin's battlefield control spell. 1 min casting; 24 hrs duration.

Demonthrall (DC 84) [756K. Compel (+19), ward (+14); strict compulsion (+10), +10 Save DC (+20), +10 spell penetration (+20), nullify mind blank (+14), 1-action (+20); effective only against tanar'ri subtype (ad hoc -20), burn 1300 XP (-13)]

- Dominates a demon with the tanar'ri subtype for 20 hours. Mind blank is ineffective against demonthrall; the target is entitled to a Will save (DC 42).

Ouster (DC 80) [720K. Banish (+27); +36HD (+18), 1 action (+20), +10 Save DC (+20), +10 spell penetration (+20); 25d6 backlash (-25)]

- Banishes up to 50HD of outsiders (Will DC 43 negates); +10 on CL check to penetrate SR.

Iron Tower (DC 58) [522K. Conjure (+21), Fortify (+14), Fortify (+14), Life (+27); cylinder (+2), 20-ft. radius (+4), +300ft. high (+40), +10 hardness (+60), true seeing supernatural ability (+50), telepathic bond supernatural ability (+46); 100-day casting (-220)]

- Creates an abode – a 330ft. tall tower of supernatural iron with hardness 20 – which possesses sapience (Int 11 Wis 10 and Cha 10). The tower is telepathically bonded to Rimilin and perceives its immediate environment to 120-ft. as with a true seeing spell. Instantaneous effect.

POST 72: Visuit the Butcher

Posted by: Sepulchrave II at ENWorld on 9th November 2007, 10:48 PM

I figured that as I've posted Narh, I'd better post the rider too. It just occurred to me that Narh is like Nahar – Oromë's horse in The Silmarillion. The resemblance is unintentional (although my subconscious probably disagrees) – I was just looking for onomatopoeia.

Visuit is a warrior demigoddess who – at present, at least – is content to follow the direction adopted by the cabals and the Cheshnite leadership, and her own agenda (other than to slay) remains hidden. Visuit is a bhíti – a primordial fear – and, like Ninit, is a goddess in the true sense of the word; as with other Shûthite deities, she has been sleeping for a millennium or so. Accordingly, I placed her divine realm in the Region of Dreams.

I pegged Visuit's CR at around 50; although tricky to gauge, and it could well be higher. In any case, it's wise to avoid a straight melee with her. Her gear is truly outrageous, but she is a deity, after all. Top notch artifacts, them.

I left her SR at (32+ DvR), which might seem a little on the low side compared to some of the other, more recent entries; divine immunities and extreme saving throw bonuses mitigate against that somewhat. I've upped the DCs against her attacks to the more usual 10+ HD/2 + relevant modifier, and added the divine bonus (+1) to that. Greater teleport SLA is gone and replaced with a supernatural shadow walk ability.

Visuit's appearance is suitably terrifying, as one would expect from a chaotic evil war deity.

Visuit
The Butcher

Demigoddess
Symbol: A Torrent of Blood
Home Plane: Dream
Alignment: Chaotic Evil

Portfolio: War, Dissolution, Violence
Worshippers: Warriors
Cleric Alignments: CN, CE, NE
Domains: Destruction, Madness, War
Favored Weapon: Falchion

Fighter 20 / Blackguard 10

Medium Outsider (Chaotic, Evil)

Divine Rank: 1

Hit Dice: 20d8+260 (outsider) plus 20d10+260 (Ftr) plus 10d10+130 (Blk) (1110 hp)

Initiative: +16

Speed: 60 ft.

Armor Class: 58 (+16 armor, +8 Dex, +9 deflection, +1 divine, +14 natural), touch 28, flat-footed 50

Base Attack/Grapple: +35/+66

Attack: +62 melee +6 cold iron speed unholy vampiric falchion (2d4+47/15-20)

Full Attack: +62/+62/+57/+52/+47 +6 cold iron speed unholy vampiric falchion (2d4+47/15-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite good, sneak attack, spell-like abilities, spells, rebuke undead

Special Qualities: Aura of Despair, dark blessing, divine aura (10 ft., save DC 45), divine immunities, DR 20/lawful and epic and 3/-, immortal, remote communication, resistance to fire 6, salient divine abilities, SR 33, understand, speak and read all languages and speak directly to all beings within 1 mile, shadow-walk.

Saves: Fort +51, Ref +46, Will +44

Abilities: Str 54, Dex 26, Con 36, Int 25, Wis 24, Cha 28

Skills: Balance +56, Climb +76, Handle Animal +40, Intimidate +63, Jump +94, Knowledge (arcana) +38, Knowledge (geography) +38, Knowledge (the planes) +38, Listen +61, Ride +66, Sense Motive +61, Spot +61, Survival +38 (+42 on other planes), Tumble +68

Feats: Cleave, Combat Brute, Combat Reflexes, Dark Speech, Devastating Critical (falchion), Dodge, Dire Charge, Epic Weapon Focus (falchion), Epic Weapon Specialization (falchion), Extra Smiting, Great Cleave, Great Smiting, Greater Weapon Focus (falchion), Greater Weapon Specialization (falchion), Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Sunder, Leap Attack, Mounted Combat, Power Attack, Power Critical (falchion), Overwhelming Critical (falchion), Ride-By Attack, Shock Trooper, Superior Initiative, Weapon Focus (falchion), Weapon Specialization (falchion)

Divine Immunities: Ability damage, ability drain, acid, cold, death-effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation.

Salient Divine Abilities: Increased Damage Reduction, Irresistible Blows (falchion)

Domain Powers: Once per day Visuit can make a single Wisdom-based skill check or a Will saving throw with a +25 modifier to the roll; she may also smite her enemies once per day gaining a +4 bonus on the Attack Roll.

Spell-Like Abilities: Visuit uses these abilities at will as an 11th level caster. The save DCs are 20+ spell level. blade barrier, bolts of bedevilment, confusion, contagion, disintegrate, divine power, earthquake, flame strike, harm, implosion, inflict critical wounds, inflict light wounds, insanity, lesser confusion, magic vestment, magic weapon, maddening scream, mass inflict light wounds, spiritual weapon, phantasmal killer, power word blind, power word kill, power word stun, rage, shatter, touch of madness, weird.

Other Divine Powers

As a demigod, Visuit treats a 1 on an attack roll or a saving throw normally and not as an automatic failure. She is immortal.

Senses: Visuit can see, hear, touch and smell at a distance of one mile. As a standard action she can perceive anything within one mile of her worshippers, holy sites, objects or any location where her name was spoken in the last hour. She can extend her senses to up to two locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 1 hour.

Portfolio Sense: Visuit instantly detects any event which involves one thousand or more people and is related to her portfolio.

Automatic Actions: Visuit can use any skill related to her portfolio – even those she has no ranks in – as a free action, provided that the DC is 15 or less. She can perform up to two such free actions in a round.

Create Magic Items: Visuit can create magic items related to her portfolio without the requisite item creation feat provided she meets all other prerequisites for the item, and the item's market price does not exceed 4,500gp.

Divine Aura: As a free action on her turn, Visuit may choose to emanate or suppress an aura of daze, fright or resolve with a radius of 10ft.

Shadow Walk (Su): Visuit can shadow walk (as the spell, caster level 30th) as a supernatural ability.

Special Attacks and Qualities

Aura of Despair (Su): Enemies within 10 feet of Visuit suffer a –2 penalty to all saving throws.

Detect Good (Sp): Visuit can use detect good at will as a spell-like ability. CL 5th.

Devastating Critical: Creatures who sustain a critical hit from Visuit's falchion must make a Fortitude saving throw (DC 58) or die.

Irresistible Blows (SDA): Visuit resolves her melee attacks with her falchion as touch attacks.

Creatures struck must make a Fortitude saving throw (DC 49) or be stunned for 1d10 rounds. When Visuit uses her falchion she ignores hardness and the weapon is considered adamantite for the purposes of overcoming damage reduction.

Rebuke/Command Undead: Twelve times per day, Visuit can channel negative energy to rebuke or command undead as an 8th-level cleric. DvR1 grants her a +1 bonus on the check.

Sneak Attack: Flat-footed or flanked opponents are subject to 4d6 points of extra sneak attack damage from Visuit.

Smite Good (Su): Five times per day, Visuit can make a normal melee attack against a good creature with a +10 bonus to hit which deals an extra 20 points of damage if successful.

Virtual Size Increase: Because of her magical bracelets (see below), Visuit is considered Huge for purposes of combat-related opposed checks which apply a modifier based on size, such as bull rush, grapple and trip. Her grapple modifier reflects this.

Spellcasting: Visuit casts spells as a 10th-level blackguard (5/4/4/3 per day; Save DC 19 + spell level; caster level 5th). She gains a +1 bonus on all caster level checks due to her divine rank; Visuit may cast any spell on the blackguard spell list spontaneously without preparing a spell slot.

Equipment

Visuit has three items. All are major artifacts.

Visuit's Sword is a +6 cold iron speed unholy vampiric falchion of archaic design. The sword is sentient (Int 2, Wis 30, Cha 30; Ego 44) and communicates through semiempathy. As a full round

action, the wielder can use it to slice a hole in the fabric of reality, opening a portal to any other plane of existence. The portal remains open for 3 minutes: treat this power as a gate spell, but no concentration is required and the wielder cannot use it to conjure entities. Visuit's sword also has a special purpose: Censure Servants of the Sun (this ability is effective against worshippers of any deity which has 'Sun' as a portfolio element). Creatures who are targets of the sword's special purpose are subject to damnation (an epic spell effect) unless they make a successful Will saving throw (DC 50), Damnation is a mind-affecting Enchantment (compulsion) effect. Caster level 30th where appropriate.

Visuit's Bracelets are bracers of relentless might which grant to the wearer the ability to perceive and directly influence events on other planes. The wearer's senses extend into all coterminous planes to their normal limit (in Visuit's case, one mile). Natural weapons and weapons wielded by the wearer gain the ghost touch special ability, and any spell or spell-like ability used by the wearer is considered to be under the effect of the Transdimensional Spell metamagic feat. As a standard action, the wearer of the bracelets may make a grasping gesture toward a target on a coterminous plane within 100ft. of her position: a creature so targeted is subject to a make manifest spell (heightened to 16th-level), and is dragged onto the plane of the bracelet's wearer unless he or she makes a Will saving throw (DC 34). Caster level 30th.

Visuit's Armor is a suit of +8 adamantine heavy fortification full plate armor which incurs no armor check penalty and entails no maximum Dexterity bonus; the wearer of Visuit's armor suffers no penalty to speed. Visuit's armor is etched with runes of great power. The wearer may activate or suppress the runes at will as a free action on his or her turn; each round when active, the runes randomly manifest a power within a 60ft. radius of the armor's wearer. Roll 1d6 to see which power the runes activate in a given round:

d6 Result

- 1 Symbol of death (Fort DC 34)
- 2 Symbol of fear (Will DC 34)
- 3 Symbol of insanity (Will DC 34)
- 4 Symbol of pain (Fort DC 34)
- 5 Symbol of stunning (Will DC 34)
- 6 Symbol of weakness (Fort DC 34)

Symbol effects are heightened to 16th-level; caster level 30th, where appropriate.

POST 73: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 12th November 2007, 03:10 AM

Excuse tardiness in answering questions

Quote:

Originally Posted by Cheiro

What are the stats for Ur-human?

Same as a human, but more 'Urrr!' Ancient and primal and all that.

Quote:

Originally Posted by Moleculo

It seems the the nature of the universe in which your campaign exists is a cosmic soup where different extremely powerful beings have asserted their own realities. Since Oronthon's ability to shape reality is presumably not infinite, how would he fair versus these creatures like Ghom?

Oronthon's ability to shape the Oronthonian reality is arguably infinite. Whether the pseudonatural infinity is bigger than the Oronthonian infinity is conjectural - Mostin certainly thinks so.

Re: Tholhaluk

Quote:

Originally Posted by Quartz

I'm just imagining this guy as an Ultimate Magus. Ouch!

Mulissu was rebuilt as an ultimate magus. I'll post her next.

Quote:

Originally Posted by Erevanden

What method or template do you use for your quasi-deity creatures...coz' I'm having a very hard time guessing...

DvR0; max hp/die; DR10/epic; deflection bonus = Cha modifier; resist fire 5; immunities - ability damage/drain, energy drain, [mind-affecting] effects, disease, polymorph); SR 32; immortal.

Quote:

Originally Posted by Greybar

It seems like the statblocks of divinities by the system are often a combination of "incredible!" and "why bother?". In the latter category: The domain SLAs at CL11, for instance. The blackguard abilities at CL5. The once-per-day smite for a whole +4 to hit. In the former: Fort SV 58 or die on critical. Oh, and did we mention crits are 15-20? And if you don't die, maybe you're stunned?

Deities are quirky if you use the official rules; I see them as having a bunch of abilities which are useful in dealing with regular mortals (bestowing favours, impressing devotees, piddly charm person at will etc.), and a much smaller range of useful abilities when dealing with epic characters or other divinities. I've actually come to kind of like the low CL for non-magic focussed deities; Visuit isn't going to use contagion if she gets into a serious fight - she's going to hit things with her sword. But she might use contagion on a hapless mortal as a punishment. Or for fun. Not everything a deity does (especially a DvR1 demigod) needs to be earth-shatteringly powerful.

CR50 seems like a lot, but when compared to the 'CR35' Cheshnite leadership, the real difference isn't so big - especially when epic spells are considered. But CR breaks down entirely by level 30, anyway, and it's all educated guesswork.

Now I really must post Mulissu - she's particularly illustrative of the point.

POST 74: Mulissu Reimagined

Posted by: Sepulchrave II at ENWorld on 12th November 2007, 04:00 AM

Mulissu Reimagined

Rebuilt after her self-directed reincarnation by Teppu at CR32, modified again after Complete Mage came out; sylph-derived sorcerer spellcasting neatly shores gaps in a prohibited school bar by being a dedicated arsenal of Abjuration effects (Mulissu's regret for previously eschewing the Abjuration school for the purposes of specialization is well-known). Her metamagic versatility is very high – the large numbers of sorcerer slots also act as a sink to metamagick prepared lower-level wizard spells through the augmented casting special ability, and the Improved Metamagic epic feat adds even more flexibility. Expanded spell knowledge provides a number of spontaneous attack and utility spells. Mulissu's original spell collection was lost when her pocket paradise was overrun by demons; subsequently, the savant gained access to Jovol's coveted hidden cache of spellbooks.

Against a single electricity-vulnerable target, Mulissu can burn all of her prepared 10th-level spells to deal 96d6 points of damage in 1 round, no save – which ain't too shabby. Most of her other higher level slots see more utilitarian spells, whilst her main armamentarium is based around electrically-substituted empowered orbs of acid which can be freely admixed, maximized or quickened by burning sorcerer slots. When magically outfitted for battle with the epic buffs metallection and sublime mind in effect, and with a mantle of egregious might the Save DCs against Mulissu's spells rise to 44+ spell level (more for electrical evocations, although finger of death, implosion and dominate monster start to look very attractive). Epic attack spells (holocaust of lightning, glance of thunder) are very XP and backlash intensive, and reserved for extreme situations.

Mulissu uses a tweaked Creature Catalogue sylph as the base, as the MMII version is kind of screwy – this lends to an unusual type/subtype combination when her elemental perfection is applied. Retained her original modest 58-point buy (cough). +5 inherent bonuses.

Mulissu is 'legal' in the sense that epic spell development costs are set against her equipment value total (as an ECL35 PC), but XP costs for development would otherwise place Mulissu several ECLs higher. Included in her inventory are items retrieved from lua and one subsequently crafted; her sapphire and ring have been upgraded to epic legacy-item status (sapphire costed at around 1.0M gold). As usual, multiple buff effects are folded into relatively few items. Mulissu's SR is figured as HD+18, as per CC sylph. She's a solid CR35.

Mulissu
Despotrix of Fumaril

Female Sylph Evoker 7 / Air Savant 10 / Ultimate Magus 10; NG Medium Elemental (Augmented Fey, Air); Hit Dice 3d6+18 plus 27d4+162; hp 256; Spd 30 ft.; fly 130 ft. (perfect); Init +11; Armor Class 39 (+8 armor, +11 Dex, +5 deflection, +5 natural; touch 26, flat-footed 28); Base Atk +14; Grp +17; Atk +14 touch or +25 ranged touch; SA Spell-like abilities, spells; SQ Arcane spell power +4, augmented casting, darkvision 60ft., energy focus, energy penetration, elemental perfection, expanded spell

knowledge, immunities (electricity, paralysis, poison, sleep, stunning), low-light vision, not subject to critical hits, SR48; SV Fort +24 Ref +29 Will +35; Str 16 Dex 33 Con 22 Int 42 Wis 26 Cha 35

Skills: Bluff +48, Concentration +39, Craft (alchemy) +49, Craft (engraving) +49, Decipher Script +49, Diplomacy +54, Gather Information +29, Intimidate +50, Knowledge (arcana) +49, Knowledge (local) +49, Knowledge (the planes) +49, Knowledge (nature) +49, Knowledge (nobility) +49, Knowledge (religion) +49, Listen +18, Perform (oratory) +28, Sense Motive +45, Spellcraft +83, Spot +18, Use Magic Device +45 (+53 scrolls)

Feats: Craft Wondrous Item, Empower Spell, Epic Spellcasting, Improved Metamagic (-1), Improved Spell Capacity (10th), Maximize Spell, Energy Admixture (electricity), Energy Substitution (electricity), Great Fortitude (B), Greater Spell Focus (Evocation), Iron Will (B), Multispell, Quicken Spell, Rapid Metamagic, Scribe Scroll, Spell Focus (Evocation), Widen Spell

Elemental Specialty (Ex): When Mulissu casts any prepared arcane spell with an energy descriptor which deals damage, the descriptor changes to [electricity] and the spell deals electricity damage

Augmented Casting: Mulissu can sacrifice a spell or spell slot in one arcane spellcasting class to grant a metamagic enhancement to a spell cast using her other arcane class. The level of the spell or spell-slot sacrificed must equal or exceed the level of the metamagic enhancement; only spells of 5th-level or lower can be augmented by this ability. Mulissu can apply the benefit of any metamagic feat she knows in this way. She may use this ability 8 times per day.

Elemental Type: Mulissu does not need to sleep, eat or breathe. She is treated as an elemental, but may be raised, resurrected or reincarnated.

Permanent Magical Effects (Sp): The following effects are always active upon Mulissu (caster level 20th, where appropriate) – arcane sight, comprehend languages, detect magic, read magic, see invisibility, tongues.

Spell-Like Abilities: At will – invisibility, levitate; Caster Level 30th.

Typical Wizard Spells Prepared

Mulissu casts spells as a 23rd level evoker (Abjuration and Illusion barred, 4/8/8/8/8/7/7/7/6/3 per day, CL 27th. Save DC 26+ spell level; 28+ spell level for [electricity] spells or evocations, 30+ spell level for electrical evocations). She gains a +4 bonus on spell penetration checks when using spells with the electricity descriptor. Mulissu can prepare and cast an extra evocation spell of each level every day. Her spellbooks are very extensive – assume access to any PHB wizard spell, plus those listed below.

1st – ebon eyes, magic missile x2, enlarge person, identify scier, magical performance, obscuring mist, ray of enfeeblement, spontaneous search

2nd – alter self, chain of eyes, detect thoughts x2 (DC28), whispering wind x2, seeking ray x2, wings of air

3rd – alter fortune, blink, clairaudience/clairvoyance, deeper darkvision, halt (DC29), haste (x2), magic circle against evil, slow (DC29)

4th – assay spell resistance x2, fireball (electrically-substituted, empowered) x2 (DC33), lightning bolt (empowered) x3 (DC33), know vulnerabilities (DC30), wall of fire (electrically-substituted) (DC34)

5th – orb of acid (electrically-substituted, empowered) x5, sending, teleport, wall of force

6th – analyze dweomer, contingency, true seeing, disintegrate (DC32), mage's lucubration, flesh to stone (DC32), probe thoughts (DC32), interplanar telepathic bond

7th – control weather, finger of death (DC 33), forcecage (DC 35), greater fireburst (electrically-substituted, maximized) (DC35), greater scrying (DC 33), reverse gravity, synostodweomer, limited wish

8th – delayed blast fireball (electrically-substituted, empowered) (DC37), disintegrate (maximized) (DC32), mantle of egregious might, mass charm monster (DC34), moment of prescience, passage of lightning, teleport (quicken), utter thrall (DC34)

9th – chain lightning (electrically-admixed) (DC36), dominate monster (DC35), foresight, gate, implosion (DC 37), shapechange, time stop

10th – orb of acid (electrically-admixed, electrically-substituted, quickened) x2, meteor swarm (electrically substituted, empowered) (DC39)

Sorcerer Spells Known

Mulissu also casts spells as a 17th-level sorcerer (6/9/9/9/9/8/8/8/6 per day; CL 21st; Save DC 22+ spell level, 24+ spell level for evocations, 26+ spell level for electrical evocations). Mulissu knows 1 extra sorcerer spell of level 1 through 5 by virtue of her expanded spell knowledge ability.

1st – disguise self, magic aura, protection from evil, serene visage, shield, true strike; 2nd – aiming at the target, bear's endurance, blur, deflect, greater alarm, resist energy; 3rd – anticipate teleportation, energy vulnerability (DC25), great thunderclap (DC27), lightning bolt (DC29), magic circle against evil; 4th – celerity, charm monster (DC26), condemnation, dimensional anchor, stifle spell; 5th – baleful polymorph (DC27), indomitability, mage's private sanctum, reciprocal gyre, zone of respite; 6th – antimagic field, greater dispel magic, seal portal; 7th – antimagic ray, banishment (DC29), energy absorption; 8th – dimensional lock, mind blank

Possessions

Resilient pebble, crystal ball with telepathy, bracers of armor +8, circlet of the tyrant, obsidian steed, gloves of storing, ring of aery power, sapphire of mutable coruscations.

Ring of Aery Power: this diamond and platinum +30 Spellcraft ring bestows freedom of movement and the Evasion special ability upon the wearer, grants a +6 enhancement bonus to the wearer's Dexterity and increases any flight speed by 30ft. (this is an enhancement bonus). (290K, CL 20th).

Resilient Pebble: This unassuming, mottled grey rock is set in iron and occupies the amulet slot. It provides a +5 resistance bonus to all saving throws, a +5 natural armor bonus and a +5 deflection bonus to armor class (160K, CL 20th)

Sapphire of Mutable Coruscations: This perfectly spherical gemstone is the size of a walnut, and can be seen to swirl with all shades of blue, yellow and white. Mulissu has unlocked many of its secrets - she typically wears the sapphire around her neck on an adamantine chain, although the stone itself occupies no item slot.

The sapphire grants its owner a +8 enhancement bonus to Intelligence, and allows him or her to summon an air elemental monolith of maximum hit points once per day. The elemental serves unfailingly for a period of one hour. The owner of the sapphire of mutable coruscations can also channel stored spell energy and use the sapphire to spontaneously cast any of the following spells: prismatic aura, prismatic bow, prismatic deluge, prismatic eye, prismatic mist, prismatic ray, prismatic sphere, prismatic spray, prismatic wall; either a prepared spell or an unused slot may be channelled into the sapphire of mutable coruscations in this fashion. (CL20th, 1M)

Circlet of the Tyrant: Fashioned by Mulissu after her ascension to power in Fumaril, this narrow gold band bestows a +6 enhancement bonus to the wearer's Wisdom and Charisma and grants a +20 competence bonus to all Bluff, Diplomacy, Intimidate and Sense Motive skill checks (200K, CL20th)

Unique Nonepic Spells

Passage of Lightning
Conjuration (Teleportation) [Electricity]

Level: 8

Components: V

Casting Time: 1 standard action

Range: Personal and touch

Target: You and touched objects or other touched willing creatures

Duration: Instantaneous

Saving Throw: None and Will negates (object)

Spell Resistance: No and Yes (object)

You and up to one other creature per three caster levels are borne by a discharge of magical lightning to a location with which you have at least passing familiarity: you must have scried the target area or visited it at least once. The destination point may be on any plane. The passage of lightning seeks out interstices between planes, and is not subject to effects which specifically target astral movement; it is, however, subject to spells which otherwise block interplanar travel such as dimension lock and forbiddance. An atmosphere of some kind must be present at both the departure and destination points to successfully cast a passage of lightning.

You, and creatures whom you bring with you may carry gear which does not exceed maximum load. Large creatures count as two additional creatures, Huge creatures as four additional creatures etc. for purposes of this spell.

Instantaneous Elemental Tempest
Conjuration (Summoning) [Air]

Level: Sor/Wiz 9

Components: V,S

Casting Time: 1 standard action

Range: One mile; see text

Effect: A one mile radius sphere centered on you, a 20 ft./level radius sphere centred on you, and a 20 ft. radius sphere centred on you; see text
Duration: Concentration (maximum 4 rounds)
Saving Throw: See text
Spell Resistance: Yes; see text

This spell creates a potent zone of magical cyclonic activity with a radius of one mile centred on the caster. Three distinct regions exist within the elemental tempest, and the power of the spell increases towards the centre.

- The tertiary zone, which extends out to the full one mile limit, is characterized by hurricane-force winds which render normal missile attacks useless and cause siege weapons to incur a penalty of –8 on attack rolls. Medium-sized or smaller creatures are blown away, large creatures are knocked down and huge creatures are checked unless they succeed at a Fortitude saving throw.
- The secondary zone extends up to 20ft. per caster level, and is characterized by all of the above effects; in addition, the secondary zone is shot through by lightning. Every round that a creature stays within the secondary zone, he or she is 50% likely to be struck by lightning and suffer 1d6 dice of damage (d6s). A successful Reflex save halves the amount of damage sustained
- The primary zone, with a radius of 20ft., is an area of intense electromagnetic activity, and is characterized by plasma vortices, unusual lightning phenomena, and bizarre atmospheric conditions. Conditions in the tertiary and secondary zones do not prevail within the primary zone, but creatures within this area automatically sustain 1d8 points of electrical damage +1 point per caster level (max +25) every round, with no saving throw allowed.

Epic Spells

Dispelling Blast
Abjuration

Spellcraft DC: 75
Components: V, S
Casting Time: 1 standard action
Range: 300 ft.
Area: 100-ft. radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

To Develop: 675,000 gp; 14 days; 27,000 XP. Seed: Dispel (DC19). Factors: +30 on dispel check (+30 DC), change from target to 20-ft. radius area. (+10 DC), increase area by 400% (+16 DC) 1 action casting (+20 DC). Mitigating Factors 20d6 backlash (-20 DC).

All ongoing spell effects within a 100-ft. radius burst are dispelled as if struck by a targeted dispel magic, and the properties of magic items are suppressed for 1d4 rounds. Mulissu must succeed at a dispel check (1d20+40) for each object or ongoing spell effect. She suffers a –15 penalty on her Spellcraft check when casting this spell.

Glance of Thunder
Evocation [Sonic]

Spellcraft DC: 90

Components: None

Casting Time: 1 swift action

Range: 1200 ft.

Effect: Ray

Saving Throw: None

Spell Resistance: Yes

To Develop: 810,000 gp; 17 days; 32,400 XP. Seed: Energy (Sonic) (DC19). Factors: quickened (+28DC), no verbal or somatic component (+4DC), increase damage to 30d6 (+40 DC), ray (+4), increase damage die to d20 (+40 DC). Mitigating Factors: specialist school (-5 DC), 40d6 backlash (-40 DC)

As a swift action, Mulissu glares at target creature within range. It suffers 30d20 points of sonic damage (average 315); Mulissu must succeed at a ranged touch attack to strike the target.

Ha'uh

Conjuration (Summoning) [Air][Cabal]

Spellcraft DC: 71

Components: V, S, Ritual

Casting Time: 1 minute

Range: 75 ft.

Effect: One summoned advanced air primal (Ha'uh)

Duration: 1 hour (D)

Saving Throw: None

Spell Resistance: No

To Develop: 639,000 gp; Seed: Summon (DC14), Fortify (DC17). Factors: increase target CR by 48 (+96 DC), increase duration by 2900% (+58 DC), grant +19 additional SR (+38 DC), +20 on opposed check to dispel (+40 DC). Mitigating Factors: elemental specialty (-5 DC), ritual spell (-187 DC; 1 x 9th, 1 x 8th, 2 x 7th, 5 x 5th, 12 x 4th level spells)

This spell summons Ha'uh – an advanced (128 HD) air primal for a period of 1 hour. When Ha'uh manifests, its spell resistance automatically increases to 62; attempts to dispel Ha'uh treat Mulissu as a 47th-level caster. The spell requires the participation of 21 other spellcasters of various power and ability

Ha'uh appears where Mulissu designates and acts immediately on her turn. It attacks any enemies or performs other actions to the best of its ability. The summoning ends if Ha'uh is asked to perform actions inimical to its nature.

Ha'uh

Advanced Primal Air Elemental; Colossal Elemental (Air, Extraplanar); CR 50; HD 128d8+1152; hp 1728; Init +24, Spd Fly 100 ft. perfect; Armor Class 64 (-8 size, +16 Dex, +48 natural); Base Atk +96 melee; Grp +140; Atk +124 melee (8d6+28/19-20); Full Atk 2 slams +124 melee (8d6+28/19-20); SA Air mastery, whirlwind; SQ DR 10/-, Immunities (paralysis, poison, sleep, stunning), not subject to critical hits, spell resistance 42; SV Fort +53 Ref +74 Will +49; Str 68 Dex 43 Con 28 Int 10 Wis 13 Cha 13

Skills: Listen +134, Spot +134

Feats: Alertness, Awesome Blow, Blinding Speed (x2), Cleave, Combat Reflexes, Devastating Critical (slam), Dodge, Epic Will, Flyby Attack, Great Cleave, Great Fortitude, Great Strength (x20), Improved

Critical (slam), Improved Initiative, Improved Natural Attack, Iron Will, Mobility, Lightning Reflexes, Overwhelming Critical (slam), Power Attack, Spring Attack, Superior Initiative, Weapon Focus (slam)

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against Ha'uh.

Devastating Critical: Creatures who suffer a critical hit from Ha'uh's slam attack must make a Fortitude saving throw (DC 102) or die.

Whirlwind (Su): Ha'uh can assume the form of a whirlwind once every 10 minutes for up to 64 rounds. A Reflex save permits creatures to resist or escape Ha'uh's whirlwind effects (DC 102).

Holocaust of Lightning
Evocation [Electricity]

Spellcraft DC: 85
Components: V,S
Casting Time: 1 standard action
Range: 1200 ft
Area: 100 ft. radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes
To Develop: 621,000 gp; 13 days; 24,840 XP. Seed: Energy (Electricity) (DC19). Factors: 1 action casting time (+20 DC), increase area by 400% (+16 DC), increase damage to 40d6 (+60 DC), increase damage die to d20 (+40 DC), specialist school (-5 DC), elemental speciality (-5 DC). Mitigating factors: 40d6 Backlash (-40 DC), burn 2000 XP (-20 DC).

Creatures within a 100-ft radius burst suffer 40d20 points of electricity damage (average 420); a Reflex save (DC 40) halves the damage.

Metallection
Transmutation

Spellcraft DC: 73
Components: V, S
Casting Time: 1 minute
Target: You
Duration: 20 hours
To Develop: 657,000 gp; 14 days; 26,280 XP. Seed: Fortify (DC17). Factors: grant additional +29 bonus to ability score (+58 DC). Mitigating factors: personal (-2).

Mulissu gains a +30 enhancement bonus to Intelligence for 20 hours.

Momentary Suspension
Transmutation

Spellcraft DC: 67
Components: None
Casting Time: 1 swift action

Target: You

Duration: 5 rounds of apparent time; see text

To Develop: 603,000 gp; 13 days; 24,120 XP; Seed: Transport (DC 27). Factors: temporal (+8 DC), quickened (+28 DC), no verbal or somatic components (+4 DC)

As a swift-action spell with no components, Mulissu moves herself into another time stream (as time stop). She gains 5 rounds of apparent time.

Mulissu's Paling

Evocation [Force][Cabal]

Spellcraft DC: 75

Casting Time: 10 minutes

Range: 2 miles

Area: 2-mile radius, centered on you

Duration: 100 hours

Saving Throw: None

Spell Resistance: No

To Develop: 675,000gp; 27,000 XP; Seeds: Energy (weather) (DC 25), Energy (DC 19), Lock (DC 29), Ward (DC 14). Factors: change energy to [force] effect (ad hoc +10 DC), nullify disintegrate (+10), nullify mage's disjunction (+16), nullify Mulissu's paling (special; +18 DC), add 6 additional targets (+60 DC), change one target to area (+10 DC), +50 on opposed caster level check to dispel (+100 DC), increase duration by 800% (+16 DC). Mitigating Factors: 10 min casting (-20 DC), specialty school (-5), burn 2400 XP (-24), ritual spell (-187 DC; 1 x 9th, 1 x 8th, 2 x 7th, 5 x 5th, 12 x 4th level spells)

Mulissu erects a spherical magical barrier with a radius of two miles. The perimeter is experienced as a wind of impenetrable density: this is actually a [force] effect equivalent to a wall of force. The area within the sphere is subject to a dimensional lock (as quiescence of the spheres). Upon casting, Mulissu and up to five other targets designated by her are not subject to the spell and freely pass into and through the warded area, either physically or through teleportation or similar effect. Mulissu also designates a single 20-ft. radius 'hole' within the paling which is not subject to the dimensional bar. This area can be closed with a nonepic dimensional lock or opened, as the needs of Mulissu dictate. When open, entities can be conjured into the 'hole' and gates opened there.

Mulissu's paling, in whole or in part, is not subject to disintegrate or mage's disjunction. Epic spells incorporating the dispel or destroy seeds treat Mulissu as a 77th-level caster for purposes of opposed checks. Mulissu's paling must be renewed every 100 hours. Mulissu suffers a -15 penalty on her Spellcraft check to cast this spell, as it contains seeds from the Abjuration school.

Sublime Mind

Transmutation

Spellcraft DC: 75

Components: V, S

Casting Time: 1 minute

Target: You

Duration: 20 hours

To Develop: 675,000 gp; 14 days; 27,000 XP. Seed: Fortify (DC23). Factors: grant additional +9 insight bonus to ability score (+54 DC). Mitigating factors: personal (-2).

Mulissu gains a +10 insight bonus to Intelligence for 20 hours.

POST 75: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 17th November 2007, 08:30 PM

Quote:

Vampiric weapon: is this the version from Magic of Faerun? (+2 enhancement, target loses 1d4 additional hit points (if they fail a DC 16 Fort save) which are added to your total, and they are not temporary until you exceed your maximum).

Actually, I'd assumed 1d4 Con -> 5 temporary hit points, no Save, as vampire.

Quote:

Originally Posted by Cheiro

Censure Servant of the Sun: The sword has to hit the target to be censured, right?

Yep.

Quote:

Does this happen automatically

Yep.

Quote:

Can it be used multiple times per round?

Yep.

Quote:

Originally Posted by Cheiro

Does it trigger a cleave?

That's a good question. I don't see why not.

Quote:

I have this vision of Visuit cleaving ranks of paladins into Hell.

Yes.

POST 76: Nehael

Posted by: Sepulchrave II at ENWorld on 19th November 2007, 09:50 PM

Nehael's manifestation well after her transition to the Uediiian reality, as the Viridity accelerates. Nehael embodies a spontaneous passivity which continually adapts to circumstances: a succubus stripped of all malice, and her remaining focus (sexuality) elevated and hallowed; unlike Soneillon, Nehael is not absorptive, but fertile and expansive. She's a newborn archetype, sealing 'Tree and Eros' together in a semiotic union which becomes as authentic as, say, 'Sun and Good' or 'Death and Darkness.'

Nehael's evolution was informed by Nwm's choices, both story and mechanical: through him, the Viridity became associated with the VOP feat, and spontaneous epic casting. My original intention was to rework a number of [Exalted] feats and give them [Green] tags instead, but I never got around to it. Nehael still enjoys many VOP benefits to 40th-level. Many of her epic [divine] feats are 3.0 relics which were never updated, but they fit rather well.

She's built with the divine array + succubus racial adjustments – in fact, the ability score adjustments are all that remain of her former self; her hybrid essence is captured primarily in her portfolio and domains.

Nehael is a channeler, and her Planar Turning ability is very potent: she deals with both celestials and fiends with absolute moral authority. In theory, Nehael can rebuke any celestial with less status than Enitharmon, can turn any fiend with less power than the Adversary: exceptions exist (powerful chthonics, deified creatures etc.), but these have generally become derailed from conventional Oronthonian reality in any case. Balors are simply snuffed out.

When she invokes Divine Spell Power and casts a cleric spell, Nehael's caster level rises to 54th: a holy word spoken by her on the prime plane would instantly slay a demon of even Orcus or Graz'zt's stature and send a pile of smoking debris back to the Abyss; a goddess such as Visuit would be blinded and deafened. Nehael can freely metamagick spell effects to 19th level. She casts spontaneous epic spells.

As well as an obvious appeal to Uediiians, Nehael has sparked a fusion of Irrenite and Sophist philosophy which affords her Aeonic status.

CR in the high 50s somewhere, or maybe 60, I guess.

Nehael
The Green Aeon. Image of Uedii.

Lesser Goddess
Symbol: Tree
Home Plane: The Primordial Tree
Alignment: Neutral Good
Portfolio: Love, Trees

Worshippers: Any
Domains: Charm, Lust, Plant
Favored Weapon: None

Cleric 40
Medium Outsider (Good, Green, Native)
Divine Rank: 6
Hit Dice: 20d8+240 (outsider) plus 40d8+480 (Clr) (1200 hp)
Initiative: +20
Speed: 60 ft.
Armor Class: 95 (+12 Dex, +28 deflection, +6 divine, +13 exalted, +2 insight, +24 natural), touch 58, flat-footed 81
Base Attack/Grapple: +40/+58
Attack: –
Full Attack: –
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, spells, turn undead
Special Qualities: Divine aura (60 ft., save DC 74), divine immunities, DR 25/ epic and evil, exalted strike +8, immortal, remote communication, resistance +7, resistance to fire and sonic 30, salient divine abilities, SR 58, understand, speak and read all languages, speak directly to all beings within 6 miles, interplanar transport via plants.
Saves: Fort +57, Ref +59, Will +64
Abilities: Str 34, Dex 35, Con 35, Int 40, Wis 48, Cha 67
Skills: Balance +50, Bluff +97, Climb +61, Diplomacy +115, Disguise +77 (+83 acting), Escape Artist +81, Gather Information +77, Handle Animal +97, Intimidate +83, Jump +86, Knowledge (arcana) +84, Knowledge (geography) +64, Knowledge (nobility) +69, Knowledge (the planes) +84, Knowledge (religion) +84, Listen +88, Ride +77, Sense Motive +88, Spellcraft +90, Spot +88, Survival +88 (+94 on other planes), Swim +41, Tumble +62
Feats: Divine Spell Power, Empower Spell, Eschew Material Components, Empower Turning, Extra Turning, Greater Spell Focus (Abjuration), Heighten Spell, Heighten Turning, Improved Turning, Improved Initiative, Quicken Spell, Quicken Turning, Spell Focus (Abjuration), Words of Creation
Epic Feats: Autoimmolator, Enhance Turning, Epic Spell Focus (Abjuration), Epic Spellcasting, Ignore Material Components, Ignore Turn Resistance, Improved Heighten Spell, Intensify Turning, Multiturning, Planar Turning, Positive Energy Aura, Spontaneous Epic Caster, Superior Initiative

Divine Immunities: Ability damage, ability drain, acid, banishment, cold, death-effects, disease, disintegration, electricity, energy drain, imprisonment, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, turning and rebuking.

Salient Divine Abilities: Alter Reality, Aura of Awakening, Divine Spellcasting, Divine Spell Resistance, Divine Vow, Image of Uedii, Memory of Pain, Viridescent Mind

Domain Powers: Six times per day as a free action, Nehael can grant herself a +40 enhancement bonus to her Charisma which lasts for 1 round; six times per day, she can also grant herself +4 unnamed bonus to Charisma which lasts for 1 minute. Nehael may rebuke or command plant creatures as though they were undead, should the need ever arise.

Spell-Like Abilities: Nehael uses these abilities at will as a 16th-level caster. The save DCs are 44+ spell level: Animate plants, barkskin, calm emotions, charm monster, charm person, clairaudience/clairvoyance, command plants, control plants, demand, dominate monster, entangle, geas/quest, good hope, plant growth, insanity, invisibility, lesser planar ally, refuge, repel wood, scrying, suggestion, symbol of persuasion, sympathy, shambler, trap the soul, wall of thorns
Interplanar Transport via Plants (Su): Nehael may use this ability at will. Caster Level 60th.

Other Divine Powers

As a lesser goddess, Nehael treats a 1 on an attack roll or a saving throw normally and not as an automatic failure. She is immortal.

Senses: Nehael can see, hear, touch and smell at a distance of 6 miles. As a standard action she can perceive anything within 6 miles of her worshippers, holy sites, objects or any location where her name was spoken in the last hour. She can extend her senses to up to five locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 6 hours.

Portfolio Sense: Nehael instantly detects any event which involves five hundred or more people and is related to her portfolio.

Automatic Actions: Nehael can use any skill related to her portfolio – even those she has no ranks in – as a free action, provided that the DC is 20 or less. She can perform up to five such free actions in a round.

Create Magic Items: Nehael can create magic items related to her portfolio without the requisite item creation feat provided she meets all other prerequisites for the item, and the item's market price does not exceed 30,000gp.

Divine Aura: As a free action on her turn, Nehael may choose to emanate or suppress an aura of daze, fright or resolve with a radius of 600ft.

Spellcasting

Cleric Spells

Nehael casts divine spells as a Cleric (CL 46th; 6/10/10/10/9/9/8/8/7/7/4/4/3/3/3/2/2/2/2 spells per day, Save DC 30+ spell level or 33+ spell level for abjurations). Nehael can cast any spell on the cleric list or from her domains spontaneously without needing to prepare a slot, and may freely apply any metamagic effects that she knows up to 19th-level.

Epic Spellcasting

Nehael can spontaneously devise and cast epic divine spells, provided that their final Spellcraft DC is 0 (or less); she may use XP (drawn against her reservoir) or Backlash as mitigating factors, but Nehael ignores the first 40 dice of backlash damage caused by casting an epic spell. She can cast six epic spells per day in this fashion.

Special Attacks and Qualities

Turning/Rebuke (Su): Nehael may turn or destroy undead. She may also turn or destroy evil outsiders and rebuke or command good outsiders as if they were undead. Due to her divinity and high Charisma, Nehael generally benefits from the maximum bonus to her Turning checks: she can turn or rebuke creatures with 49HD or less whose combined Hit Dice do not exceed 88, and can automatically destroy or command creatures of 20 or fewer Hit Dice. Turn resistance is ineffective against Nehael's power. She may use this ability 35 times per day. Multiturning allows her to turn or rebuke twice per round.

Divine Spell Power (Su): Nehael can spend a turn attempt to gain a +8 bonus to the caster level of the next divine spell she casts.

Green Subtype (Ex): Nehael is always considered a native of the Prime Material plane, Faerie, Primordial Tree and the Planes of Spirit for the purposes of effects which target outsiders.

Positive Energy Aura (Su): Undead within 15ft. with 30HD or less are automatically turned by Nehael; those with 20HD or less are automatically destroyed.

Divine Spellcasting (SDA): Nehael gains the Spell Focus feat for every spell which she casts; she never incurs attacks of opportunity for casting when threatened. She has access to spell slots through 19th-level.

Alter Reality (SDA): Nehael can replicate any spell effect of 9th-level or lower (caster level 46th, where appropriate). Use of this ability costs 5000 xp, and is drawn against Nehael's weekly 30,000xp cushion.

Viridescent Mind (Unique SDA) (Ex): Nehael enjoys an effect similar to a continual commune with nature. The range of the Viridescent Mind is 60 miles (10 miles per divine rank), except Nehael's perception also extends into Faerie, and coterminous Spirit planes. She may share her perception with any number of other willing creatures within range.

Image of Uedii (Unique SDA) (Ex): Animals, plant creatures, feys, magical beasts, vermin, elementals and spirits with a connection to the natural world cannot harm or be compelled to harm Nehael in any way, and the initial attitude of such creatures towards her is always one of fanatic loyalty (ELH, p.40).

Aura of Awakening (Unique SDA) (Su): As a free action, Nehael may emanate an aura which automatically awakens all plants and animals within 600 feet, and communicates her needs to them. Awakened creatures return to their normal state when Nehael suppresses the aura, she moves beyond range, or they leave its area.

Memory of Pain and Injustice (Unique SDA) (Su): Nehael's skin provides immunity to all spells, spell-like abilities and supernatural attacks from outsiders with the either the good or evil subtype. If Nehael is targeted by or falls within the area of such an attack, it is automatically reflected back upon the attacker as if affected by spell turning, accompanied by an effect equivalent to a symbol of pain (Fort DC 74 negates). Nehael can voluntarily suspend this ability as a free action to allow spells to affect her. The Save DC is Charisma-based.

Divine Vow (Unique SDA): Nehael shuns all manufactured artifacts, and rejects violent action; she gains the benefit of the Vow of Poverty and Vow of Peace feats as a 40th-level character without needing to meet the normal prerequisites. Nehael does not gain the bonus [exalted] feats usually associated with asceticism. Nehael's Vow of Peace extends only to animals, plants, feys, vermin, magical beasts, spirit creatures and elementals; it specifically excludes undead, constructs and outsiders with the evil subtype. Although disinclined to cause harm to most other creature types, Nehael is not bound by her vow to avoid it.

Divine Vow Benefits

Aura of Calm (Su): Creatures within 20 ft. of Nehael are subject to a calm emotions effect (Will DC 74 negates). This is a mind-affecting compulsion effect.

Bonuses (Su or Ex): Nehael receives a +8 enhancement bonus to all ability scores, a +13 exalted bonus to AC, a +7 resistance bonus to all saving throws, and her natural armor bonus increases by +5.

Exalted Strike (Su): Natural weapons, and any weapons which Nehael wields automatically possess a +8 enhancement bonus; they are considered epic, good, adamantite, silver, cold iron weapons with the ghost touch special ability for the purposes of overcoming damage reduction.

Shattering Skin (Ex): Manufactured weapons which strike Nehael must make a Fortitude saving throw (DC 58) or be destroyed, leaving her unharmed. The Save DC is Constitution-based.

Supernatural Powers and Faculties (Su): These abilities are always in effect upon Nehael: freedom of movement, true seeing, mind blank, foresight. Caster Level 60th, where appropriate.

POST 77: The Celestial Host

Posted by: Sepulchrave II at ENWorld on 10th December 2007, 04:48 PM

I have lots of scattered notes and ideas regarding the celestial host, and I'm starting to collate them into some kind of coherent form. I'll start in the middle, as usual.

Flames

The esoteric celestial order of Flames represents the divine agency of Oronthon as transmitted to mortals and celestials alike. They 'ignite' mortals and celestials with divine faculties, but do not otherwise intervene in earthly affairs; their incorporeality and invisibility means that they are only ever indirectly perceived.

Flames are the phenomenal sparks of the Empyrean medium, and are fundamentally divine in nature. They represent a more abstract, 'higher' order of vibrational energy than Orthodox celestials: in many ways, they are best understood as aspects of Oronthon himself; Flames are formless, and always act in perfect accordance with Oronthon's will. Their numbers cannot be counted. A Flame is primarily benign, and does not gravitate toward structure or concepts of order.

Most divinities have 20 outsider Hit Dice: a kernel of native godhood. Proxies, magnified representatives of deities, and ascended mortals do not benefit from these outsider levels. If still larger sparks of divine energy exist, then perhaps Flames also represent these.

An (advanced, exalted, divine array, incorporeal, perfect) throne archon serves very loosely as the basis upon which the Flame is built.

Flame

NG Huge Outsider (Extraplanar, Fire, Good, Incorporeal)
DvR 1+

Hit Dice: 40d8+1000 (1320hp)

Initiative: +32

Speed: Fly 600 ft. (perfect); rapid translocation

Armor Class: 121 (-2 size, +33 deflection, +24 Dex, +1 Divine, +35 insight, +20 sacred); touch 121, flat-footed 97

Base Attack/Grapple: +40/-

Attack: +101 melee (4d6+59/19-20, +10 brilliant energy fiery blast ghost touch greatsword)

Full Attack: +101/+96/+91/+86 melee (4d6+69/19-20, +10 brilliant energy fiery blast ghost touch greatsword)

Space/Reach: 15 ft./15 ft.

Special Attacks: Alter Reality, Shadow of Oronthon

Special Qualities: Attunement, blindsight, darkvision, DR 30/epic and evil, fast healing 20, flaming brand, immunities (ability damage, ability drain, acid, blasphemy, cold, death effects, disintegration, electricity, energy drain, fear, fire, mind-affecting effects, paralysis, petrification, poison, polymorph, sleep, sonic effects, stunning, word of chaos), inscrutability, low-light vision, sacred perfection, salient divine abilities, SR 85

Saves: Fort +74, Ref +73, Will +84

Abilities: Str -, Dex 58, Con 61, Int 64, Wis 81, Cha 77

Skills: Appraise +91 (+95 related craft skills), Balance +91, Concentration +89, Craft (any 9) +91, Decipher Script +91, Diplomacy +107, Gather Information +97, Handle Animal +97, Heal +99, Intimidate +107, Knowledge (arcana) +91, Knowledge (architecture and engineering) +91, Knowledge (geography) +91, Knowledge (history) +91, Knowledge (nature) +95, Knowledge (nobility) +91, Knowledge (religion) +91, Knowledge (the planes) +91, Listen +101, Perform (oratory) +97, Perform (sing) +97, Search +91, Sense Motive +122, Spellcraft +95, Spot +101, Survival +99 (+108 on other planes), Tumble +87

Feats: Alertness, Combat Reflexes, Epic Fortitude, Epic Reflexes, Epic Skill Focus (Sense Motive), Epic Will, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Negotiator, Persuasive, Skill Focus (Sense Motive), Superior Initiative

Challenge Rating: 60

Treasure: None

Alignment: Always Neutral Good

Advancement: 41-150HD; a Flame gains 1 additional divine rank for every 10 Hit Dice it advances.

Alter Reality (SDA): A Flame may replicate any spell of 9th-level or lower, or any spell with metamagic enhancements with an adjusted level of 9th-level or lower. This ability is similar to the wish spell. The Flame merely thinks of something and then makes it so. Doing this requires at least a standard action. The duplicated spell has no components, and the DC of its saving throw (if one is allowed) is 54. Caster Level 41st, where appropriate.

Amorphous (Ex): A Flame has no discernable anatomy and is not subject to critical hits or flanking.

Attunement (Sp): A Flame may commune at will as a swift action. Caster Level 41st.

Divine Aura (Ex): A Flame can emanate a divine aura with a radius of 10 feet which bestows daze, fright or resolve upon mortals (Will DC 64 negates). This is a mind-affecting effect. The Save DC is Charisma-based

Divine Senses (Ex): A Flame can see, hear, touch and smell at a distance of 1 mile; its low-light vision, darkvision, blindsight and true seeing ability also extend to this range. As a standard action it can perceive anything within 1 mile of any worshipper of Oronthon, or any holy sites, objects or any locations where Oronthon's name was spoken in the last hour. It can extend its senses to up to two locations at once. It can block the sensing power of entities of its divine rank or lower at up to two remote locations at once for 1 hour. It can speak directly to creatures within one mile.

Flaming Brand (Su): For the purpose of attacks, a Flame typically manifests a +10 brilliant energy fiery blast ghost touch greatsword. Manifesting the weapon is a free action. The flaming brand is a purely metaphysical extension of the Flame itself: the Flame uses its Charisma modifier in place of its Strength modifier for the purpose of determining its attacks and damage. The brand cannot be

dispelled or separated from the Flame; if somehow suppressed or destroyed, the Flame can manifest the weapon again as a free action on its turn.

Invest Mortal (SDA): As a standard action, a Flame may temporarily surrender its divine rank to bestow any of the following conditions upon a willing mortal it can sense: one divine rank, sainthood, quasi-deific status, or the half-celestial template. A Flame may only invest one mortal at any given time, but a Flame with more than 1 divine rank may bestow multiple conditions and divine ranks, provided it possesses enough divine ranks itself. A Flame which has surrendered itself in this way essentially sublimates itself in the host and cannot use its abilities: if the mortal is slain, the Flame is automatically liberated. The Flame may end the investiture at any time as a free action.

Incorporeal Subtype (Ex): A Flame gains the usual benefits associated with the incorporeal subtype. It has a 50% chance of ignoring damage from any corporeal source (except for ghost touch weapons, positive or negative energy or force effects). It moves silently and cannot be heard with Listen checks.

Inscrutability (Ex): Flames are truly invisible in their natural form, and their presence cannot be detected or inferred with spells or effects which reveal invisible creatures, such as see invisibility, invisibility purge or true seeing. Moreover, no other divination spell reveals any information regarding the Flame except detect good, which reads an overwhelming aura consistent with a powerful good outsider.

Limitless Reservoir (Ex): For the purposes of its Alter Reality SDA, a Flame has an unlimited XP cushion.

Rapid Translocation (Su): A Flame may move between any two points (even across planes) as a move action, regardless of their separation or the Flame's familiarity with its destination.

Sacred Perfection (Ex): A Flame gains a +20 sacred bonus to its armor class, attack rolls, saving throws and skill checks.

Selfless Divinity (Ex): A Flame has 1 or more divine ranks and gains most typical attendant benefits except for the following: a Flame has no portfolio or domains, has no portfolio sense or automatic action ability, cannot create magic items without the requisite item feat. and cannot use domain powers or domain spells as spell-like abilities. A Flame has no godly realm, no worshippers, and does not bestow spells.

Shadow of Oronthon (Su): A Flame may make its presence known by emanating one or more of the following effects. Each emanation has a radius of between 5ft. and 100ft. centered on the celestial: the flame chooses the size of the effect. The Flame may activate or suppress as few or as many emanations as it chooses as a free action:

Brilliance: A Flame can radiate light equal to full daylight; this effect automatically counters and dispels all darkness and illusion effects of 9th-level or lower. Evil creatures within the area of the brilliance suffer a –4 morale penalty to all attack rolls, skill checks and saving throws; good creatures within the aura are immune to fear effects and gain Fast Healing 20. Undead and other creatures who are normally vulnerable to sunlight suffer its full effects whilst in the celestial's light.

Divine Fire: A Flame may shroud itself in an inferno which deals 30d6 points of fire damage and 30d6 points of divine damage per round (Ref half, DC 64); the divine energy is not subject to resistances or immunities. The Save DC is Charisma-based.

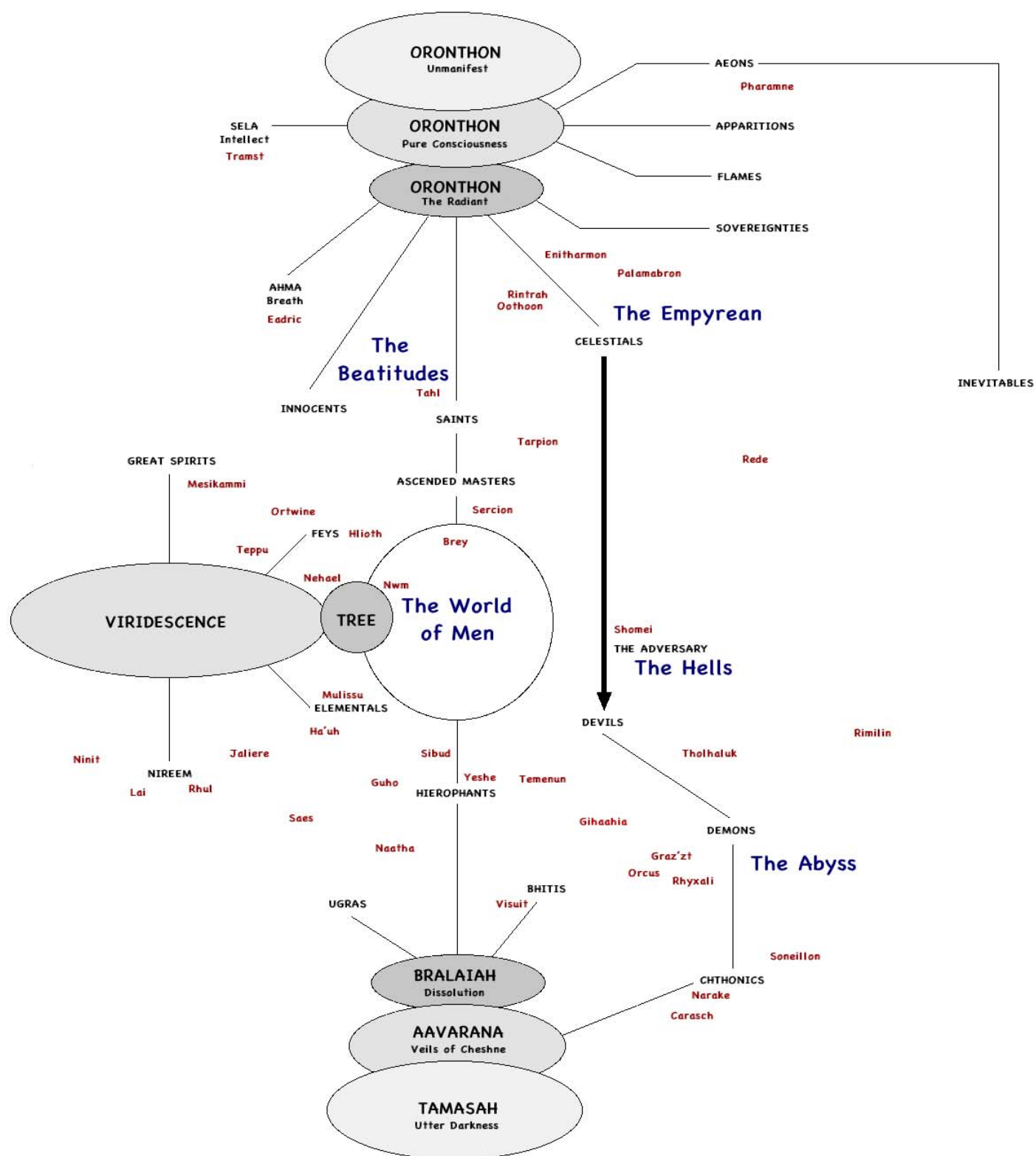
Divine Sonority: The extreme holiness of the flame may be apprehended as a palpable sound. Each round, on the Flame's turn, nongood creatures within the radius are subject to a power equivalent to a holy word (Will DC 64). Caster Level 41. The Save DC is Charisma-based. This is a sonic effect.

True Seeing (Su): This ability is always active to the limit of the Flame's vision.

Skills: A Flame receives a +8 racial bonus to Sense Motive and Intimidate checks.

POST 78: Alignment Graph

Posted by: Sepulchrave II at ENWorld on 15th December 2007, 02:43 AM



POST 79: More on the Alignment Graph

Posted by: Sepulchrave II at ENWorld on 15th December 2007, 05:40 AM

Quote:

Is the Ancient synonymous with Tamasah or has its place been superseded in your world view by other entities, like the Cheshnites?

Quote:

Sep, I notice that while several of Wyre's wizards are on the graph, Mostin is not. Is his perspective so different that alignment, at least in the conventional sense, doesn't apply to him?

I suppose the chart is drawn from a kind of Neo-Oronthonian perspective.

It's best to view it as a particular take on the campaign 'reality.' You could do another take, involving Outside, Demogorgon, Dream, Faerie etc. Certain names would reappear, others would be new: Mostin, Vhorzhe, Ghom etc (Outside); Soneillon, Khaajh, Yeshe etc. (Dream); Teppu somewhere between Dream and Faerie etc. Claviger. Gihaahia again.

If we had the web of motes we could minutely watch as many or as few 'takes' as we wanted at the same time; see things drift between perspectives and paradigms, and thereby infer a great deal.

POST 80: Gulthein

Posted by: Sepulchrave II at ENWorld on 16th December 2007, 04:52 PM

Another random critter: Gultheins (named after the Wyrish Royal Family; the boar is their emblem.). Your basic great nature spirit: paragon fully advanced dire boar + monster of legend + quasi-deity; Narh is constructed pretty much the same way. Switched out paragon SLAs and Ferocity special ability for additional Monster of Legend ability (deathless frenzy). Allies of Nwm and Mesikammi.

Gulthein

Huge Outsider (Augmented Animal, Green, Native)

Initiative: +13

Hit Dice: 21d8+378 plus 252 (798hp)

Speed: 450 ft.

Armor Class: 64 (-2 size, +8 deflection, +9 Dex, +1 dodge, +12 insight, +12 luck, +14 natural; flat-footed 54, touch 50)

Base Attack/Grapple: +15/+50

Attack: Gore +67 melee (2d6+60/18-20x3)

Full Attack: 2 gores +67 melee (2d6+60/18-20x3)

Space/Reach: 15ft./10ft.

Special Attacks: Augmented critical

Special Qualities: Deathless frenzy, DR 10/epic, fast healing 20, fire and cold resistance 10, Immunities (ability damage, ability drain, energy drain, mind-affecting effects, petrification, polymorph), hasted, SR 45

Saves: Fort +43 Ref +34 Will +30

Abilities: Str 64 Dex 29 Con 46 Int 19 Wis 30 Cha 27

Skills: Jump +195, Listen +34, Search +16, Sense Motive +22, Spot +34, Survival +22

Feats: Ability Focus (Frightful Presence), Awesome Blow, Cleave, Great Cleave, Devastating Critical (Gore), Improved Critical (gore), Improved Initiative, Multiattack, Overwhelming Critical (gore), Weapon Focus (gore)

Environment: Temperate forests

Organization: Solitary or herd (5-8)

Challenge Rating: 28

These enormous boars, which bristle with raw power, are one of the many manifestations of Uedii's ire. They move with great speed; whilst capable of formulating sophisticated plans, a Gulthein is aware that direct, overwhelming assault is its most effective weapon.

Gultheins understand Common and Sylvan, but are incapable of speech. They are immortal.

Combat

Gultheins understand that arcane spellcasters are often the most vulnerable to its Devastating Critical attack, and will target them first in preference to other character classes if it recognizes them.

Deathless Frenzy (Ex): If reduced to below 0 hit points, the Gulthein will continue fighting for a further 21 rounds before it expires.

Devastating Critical: Cretaures who suffer a critical hit from the Gulthein must make Fortitude saving throws (DC 47) or die.

Frightful Presence (Ex): When the Gulthein snorts (a free action), the ground trembles. Creatures with 20 or fewer Hit Dice within 20 ft. must make Will saving throws (DC 30) or become shaken until the opponent is out of range. A creature which saves successfully is immune to the Gulthein's ability for 24 hours.

Hasted (Su): The Gulthein acts as if hasted at all times; its stat block reflects this.

POST 81: Things to Do

Posted by: Sepulchrave II at ENWorld on 20th December 2007, 03:57 AM

Quote:

A repost of an older question, but still high on my "I'd love to know" list - do you intend on posting the remaining Cheshnite Hierophants (especially Prahar, but I'm also very curious about Choach, Jahi and Naatha), and perhaps Rede, hmmm ??

Sorry about not answering before - I'm notoriously slack at answering questions. Yes and Yes, when I get to it. I'm terribly fickle, though, and keep getting distracted. And I never have enough time (grumble).

There's lots of stuff which is on the back-burner in terms of making it (semi)- presentable. There's also a half-finished SH update which has been languishing on my desktop for months. If there are any particular requests, I'll try to fill them in the next few weeks - no promises, that would be unwise of me. But I'll do my best. Here's what's available:

Celestial Stuff

Pharamne and the Aeons (DvR20)

Eagle (Wrath). One of the Sovereignities. Emanation of Oronthon (DvR11)

Urgic celestial hierarchy with commentary.

Exalted/perfected templates.

Enitharmon, the Adversary, the Fall and the Eschaton.

Rede / Talions (LN equivalent of the half-celestial template on steroids)

Green Stuff

The Tree Ludja (DvR20)

Viridescent spells revealed by Nehael to Nwm.

Teppu and Hlioth

The Genii Locorum [is that the right declension? It doesn't seem right.]

Far Realm Stuff

Cats & Dogs

An Enemy of Ghom

BBEGs

Remaining Cheshnite immortals

Anumid and the Thee Sects

Khu evoker PrC

POST 82: Eadric of Deorham ECL36

Posted by: Sepulchrave II at ENWorld on 23rd February 2008, 11:22 PM

Eadric at his metaphysical zenith as the fully empowered Ahma. Tahl has the same template combination (half-celestial/saint/quasi-deity). There is no more spiritual growth possible (i.e. no more templates) unless he radically changes his relationship with Oronthon (Eadric's paradigm); chthonic half-fiend blackguard is always one option ('The Bad Breath '). Retrained/rebuilt, with all skills considered class skills and gear rebalanced for the umpteenth time. His SLAs have been upped a wee bit, with lots of his minor abilities made available at-will as many are just flavour anyway. Based on Marc's utility character format. The SH has a way to go before he reaches this point, btw.

Eadric of Deorham ECL36

The Ahma; Earl Marshal of Wyre. LG Medium Outsider (Augmented Humanoid, Native).

Str 33 Dex 26 Con 29 Int 19 Wis 33 Cha 37

484hp (26HD) Speed 40 ft. (Base 60 ft.) Initiative +8

Perception

Listen +11, Spot +11, Sense Motive +40, darkvision 60 ft, true seeing.

Melee +39 (1d10+19/15-20); Devastating Critical DC 36

Against evil outsiders +41 melee (1d10+21+2d6+1d8/15-20). All attacks are considered good-aligned and epic.

Domain Power: +20 Str for 1 round (free action) 1/day

Divine Might: +13 damage per attack for 1 round (free action); uses turning attempt

Smite Evil: +13 to attack, +30 damage 5/day

With righteous fury Divine Might and domain power, full smite attack routine at +66/+61/+56/+51 (1d10+76+2d6+1d8); DC to resist Devastating Critical increases to 48.

Other melee options: rhino's charge (double damage on a charge), knight's move (up to 60 ft. and flank), Power Attack, Great Cleave, mounted combat options

Resistance

AC 57 (touch 36, flat-footed 55)

Fort +38 Ref +30 Will +36; +6 vs. evil outsiders; +4 racial bonus vs. poison

Immunities: Ability damage, ability drain, acid, cold, critical hits, disease, electricity, energy drain, fear, mind-affecting effects, petrification, polymorph

DR 10/adamantine and epic and evil

Spell Resistance 35

Resistance to fire 10

Fast healing 10

Supernatural Powers

Aura of Courage: Allies gain +4 save vs. fear

Daylight: At will. CL 26.

Lay on Hands: 195 hp/day

Protective Aura: 20-ft radius. Allies gain +4 AC (deflection) and +4 saves (resistance)

Turn/Rebuke Undead: As 12th-level Cleric, +4 synergy bonus. 16/day.

Spell-Like Abilities

Caster level 26th. Charisma-based. Save DC 25+ spell level.

At will – aid, bless, detect evil, guidance, imbue with spell ability, neutralize poison, protection from evil, remove disease, resistance, virtue

3/day – heal (DC 31), holy aura (DC 33)

1/day – dispel evil (DC 30), hallow (DC 30), holy smite (DC 29), holy word (DC 32). true resurrection, summon monster IX

Spells

Caster level 12th. Wisdom-based. 6/6/6/5. Save DC 23+ spell level. May prepare spells from the Strength domain.

1st – resurgence (x2), rhino's rush (x3), vision of glory

2nd – aura of glory, divine insight (x2), knight's move, shield other (x2)

3rd – blessed sight, mass resurgence, remove curse, righteous fury (x3)

4th – death ward (x2), dispel chaos (DC 27), restoration, spell immunity

Communication

Diplomacy +50, Perform (oratory) +42

Speaks Common, Celestial, Old Borchian, Abyssal and Infernal.

Communicate with any creature which possesses a language via tongues (Caster Level 14th).

Communicate with celestials via telepathy (60 ft.).

Scholarly

History +18, Nobility +33, Religion +33

Horsemanship

Ride +39, Handle Animal +28

Feats

Cleave, Devastating Critical (bastard sword), Divine Might, Exotic Weapon Proficiency (bastard sword), Great Cleave, Great Smiting, Improved Critical (bastard sword), Mounted Combat, Overwhelming Critical (bastard sword), Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Immortal

Eadric is immortal. He does not age, and does not need to eat, sleep or breathe.

Possessions

Skin of Sarth, Melimpor's Shield, Circlet of Cemdreï, Lukarn, The Left Eye of Palamabron. Keep, estates, mundane items and sundry possessions valued at approximately 500,000 gps.

Circlet of Cemdreï: This narrow band grants a +6 enhancement bonus to the wearer's Strength, Dexterity and Wisdom.

Lukarn: This weapon is an intelligent +6 keen fiend bane bastard sword (AL LG; Int 14, Wis 25, Cha 26; Empathy, 120 ft. darkvision, blindsense and hearing, Ego 37). The wielder can use a sunburst effect (heightened to 9th-level, DC 27) at will (Caster Level 20th). Lukarn understands Celestial and Common and has the special purpose slay chaotic evil creatures; creatures so struck are subject to confusion (DC 27) for 2d6 rounds. (1.5M)

Skin of Sarth: This +5 heavy fortification full plate armor grants the wearer damage reduction 10/adamantine. (500K)

Melimpor's Shield: Twice reforged by celestial smiths, Melimpor's Shield is a +5 great reflection heavy steel shield (2.25M).

The Left Eye of Palamabron: This gem of seeing confers the ability upon its bearer to use discern lies, zone of truth and zone of revelation at will. Spell resistance is ineffective against the Eye of Palamabron and no saving throw is permitted to resist its effects. Caster Level 20th. (Major Artifact; 2M?)

POST 83: Other Alignments

Posted by: Sepulchrave II at ENWorld on 28th February 2008, 02:07 AM

Quote:

Originally Posted by Roman

I have three questions:

1) Do the Nireem (especially the name itself) have any mythological equivalent/inspiration?

I guess the Tuatha Dé Danaan have left their fingerprints on the Nireem. Ninit may be a kind of Epona figure. The unconscious has a habit of regurgitating the same archetypes. If you buy into Jung/Campbell. Not that I do

Quote:

Originally Posted by Roman

2) You mentioned that the alignment graph might differ from non-Oronthonian perspectives. How would it differ - it seems to me that it meshes with the perspectives of the other religions too, apart from the fact that they might place themselves on top, but that would not impact the relationships.

I'd have to think about that one. Other perspectives are much less developed in the notes that I have, but I'm sure they're equally complex. The post-Saizhan / Urgic mystical world-view is pretty well evolved. I keep meaning to post it, but instead I just tinker with it and it gets longer and more complex. There's a couple of sketches posted below.

Quote:

Originally Posted by Roman

3) Is the Tamasah the same void/nothingness that influences demons? How does Cheshne tie into this?

Presumably, although maybe they're from a different epoch of understanding. The identity of Demogorgon and Cheshne is never made explicit, but they represent similar annihilation/nonbeing principles. As usual, I try to avoid asserting metaphysical truths of this magnitude, as to contain them (within language or a conceptual framework) is to deprive them of their power. Dwelling on such ideas is supposed to make one uncertain and uncomfortable.

AEONIC SPHERE

AEONS

INFINITUDES

APPARITIONS

UNREVEALED SPHERE

CONSCIOUSNESS

RADIANCE

SOVEREIGNTIES

SOVEREIGN SPHERE

REGENTS

SERAPHIC SPHERE

INNOCENTS

(SERENITIES)

MARTYRS

SOLARS

CHERUBIC SPHERE

THE EMPYREAN

THRONES

SUZERAIN SPHERE

DOMINIONS

ARCHONS

VIRTUOUS SPHERE

ASTRAL DEVAS

MONADICS

MONADIC SPHERE

MOVANICS

ANGELS

THE
BEATITUDES

ASCENDED SAINTS

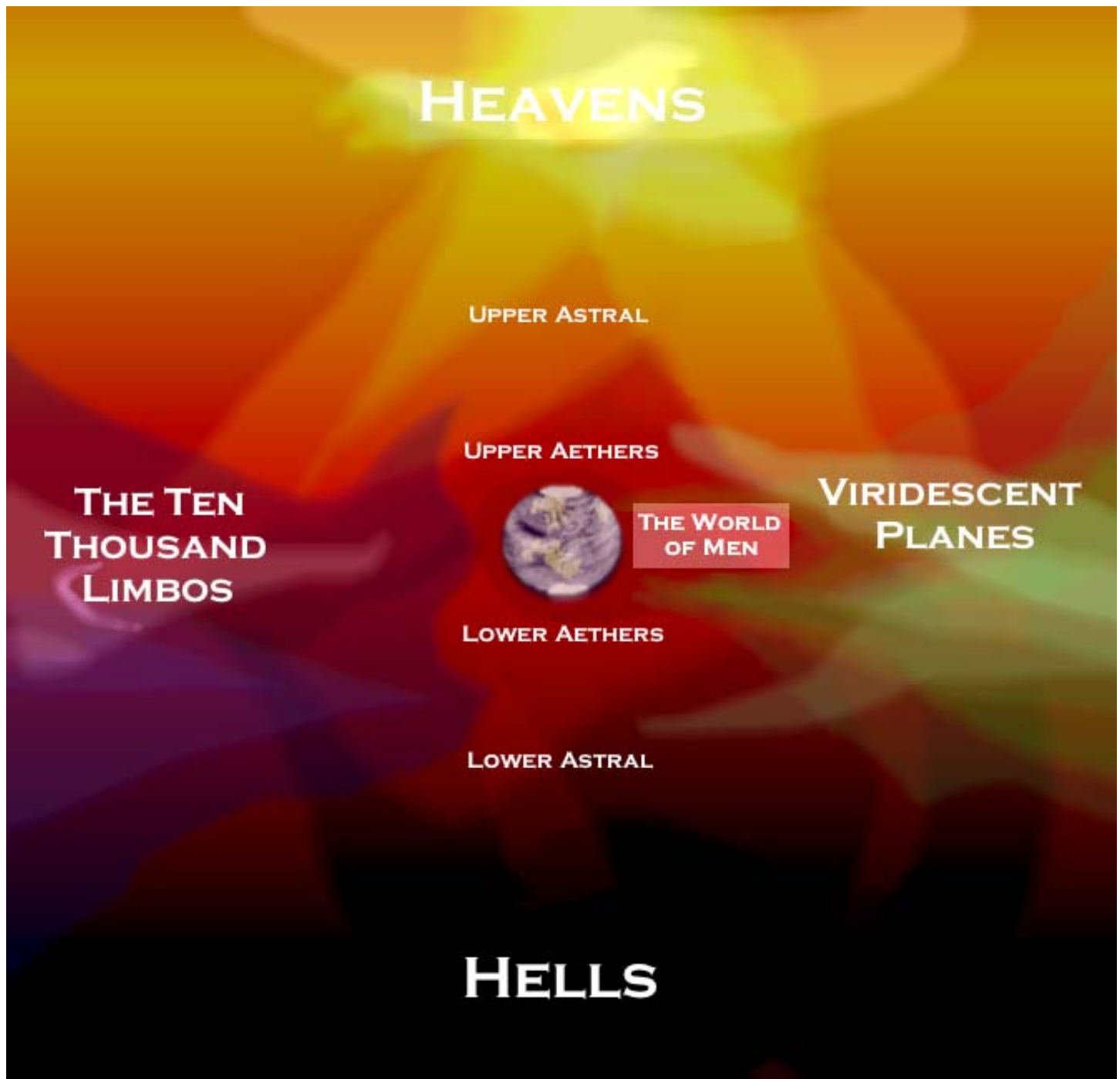
ENLIGHTENED SPHERE

ASCENDED MASTERS

THE ABODE
OF BLISS

ILLUMINATED SPHERE

THE PIOUS DEAD



POST 84: Compiled Notes on Oronthonism & the Host

Posted by: Sepulchrave II at ENWorld on 2nd March 2008, 02:48 PM

Compiled Notes on Oronthonism & the Host

Introduction

On Saizhan

The Wyre campaign is predicated on a lack of cosmic absolutes. There is no overarching cosmology, but rather a number of conflicting world-views which somehow need to accommodate one another as, to some degree at least, each is manifestly true. This can cause inconsistencies which require an ongoing need to address. There is no end-point to this process, no hidden 'answer' that will somehow be mysteriously revealed, no grand conspiracy which will link all of the elements together in a final 'aha,' in which resolution and a sense of completion is attained.

One of the ways in which the campaign world itself comes to this realization is through Saizhan, which modestly dubs itself a 'transmetaphysic.' To ask what Saizhan 'is' is to miss its point as, ultimately, it represents an escape from the futility of all metaphysical speculation. Saizhan is best described as a mode of perception, in which the search for meaning is abandoned in the face of immediate apprehension of Truth. Because this perception is nondual in nature, to ascribe any kind of category to the Truth (i.e. to say it is this but not that) is not possible. There is nothing revolutionary about this statement, and mystics have been saying the same thing since time immemorial.

But Saizhan itself is paradoxical, as the religion which spawned it – monotheistic, monolithic and steeped in formal dogma – is an unlikely parent. The philosophical clash which results from the meeting of the old and new viewpoint is titanic, and requires a radical reorientation in consciousness for those who are accustomed to 'yes' or 'no' answers – which is to say the bulk of the Orthodox faithful at the time when the campaign takes place. And Saizhan itself competes with other modes of mystical apprehension, suggesting that it is not the answer but merely an answer to the perennial question.

If Orthodoxy is Saizhan's sire, then Urgic Mysticism – long regarded as a fringe heresy with dangerously subversive elements – is its foster-parent, or perhaps its fairy godmother. Many of the didactic tools used in the cultivation of Saizhan have their roots in Urgic practice, and in the wake of the philosophical revolution inspired by the dissemination of the new teaching, a great deal of Urgic symbolism, together with its methodologies and its emphasis on consciousness, found its way into the Oronthonist mainstream. Tramst, the Sela, around whom the new practice turns, achieved (or received, depending on one's perspective) his realization under the tutelage of Urgic Masters east of Wyre, and the core negatory dialectic of Saizhan itself owes much to the rigorous Urgic method best embodied in the kius – an unresolvable paradox framed as a double negation.

After the advent of Saizhan, the Urgic classification of celestials also began to arouse interest amongst scholars and theologians; it was viewed by many as being more 'complete.' The system presented here owes much to the once heretical practice – now viewed by many as encapsulating fundamental truths which, somehow, had eluded Orthodoxy.

Conventions and Nomenclature

Capitalization

Knowing which terms to capitalize and which to leave lower case has been something of a problem, and I've taken a fairly arbitrary line in this regard. The issue is compounded by the fact that in Old Borchian – the language from which many of the words and terms are assumed to be converted or paraphrased, and in which some terms are still rendered ('Saizhan' itself translates as simply 'To See') – all nouns are routinely capitalized. In summary, these are the forms I've used:

- All proper nouns (Oronthon, Enitharmon), are of course capitalized. Where terms refer to metaphysical concepts which exist with regard to Oronthon (e.g. Radiant Form, Cosmic Mind), these too are capitalized. Likewise, any phenomenon or entity which is 'emanatory' – a persona of Oronthon – is also capitalized. Hence Sovereignty, not 'sovereignty'; and Flame, not 'flame'.
- Where a grouping is worthy of being considered equivalent to a proper noun – e.g. Order of Thrones – I've used capitals. A member of the order – a throne – remains lower case.
- The word Host when capitalized refers to the entirety of the celestial population; when the lower case host is used, it simply refers to a large grouping of celestials (roughly equivalent in size to a modern army corps). Note that any particular host (e.g. the Ninth Host) warrants capitalization as it is a specific, named body.
- When a term refers to a 'place' (Aeonic Sphere, Ethereal Plane) I've retained capitalization. In most cases, such 'places' are, in fact, levels of vibrational consciousness rather than physical regions, but the distinction is irrelevant for purposes of this work.
- Certain other metaphysical concepts (e.g. Falling) have also been capitalized; this is simply to emphasize their fundamental importance to the Oronthonist world-view.

The Names and Functions of the Choirs

Over time, the names ascribed to various celestials have changed, and their precise functions have been modified. I've tried to move away somewhat from directly paralleling the choirs of (Pseudo-Dionysian) classical angelology, as it seemed an overt act of shoehorning which did justice to neither the game nor the original typology. In some cases, I've retained the game terms (deva, solar), and in others I've opted to use more traditional names (planetars have firmly become thrones, and the original game term has been dropped). In most cases, the decision has been entirely arbitrary and the preferred term is based on my personal aesthetic.

Because the typology is based on a weird mish-mash of D&D names, classical angelology, 19th-century Enochia and Gnosticism, it might sometimes strain credulity. Names and ideas are also appropriated shamelessly from Dante, Blake, Milton, or whatever else takes my fancy. I have no defense in this regard.

Power, not God

Although deific in the scope of their potency and responsibility, I have avoided using the term god or deity with regard to entities within the Oronthonist cosmology which possess divine rank, opting for the more neutral term Power instead. Most Oronthonists would regard ascribing conventional notions of godhead to aspects of the Godhead as being ignorant in the extreme; the term Power also helps avoid a tendency to view these entities as entirely discrete, which they are not.

Oronthonism vs. Oronthonianism

The terms Oronthonian and Oronthonianism have historically been used with reference to the previously established Church of Oronthonian Orthodoxy. They became defunct with the advent of Saizhan, as the Sela welcomed followers of any number of erstwhile heretical religious sects into the fold. The term Oronthonism is now used to include any school or subschool with its roots in one or more of these sects. Arguably, an even broader term is Saizhanism, which can best be described as 'a recognition of the significance of (the state of) Saizhan.' Because Saizhan claims to transcend all religious boundaries, it is technically possible to be a Saizhanist without being an Oronthonist. Whatever. I've attempted to remain consistent in usage throughout.

Neo-Oronthonism

The term Neo-Oronthonism is used to describe the 'broad middle ground' among the post-Saizhan Oronthonist world-view. Whilst it is primarily composed of elements previously associated with Orthodoxy and retains much of Orthodoxy's remaining temporal infrastructure, it also draws heavily on Urgic mystical language and incorporates certain 'Sophia' notions (i.e. the goddess Uedii as the feminine aspect of Oronthon) espoused by Reconciliationist thinkers, particularly as regards the Viridity. It is beyond the scope of this study to examine these movements in detail, and a brief overview relating to the main trends in religious thought in the early-to-mid 7th century must suffice. It should be noted that there are many areas of overlap between these different perspectives:

- **Aeonism:** A small but growing sect which embraces the notion that a number of proto-Aeonic entities are present in the world, and they will slowly become revealed. Influences are diverse, but the Viridity plays an important role.
- **Ahmaism:** Any philosophy which looks to the Ahma as an exemplar.
- **Ascetic Saizhanism:** A strict missionary cult with strong Urgic ties. Followers demonstrate unusual supernatural powers. Deemed unpopular and disruptive by the establishment.
- **Cult of Saint Tahl:** Devotees of Saint Tahl the Resurrected. Tahl is invoked as a protector-spirit who brings moral certainty tempered with compassion. Modesty and charity are considered central virtues; faith is considered the most effective tool for eliminating the Self, the principal barrier between the practitioner and Saizhan. The state of Saizhan itself is conceived of in strongly theistic terms. Celestial thaumaturgy is emphasised.
- **Cult of the Talion:** A militaristic cult centered around Rede, popular amongst penitents and former Temple grandees.
- **Devotionals:** The tens of thousands of Oronthonists who worship the Sela directly, as the embodied Oronthon.
- **Dialectical Saizhanism:** The strict adherence to the dialectic of Saizhan without regard to any external forms, including devotion to Oronthon.
- **Irrenite Heresy:** School with dualist tendencies which regards the complex relationship between Oronthon and his Chief Emanation – the Adversary – as of fundamental importance to understanding the cosmos. There is an emphasis on questioning established mores and self-development without reference to other loci. Thaumaturgy and divination form the cornerstones of Irrenite practice. Although no longer technically heretical, many Irrenites still prefer to self-identify as heretics.
- **Radical Antinomianism:** An Ahmaist sect of Irrenite descent who venerate the Ahma as the immanent manifestation of the Adversary.
- **Reconciliationism:** A school of thought which maintains the ultimate identity of Oronthon with Wisdom (equated with Uedii). The basis of Viridescent Thaumaturgy, which specializes in conjuring Green analogues of celestials and/or Empyrean nature spirits.
- **Skohsldaur:** The 'Gate of Demons.' An antinomian sect which promotes not only goetic experimentation, but congress with demons in order to radically deconstruct reality. Founded by the thaumaturge Sineig, considered a Master by the Irrenites. Viewed suspiciously by many, as 'those whom it would benefit risk losing too much, and those for whom it is safe no longer require it.' It is equated with the Path of Lightning, employed by the Ahma to transcend morality.
- **Temple Revivalism:** A political groundswell amongst many former members of the Magistratum in response to the threat from the south, it also reasserts many Orthodox forms. Viewed by many as regrettable but necessary.
- **Urgic Practice:** Practical tools for self-realization espoused by Urgic Mysticism, adopted with variations by many practitioners of Saizhan. Urgic Practice emphasises meditational techniques and the kius or double-paradox for the purposes of transcending duality. Urgic Practice is distinct from Urgic Mysticism, although much of the language of the latter has also been appropriated.

POST 85: Compiled Notes on Oronthonism & the Host II

Posted by: Sepulchrave II at ENWorld on 2nd March 2008, 03:26 PM

Compiled Notes on Oronthonism & the Host

The Infinity of Oronthon

The Urgic conception of celestial reality, having evolved from a school of mystical inquiry, is abstruse. Layers of symbols and paths intertwine, intimating at a truth which lies beyond grasp. Essences, epochs, dignities and altitudes overlap and contradict one another as useful methods of measurement; function is blurred; classification is vague. This is purposeful in the eyes of the Urgics: the forms should exist to stimulate insight, not to distract from it.

The totality of heavenly powers (Sath Waíirth), includes celestials, emanations of Oronthon, reflections of emanations, the virtuous dead, and other created beings. According to some, this pleroma extends to include all fiendish creatures too, as they are also agents of the Cosmic Mind. What follows is a brief overview of Urgic thought in matters celestial; it should not be regarded as either exhaustive or authoritative.

Cosmogogenesis and the Conception of Time

Orthodox Oronthonianism long subscribed to a linear model of time: there was a beginning (creation), a middle (unfolding) and an end (eschaton). The current epoch was obviously somewhere in the middle; estimates to the length of time remaining before the eschaton was due varied, with the more apocalyptically-minded amongst the faithful viewing the End of Days as imminent.

Oronthonists of more mystical persuasion, who found Orthodox explication simplistic, posited a variety of alternative theories. According to the Urgics, notions of True Godhood – equated with Oronthon – exist outside of all temporal constructs. Through introspection, prayer and meditation, time is revealed as illusory; it is merely another veil which intrudes between the contemplative and the Absolute. For practical purposes, however, time remains a useful measure, given the fact that most human experience lies within its framework. Epochs of cosmic time – the length of each is vague – describe the nature of reality as it becomes more removed from Oronthon. But each is also eternal in the sense that the mystic can 'tune in' to a particular wavelength of consciousness, and experience the magnitude of the epoch with total immediacy. Time, therefore, should be understood as another incomplete metaphor which points towards the Unmanifest – the Infinite Oronthon – which is without qualities which can be described in any conventional sense.

The Ten Epochs

Time, or conditional reality, can be organized into epochs which are best understood as the increasing bifurcation of – and hence removal from – the Absolute. Urgics long ago gave up asking the question 'Why?' as they recognized that that way lies madness, or existential misery at best: purpose and meaning are deemed mortal constructs, designed to allay fears of the great unknown,

and searching for them should be avoided. The number of epochs (and their order) has long been argued by Masters and theologians; by the time of Neo-Oronthonism, this number was more-or-less fixed at ten, although dispute still exists:

- The Radiant Form self-emanates, thereby illuminating Consciousness. An uncounted number of Flames spontaneously arise. [Oronthon begets himself before time]
- Aeons are emanated by the Cosmic Mind. The metaphysical principles of time and creation are contrived.
- The Empyrean is fashioned by the Radiant Form and the Aeons.
- The Sovereignities are emanated by the Radiant Form, and in turn the Regents are reflected.
- The Aethers, the Astral, the World of Men and many Limbos are shaped from Void by the Aeons; Oronthon's Vision is revealed to the Sovereignities. Hell is also made by the Aeons, but its purpose remains hidden from the Sovereignities.
- Artifacts of Radiance are wrought by the Radiant Form; many assemble in celestial choirs. They inhabit the Empyrean.
- The Adversary questions the legitimacy of the Vision. Many celestials are sympathetic to his arguments. Marred creations by the Aeons in anticipation of the Vision.
- War in Heaven. The Fall.
- Man awakes within the confines of an imperfect world.
- Saizhan is revealed to Man.

Each of the epochs – except the first – is held to have a presiding Aeon, which best embodies the principles associated with it, although it should be noted that in no tradition is the total number of Aeons actually fixed. Sometimes, the term First Aeon is ascribed to the Radiant Form itself; this is a convenient short-hand, and is not intended to suggest that the Radiant Form is of the same order or magnitude of being as the other Aeons: as an ant to an Aeon, so an Aeon to Radiance.

Entity and Place (and Time)

As one ascends the scala mystica of the Oronthonist reality, notions of discrete boundaries between individual beings, places and times begin to evaporate in the face of more fundamental concepts which cannot be rendered in rational terms. The Sovereign Sphere – wherein the Magnitudes of Oronthon swell and pulse in an eternal incandescence – may be no different to the Radiant Form itself; the Sovereignities themselves merely faces which Oronthon presents to the finite, which otherwise cannot contain His presence. An Aeon – a demiurgic entity which embodies metaphysical principles of the highest order – is also a measure of time, and hence the same as the epoch which it governs. Reflection and meditation upon these false dichotomies provides the mystic with the tools necessary to propel his apprehension and understanding into the Infinite.

Consciousness and Radiance

The two qualities which are ascribed to Oronthon – Consciousness and Radiance – form the basis of all cosmogonic speculation. In traditional Urgic Mysticism, their relationship with one another is subtle and difficult to define; on one hand, Consciousness is held to be 'superior,' in the sense that it is the transcendent principle, yet on the other, they are complementary, as all of conditional reality springs from the interplay between the two.

The Urge Primeval – from which the mystical school of thought assumes its name – is held to originate in Consciousness before it is illumined by Radiance, but the latter is required in order to consider it; without Radiance, Consciousness is impenetrable to thought and understanding. As the mystic descends from a state of rapture and returns to the phenomenal world, the 'echoes' of

Consciousness and Radiance are perceived as dualities which become increasingly reified in the phenomenal sense: potentiality and realization, self and other, mind and matter, law and good, soul and body, exaltation and fall, and so on. Saizhan, whilst acknowledging the validity and importance of such perceptions, also strikes out beyond both them and the three ontological states as well – something which Urgic Mysticism fails to adequately address. Being, nonbeing and becoming are all revealed as finally empty in the face of perfect apprehension. This is the Shining Void of Unmanifest Godhead which Cheshne fears.

Glossary of Terms

Aeons: The highest of the Consciousness-emanations. Reflections of thought in the Cosmic Mind given supramundane qualities and independent existence. Their role is demiurgic, and they govern the working of the cosmos; as such their motivations are utterly beyond human comprehension. Their essence is said to be Numinous – i.e. shared with Oronthon. They abide in the Aeonic Sphere – outside of space, time and causality – but manifest freely within it. Aeons are DvR20 powers, and represent the sensible limit of entities which can be described in game terms.

Aeonic Sphere: The highest of the Infinitudes, beyond which is only Unmanifest Godhead.

Altitude: The level of a celestial's 'removal' from earthly affairs; alternatively, a measure of identity with Oronthon. There are fourteen altitudes.

Apparitions: Consciousness-emanations. Futures, possibilities and impossibilities which pass through the Mind of God. They may be understood as Aeons which will become, or might become, or will never become. Apparitions are only partially reified; they remain within the Unrevealed Sphere of the Infinitudes, but they may erupt briefly into reality with unpredictable effects. When an Apparition assumes true form, a new Aeon is born. Most accept that the advent of Saizhan was also the birth of an Aeon.

Archons: Celestials of the Fifth Choir. They work miracles, and herald the arrival of the hosts.

Ardors: An esoteric choir with governance over devotion. Ardors cultivate religious passions amongst the spiritually languid, and moderate their overabundance as experienced by zealots.

Artifact of Radiance: A celestial creature wrought from the Empyrean by the Radiant Oronthon. They include the choirs and the provenances.

Ascended Masters: Great teachers and prelates within Oronthonism who have undergone assumption and been transported bodily to Heaven. This often occurs immediately prior to natural expiry of a master. The ascension is taken as sign of the teacher's authenticity. Ascended masters are returned their youth and vigor upon entry to the Beatitudes, where they may spend eternity in prayer, contemplation and discourse, as suits their temperament. Occasionally, ascended masters visit the World of Men to observe, teach or warn of some great event.

Astral Devas: Celestials of the Sixth Choir. Great soldiers of the Heavens. Celestials who escort deserving mortal souls to the abode of bliss.

Beatitudes: The region of the Heavens reserved for saints and contemplatives. From the Beatitudes, enlightened teachers can freely pass across the Blessed Plain to instruct the Pious Dead, or descend into the World of Men to bring revelation.

Celestial Essence: Manifested essence which is corporeal. It is ageless and can endure extremes which would slay mortals, but is still subject to trauma and destruction.

Consciousness Form: The Cosmic Mind. Alternatively, the Fount of Numinous Essence or the Will of Unmanifest Godhead. Interpreted in the light of Saizhan as comprised of three elements: sela (perfect gnostic intellect), faheth (supreme empathy), and saizhan (unclouded apprehension).

Consummation: Highest of the dignities. The ontic state in which meaningful distinction between an entity and Oronthon becomes no longer possible.

Dignity: A measure of the power and purity of a living or deceased mortal, or of a celestial or emanation. The traditional hierarchy of dignities (lowest to highest) is blessed – revered – holy – immaculate – exalted – magnified – perfected – consummated.

Dominions: Celestials of the Fourth Choir. They regulate the duties of lesser celestials and act as knights in the war against evil.

Emanations of Consciousness: Manifest Thought. Aeons, Flames and possibly the Radiant Form itself.

Emanations of Radiance: Embodied principles which arise from the Radiant Form of Oronthon. The Sovereignities and Regents, Oronthon's sensible personae.

Embodied Essence: The corporeal form afforded to most mortals after they have died or ascended.

Empyrean: The heavenly abodes of the choirs and the sovereignities, proximal to the throne of the Radiant Oronthon.

Epoch: An order of creation according to Urgic belief. There are ten epochs; each except the first has a presiding Aeon.

Esoteric Celestial: A celestial who belongs to an order not present in Orthodox belief; more broadly, any entity of the Oronthonist pleroma which is not a member of the classical choirs.

Exaltation: A state of exceptional purity possessed by the greatest celestials.

Flames: Consciousness-emanations which exist as invisible and formless but discrete entities; if the Divine Thought turns to a particular matter, a Flame is always present. Flames are the medium through which magnification or enlightenment is bestowed or attained, and they exist in all spheres at all times. In temperament, the Flame is of singular goodness and mercy and is utterly incorruptible – the Urgics maintain that alone of all finite entities, a Flame is not subject to Fall. When it manifests, a Flame is held to most closely resemble Oronthon's Radiant Form; certain mystics maintain that each Flame is, in fact, merely an iota or quantum of the Radiant Form.

Innocents: The dearest to Oronthon. Mortals who have died bearing no memory of sin; or the souls of Masters who have shucked off its last vestige. They are afforded a special abode within the Cherubic Sphere. They are intangible (invisible and incorporeal), and exist in a perpetual ecstasy.

Intangible Essence: The essence of the Innocents – either because embodiment is too cumbersome for them, or because Oronthon's proximity is such that all memory of mortal flesh is burned away. The cultivation of the intangible essence is central to some traditional Urgic meditational practices.

Lights: An esoteric order which inhabits the Illuminated Sphere. They recall to the Pious Dead the eternal grace of Oronthon.

Magnification: The state in which an entity partakes of Oronthon's power. Any celestial may be magnified for a period of time; magnification is the natural state of the Regents and the Sovereignities.

Martyrs: Holy individuals who have died in defense of Oronthonism. They are afforded a special place in the Serenities, as recognition of their sufferings.

Monadic (Devas): The seventh celestial choir. The guardians of shrines and temples.

Monadic Sphere: The upper Ethereal Plane, nearest to the World of Men but still illuminated by the light of Oronthon's Heaven. Below, the regions coextant with the mortal plane are the battlegrounds between the Celestial Host and the fiends. The seventh, eighth and ninth choirs abide in the Monadic Sphere, closest to the areas of their deployment. They are the most (metaphysically) individuated of Oronthon's celestial servants, as they spend the greatest time absent from the Heavens.

Monitors: An esoteric order of celestials, reckoned equal to Thrones in dignity. They ensure the strict adherence of lower celestial orders to the Law of Oronthon, and may act as supernatural agents of retribution toward mortals.

Movanic (Devas): The eighth celestial choir. Protectors of holy men.

Numinous Essence: The secret essence of the Mind of Oronthon. It derives from the creative impulse of Unmanifest Godhead, to which it is not unidentical, and is implicated in the role of the Sela.

Radiant Form: The Supreme Manifested Essence. The reflex of the Consciousness Form, sometimes called the First Aeon or the Body of God. The apprehensible Oronthon, most often characterized as an overwhelming incandescence. The relative finitude or infinitude of the Radiant Form is a matter of theological debate.

Raptures: An esoteric order of celestials associated with the state of religious ecstasy. They abide in the Monadic Sphere in the Region of Dreams.

Regents: Powerful aspects of the Sovereignities who communicate the Divine Will to the celestial hosts.

Provenances: Created beings which are not numbered within the choirs, and from whom good independently originates. Their abodes are often astral or ethereal, but they are active in the World of Men. Urgicism recognizes several dozen provenances, the most highly regarded are asura, lammasu, lillend, naga, phoenix, shedu, sphinx, sunwurm.

Sempiternal Essence: Emanated essence which cannot be contained or destroyed. When dissipated, it quickly reforms. [DvR11 powers w/ Rejuvenation SDA]

Seraphic Sphere: The sphere of exaltation. Highest of the classical spheres, which only the most hallowed celestial flesh may endure without disintegrating.

Serenities: Regions of the Cherubic and Suzerain Spheres set aside for exceptionally pure and virtuous mortals.

Solars (Episeme): The First Choir. Solars of the highest dignity; Seraphim. Episeme solars are always exemplars with the Exalted template applied to them. With the exception of Enitharmon, they remain in the presence of the Radiant Form. They probably number in the hundreds.

Solars (Hegemone): Celestials of the Second Choir. Solars of lesser dignity. They act as great captains in the Host and strive for the preservation of knowledge and cultivation of understanding. They may number in the thousands or tens of thousands.

Sovereign Sphere: The sphere of magnification; also simply the Magnitudes, which pulse with immeasurable heat and light. Closest of the spheres to the Radiant Form, and the least differentiated from Oronthon himself. The abode of the Sovereignities and Regents: aspects of Himself which Oronthon presents to reality.

Sovereignities: Finite and partially-differentiated emanations of Oronthon's Radiant Form, representing various facets of the Godhead, each with ten thousand names in ten thousand worlds. They dwell in the Sovereign Sphere, in the highest reaches of the Empyrean. The Sovereignities are made of sempiternal essence and are indestructible. Each Sovereignty is charged with responsibility for four domains, over which it exercises absolute power. The traditional precedence of the Sovereignities, highest to lowest, is as follows:

1. The Lambent Presence [Sun, Fire, Life and Creation domains]
2. The Enthroned Monarch [Celestial, Glory, Strength and Nobility domains]
3. The Purifying Wind [Exorcism, Healing, Truth and Purification domains]
4. The Wized Guide [Knowledge, Mysticism, Oracle and Liberation domains]
5. The Vigilant Guard [Law, Inquisition, Protection and Courage domains]
6. The Blissful Silence [Community, Good, Joy and Family domains]
7. The Eagle of Requite [Wrath, War, Retribution and Renewal domains]

8. (The Nameless Adversary)

The Urgics hold that the Adversary was of this order before the Fall, and place him last. Sovereignities may freely manifest themselves and their power in any sphere or in the World of Men, and have appeared in visions to great mystics over the ages. Except for the Eagle astride the Sun – which has become a widespread Oronthonist symbol – they are never represented in iconography. They are not worshipped, or even venerated, but are rather used as meditative foci. The Sovereignities are ungendered. As intermediate powers they possess from 11 to 15 divine ranks.

Sublime Essence: The essence of the Flames. It is wholly imperceptible unless the Flame wills otherwise.

Suzerain Sphere: The middle region of the Empyrean, and the abode of the Thrones and Dominions. Thrones: Celestials of the Third Choir. They dispense justice and judge the value of souls.

Tutelaries (Angels): The ninth celestial choir, charged with fostering the spiritual growth of the faithful and protecting them against the machinations of fiends.

Unmanifest Godhead: That which is without qualities.

Unrevealed Sphere: The state of pre-creation, wherein the idea of a thing exists only in the Mind of Oronthon.

Virtuous Sphere: The outer region of the Empyrean, and coextant areas of the Astral Plane. The approaches to the Heavens, including the Blessed Plain. West of the Virtuous Sphere is the Illuminated Sphere and the Abode of Bliss; to the east lie the Enlightened Beatitudes; southwards are the gates to the Suzerainties.

Table 1: Classification of Celestials and Emanations According to the Urgic (Neo-Oronthonist) Schema

EMANATIONS OF CONSCIOUSNESS					
	Essence	Sphere	Dignity	Abode	Altitude
Aeons	Numinous	Aeonic	Consummated	Infinitudes	13th
Apparitions Flames	Numinous Sublime	Unrevealed All	Unrealized Perfect and Magnified	Infinitudes All	- All
EMANATIONS OF RADIANCE Prosopopoieas of Oronthon					
	Essence	Sphere	Dignity	Abode	Altitude
Sovereignties	Sempiternal	Sovereign	Exalted and Magnified	Magnitudes	11th
Regents	Divine	Sovereign	Exalted and Magnified	Empyrean	10th
ARTIFACTS OF RADIANCE (Esoteric)					
	Essence	Sphere	Dignity	Abode	Altitude
Monitors	Celestial	Suzerain	Immaculate	Empyrean	7th
Ardors	Celestial	Suzerain	Immaculate	Astral	6th
Raptures	Celestial	Monadic	Holy	Dream	4th
Lights	Celestial	Illuminated	Holy	Bliss	2nd
(Exoteric)					
	Essence	Sphere	Dignity	Abode	Altitude
Solars (Episeme)	Celestial	Seraphic	Exalted	Empyrean	9th
Solars (Hegemone)	Celestial	Cherubic	Immaculate	Empyrean	8th
Thrones	Celestial	Suzerain	Immaculate	Empyrean	7th
Dominions	Celestial	Suzerein	Immaculate	Empyrean	6th
Archons	Celestial	Virtuous	Immaculate	Empyrean	5th
Astral Devas	Celestial	Virtuous	Holy	Astral	4th
Monadics	Celestial	Monadic	Holy	Ethereal	3rd
Movanics	Celestial	Monadic	Holy	Ethereal	2nd
Tutelaries	Celestial	Monadic	Holy	Ethereal	1st
PROVENANCES Radiant or Aeonic Artifacts					
Provenances	(Varies)	(Varies)	(Varies)	(Varies)	(Varies)
THE GLORIFIED					
	Essence	Sphere	Dignity	Abode	Altitude
Innocents	Intangible	Cherubic	Immaculate	Serenities	8th
Martyrs	Embodied	Suzerein	Holy	Serenities	6th
THE BEATIFIED					
	Essence	Sphere	Dignity	Abode	Altitude
Ascended Saints	Embodied	Enlightened	Holy	Beatitudes	4th
Ascended Masters	Embodied	Enlightened	Revered	Beatitudes	3rd
THE BLESSED					
	Essence	Sphere	Dignity	Abode	Altitude
The Pious Dead	Embodied	Illuminated	Blessed	Bliss	1st

POST 86: Compiled Notes on Oronthonism & the Host III

Posted by: Sepulchrave II at ENWorld on 2nd March 2008, 05:25 PM

The Exoteric Choirs

Celestials are holy, loyal and dauntless. By turns, they may be stern or merciful in their dealings with mortals, but they are always terrible in battle with the fiends. They are seldom kind in the sense that they display any degree of sentiment, and eliciting a measure of true empathy from most is difficult if not impossible: certain episemes – notably Rintrah and Urthoon of the Order of Thrones – stand in contradiction to this general principle. As they are virtually egoless in their actions, it has been observed that there is a fundamental 'gap' in the celestial psyche: celestials are incapable of relating in the manner of mortals, and possess an otherworldliness and serenity which can seem almost fey in its emotional coolness and detachment. Nonetheless, a kernel of potential individuation exists within each celestial which, if subject to sufficient strain and pressure, may cause ego-needs to surface; such an event is traumatizing in the extreme, and if not addressed promptly (one of the functions of the monitors – an esoteric order detailed later), the dissonance experienced by the celestial may cause it to Fall. The notion of Falling is in many ways archetypal, and whilst the scale of such an event will never again match that instigated by the Nameless Adversary – where fully one third of the hosts are said to have succumbed and rebelled – it remains possible for individual celestials to lose their perspective sufficiently to merit their casting out of the Empyrean realms.

Celestials are courageous but not foolhardy, and are accomplished strategists and tacticians; if they opt to strike, it is with calculated efficiency. Passion and zeal, if experienced by celestials in the course of performing their duties, are always moderated by sobriety and a consciousness that an overabundance of emotion may pave the way for trouble further down the road. In many ways, celestials are uniquely vulnerable; the standards to which they are held accountable are impossibly high for mortals to achieve and maintain, and the lower orders – who often spend centuries or millennia absent from the Empyrean proper – must remain mindful of their actions at all times.

Celestials pursue their duties with unceasing vigilance, and any celestial will willingly sacrifice its existence without question if ordered to do so by its superiors.

Appearance

By mortal standards, all celestials appear beautiful, with perfect symmetry of features and a build ranging from statuesque to heroic. Distinguishing between orders is often impossible for those untrained in celestial matters, and even those who are intimate with the subtleties of angelic nomenclature are apt to make mistakes if a specific celestial is bearing items or equipment not normally associated with its choir. In the absence of any other indicators, sheer physical stature is the best measure of gauging a celestial's spiritual and metaphysical status: the least of the choirs appear as comely and well-proportioned mortals, whereas the greatest solars – those of the First Choir – are around twenty feet tall, although no record exists of such entities ever being encountered by humanity. Unlike many fiends – who embraced such distinctions at an early stage – all celestials are naturally genderless and asexual, although many assume a preferred form when using their change shape ability in interacting with mortals, perhaps according to subtle variations in their individual essence and temperament.

At rest, a celestial's countenance is serene and unreadable, and celestials move with an effortless grace which belies their physical strength. All exoteric celestials are winged, and can fly at speed with good or better maneuverability. Because of their martial role, celestials are invariably armed and armored; the nature of the weaponry borne by a celestial is also often useful in evaluating its exact function and duties.

Responsibilities

Celestial concerns fall broadly into two categories, although these can be understood as aspects of the same purpose: the nurturing and protection of the faithful as benefits their spiritual growth with regard to Oronthon, and the prosecution of the war against the enemies of mortals – namely the fiends – who threaten it. Celestials are equipped with a variety of weapons – intellectual, physical and supernatural – in order to discharge these duties, and members of the different choirs are endowed with gifts in various measure to facilitate their actions within their specific remit.

Celestial Deployment

There are many celestials on active duty, absent from the Empyrean for extended periods. Coterminal with the World of Men, the density of the celestial population in the Ethereal and Astral arenas varies according to the fiendish threat, but many tens of thousands will be deployed at any given time. This ongoing celestial presence is generally cellular in organization, and coordinated around the monadics (q.v.), who reside in the vicinity of holy sites dedicated to Oronthon. Communication is maintained through the Whispering Winds, and prompt reportage of any suspicious activities is expected through this network, with a monadic – or group of monadics – acting as an anchor in the event that hostilities break out. If a threat is deemed sufficiently serious, a high-ranking monadic – generally an exemplar – will communicate this to its superiors in the Hosts and await reinforcements or further instructions.

Large-scale formal organization is by host (when capitalized, Host refers to the entirety of the celestial population), although the practical size of each may vary considerably. Smaller organizational units include the flight (3-6 celestials of the same order, the basic field unit), and the company (a tactically flexible group of celestials, often from different choirs and numbering around one hundred). In very large scale operations, celestials may be organized by battalion – a mainly homogenous grouping by choir in the order of 800 individuals. Generally, only tutelaries, movanics, monadics and astral devas are deployed in such large groups, with other celestials acting in the capacity of commanders and their aides.

Twelve battalions become a myriad, a unit reserved for open warfare against the fiends. Command falls to an exemplar throne or solar, with up to a dozen solars and around a hundred further celestials who act as a support staff – many of these will be notables or exemplars of lower orders. Additional squadrons of auxiliaries bring the size of a myriad to around ten thousand. Thirty to fifty myriads comprise a host, always led by an exemplar solar. There are at least fifty numbered hosts, and perhaps many more, under the supreme command of Enitharmon – the episeme whose ultimate responsibility is coordination of the celestial effort. Whilst it is said that Enitharmon knows the mind of Oronthon better than any other celestial, his actions remain strictly independent; the will of Oronthon is mystically communicated in broad terms to the captains of the Host via the Regents (q.v.).

The Rules of the Game

The relationship between the celestials and the fiends is complex and sometimes contradictory. Whilst it is true that an aeons-long state of war has existed between them, the nature of their interaction is enmeshed in the needs and actions of mortals, notions of free will, and the idea of

temptation as a valid – and divinely endorsed – means to 'test' the faithful. There is, necessarily, a scope for nonviolent communication between the two groups, although this in no way implies that either is ever at ease in such discourse. Two overlapping mechanisms – known as the Interdict and the Accord – govern celestial and fiendish relations.

The terms of the Accord and Interdict are such that both celestials and fiends rely to a large degree on mortal supplicants (or thralls) to allow them to manifest their power within the World of Men. For fiends, the rules are encountered as a physical barrier which prevents their overt presence and meddling in mortal affairs; for celestials, they represent a moral incumbency to protect the free will of mortals. Whilst celestials may technically corporeate from the Ethereal Plane onto the Prime, were such intervention to occur frequently and in numbers, it would be tantamount to a state of spiritual despotism, denying the rights and privileges which the Host is charged to protect.

The Interdict

The Interdict is a prohibition upon the unrestrained physical presence of fiends within the World of Men. Although often referred to as the Celestial Interdict, this is something of a misnomer: the Interdict is a cosmic decree of a higher order, written into the fabric of reality, presumably by the Aeons. Aside from the Nameless Adversary himself – who is exempt from the Interdict – a fiend simply cannot enter the World of Men, barring specific, named circumstances, referred to as the Three Permissions:

1. The fiend is conjured to the World of Men by a mortal spellcaster
2. The fiend is in possession of a mortal
3. The fiend is acting with the express purpose of tempting a specific mortal

The rules governing the permissions are convoluted. The ancient terms of Goetia govern the first case, and recognize the ultimacy of the mortal's right to choose – however dangerous and poorly informed that choice may be – to align himself with evil entities and draw power from them, thereby imperiling his soul and the lives of others. However distasteful to the Host, it must abide by the consequences of a conjurer's actions, although if subsequently invoked for protection by others against conjured fiends, celestials are invariably sympathetic.

Possession of a mortal is more restricted in scope: few fiends are capable of this feat, and the innocent and the faithful benefit from celestial protection against fiendish interference in this manner. Much celestial energy is invested in preventing possession, and rigorous patrol of the Aethers ensures that most – but by no means all – cases are arrested before they occur.

The third Permission, that of temptation, is more complex and is governed by the rules of the Accord.

The Accord

Complementary to the Interdict is the Accord, as, in addition to being vicious, duplicitous, and otherwise utterly wicked, the fiends are also the lawfully appointed tempters of mankind. As such, they enjoy certain perquisites when acting in this capacity; their innate nature, however, means that they are constantly stretching the bounds of their office, in an attempt to further their own power. This uncomfortable arrangement is largely opaque to mortal scrutiny, although it is the subject of much speculation. The rules which govern it are archaic and labyrinthine, with as many clauses and contingencies as there are souls eligible for redemption – or ripe for condemnation. The legalese of the Accord is so dense that most celestials do not comprehend it in its entirety; many devils spend millennia in study of its stipulations, in order to better exploit its loopholes. It should be noted that the Accord is between the Celestial Host and the fiendish population (or those portions which choose to observe it); Oronthon himself, in whichever guise he assumes, is not bound by it, and hence cannot technically 'violate' it.

In general, due to their structured perspective, devils are far more conscious of observing the minutiae of the Accord than demons, although also far more practised in stretching its technical limits for the purpose of furthering their own goals. Demons, who are invariably insane, are more apt to contravene its letter – either deliberately or through oversight – and are thus more likely to be subject to the just retribution of the Host when this occurs. The Host itself makes no distinction between the status of demons and devils in this regard – all are fiends – and is more concerned with the practical implications of protecting mortals from temptation and corruption.

Certain very powerful fiends – former seraphs or other episemes – may invest their personal power to speed the passage of servants to the Prime for the purpose of temptation, although such an act is metaphysically debilitating to the sender, and represents a 'special interest' on the part of the arch-fiend who is willing to go to such lengths.

Whilst members of the Host are not physically bound by the Interdict, they are restrained in their operations by the Accord, as well as by their ethical obligation to refrain from overt interference in mortal affairs. In most cases, celestials are forbidden to use supernatural means to compel mortals to a particular course of action, and must rely on persuasion of a more mundane variety; that said, many are perfectly adept at exerting moral leverage upon humans in order to realize their goals. Celestials can be quite ruthless and uncompromising (not to mention underhanded and manipulative) in this regard, confronting mortals with uncomfortable truths and dilemmas in order to achieve their ends. This is seldom a cause for conflict in the mind of a celestial as the stakes – the immortal souls of the faithful – could not be higher.

POST 87: Compiled Notes on Oronthonism & the Host IV

Posted by: Sepulchrave II at ENWorld on 2nd March 2008, 05:32 PM

Cascades

The term cascade is used to describe the rapid deployment of many celestials to a particular location on a plane – usually the Prime – in order to assert the celestial case, most often in response to some threat which has arisen. The term originates from cascade of light – the visible phenomenon of many gates being opened to the Heavens – and has its basis in ancient pacts between powerful arcanists and the Celestial Host; the term has since been extended to include other types of mass celestial translation. There are a variety of different mechanisms for celestial cascades:

- **Invoked:** This is the 'classical' cascade. A powerful mortal spellcaster uses a gate spell to call a celestial captain – usually a solar, but sometimes a throne or an episeme of a lower order. A bargain is struck (the terms may vary considerably, depending on the interests of the parties involved, but the cost is generally extraordinarily high) and the celestial agrees to use its divine power to open another gate, calling another solar to the location of the caster. A third solar is then gated (usually by the first solar), whilst the second issues a sending. Because of the rules of the Accord, three celestial captains must be present before Enitharmon authorizes a full intervention. At this point, the cascade proper may begin: many gates are opened from the Heavens, and celestials descend en masse. An invoked cascade may be interrupted (usually by the quick elimination of the celestial captains) and 'fizzle:' such is the interplay between the ancient rules of Enochia and Goetia.

- **Mandated:** Mandated cascades do not involve a mortal catalyst, and occur at Enitharmon's direction. As such, they are not permitted in the World of Men by the terms of the Accord, although they may occur in other planes – specifically the Lower Planes – generally as a punitive measure against powerful fiends who have transgressed far beyond the bounds of acceptable behaviour in the eyes of the Host. Celestial armies assemble first in the Upper Aethers, gathering and circling in clouds like vast thunderheads, before folding their wings and plummeting in streams through hundreds of gates opened by the solars. Millions of devas can be dispatched in a relatively short time (a few minutes) using this method. The political ramifications of such an act are obviously far-reaching.
- **Implored:** Anyone among the faithful may offer a prayer to Oronthon or the Captains of the Host. If the prayer is deemed sufficiently earnest, the petitioner sufficiently devout, and the circumstances sufficiently dire, Enitharmon may authorize a cascade by the terms of the Accord. The measure of the purity of the human soul who makes the supplication, and the nature of what constitutes a 'sufficiently dire' cause cannot be easily explained; suffice to say that no record of such an event having occurred exists.
- **Ordained:** In an ordained cascade, celestials are acting upon Oronthon's explicit command as his direct agents. The Accord does not apply in these circumstances: Oronthon merely wills it, and any number of celestials from any number of locations immediately translate to any target destination.

There is necessarily an overlap of definitions where cascades are concerned: if Oronthon is omniscient and all things are predestined (a common contention), then all cascades are by definition ordained; likewise, an invoked cascade must perforce receive the tacit approval of the Captains of the Host, and is thus mandated.

The Edge of the Celestial Remit

The war fought by celestials against the fiendish legions is on behalf of the faithful, and is largely defensive in nature, at least until the eschaton is ordained. Most conflict is confined to small skirmishes, involving dozens or possibly hundreds of participants, although in the deep reaches of the Ethereal and Astral Planes, massive engagements occur from time to time, dwarfing mortal wars in their scope. While deployment outside of the normal spheres of operation occurs – teams of devas are sometimes dispatched to the lower planes – such acts are always considered carefully, as the over-provocation and subsequent mobilization of fiends generally bodes ill for mortals.

Beyond even the Hells are other paradigms, where certainties fail and realities clash; here the influence of the Host is nebulous or non-existent. In some cases, overlap exists, but Faerie is inscrutable to the Host; archaic spirit-worlds exist which have never encountered a celestial; the Madness Outside is not subject to their hegemony; the Void is impenetrable. The relationship between Oronthon himself and such regions is unknown.

Celestial Precedence

There are effectively two parallel hierarchies within the Celestial Host: the first, the status afforded by choir; the second, that associated with special rank within a particular choir. At times, within mixed groups, the power and insight (and CR) of advanced celestials of a lower order may equal or exceed those of otherwise unexceptional celestials within higher choirs: this is never a source of rivalry or conflict amongst celestials, who do not attach notions of pride or ambition to leadership. An archon would not hesitate to cede its command to a movanic exemplar, if the latter were better equipped to deal with a situation: celestials will always draw on the best tools available for any purpose, as the source of their internal joy is in service and the effective execution of their duties. A single thought of

hubris, on the part of any celestial, is viewed as deeply suspicious by its peers, and must be addressed immediately.

Diminishment and Fall

It is generally accepted that upon Falling – the lot of any among the Host who knowingly violates the Law of Oronthon – the stature of a celestial entity is lessened. The act of rebellion fixes the alignment of the offender as irrevocably, eternally evil; henceforth, all of its thoughts and deeds are wicked.

The degree to which a celestial which suffers this fate is diminished and misshapen depends upon the nature and magnitude of its sin, and upon its specific ordained role as one of the Fallen. Furthermore, with fiendish status, such an entity is capable of a new growth; evil sorceries and black arts, as well as other Hellish mysteries, become a viable source of power. Most Oronthonists believe that a fiend is still limited by its native strength, however, and no fiend can ever achieve a status of more gravity than that which was fixed in its original nature. Astaroth, an arch-devil of surpassing power, is merely a shadow of the seraphic entity he once was, although his outward appearance is less contorted than others. Titivilus, who claimed once to have been a great knight of the host, and an exemplar among the dominions, may have clawed his way back to a power scant less than that which he once possessed, but still less. Azazel, the standard-bearer of Hell, was once an exalted archon, and through a strange grace or dignity, has retained much of his former appearance and potency, but nonetheless, certain gifts were withdrawn. Others were cast low. Some have argued that the Adversary himself may have shielded those closest to him; if so, it would have been a strangely selfless act.

There are exceptions, of course. Some that threw off the yoke of Hell, and descended far into the madness of the Abyss were so warped that even notions of existence were stripped from them; these chthonic entities hover at the margins of Oronthonist fear, embodiments of the primeval Darkness from which even the Nameless Adversary recoils.

The Whispering Winds

Celestials who reside for the most part in the Aethers – the tutelaries, movanics and monadics – are restricted in their ability to move within the cosmos. Communication is maintained through a network of whispering winds, which represent a continual stream of data conveyed by celestials in a given neighborhood to a monadic at a spiritually fortified location – usually adjacent to a shrine or temple in the World of Men. Monadics at these locations are responsible for responding to messages, filtering information or appealing to their superiors for guidance, as necessary. The relaying of information in this fashion is not instantaneous (the lag may be an hour or more), but for routine communication it is more than sufficient. In the event of emergency (such as unexpected fiendish assault), the whispering winds are not adequate to the task of rapid communication.

General Mechanical Notes

Type and Subtype

All exoteric celestials within the Oronthonian cosmology are outsiders with the extraplanar, good and lawful subtypes. They also gain the celestial subtype (there are no subtypes of angel, archon, eladrin or guardinal).

Speed

All celestials have wings, and can fly swiftly with good or better maneuverability. Celestials are fleet of foot, and can generally move faster than average for bipedal creatures of their size.

Armor Class

Celestials – who are wrought from the raw stuff of the Empyrean – possess robust natural armor, in addition to any magical armor worn and shield carried. Subsequently, their ACs tend to be high for their challenge rating. Against evil creatures, many also benefit from an additional deflection bonus to their armor class.

Attacks

Celestials generally carry a variety of magical weapons, as noted in their individual descriptions.

Special Attacks

Celestials possess a range of spell-like or supernatural attacks, according to their type. The highest orders also possess clerical spellcasting capabilities; as with deities with divine spellcasting abilities, such celestials never need to prepare divine spells. Furthermore, they never need divine foci or material components in their spellcasting.

Special Qualities

All celestials share the following qualities as a bare minimum; members of specific celestial orders may have other qualities which override or surpass those noted below.

- Immunities (Ex): All celestials are immune to petrification, poison and disease. They do not breathe, and are not subject to suffocation or drowning. Celestials require no sustenance or sleep, and are immune to sleep effects. They do not suffer the effects of fatigue or exhaustion. They are immortal. Many celestials have additional immunities as specified in their description.
- Faithfulness (Ex): Celestials are automatically aware of any action or item which could adversely affect their alignment or standing with Oronthon and the Host, including magical effects. They acquire this information prior to performing such an action or becoming associated with such an item.
- Keen Vision (Ex): All celestials have low-light vision and 60-foot darkvision.
- Linked Minds (Su): A celestial is in continual telepathic communion with any other celestials within 300 ft., and never need use verbal communication with another celestial within range. Groups of 3 or more are never surprised.
- Resistances (Ex): Celestials have acid, cold, electricity and fire resistance 10 or better.
- Planar Travel (Su): As a standard action any celestial may use this ability to move between the Heavens, the Material Plane, the Ethereal Plane, and the Region of Dreams. Treat this ability as a plane shift spell as cast by a sorcerer of a level equal to the celestial's hit dice, except that the creature can only transport itself and its equipment, and when travelling between the Prime Plane and the Ethereal or Astral Plane, a celestial always moves to a coterminous position. Some celestials have a wider remit, and may also travel to other planes, as noted in their description.
- Tongues (Su): Celestials can speak with any creature which possesses a language, as though using a tongues spell cast by a sorcerer with a level equal to the celestial's Hit Dice. This ability is always active.
- Whispering Wind (Sp): Any celestial may use this ability at will with a caster level equal to its Hit Dice

Abilities

All celestials presented assume a standard array of ability scores (10 or 11 in each ability) with racial adjustments; important captains should assume a 25-point (or higher) build.

Skills

All skills are considered class skills for celestials.

Treasure

Although they have other duties, celestials are first and foremost soldiers in the war against evil – as such, they are well armed and armored. The value of gear borne by most celestials is approximately equal to that of an NPC of the same CR. The equipment carried by a specific celestial may vary from that listed, but its total value should fall in the same range.

Celestial Metals: It is assumed that the metals from which the arms and armor of celestials are crafted are mechanical analogues of mithral, adamantite etc., although their actual names and appearance might be far different.

Challenge Rating

The value of goods carried by a celestial is concentrated in relatively few items, and the actual CR of a celestial generally rests in the upper ('solid') range of the number given. Adjust CR accordingly for elite array and inherent bonuses (assume that six +5 inherent bonuses are worth an additional +2CR).

Alignment

All exoteric celestials are always Lawful Good in alignment (the same is not true of some esoteric orders, who may exhibit purely good (NG) or purely lawful (LN) alignment traits).

Advancement

Advancement of most celestials is restricted to twice their base Hit Dice; celestials generally do not possess class levels. Beyond their maximum Hit Dice, further advancement is through exemplification (the celestial receives a +5 inherent bonus to its ability scores), or through the application of special templates. Celestials are innately 'static' in terms of power: a 24HD deva has not grown or developed from a lesser deva, it was simply created that way.

Notables and Exemplars

At the core of each choir are groups of celestials who act as keystones and who best embody the defining features of the order. These are the notables and the exemplars, around whom lesser celestials rally, and to whom they look for inspiration, leadership and guidance.

A notable is merely a celestial advanced by 50% or more of its base Hit Dice. An exemplar is always an elite array celestial advanced to maximum Hit Dice, who also benefits from a maximum inherent bonus to each of its ability scores. Feat and skill selection of notables and exemplars may vary from those typical of members of the order, and equipment carried will better reflect the adjusted CR of the celestial. Exemplars radiate a palpable aura of confidence and command when compared to their subordinates within the choir.

The Episemes

Certain favored celestials are afforded special status which elevates them far above the other members of their choirs. Episemes – exalted celestials – who act as the leaders of their orders, exercise great authority and command enormous respect. They abide either with their choirs or in the Seraphic Sphere: celestials and nondivine creatures of less than exalted status cannot endure the heat and brilliance of this heaven.

The episemes are not restricted by the normal remit associated with their choir, and have far-reaching discretionary powers – although they are still subject to the edicts issued by the Marshal of the Host. Exalted celestials are often charged with tasks of cosmic significance, undertaking trials which can remove them far from the actions or locales normally associated with celestials. An episeme may be

of any choir, although most are drawn from the Orders of Thrones, Dominions or Archons. The highest choir is comprised entirely of exalted solars, but with the exception of Enitharmon, these never leave the presence of Oronthon; episemes of other orders convoke in brilliant halls of light, great princes amongst the orders. An episeme is created by applying the Exalted template to a celestial of exemplar status.

Exalted Celestial Template

Size/Type: An exalted celestial's size is unchanged. It gains the Augmented subtype. Exalted solars may advance to Huge size.

Hit Dice: An exalted celestial always has maximum hit points per die.

Speed: An exalted celestial's speed doubles for all categories; this stacks with any other adjustments to speed.

Armor Class: Exalted celestials gain an insight modifier to their armor class equal to their Wisdom bonus, and a deflection modifier to their AC equal to their Charisma bonus.

Attacks: An exalted celestial makes its attack rolls with an insight bonus equal to its Wisdom modifier.

Spell-like Abilities: The caster level of any spell-like abilities of an exalted celestial is equal to its Hit Dice or equal to its previous caster level, whichever is higher.

Spells: An exalted celestial casts spells spontaneously as a Cleric with a level equal to its Hit Dice. The celestial has access to spells from any four domains appropriate to its function and any [sanctified] spell. Exalted celestials forego the need to use foci or divine foci in their spellcasting, and need not use material components.

- **Epic Spells.** An exalted celestial with the Epic Spellcasting feat typically knows one epic spell for every five Hit Dice which it possesses; epic spells known are not developed by the celestial, but conferred by Oronthon.

Special Attacks: An exalted celestial retains all of the special attacks of the base celestial, and gains the following special attacks in addition:

Divine Elemental Power: When an exalted celestial uses a spell or spell-like ability with an energy descriptor, all damage from such spells or abilities is considered divine in nature for the purpose of bypassing resistances and immunities; target creatures who possess a special vulnerability to a particular energy type still retain it.

Smite Evil (Su): An exalted celestial automatically makes its attacks as if they were smite evil attempts made by a Paladin with a level equal to the exalted celestial's Hit Dice.

Turn or Rebuke Undead (Su): An exalted celestial may turn undead as a cleric with a level equal to its hit dice. There is no limit to the number of times per day that the celestial can use this ability.

Special Qualities: An exalted celestial retains all of the special qualities of the base celestial, and also gains the following:

- Immunity to all elemental attacks.
- An increase in damage reduction of +5/and epic and adamantine – for example, the damage reduction of a solar would increase from 15/epic and evil to 20/adamantine and epic and evil.
- Protective Aura (Su): If it did not already possess it, the celestial gains this ability which can be activated as a free action. It acts as a double strength magic circle against evil and a lesser globe invulnerability with a 20-ft. radius, with a caster level equal to the celestial's Hit Dice. The aura can be dispelled, but the celestial can create it again as a free action on its turn.
- Grace (Su): An exalted celestial gains a bonus to its Saving Throws equal to its Charisma modifier.
- Spell resistance equal to its HD +25. If the celestial already possesses SR, use whichever value is better.
- Fast Healing (Ex): The exalted celestial gains fast healing 20. If the celestial already possesses fast healing from another source, it uses whichever value is better.

- Planar Travel (Su): If it did not already possess it, an exalted celestial gains the ability to move between any two planes. Treat this ability as a plane shift spell as cast by a sorcerer of a level equal to the celestial's hit dice, except that the exalted celestial can only transport itself and its equipment and it never arrives off-destination.
- Teleport (Su): If it did not already possess it, an exalted celestial can use greater teleport at will as the spell with a caster level equal to its Hit Dice (or its previous caster level, if that is higher). The celestial can transport only itself and its equipment.
- Regeneration (Ex): The celestial gains regeneration 20. If the celestial already possesses regeneration from another source, it uses whichever value is better. Epic evil-aligned weapons and evil-aligned spells do normal damage to the celestial.
- Attunement (Sp): Once per round, an exalted celestial may commune at will with Oronthon as a swift action.

Abilities: All ability scores of an exalted celestial are ten points higher than those of the base celestial.

Feats: Same as the base celestial, plus any two bonus feats for which the celestial meets the prerequisites.

Challenge Rating: As base celestial +15.

Treasure: NPC wealth.

Alignment: Same as base celestial.

Advancement: None; except for solars, an exalted celestial always has maximum Hit Dice possible for its type. An exalted solar may advance beyond its normal limit.

POST 88: Compiled Notes on Oronthonism & the Host V

Posted by: Sepulchrave II at ENWorld on 4th March 2008, 01:08 PM

There is no celestial from a published d20 source which has gone unmolested; in some cases these changes are minimal (e.g. the solar), in others, the celestial has been effectively rebuilt and renamed. In addition to official sources, I've drawn heavily on the Tome of Horrors for inspiration as well as its inspiration – the AD&D first edition Monster Manual II. I've also looked to the variant Devas provided by Pants of ENWorld. Thanks, Pants.

Tutelary (Angel of the Ninth Choir)

Medium Outsider (Celestial, Extraplanar, Good, Lawful)

Hit Dice: 7d8+35 (66 hp)

Initiative: +5

Speed: 40 ft., fly 90 ft. (good)

Armor Class: 27 (+5 Dex, +8 natural, +4 shield), touch 15, flat-footed 22

Base Attack/Grapple: +7/+11

Attack: +13 melee (1d8+5/19-20, +1 cold iron longsword)

Full Attack: +13/+8 melee (1d8+5/19-20, +1 cold iron longsword)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil or silver, darkvision 60 ft., faithfulness, immunities (disease, poison, petrification and sleep effects), lay on hands, linked minds, low-light vision, planar travel, resistances (acid, cold, electricity and fire 10), secret inspiration, spell resistance 21, tongues, true seeing, whispering wind

Saves: Fort +10, Ref +10, Will +8

Abilities: Str 19, Dex 21, Con 20, Int 15, Wis 16, Cha 16

Skills: Concentration +15, Craft or Knowledge (any one) +15, Disguise +13 (+15 acting), Hide +15, Intimidate +15, Listen +15, Move Silently +15, Sense Motive +13, Spellcraft +12, Spot +23

Feats: Alertness, Skill Focus (any Craft or Knowledge skill), Weapon Focus (longsword)

Environment: Good-aligned planes

Organization: Solitary, pair, or flight (3–6)

Challenge Rating: 9

Treasure: None plus +1 cold iron longsword and +2 mithral heavy shield

Alignment: Always Lawful Good

Advancement: 8–14 HD (Medium)

Level Adjustment: --

Tutelaries – celestials of the Ninth Choir (or often simply angels) – are the lowest of the orders, and spend the majority of their time in the Ethereal Plane and the Region of Dreams. Tutelaries work most directly with mortals, opening them to insight and prompting them to do good deeds, but must remain vigilant against the threat of fiendish interference. Of all celestials, members of the Ninth Choir are closest to mortals in physical and moral stature. Tutelaries prefer to remain hidden from mortal sight, but may lend aid to a faithful worshipper, or may direct the devout with subtle urgings in their dreams.

Tutelaries may attach themselves to gifted individuals who demonstrate a particular capacity for goodness; each tutelary is gifted with a specific talent (a Craft or Knowledge skill), with which it encourages a devout mortal to produce work for the edification of Oronthon, or to impart knowledge coupled with the correct virtues. A tutelary is not covetous of the skills it possesses, but it demonstrates an acute sense of timing with regard to when to bestow its wisdom.

In their military role, tutelaries are staunch defenders in the war against evil, acting as Heaven's footsoldiers and remaining for the most part on the front lines. They are strong and athletic, standing some 6 feet tall and weighing around 180 lbs. Tutelaries speak Celestial, Infernal and Draconic, but use their tongues ability to speak with any creature which has a language.

Combat

Loath to attack mortals, tutelaries are enthusiastic when battling with evil creatures from the lower planes. If time allows for preparation, a tutelary will begin combat with magic circle against evil, aid and blur effects in place. Angels of the Ninth Choir are intelligent and thoughtful warriors, and will withdraw and regroup if faced by a force too strong to confront head-on. A tutelary's natural weapons and any weapons it wields are considered good-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Spell-Like Abilities: At will – aid, blur (self only), calm emotions (DC 15), detect magic, dispel magic, dream, gust of wind (DC 15), light, magic circle against evil (self only), see invisibility; 3/day—lightning bolt (DC 16). Caster level 8th. The save DCs are Charisma-based.

Inspiration (Su): A tutelary can provide a +4 insight bonus to any skill check or ability check made by a single good mortal creature within 30 ft; this ability is a transdimensional effect, usable from the Ethereal Plane upon any mortal within range upon the Material Plane. The celestial can use its inspiration ability a number of times per day equal to its Hit Dice.

Lay on Hands (Su): A tutelary may lay on hands as the paladin class feature, except that each day it can heal an amount of damage equal to its full normal hit points.

Planar Travel (Su): As a standard action, a tutelary may use this ability to move between the Heavens, the Material Plane, the Ethereal Plane, and the Region of Dreams. Treat this ability as a plane shift spell as cast by a sorcerer of a level equal to the celestial's hit dice, except that the angel can only transport itself and its equipment.

True Seeing (Su): This ability is identical with true seeing (Caster Level 14th), except that it has personal range and the tutelary must concentrate for 1 full round before it takes effect. Thereafter the ability remains in effect as long as the celestial concentrates on it.

Skills: A tutelary's sharp eyes give it a +8 racial bonus on Spot checks.

Equipment: +2 mithral heavy shield, +1 cold iron longsword

Movanic

Medium Outsider (Celestial, Extraplanar, Good, Lawful)

Hit Dice: 10d8+40 (85 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 100 ft. (perfect)

Armor Class: 29 (+5 Dex, +4 shield, +10 natural), touch 15, flat-footed 24

Base Attack/Grapple: +10/+14

Attack: +17 melee (1d8+6/19-20 plus 1d6 fire, +1 cold iron flaming longsword) or +14 melee (1d6+5, slam) or +16 ranged (1d8+6/x3, +1 composite longbow (+5 Str bonus))

Full Attack: +17/+12 melee (1d8+6/19-20 plus 1d6 fire, +1 cold iron flaming longsword) or +14/+14 melee (1d6+5, slam) or +16/+11 ranged (1d8+6/x3, +1 composite longbow (+5 Str bonus))

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/evil, darkvision 60 ft., death ward, deflection, faithfulness, immunities (acid, cold, electricity, disease, petrification, poison and sleep effects), linked minds, low-light vision, planar travel, resistance to fire 10, spell resistance 24, tongues, whispering wind

Saves: Fort +11, Ref +14, Will +10

Abilities: Str 21, Dex 20, Con 19, Int 18, Wis 17, Cha 18

Skills: Bluff +17, Concentration +17, Diplomacy +21, Disguise +17 (+19 acting), Escape Artist +18, Hide +18, Knowledge (any two) +17, Listen +16, Move Silently +18, Sense Motive +16, Spot +16

Feats: Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)

Environment: Good-aligned planes

Organization: Solitary, pair, or flight (3-6)

Challenge Rating: 11

Treasure: None plus +1 cold iron flaming longsword, +1 composite longbow (+5 Str bonus) and +2 mithral heavy shield

Alignment: Always Lawful Good

Advancement: 11-20 HD (Medium)

Movantics are celestials of the Eighth Choir and dwell primarily in the Aethers. They are sent to the World of Men to guard the virtuous and protect them from the attacks of demons and the machinations of the Adversary; in these duties they are unswerving. They occasionally lend direct aid to mortal heroes against the forces of evil, but more often influence events from behind the scenes: Movantics frequently assume mortal form in order to achieve these ends, making good use of their change shape ability. When movantics disclose their true appearance, their purpose is revealed as great soldiers of the celestial host, eager to prosecute the Eternal War against the fiends. Movantics are the celestials most commonly represented in religious iconography, bearing their characteristic flaming swords.

Although they may be deployed in dedicated units, when celestials gather in numbers the speed and maneuverability of movanics make them ideally suited for reconaissance and skirmishing activities: hence they are often attached to battalions of astral devas in smaller, more flexible squadrons, remaining invisible until they are ready to loose volleys of arrows and engage in melee.

Movanics stand 6-1/2 feet tall and weigh 200 pounds. They speak Celestial, Abyssal, Infernal and Draconic.

Combat

Movanics possess a sound grasp of tactics, and will use every environmental and terrain advantage of their battefield to maximum effect. If threatened, they will retreat and change tack or seek allies to aid them in their purpose. If time permits, against a serious threat a Movanic will begin combat with spell turning in place. Movanics relish hand-to-hand combat; their natural weapons and any weapons they wield are considered good-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Change Shape (Su): A movanic can assume the shape of any small or medium humanoid. It gains a +10 circumstance bonus on any Disguise checks it makes when using this ability.

Death Ward (Ex): Movanics are immune to death effects and negative energy effects such as energy drain.

Deflection (Su): A movanic deva can bat away spells or targeted effects. If the deva is targeted by a ray or a single-target spell (such as magic missile) it can attempt a Reflex save (DC 20 + the spell's level). If it succeeds at the Reflex save, the spell is deflected. A deflected spell is simply negated as if counterspelled. This ability is usable once per round as a free action and the deva must be aware of the attack in order to deflect it.

Elemental Immunities (Ex): Movanics are immune to acid, electricity and cold.

Planar Travel (Su): As a standard action a movanic may use this ability to move between the Heavens, the Material Plane, the Ethereal Plane, and the Region of Dreams. Treat this ability as a plane shift spell as cast by a sorcerer of a level equal to the celestial's hit dice, except that the movanic can only transport itself and its equipment.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the movanic. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals movanic's HD). This aura can be dispelled, but the movanic can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the movanic's statistics block.).

Spell-Like Abilities: At will – aid, consecrate, continual flame, cure light wounds (DC 15), detect evil, discern lies (DC 18), dispel magic, invisibility (self only), remove curse (DC 18), remove disease (DC 18), remove fear (DC 17); 1/day – atonement, dispel evil (DC 19), heal (DC 20), holy smite (DC 18), holy word (DC 21), spell turning. Caster level 10th. The save DC's are Charisma-based.

Equipment: Movanics typically bear a +1 cold iron flaming longsword and carry a +2 mithral heavy shield.

Monadic

Medium Outsider (Celestial, Extraplanar, Good, Lawful)

Hit Dice: 12d8+48 (102 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 80 ft. (good)

Armor Class: 34 (+5 Dex, +7 armor, +12 natural), touch 15, flat-footed 29
Base Attack/Grapple: +12/+17
Attack: +19 melee (1d10+9, rod of the monadics or +17 melee (1d8+7, slam)
Full Attack: +19/+14/+9 melee (1d10+9, rod of the monadics or +17/+17 melee (1d8+7, slam)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 10/evil, darkvision 60 ft., faithfulness, immunities (acid, cold, disease, electricity, fire, petrification, poison and sleep effects), linked minds, low-light vision, planar travel, spell resistance 25, tongues, whispering wind
Saves: Fort +12, Ref +13, Will +14
Abilities: Str 21, Dex 20, Con 19, Int 18, Wis 19, Cha 18
Skills: Bluff +19, Concentration +19, Diplomacy +23, Disguise +19 (+21 acting), Gather Information +21, Hide +20, Knowledge (any two) +18, Listen +19, Move Silently +20, Sense Motive +19, Spot +19
Feats: Combat Reflexes, Combat Expertise, Improved Initiative, Iron Will, Power Attack
Environment: Good-aligned planes
Organization: Solitary, pair, or flight (3-6)
Challenge Rating: 12
Treasure: None plus rod of the monadics and +2 mithral breastplate
Alignment: Always Lawful Good
Advancement: 13-24 HD (Medium)

Monadics are linked primarily to holy locations within the World of Men, ranging from wayside shrines to great temples, the birthplaces of saints, and similar pilgrimage sites. They prefer to remain ethereal, observing events on the Prime Plane, and only manifesting and intervening if a substantive fiendish threat presents itself. Monadics are notoriously stern and dour, and have little patience for frivolity amongst the faithful; they guard their appointed sites with zeal, and have been known to remonstrate with mortals who fail to display adequate sobriety when making their supplications. Monadics are charged with supervising the activities of lesser celestials in their locale, acting as anchors around which resistance to the lower planar menace is built.

Monadics stand 61/2 feet tall and weigh around 200 pounds. They speak Celestial, Infernal, Abyssal and Draconic plus any one other language, but generally use their tongues ability to communicate with mortals.

Combat

Elemental immunities and good armor coupled with bonuses received in protection of holy sites make monadics well-suited to the role of defense, and they act most effectively in this capacity. If a sacred area is endangered, lesser celestials will rally around a monadic or group of monadics; serious threats are countered by an immediate appeal for reinforcements on the part of the monadic, if practical. Defensive strategies employed include striking from and then retreating to their ethereal vantage point, and misleading foes through use of their project image ability; against powerful interplanar threats, a Monadic will immediately corporeate and use forbiddance to prevent desecration of its appointed site. Monadics enter melee combat with grim resolution. A monadic's natural weapons and any weapons it wields are considered good-aligned and lawful-aligned for the purposes of overcoming damage reduction

Change Shape (Su): A monadic can assume the shape of any small or medium humanoid. It gains a +10 circumstance bonus on any Disguise checks it makes when using this ability.

Death Ward (Ex): Monadics are immune to death effects and negative energy effects such as energy drain.

Elemental Immunities (Ex): Monadics are immune to acid, cold, electricity and fire.

Planar Travel (Su): As a standard action a monadic may use this ability to move between the Heavens, the Material Plane, the Ethereal Plane, and the Region of Dreams. Treat this ability as a plane shift spell as cast by a sorcerer of a level equal to the celestial's hit dice, except that the monadic can only transport itself and its equipment.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the monadic. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals monadic's HD). This aura can be dispelled, but the monadic can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the monadic's statistics block.).

Sacred Guardian (Ex): A monadic within 60 feet of any area which has been hallowed in dedication to Oronthon gains a +4 morale bonus on its attack and damage rolls in defense of the site.

Spell-Like Abilities: At will – aid, consecrate, cure light wounds (DC 15), daylight, detect evil, discern lies (DC 18), dispel magic, hold monster (DC19), invisibility (self only), neutralize poison, remove curse (DC 18), remove disease (DC 18), remove fear (DC 17), sending; 1/day – commune, dispel evil (DC 19), forbiddance, hallow, heal (DC 20), project image (DC 21). Caster level 12th. The save DC's are Charisma-based.

Equipment: Monadics are equipped with a rod of the monadics and +2 mithral breastplate

Rod of the Monadics: This six-foot rod, wrought from celestial metals, is wielded two-handed by a monadic. It strikes as a +2 adamantite thundering greatclub.

POST 89: Nwm

Posted by: Sepulchrave II at ENWorld on 19th March 2009, 03:03 AM

Übermensch Nwm's character sheet in sensible terms. Nwm uses his quarterstaff like a club.

Nwm the Preceptor

Male human ascetic druid 36; CR 36; Medium humanoid (human); HD 36d8+288; hp 453; Init +11; Spd 30ft.; AC 41 (+7 Dex, +4 natural, +6 deflection, +12 exalted, +2 insight), touch 37, flatfooted 32; Base Atk +23; Grp +30; Atk +38 melee (1d6+17, quarterstaff) or by spell; Full Atk: +38/+33/+28 melee (1d6+17, Quarterstaff); SA spells; SQ damage reduction 20/epic and evil, endure elements, energy resistance, exalted strike, freedom of movement, greater sustenance, mind shielding, nature sense, negative energy immunity, regeneration, resistances (acid, cold, electricity, fire and sonic 30), resist nature's lure, sustenance, thousand faces, timeless body, trackless step, true seeing, venom immunity, wild empathy, wild shape (13/day, elemental 5/day), woodland stride; SV Fort+34 Ref+27 Will+39; AL NG; Str 25 Dex 25 Con 27 Int 28 Wis 36 Cha 30.

Skills: Concentration +47, Craft (leatherworker) +28, Diplomacy +53, Handle Animal +49, Heal +52, Knowledge (arcana) +28, Knowledge (nature) +52, Listen +52, Profession (herbalist) +48, Ride +50, Sense Motive +52, Spellcraft +50, Spot +52, Survival +52 (+56 above ground), Swim +27, Tumble +26

Feats: Animal Friend, Autoimmolator, Colossal Wild Shape, Dire Charge, Dragon Wild Shape, Epic Spellcasting, Eschew Material Components, Extra Wild Shape, Gargantuan Wild Shape, Ignore

Material Components, Improved Initiative, Intuitive Attack, Natural Spell, Run, Sacred Vow, Snatch, Spontaneous Epic Caster, Track, Vow of Poverty, Weapon Focus (Quarterstaff).

Spells Prepared: (6/9/8/8/8/8/6/6/6/6; save DC 23+ spell level). Nwm may also cast three epic spells per day, provided that their adjusted DC is 0 or less: these spells are devised and cast spontaneously, with no development cost. Nwm can use backlash or XP to mitigate against epic spells which he casts: he ignores the first 36d6 points of backlash damage in this case.

0th – create water, cure minor wounds, detect magic (x2), detect poison, purify food& drink

1st – calm animals, entangle (x2), faerie fire, goodberry, hide from animals, longstrider, speak with animals

2nd – barkskin (x2), bear's endurance (x2), briar web, master air, soften earth & stone, tree shape

3rd – call lightning, greater magic fang (x3), nature's favor (x2), plant growth, stone shape

4th – dispel magic, essence of the raptor (x2), feathers, flame strike (x2), miasma, reincarnate

5th – Animal growth, atonement, baleful polymorph, call lightning storm, commune with nature (x2), death ward, mass contagion;

6th – Gate seal, greater dispel magic (x2), mass bear's endurance, transport via plants, wall of stone

7th – Aura of vitality, control weather, heal, poison vines, treesight, wind walk

8th – Finger of death, interplanar transport via plants, mass awaken, mass cure serious wounds, reverse gravity, sunburst

9th – Nature's avatar, shapechange, thunderswarm, tree portal, true reincarnate, undermaster

Exalted Strike (Su): Nwm gains a +7 enhancement bonus to attack and damage rolls whilst using any weapon. His staff is considered adamantine, cold iron, epic, good-aligned and silver for the purpose of overcoming a creature's damage reduction. Nwm can strike incorporeal creatures as though his weapon possessed the ghost strike special ability.

Foresight (Su): Nwm is under a permanent foresight effect (as the spell, CL 36). He is never surprised or flat-footed.

Freedom of Movement (Ex): Nwm acts as if constantly under the effects of a freedom of movement spell.

Greater Sustenance (Ex): Nwm does not need to eat, drink or breathe.

Mind Blank (Su): Nwm is always under the effects of a mind blank, as the spell.

Mind Shielding (Ex): Nwm is immune to detect thoughts, discern lies and any attempt to discern his alignment.

Negative Energy Immunity (Ex): Nwm is immune to negative energy effects such as energy drain and enervation.

Regeneration (Ex): Nwm heals 36 points of damage every hour, or 36 points of nonlethal damage every five minutes.

Resist Nature's Lure (Ex): Nwm gains a +4 bonus on saving throws against the spell-like abilities of fey.

Scrying (Sp): Nwm can use greater scrying at will as the spell (save DC 27). The save DC is Charisma-based. Caster level 36th.

A Thousand Faces (Su): Nwm has the ability to change his appearance at will, as if using the alter self spell, but only while in his normal form.

Timeless Body (Ex): Nwm does not take ability score penalties for aging and cannot be magically aged.

Trackless Step (Ex): Nwm leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

True Seeing (Su): Nwm has a continuous true seeing ability, as the spell.

Venom Immunity (Ex): Nwm is immune to all poisons.

Wild Empathy (Ex): Nwm can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. He rolls 1d20+44 to determine the wild

empathy check result. He can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check if the creature is nongood.

Wild Shape (Su): Nwm has the ability to turn himself into any animal, plant, elemental or dragon of size tiny to colossal. This ability functions like the polymorph spell, and the effect lasts for up to 36 hours, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The new form's Hit Dice can't exceed Nwm's druid level.

Woodland Stride (Ex): Nwm may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Possessions: beard, mistletoe, quarterstaff, robe.

POST 90: Enitharmon, Marshal of the Celestial Host.

Posted by: Sepulchrave II at ENWorld on 21st March 2009, 09:42 PM

In crazy land now.

Created by Oronthon with a generous 60-point build. Advanced to 50 HD, +5 inherent bonus to all scores, exalted template. The effects of 'gear' value are roughly commensurate with those expected of a 65th-level character; Enitharmon, in fact, has only two artifacts: Sword and Seal.

I've placed him nominally at CR65, 85 perfected, 95 magnified.

Enitharmon

Size/Type: Huge Outsider (Augmented, Celestial, Extraplanar, Good)

Initiative: +32

Hit Dice: 50d8+1350 (1750 hp)

Speed: 100 ft.; fly 300 ft. (perfect)

Armor Class: 116 (-2 size, +32 deflection, +24 Dex, +26 insight, +26 natural; flat-footed 92, touch 90)

Base Attack/Grapple: +50/+91

Attack: +118 melee (4d6+59/17-20, Shard of Thought)

Full Attack: +118/+118/+113/+108/+103 melee (4d6+59 plus 3d6 divine/17-20, Shard of Thought)

Space/Reach: 15 ft./15 ft.

Special Attacks: Smite evil, spell-like abilities, spells, turn undead

Special Qualities: Attunement, change shape, darkvision 60 ft., divine elemental empowerment, DR 20/adamantine and epic and evil, fast healing 20, greater teleport, immortal, immunities (acid, cold, disease, electricity, fire, petrification, poison, sleep), low-light vision, planar travel, protective aura, regeneration 20, spell resistance 75, tongues

Saves: Fort +106 Ref +103 Will +105

Abilities: Str 77 Dex 59 Con 65 Int 62 Wis 63 Cha 75

Skills: Appraise +79, Balance +83, Concentration +80, Diplomacy +197, Gather Information +85, Handle Animal +85, Heal +79, Jump +92, Knowledge (arcana) +79, Knowledge (geography) +79, Knowledge (history) +79, Knowledge (nature) +85, Knowledge (nobility) +79, Knowledge (religion) +79, Knowledge (the planes) +79, Listen +79, Perform (oratory) +85, Perform (sing) +85, Search +79, Sense Motive +179, Spellcraft +85, Spot +79, Survival +79 (+85 on other planes), Tumble +83

Feats: Cleave, Combat Reflexes, Devastating Critical, Dire Charge, Dodge, Epic Spellcasting, Great Cleave, Great Smiting, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Leap Attack, Mobility, Overwhelming Critical, Power Attack, Power Critical, Spring Attack, Superior Initiative, Weapon Focus (greatsword)

Environment: Heaven (Any Sphere)

Challenge Rating: 65

Combat

Attunement (Sp): Enitharmon may commune at will as a swift action.

Change Shape (Su): Enitharmon can assume the form of any small or medium humanoid.

Devastating Critical: Creatures who suffer a critical hit from Enitharmon's greatsword must make a Fortitude saving throw (DC 68) or die.

Divine Elemental Power (Ex): When Enitharmon uses a spell or spell-like ability with an energy descriptor, all damage from such spells or abilities is considered divine in nature for the purpose of bypassing resistances and immunities; target creatures who possess a special vulnerability to a particular energy type still retain it.

Greater Teleport (Sp): Enitharmon can use this ability at will (Caster Level 50th).

Immortal: Enitharmon is immortal, and does not need to eat, sleep or breathe.

Planar Travel (Sp): Enitharmon can move at will between any two planes. Treat this as a plane shift, but Enitharmon may only transport himself and any equipment he carries, and he never arrives off-destination. Caster Level 50th.

Protective Aura (Su): This acts as a double-strength magic circle against evil and a lesser globe of invulnerability with a 20-ft. radius. The aura can be dispelled, but Enitharmon can create it again as a free action on his turn. Caster Level 50th.

Regeneration (Ex): Enitharmon takes normal damage from epic evil-aligned weapons and from spells with the evil descriptor.

Smite Evil (Su): Against evil creatures, Enitharmon gains a +32 bonus to all attack rolls and deals an extra 100 points of damage with each successful hit.

Spell-Like Abilities: At will – aid, animate objects, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 46), imprisonment (DC 51), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead, waves of fatigue; 3/day – blade barrier (DC 48), earthquake (DC 50), heal, mass charm monster (DC 50), permanency, resurrection, waves of exhaustion; 1/day – greater restoration, power word blind, power word kill, power word stun, prismatic spray (DC 49), wish. Caster level 50th. The Save DCs are Charisma-based.

The following abilities are always active on Enitharmon's person as the spells (caster level 50th): detect evil, detect snares and pits, discern lies (DC 46), see invisibility, true seeing. They can be dispelled, but Enitharmon can reactivate them as a free action.

Spells: Enitharmon spontaneously casts spells as a 50th-level Cleric (6/10/10/10/10/9/8/8/8/7; DC 36+ spell level). He may cast any spell on the Cleric spell list, and any spell from the Glory, Strength, War and Wrath domains. He also has access to any [sanctified] spell. He foregoes the need for any foci or material components. For purposes of spells which have an XP requirement, assume Enitharmon has an XP cushion of 20,000XP per week.

Tongues (Su): Enitharmon can speak with any creature that has a language, as though using a tongues spell (caster level 50th).

Turn Undead (Su): Enitharmon can turn or destroy undead at will as a 50th-level Cleric. He gains a +6 synergy bonus to his turning checks.

Equipment

Shard of Thought (Paradigmatic Artifact): Enitharmon's weapon is a +10 ghost touch holy speed fiery blast greatsword: the flames generated by the sword are divine in nature, and not subject to resistances or immunities. Shard of Thought automatically bypasses all damage reduction. When brandished (a standard action), the weapon causes evil creatures within line of sight to become panicked for 4d6 rounds unless they succeed at a Will saving throw (DC 67); those who succeed are still shaken. Enitharmon's Charisma and Hit Dice determine the Save DC. Caster Level 50th.

Seal of Truth and Agency (Paradigmatic Artifact): On his brow, Enitharmon bears a complex and shifting motif wrought from raw Empyrean Fire; a living symbol of his legitimate authority, bestowed by Oronthon. Any celestial, fiend or worshipper of Oronthon immediately recognizes the symbol and its significance. The Seal of Truth and Agency grants a +20 enhancement bonus to all ability scores, a +20 resistance bonus to all saving throws, and a +100 competence bonus to all Diplomacy and Sense Motive checks. Enitharmon's stat block reflects this.

POST 91: The Fall and the Oronthonian Eschaton

Posted by: Sepulchrave II at ENWorld on 23rd March 2009, 06:15 AM

The Fall and the Oronthonian Eschaton

The ongoing evolution of Enitharmon, the Nameless Adversary and the Perfect celestial template are all interlinked: I've fiddled with and tweaked them on and off for more than a few years now, as much to push the limits of the system as anything else, and see what it leads to. In terms of sheer power, a Perfected DvR9 Enitharmon necessarily has to be capable of smacking down the (admittedly, weakened) Adversary. I wanted the Adversary to be a top end Intermediate power (DvR15 equivalent), which meant that the Perfect dignity had to be insanely powerful: I've guesstimated it at +20CR. I won't say that these are the final versions. There are other iterations.

Confronted with Enitharmon's holiness, any Arch-Devil or Demon Prince better hope to win initiative and flee immediately; otherwise, he needs epic spells or powerful artifacts to resist the celestial for long enough to make an escape. Realistically, no fiend – except the Adversary – can stand toe-to-toe with the marshal of the celestial host for even a single round of combat. This is even before Perfection/Magnification.

What or who is the Adversary? Ideas involving the heterodox 'esoteric' celestial orders have also been informed by the relationship between Enitharmon and the Nameless Fiend. Many of these orders are comprised of 'cosmic' celestials which possess innate divine rank, and there is the distinct possibility that the Adversary is, in fact, a rogue Sovereignty or similar entity: one of many conflicting assertions regarding his nature. The power gulf between the Adversary and every other fiend (and every Orthodox celestial, for that matter, barring magnification) is so vast that this seems a more reasonable theory than many.

The Nameless Adversary is never at risk of usurpation by his devilish subordinates (or by demonic magnates); they offer no conceivable threat to his supremacy. The Thirteen Great Antagonists – fallen seraphs who are otherwise unconcerned with Hell's politics – are among the few that can provide the Adversary with any meaningful counsel: the Nameless Fiend sees further and deeper

than any save Oronthon himself. He pursues his own secret goals, using the vast resources of Hell to further them. His manipulation of the Arch-Devils is so subtle that it goes entirely unrecognized; still, they know in their hearts they are nothing more than pawns in his intricate schemes, and that Hell moves with a single purpose.

The Adversary is infinitely patient, but broods perpetually upon the End of Days: conventional Oronthonian eschatology suggests that he will be slain in that time by his antiparallel, Enitharmon. Now, with the passing of Orthodoxy and the ascendancy of Saizhan, the Nameless Adversary finds himself pondering whether the eschaton will come at all, and if it does, what form it will take.

Implicit Assumptions

1. At the Moment of the Fall, at the climax of the revolt, the Adversary was weakened and denuded in power. Because of the Adversary's Rejuvenation SDA, Enitharmon must boast at least 15 divine ranks to 'kill' him permanently: presumably, Oronthon didn't want him dead.

2. The Adversary has changed since the Fall. It is assumed that the bulk of the Adversary's epic spells were contrived after the Fall – rather than developed prior to or during the revolt in heaven – when Hell had been thoroughly subjugated to his will. The Arising in Fire Suite is in anticipation of the Oronthonian eschaton, and represents the maximum to which the Adversary can realistically extend his enormous magical resources. Likewise, many of the Nameless One's SDAs are reflective of his Infernality – a result of his post-Fall status. Whether the Nameless One's overall stature has grown, diminished or remained the same since the before Fall is a matter of intense theological debate.

3. No Epic Ritual Magic. As with most fiends, I've assumed that ritual epic spells are not available: as fundamentally selfish and evil, fiends are not predisposed towards ritual magic. The same rationale does not apply to celestials, but the host doesn't engage in routine grand epic rituals either. Celestials are not Willful (in the magickal sense) creatures: They are simply bestowed with certain gifts in various measure, and ritual epic magic has not been decreed. Perhaps in the End of Days this will change, and Oronthon will reveal the songs to the choirs which will allow them to descend into the Hells and lay waste to them.

4. Blanket Inherent Bonuses are Ubiquitous. These can be understood as bestowed by Oronthon (in the case of Enitharmon) or independently realized (in the case of the Adversary).

5. Epic Wealth Calculation. PC wealth is assumed to be $\text{level}^4 * 5\text{gp}$.

The Adversary

The Adversary's abilities are based upon a divine array exalted elder titan, inherent bonuses, bonuses for 60 class levels and divine bonuses.

His 'gear' value has been modestly estimated at 500 million gp: around equivalent of a 100th-level PC. Stat-boost accretions give profane bonuses: epic spells of tremendous power use enhancement bonuses to further boost abilities. If the Adversary invokes his sovereign mind and chooses to employ backlash and XP burn as mitigating factors, his spells can touch the 900 mark. In the case of the Adversary's Hellfire Blast (=Divine Blast), I handwaved it as an at-will ability. At forty-something times per day otherwise, it may as well be.

The Alter Reality SDA allows for absolute spellcasting flexibility, and the Adversary's Stygian Reservoir permits extensive use of the ability if necessary. All of this is irrelevant, as the Adversary's main weapon – persuasion – is not apt to fail. Beguiler spells may be freely metamagicked to 32nd level, but realistically no creatures within his paradigm who are vulnerable to mind-affecting effects are capable of resisting him. I've made the Divine Glibness SDA considerably more robust: as written, it's kind of a damp squib. I had in mind the various stirring speeches that the Nameless One made in heaven prior to the Fall

The Nameless Fiend is fully cognizant of his own, paradoxical nature: defying the Will of Oronthon in one instance, yet acting as the ordained agent of cosmic retribution in another. If his reality truly unfolds in perfect accordance with Oronthon's plan, then the inevitable reprobation of those unfit for Oronthon's heaven is simply his predestined lot.

The Nameless Adversary
The Great Antagonist

Intermediate Power
Symbol: The Meteor
Home Plane: Hell
Alignment: The Self
Portfolio: The Self
Worshippers: Any and none
Domains: None
Favored Weapon: None

Beguiler 60
Medium Outsider (Evil)
Rank: 15
Hit Dice: 70d8+1680 (outsider) plus 60d6+1440 (Beguiler) (4060 hp)
Initiative: +27
Speed: 60 ft.; swift translocation
Armor Class: 120 (+19 Dex, +48 deflection, +15 divine, +28 natural), touch 92, flat-footed 101
Base Attack/Grapple: +100/+136
Attack: Manifested weapon +146 melee (1d8+31/17-20 plus destruction)
Full Attack: Manifested weapon +146/+146/+141/+136/+131 melee (1d8+31/17-20 plus destruction)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, salient divine abilities, spells, turn undead
Special Qualities: Divine aura (1500 ft., Save DC 138), divine immunities, DR 25/ epic and good and silver, immortal, remote communication, immunity to fire, salient divine abilities, SR 155, understand, speak and read all languages, speak directly to all beings within 15 miles, swift translocation.
Saves: Fort +133, Ref +136, Will +166
Abilities: Str 53, Dex 49, Con 59, Int 91, Wis 87, Cha 106

Skills: Appraise +188 (related crafts +202), Balance +181, Bluff +340, Climb +169, Concentration +172, Craft (Infernal Contrivances) +188, Decipher Script +188, Diplomacy +382, Disable Device +167, Disguise +196 (+210 acting), Escape Artist +167, Forgery +188, Gather Information +202, Handle Animal +196, Heal +186, Hide +167, Intimidate +216, Jump +195, Knowledge (arcana) +288, Knowledge (architecture) +188, Knowledge (geography) +188, Knowledge (history) +188, Knowledge (nature) +202, Knowledge (nobility) +188, Knowledge (the planes) +188, Knowledge (religion) +201, Listen +186, Move Silently +167, Perform (Oratory) +300, Profession (Contract Lawyer) +188, Ride

+181, Search +188, Sense Motive +288, Sleight of Hand +181, Spellcraft +315, Spot +186, Survival +186 (+200 on other planes), Swim +169, Tumble +181, Use Magic Device +196 (scrolls +210)
Feats: Combat Expertise, Combat Reflexes, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Eschew Material Components, Enlarge Spell, Extend Spell, Force of Personality, Forge Ring, Greater Spell Focus (Enchantment), Heighten Spell, Improved Feint, Improved Initiative, Iron Will, Negotiator, Persuasive, Quicken Spell, Persistent Spell, Rapid Metamagic, Scribe Scroll, Silent Spell, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Knowledge, Religion), Skill Focus (Spellcraft), Spell Focus (Enchantment), Still Spell, Twin Spell, Widen Spell

Epic Feats: Automatic Quicken Spell (All), Automatic Silent Spell (All), Automatic Still Spell (All), Dire Charge, Epic Reputation, Epic Skill Focus (Bluff), Epic Skill Focus (Diplomacy), Epic Skill Focus (Knowledge, Religion), Epic Skill Focus (Spellcraft), Epic Spell Focus (Enchantment), Epic Spellcasting, Epic Will, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Multispell (x4), Spell Opportunity, Superior Initiative

Divine Immunities: Ability damage, ability drain, acid, banishment, cold, death-effects, disease, disintegration, electricity, energy drain, imprisonment, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, turning and rebuking.

Salient Divine Abilities: Alter Reality, Cosmic Dispossession, Craft Artifact, Diabolic Qualities, Divine Fast Healing, Divine Glibness, Divine Skill Focus (Bluff), Divine Skill Focus (Diplomacy), Divine Spellcasting, Divine Spell Focus (Enchantment), Know Secrets, Lay Curse, Mass Hellfire Blast, Possess Mortal, Rejuvenation, Stygian Reservoir, Summon Devil, True Shapechange

Swift Translocation (Su): The Nameless Adversary can move between any two points on any planes as a swift action, regardless of their separation.

Other Divine Powers

As an intermediate power, the Adversary treats a 1 on an attack roll or a saving throw normally and not as an automatic failure. He is immortal.

Senses: The Adversary can see, hear, touch and smell at a distance of 15 miles. As a standard action he can perceive anything within 15 miles of unholy sites, objects or locations where the name of any devil was spoken in the last hour. He can extend his senses to up to ten locations at once. He can block the sensing power of deities of 15 or fewer ranks at up to ten remote locations at once for 15 hours.

Portfolio Sense: The Adversary instantly detects any event which involves his portfolio, and can sense events up to fifteen weeks in the past.

Automatic Actions: The Adversary can use any skill related to his portfolio – even those he has no ranks in – as a free action, provided that the DC is 25 or less. He can perform up to ten such free actions in a round.

Divine Aura: As a free action on his turn, the Adversary may choose to emanate or suppress an aura of daze, fright or resolve with a radius of 1500ft.

Salient Divine Abilities

Alter Reality: The Nameless Fiend may replicate any spell of 9th-level or lower, or any spell with metamagic enhancements with an adjusted level of 9th-level or lower. This ability is similar to the wish spell. The Adversary merely thinks of something and then makes it so. Doing this requires at least a standard action. The duplicated spell has no material component, and the DC of its saving throw (if one is allowed) is 83.

The Adversary can render a magical or supernatural effect permanent. The rest requirement varies with the effect: 10 minutes per level of the effect times the number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected. Use the highest applicable value. He can create temporary, nonmagical objects. This works like the Create Object ability (including the required rest period), except that the items last for 15 days.

The Adversary can also create permanent nonmagical objects as if using the Create Object ability except that all rest requirements are doubled and there is no reduction in rest time for being on an Outer Plane or his own realm.

The Nameless One can create temporary magic items or creatures. This works like the Divine Creation ability (including the required rest period), except that the items or creatures created last 15 hours. This ability cannot create permanent magic items or creatures. The Adversary can reshape a landscape, creating any type of terrain he can imagine. Each 10-foot cube of material to be reshaped requires 1 round of effort, and he must rest for one day per 10-foot cube shaped after the work is completed.

Use of the Alter Reality SDA incurs a cost of 5000XP, drawn against the Adversary's reservoir.

Cosmic Dispossession (Unique SDA)(Ex): The Nameless Adversary cannot be invoked, called, summoned or supplicated; abilities or spells which require the name of a target have no effect upon the Adversary; divinations posed regarding his whereabouts, actions or intentions always fail. He does not grant spells and has no priesthood; he has no associated domains, domain powers or domain spell-like abilities. Usual domain prerequisites for salient divine abilities are waived in the case of the Adversary, but he must meet other prerequisites as normal.

Diabolic Traits (Unique SDA)(Ex): The Nameless One shares certain qualities with less august devils. He gains the following benefits:

- The Adversary is immune to fire
- He can see perfectly in darkness of any kind
- He gains silver and good as additional qualities required to bypass his damage reduction

Divine Fast Healing (Ex): The Adversary has fast healing 35. Lost limbs or body parts reattach instantly when pressed against the wound on his body.

Divine Glibness (Ex): As a full-round action, the Adversary can speak and convince others to take some course of action. This works like a mass suggestion spell cast except that it affects up to any number of creatures within a 150ft. radius circle, centered of the Adversary. A Will saving throw (DC138) negates the effect. As an SDA, Divine Glibness is not considered a mind-affecting effect. If the Adversary is demonstrating Arrant Hubris the Save DC increases to 238.

Hellfire Blast (Ex): As a standard action which requires a ranged touch attack, the Adversary can deliver a blast of infernal fire which deals 63d12 points of damage to as many as 75 targets within his sensory range, as a 1500ft. cone, or as a spherical burst or spread with a radius of 750ft. The Hellfire Blast is considered a Divine Blast for the purposes of determining the effectiveness of resistances, immunities and protections against it; it destroys and penetrates a wall of force, overwhelms a prismatic effect etc. If the Adversary is demonstrating Arrant Hubris the damage of his Hellfire Blast increases to 163d12 (av. 1059).

Stygian Reservoir (Unique SDA)(Ex): The Adversary can offset enormous expenditures of energy against Hell's collective psychic resources. For the purposes of item creation, spells, spell-like abilities

or salient divine abilities which normally entail a loss of experience points, the Nameless Adversary has a weekly cushion of 100,000XP.

Summon Devil (Unique SDA): As a standard action, the Adversary can summon any devil – including unique devils – by speaking its name. Summoned devils remain for one hour.

Spellcasting

The Adversary casts spells as a Beguiler (6/14/14/14/14/13/13/13/13/12/7/7/7/6/6/6/5/5/5/5/4/4/4/4/3/3/3/3/2/2/2/2 spells per day; Caster Level 75th, Save DC 73+ spell level or 84+ spell level for Enchantments). He may also cast thirteen epic spells per day.

- He may cast any nonepic spell he knows as a quickened, stilled and/or silent spell without adjusting the spell's level; he can freely apply any other metamagic feats which he knows to any spell he casts, provided that he has a spell slot of the adjusted spell level available (maximum 32nd).
- The Adversary may cast up to five quickened spells in a round.
- When he demonstrates Arrant Hubris (an Impulse, see below), Save DCs of all spells increase by +100

Spells Known:

0 – Dancing lights, daze, detect magic, ghost sound, message, open/close, read magic;

1st – Charm person, color spray, comprehend languages, detect secret doors, disguise self, expeditious retreat, hypnotism, mage armor, obscuring mist, rouse, silent image, sleep, undetectable alignment, whirl;

2nd – Blinding color surge, blur, daze monster, detect thoughts, distract assailant, fog cloud, glitterdust, hypnotic pattern, invisibility, knock, mirror image, minor image, misdirection, see invisibility, silence, spider climb, stay the hand, touch of idiocy, vertigo, whelming burst;

3rd – Arcane sight, clairaudience/clairvoyance, cone of dimness, crown of veils, deep slumber, dispel magic, displacement, glibness, halt, haste, hesitate, hold person, inevitable defeat, invisibility sphere, legion of sentinels, major image, nondetection, slow, suggestion, vertigo field, zone of silence;

4th – Charm monster, confusion, crushing despair, freedom of movement, greater invisibility, greater mirror image, locate creature, mass whirl, phantom battle, rainbow pattern, solid fog;

5th – Break enchantment, dominate person, dream, false vision, feeblemind, friend to foe, hold monster, illusory feast, incite riot, mind fog, mirage arcana, nightmare, telepathic bond, seeming, sending, swift etherealness;

6th – Geas/quest, greater dispel magic, mass suggestion, mislead, overwhelm, permanent image, programmed image, repulsion, shadow walk, symbol of persuasion, true seeing, veil;

7th – Ethereal jaunt, final rebuke, hiss of sleep, greater arcane sight, mass hold person, mass invisibility, phase door, power word blind, project image, solipsism, spell turning, symbol of stunning, transfix;

8th – Antipathy, binding, demand, discern location, irresistible dance, maddening whispers, mass charm monster, mind blank, moment of prescience, power word stun, scintillating pattern, screen, shifting paths, superior invisibility, symbol of insanity, sympathy, wrathful castigation;

9th – Dominate monster, etherealness, foresight, mass hold monster, power word kill, programmed amnesia, shades, time stop, weird

Accretions (Epic Items / Artifacts)

The nameless fiend does not possess items per se, but benefits from a number of Accretions: these duplicate permanent slotless items with a further x2 modifier to 'cost.' Total 'gear' value is around 500M gp. Accretions are considered supernatural abilities; if dispelled or disjoined, the Adversary can reactivate any number as a free action on his turn.

Left Hand of the Numinous [136M]

The Adversary gains a +20 profane bonus to all mental stats (Int, Wis and Cha) and a +100 competence bonus to Sense Motive checks.

Arch-Deceiver [120M]

The Adversary receives a +100 competence bonus to Bluff, Diplomacy and Perform (Oratory) checks

Arcane Fatum [80M]

The Adversary benefits from a +100 competence bonus to Spellcraft and Knowledge (arcana) checks.

Master of His Own Luck [72M]

The Adversary benefits from a +30 Luck bonus to his Saving Throws

Manifested Weapon [100M]

The Adversary may manifest a weapon equivalent to a +10 adamantine hellforged keen speed unholy power longsword as a free action. All creatures struck by the weapon are subject to destruction (heightened to 30th-level, Fort DC 103). The Adversary's Charisma bonus determines the Save DC; he receives a bonus equal to his divine rank.

Impulses (Epic Spells)

An impulse is an abstraction of an epic spell: a quickened, silent, still spell, simply willed into effect. It otherwise uses the same rules. These are for example, and by no means exhaustive: assume the Adversary has access to any number of permutations of factors.

Sovereign Mind

Spellcraft DC 325 [Fortify (+17); Impulse (+32), +199 additional Int (+398); 12,400XP (-124)]

As a swift action, the Adversary invokes the sovereign mind. His Intelligence increases to 291. Add +100 to all Intelligence checks and Intelligence-based skill checks.

Annihilate Entity

Spellcraft DC 425 [Destroy (+29); Impulse (+32), +280d6 (+560); increase damage die (+40), affect immortals up to DvR5 (ad hoc +100); 136d6 backlash (-136), 20000XP (-200)]

Requires Sovereign Mind; if Arrant Hubris in effect, Fort DC 183.

Transmutation. A single target within 12,000ft sustains 300d20 points of damage (av. 3150); if slain, it is disintegrated. The target is entitled to a Fort save (DC 83) for half damage. Entities with 6 or more Divine Ranks are immune to this power, but demigods are subject to it as normal unless they possess some other resistance to transmutations .

Arrant Hubris

Spellcraft DC 325 [Fortify (+17); Impulse (+32), +199 additional Cha (+398); 12,400XP (-124)]

As a swift action, the Adversary demonstrates Arrant Hubris. His Charisma increases to 306. Add +100 to all Charisma checks and Charisma-based skill checks. Arrant Hubris also affects the Adversary's deflection bonus to AC, the Save DCs of all Beguiler spells, and the Save DC to resist his divine aura, Lay Curse and and Divine Glibness SDAs. Increase the damage of his Hellfire Blast by 100d12.

Irrefutable Argument

Spellcraft DC 425 [Fortify (+23); Impulse (+32), +79 additional Cha [Untyped bonus] (+474); 10,400XP (-104)]

Requires the sovereign mind and arrant hubris be in effect.

Increase the Adversary's Charisma by an additional 80 points: this stacks with any other bonuses. Modify the following statistics by +40: the Adversary's deflection bonus to AC, the Save DCs of all Beguiler spells, all Charisma checks and Charisma-based skill checks, the Save DC to resist his divine aura and Divine Glibness SDA, and the Save DC of his Lay Curse SDA. Increase the damage of his Hellfire Blast by another 20d12.

Impulse When Arising in Fire

Spellcraft DC 425 [Energy (+19), Energy (+19), Weather (+25), Weather (+25); Impulse (+32), +50d6 (+100), increase damage die (+40), untyped (+10), increase area by 4900% (+196); +18d6 (+36), untyped (+10), increase damage die (+40). 12,200XP (-122)]

Evocation. Requires Sovereign Mind; with Arrant Hubris in effect. Fort DC 183.

As an impulse, the Adversary radiates a tempest of flame which deals 60d20 points of damage (av. 630) to creatures and objects within a 100-mile radius burst (Fort DC 83 half). For 20 hours thereafter, the Adversary continues to emanate the flames in a 2-mile radius; each round that a creature remains within this area, it must make a successful save or sustain 20d20 points of damage. The flames are of an infernal variety not subject to resistances or immunities; devils and infernal creatures are unaffected by When Arising in Fire.

Dramatic Damnation

Spellcraft DC 325 [Summon (+14); Impulse (+32), +30 additional CR (+60), +8 additional creatures (+240); 2100XP (-21)]

Conjuration (Summoning). As a swift action, the Nameless One summons the nine Akesoli, or pain bringers (average CR 32). They appear and act instantly, attempting to drag a single target of the Adversary's choosing to Hell.

Summon Steed

Spellcraft DC 292 [Compel (+19), Reveal (+19), Summon (+14); Impulse (+32), +53 additional CR (+106), extend duration (+112)].

Conjuration (Summoning). This spell summons Qematiel, a fully advanced paragon monster of legend hellfire wyrm (CR55). Qematiel serves as the Adversary's steed for one hour.

Infernal Aegis

Spellcraft DC425. [Armor (+14), Fortify (+17); Impulse (+32), +99SR (+198), +96 additional armor bonus (+192); 2800XP (-28)]

Transmutation. Increase the Adversary's Spell Resistance by +100 points; he gains a +100 armor bonus to his Armor Class.

Arising In Fire

Heralding the apocalypse. The Following Impulses are active: Sovereign Mind, Arrant Hubris, Ground of Being, Indestructible Body, Irrefutable Argument, Infernal Aegis. Adjust the Adversary's stat block as follows:

Hit Dice: 70d8+8680 (outsider) plus 60d6+7440 (Beguiler) (17,040 hp)

Armor Class: 360 (+100 armor, +19 Dex, +188 deflection, +15 divine, +28 natural), touch 332, flat-footed 341

Special Qualities: Divine aura (1500 ft., Save DC 278), SR 255

Saves: Fort +233, Will +266

Abilities: Con 259, Int 291, Wis 287, Cha 386

Skills: Appraise +288 (related crafts +302), Bluff +480, Craft (Infernal Contrivances) +288, Decipher Script +288, Diplomacy +522, Disguise +336 (+350 acting), Gather Information +342, Handle Animal +336, Heal +286, Intimidate +356, Knowledge (arcana) +388, Knowledge (architecture) +288, Knowledge (geography) +288, Knowledge (history) +288, Knowledge (nature) +302, Knowledge (nobility) +288, Knowledge (the planes) +288, Knowledge (religion) +301, Listen +286, Perform (Oratory) +400, Profession (Contract Lawyer) +288, Search +288, Sense Motive +388, Spellcraft +415, Spot +286, Survival +286 (+300 on other planes), Use Magic Device +336 (scrolls +350)

SDAs: Alter Reality DC 223, Divine Glibness DC 278, Hellfire Blast 203d12, Spell DCs 213 + spell level or 224 + spell level for enchantments. Manifested weapon destruction ability DC 243

POST 92: Mostin the Metagnostic

Posted by: Sepulchrave II at ENWorld on 28th March 2009, 08:46 PM

As requested. More will come as time permits.

Mostin's advancement was toward some kind of vague and undefined "pseudonaturalization," and a bunch of abilities were winged as we went along. This is the nascent 'tadpole' stage, negotiated to +3 ECL.:

Speed doubles for all movement types.

Con +4 Dex +4 Wis +4

Immunity to acid and electricity

At will (CL = HD): blur, dimension door, haste

Alternate Form (Writhing Mass): Enemies take –1 morale penalty to attack rolls

+8 Natural armor

Mostin the Metagnostic

The eleventh occlusion – which is say the infinitely pulcilate occlusion – is without peer in its Metagnostic capacity. This, I demonstrated in my seminal Perturbations in the Amplitudes of the Huhngs?, with which I am sure the reader has at least a passing acquaintance.

Spellwarped quasipseudonatural diviner 20 / alienist 10; ECL 36; Medium outsider (augmented aberration, native); HD 30d4+240 plus 6 (insane certainty); hp 366; Init +6; Spd 60ft.; AC 42 (+8 armor, +5 Deflection, +8 Dex, +1 insight, +10 natural), touch 32, flatfooted 34; Base Atk +15; Grp +23; Atk +24 melee (1d6+7/18-20, MW rapier) or by spell; Full Atk: +24/+19 melee (1d6/18-20, MW rapier); SA spells; SQ alien blessing, damage reduction 10/magic, immunities (acid, electricity), insane certainty, extra summoning, pseudonatural familiar, SR 41, summon alien, timeless body; SV Fort +26 Ref +26 Will +34; AL N; Str 25 Dex 27 Con 26 Int 44 Wis 30 Cha 22.

Skills: Concentration +42, Craft (alchemy) +51, Craft (engraving) +51, Craft (illumination) +51, Decipher Script +51, Gather Information +40, Knowledge (arcana) +51, Knowledge (architecture and engineering) +51, Knowledge (geography) +51, Knowledge (history) +51, Knowledge (nature) +51, Knowledge (nobility) +51, Knowledge (the planes) +51, Intimidate +23, Listen +29, Ride +26, Search +44, Sense Motive +27, Spellcraft +94 (scrolls +98), Spot +56.

Feats: Alertness, Brew Potion, Chain Spell, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Epic Skill Focus (Spellcraft), Epic Spellcasting, Extend Spell, Improved Metamagic, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Martial Weapon Proficiency (Rapier), Maximize Spell, Multispell, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Penetration, Still Spell.

Metagnostic Form (Su): Mostin can change form between a humanoid and a writhing mass of tentacles, or any combination in between. His most relaxed state is as a humanoid with vestigial alien features. A true seeing spell reveals Mostin as existing in all forms simultaneously. In his tentacled form, Mostin's abilities are unchanged, but enemies suffer a –1 morale penalty on their attack rolls to hit Mostin; creatures using true seeing automatically incur the penalty.

Spell Absorption: Spells which fail to penetrate his Spell Resistance confer certain advantages to Mostin. Mostin may choose to be affected in any of the following ways:

1. He gains a +4 enhancement bonus to Strength
2. He gains a +4 enhancement bonus to Dexterity
3. He gains a +4 enhancement bonus to Constitution

4. He gains (5 x spell level) temporary Hit Points
5. He gains a bonus to his speed equal to (5ft. x spell level)
6. He gains an energy resistance (fire, acid or sonic) 10

Absorption effects last for one minute.

Summon Alien: Whenever Mostin uses a summon monster spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature.

Extra Summoning: Once per day, Mostin can cast an extra summon monster IX spell.

Insane Certainty: Mostin takes a –10 penalty on all Bluff, Diplomacy and Handle Animal checks made when dealing with non pseudonatural creatures.

Spell-Like Abilities: As a standard action, Mostin can use blur, haste or dimension door. Caster level 31st.

Permanent Spell Effects: Mostin is permanently under the effects of arcane sight, darkvision and see invisibility. Caster level 31st.

Spells

Mostin casts spells as a 31st-level diviner (4/9/8/8/8/8/7/7/7/3/3/3); Save DC 27+ spell level; Conjunction save 28+ spell level). Mostin casts one extra spell each day of each level from the Divination school. His barred school is Necromancy

Mostin may also cast three epic spells per day. He gains a +5 bonus to his Spellcraft checks if he casts an epic spell with a Divination base seed, and enjoys a -5DC mitigating factor to the DCs of spells which reflect his specialization as an Alienist. He can reliably cast spells with a Spellcraft DC of 104.

Spells Prepared

Spells assume preparation for a variety of contingencies; if Mostin anticipates conflict, his offensive and defensive capabilities are bolstered, and conjurations with long casting times (planar binding etc.) are dropped in favor of direct damage or save-or-die spells. Multiple preparations are in square parentheses.

Unused Slots

Mostin generally leaves the following spell slots empty – 1 x 10th, 1x 9th, 1 x 8th, 1 x 6th, 1 x 4th, 4 x 2nd, 4 x 1st. Additional spells may be later prepared in these slots according to his specific needs.

Armamentarium

Meteor swarm (sonic, maximized, empowered) (DC36) [1]

Dominate monster (quickened) (DC36) [1]

Disjunction (quickened) [1]

Delayed blast fireball (sonic, empowered, quickened) (DC 34) [1]

Delayed blast fireball (sonic, empowered) (DC34) [1]

Disintegrate (quickened, maximized) (DC33) [1]

Disintegrate (quickened, empowered) (DC33) [1]

Dominate monster (DC36) [1]
Flesh to stone (chained) (DC33) [1]
Banishment (DC 34) [2]
Baleful polymorph (DC32) [1]
Fire orb (sonic, empowered) [2]
Feeblemind (DC32) [1]
Divinations
Foresight (extended) [1]
Hindsight (quickened) [1]
Moment of Prescience [2]
Vision [2]
True Seeing (quickened) [1]
Assay spell resistance (quickened) [1]
Probe thoughts [1]
Prying eyes [1]
Locate creature [1]
True strike (quickened) [1]
Detect scrying [1]
Clairvoyance [1]
Analyze portal [1]
Locate object [1]
Detect thoughts [1]
True strike [1]
Summonings and Bindings
Gate [2]
Superior planar binding [1]
Summon monster IX [1]
Greater planar binding [1]
Torment [1]
Planar binding [1]
Lesser planar binding [1]
Dimensional anchor [2]
Defensive
Prismatic sphere [1]
Mind blank [2]
Antimagic field [1]
Nondetection [2]
Magic circle against evil [2]
Resist energy [2]
Protection from evil [2]
Utility
Greater plane shift (quickened) [1]
Greater teleport (quickened) [1]
Shapechange [1]
Plane shift [1]
Greater Teleport [1]
Limited wish [1]
Gate seal [1]
Mass haste [1]
Make manifest[1]
Veil [1]
Fabricate [1]

Major creation [1]
Secure shelter[1]
Zone of respite[1]
Greater invisibility [1]
Phantom steed [1]
Fly [2]
Alter self [1]
Enlarge person [1]
Expeditious retreat [1]

Spells Known:

1st – alarm, animate rope, charm person, chromatic orb, comprehend languages, detect undead, disguise self, enlarge person, expeditious retreat, grease, know protections, identify, jump, lesser acid orb, mage armor, magic aura, magic missile, message, mount, protection from chaos/evil/good/law, shield, sleep, spider climb, summon monster I, true strike, ventriloquism;

2nd – alter self, arcane lock, bear's endurance, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, dimensional pocket, eagle's splendour, fog cloud, fox's cunning, gaze screen, glitterdust, hideous laughter, hypnotic pattern, knock, locate object, minor image, Mostin's arrhythmic apoplexy, Mostin's aura of inscrutability, Mostin's myopic emanation, obscure object, resist energy, see invisibility, summon monster II, summon swarm, web, whispering wind;

3rd – Acid breath, analyze portal, arcane sight, avoid planar effects, blink, clairsentience/clairvoyance, dispel magic, displacement, fireball, flame arrow, fly, greater magic weapon, haste, hold person, keen edge, lightning bolt, magic circle against chaos/evil/good/law, nondetection, phantom steed, sepia snake sigil, stinking cloud, summon monster III, shadow cache, slow, suggestion, tongues;

4th – Arcane eye, assay spell resistance, attune form, black tentacles, charm monster, detect scrying, dimensional anchor, dimension door, ethereal mount, fire orb, fire stride, greater invisibility, hallucinatory terrain, locate creature, minor creation, minor globe of invulnerability, Mostin's interminable sermon, Mostin's torque tendril, phantasmal killer, polymorph, remove curse, resilient sphere, scramble portal, scrying, secure shelter, shadow conjuration, shadow well, solid fog, stoneskin, summon monster IV, vitriolic sphere, zone of respite, zone of revelation;

5th – Acid sheath, baleful polymorph, cloudkill, contact other plane, destructive resonance, dismissal, dominate person, dream, fabricate, feeblemind, hold monster, lesser planar binding, major creation, Mostin's metempsychotic reversal, Mostin's paroxysm of fire, nightmare, permanency, private sanctum, prying eyes, seeming, sending, shadowfade, summon monster V, telepathic bond, teleport, symbol of sleep, telekinesis, wall of force, wall of iron, wall of stone;

6th – Acid fog, acid storm, analyze dweomer, antimagic field, chain lightning, contingency, disintegrate, fiendform, flesh to stone, gate seal, geas/quest, globe of invulnerability, greater dispel magic, guards and wards, hardening, legend lore, mage's transformation, make manifest, mass haste, mass suggestion, Mostin's id eruption, move earth, planar binding, probe thoughts, repulsion, stone to flesh, summon monster VI, symbol of persuasion, true seeing, veil;

7th – Banishment, delayed blast fireball, elemental body, energy immunity, ethereal jaunt, forcecage, greater arcane sight, greater scrying, greater teleport, insanity, instant summons, limited wish, magnificent mansion, plane shift, power word stun, reverse gravity, sequester, shadow walk,

simulacrum, spell turning, summon monster VII, symbol of stunning, vipergout, vision, wall of greater dispel magic;

8th – Antipathy, binding, chains of antimagic, demand, dimensional lock, discern location, etherealness, ghostform, greater planar binding, greater plane shift, greater shout, maddening whispers, mass manifest, maze, mind blank, moment of prescience, Mostin's metagnostic inquiry, polymorph any object, power word blind, screen, summon monster VIII, superior invisibility, symbol of insanity, sympathy, trap the soul;

9th – Awaken construct, disjunction, dominate monster, effulgent epuration, foresight, gate, hindsight, imprisonment, meteor swarm, planar perinarch, power word kill, prismatic sphere, reality maelstrom, shades, summon monster IX, superior planar binding, teleportation circle, time stop, wish.

Possessions:

The Web of Motes (Transcendental Artifact)
Currently in Mostin's possession.

Murmuur's Tower (Infernal Artifact)

This infernal device was contrived during the Great Revolt, and requires a number of different activation words to effectively operate. The exact external appearance of Murmuur's tower corresponds to a shape determined by the user, although its form is limited to resemble some kind of artificial construction not less than thirty feet high. In its unconcealed state, Murmuur's tower appears as a three-hundred foot needle made of diabolic materials. The owner may cause the tower and its contents to greater plane shift as a standard action.

The main portal to Murmuur's tower is opened with an obscure set of sigils and incantations; its size may vary from that of a small door to a gate as large as 30-ft high and 20-ft. wide, depending on the external dimensions of the tower.

The interior of Murmuur's tower is an extensive extradimensional space, with numerous halls, galleries, reception rooms, parlours, and dining rooms. There are private suites, a ballroom, stable and bath-house; courtyards, grottoes, summoning rooms, torture chambers and so on. It may be more useful to consider Murmuur's tower as a self-contained demiplane to which the principle point of access varies, according to its current planar orientation.

In addition to its main entrance, nine additional gates grace the external walls of Murmuur's tower, although they generally remain inert and hidden. The gates may be aligned to any of the Hells; when opened, they permit passage between the plane upon which Murmuur's tower rests and the Infernal regions. Typically, one gate is aligned to each of the Nine Hells, although any number can be aligned to any Hell. The gates are opened, closed and realigned by command word.

Murmuur's tower is impervious to scrying of any kind, and its interior benefits from an effect equivalent to a dimensional lock). A staff of thirty spined devils attend to the numerous sundry tasks involved in the tower's upkeep. CL 30th

Irknaan's Cloak

This mantle of epic spell resistance is lent indefinitely to the Wizard Sho.

Mirror of Urm-Nahat

A mirror of mental prowess, this is also in Sho's possession, although Mostin reserves the right to its immediate reappropriation if he so chooses.

Mostin's Comfortable Summer Retreat

Currently situated in Nizkur under the auspices of the sprite Orolde.

Other Items

Mostin also possesses a portable hole, robe of eyes, headband of intellect +10, belt of many pockets, bracers of armor +8, ring of death warding, ring of protection and resistance +5, stone of sendings, ioun stones (dusty rose prism, incandescent blue sphere, pale green prism, iridescent spindle, orange prism), spell talisman +30.

Notes

Mostin gains the following ioun stone benefits: +2 Wis; sustained without air; sustained without food or water; +1 to all Attack Rolls, Skill Checks, Saves and Ability Checks; +1 caster level; +1 insight bonus to AC.

Mostin's ability scores each include a +5 inherent bonus

Increase Mostin's enhancement bonus to Intelligence by 20 points for one week after he undergoes the First Rite of Cognition.

POST 93: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 1st April 2009, 05:01 AM

OK, I'll bite.

Quote:

I see that the amount of magic items in circulation in Wyre has increased significantly.

If you mean in Wyre, not so much. At this point, mostly south of its borders, in fact. Godlings, ancient spirits, demons and celestials are also present there in larger numbers than previously.

If you mean in the hands of the PCs, then somewhat.

Quote:

Did Mostin craft these himself

In one or two cases.

Quote:

Take them from Grazz't's stores

In several cases.

Quote:

Or did you just loosen your restrictions on acquiring them?

Magic items have never been for sale outside of Wizardly circles.

Quote:

And what does "pulcilate" mean?

Pulcilation is a property of the eleventh occlusion.

Quote:

And has Mostin changed his views on Metagnosticism?

I didn't know that Metagnosticism existed as a discrete body of religious or philosophical inquiry. Metagnosis is not commonly referenced outside of Mostin's deranged, IQ 440 mind.

Quote:

It seems contradictory to his previous opinions ("There is no ultimate state. There is only becoming. Infinite becoming") to assert that anything (let alone himself) "is without peer in its Metagnostic capacity."

Perhaps it's important to differentiate between an occlusion's Metagnostic capacity, and the epistemic assertion made by Mostin. To me, it seems obvious to wear a hat in winter if one's head is cold; consider the eleventh occlusion as a hat.

Quote:

And, again, I would be much obliged if you would tell me how you adjudicate the Diplomacy skill in this campaign, as I posted of above. I hope I'm not too demanding, but your campaign, and your views on DMing, really intrigue me.

1. PCs are never subject to Diplomacy checks to convince them of anything.
2. I do not make Diplomacy checks for off-screen NPC interactions.
3. Diplomacy is used in-game as a means by which PCs can influence NPC actions.
4. Otherwise it's just a number; in the case of cosmic entities, a very large number.

POST 94: Carasch (CR 50-55)

Posted by: Sepulchrave II at ENWorld on 10th April 2009, 06:44 AM

I think I've posted Carasch already. This is the more streamlined version. Mediumweight cosmic entity: 46HD balor + chthonic + elite array +5 inherent bonuses.

Carasch simply wishes to destroy everything.

Carasch

Huge Outsider (Augmented, Chaotic, Chthonic, Evil, Extraplanar, Tanar'ri)

HD: 46d8+1288 (1656hp)

Init: +31

Spd: 80ft, fly 180ft (good)

AC: 83 (-2 size, +10 armor, +25 deflection, +18 Dex, +22 natural; flat-footed 65, touch 61)

Base Atk: +46, Grp +100

Full Atk: +97/+97/+92/+87/+82 melee (4d6+56/Dev19-20x3)

SA: Aura of unlight, chthonic spellcasting, death throes (DC61), spells, spell-like abilities, summon demon, tenacious wounding, utter corruption

SQ: DR 20/cold iron and epic and good, darkvision 60ft., flaming body, immunities (electricity, fire, poison), ontic flux, regeneration 20, resistances (acid 10, cold 10), see in darkness, telepathy 100ft., SR75, true seeing

SV: Fort +73 Ref +64 Will +70

Abilities: Str 75 Dex 49 Con 66 Int 51 Wis 48 Cha 60

Feats: Cleave, Combat Brute, Devastating Critical (greataxe), Dire Charge, Epic Spellcasting, Epic Will, Great Cleave, Improved Critical (greataxe), Improved Initiative, Improved Sunder, Iron Will, Leap Attack, Power Attack, Overwhelming Critical (greataxe), Superior Initiative, Weapon Focus (greataxe)

Skills: Appraise +69, Balance +74, Bluff +74, Climb +81, Concentration +77, Decipher Script +69, Disguise +74 (+80 acting), Escape Artist +68, Gather Information +74, Hide +60, Intimidate +80, Jump +101, Knowledge (arcana) +69, Knowledge (history) +69, Knowledge (nature) +75, Knowledge (religion) +69, Knowledge (the planes) +69, Listen +76, Move Silently +68, Search +69, Sense Motive +68, Sleight of Hand +74, Spellcraft +125, Spot +76, Survival +68 (+74 on other planes), Tumble +74, Use Magic Device +74 (+80 scrolls),

Aura of Unlight (Su): 10ft-radius, as deeper darkness. Non-chthonic creatures within the aura automatically gain 1d4 negative levels every round. Spell resistance is effective against level loss from the aura of unlight, but even creatures normally immune to energy drain and negative energy effects may be subject to it. The aura of unlight may be suppressed or resumed as a free action. It may be dispelled, but Carasch may reactivate it as a free action on his next turn. Caster Level 46th.

Devastating Critical: Creatures subject to a critical hit from Carasch's axe must make a Fortitude saving throw (DC 65) or die.

Ontic Flux (Ex): Carasch is under an effect similar to a blink spell, except that attacks which target incorporeal or ethereal creatures gain no special benefit, nor does Carasch receive any special

benefits to attack such creatures in this state. The ontic flux may be suppressed or resumed as a free action.

Flaming Body (Su): Creatures grappling Carasch sustain 6d8 points of fire damage each round.

Regeneration (Ex): Carasch has Regeneration 20. Epic good-aligned weapons and good-aligned spells do normal damage to him.

Utter Corruption (Ex): All of Carasch's spells and spell-like abilities gain the [Evil] descriptor, regardless of their function. Against good creatures, Carasch benefits from a +4 bonus to the DC of any special abilities and to spells and spell-like abilities which he uses.

Chthonic Spellcasting (Ex): Carasch casts spells as a 46th-level sorcerer. He can cast Darkness, Demonic, Destruction and Evil domain spells as arcane spells. He does not utilize material components in his spellcasting, and incurs no experience point debt for spells which normally demand it; Carasch may offset up to 10,000xp in this fashion when casting epic spells.

Spells Known: (6/13/12/12/12/12/11/11/11/10 per day; save DC 35+ spell level, 39+ spell level against good creatures): 3rd – contagion, dread word, lightning bolt, magic circle against good; 4th – dimensional anchor, improved invisibility, liquid pain, scrying; 5th – dream, feeblemind, resonating resistance, sending; 6th – antimagic field, chain lightning, geas/quest; 7th – banishment, greater scrying, plane shift, ; 8th – discern location, mind blank, protection from spells; 9th – foresight, etherealness, soul bind.

Carasch may also cast five epic spells per day.

Spell-Like Abilities: At will – blasphemy (DC42), detect thoughts (DC37), dominate monster (DC44), greater dispel magic, greater teleport, haste, insanity (DC41), power word stun (DC42), telekinesis, unhallow, unholy aura (DC43); 1/day – fire storm (DC43), implosion (DC44).

Summon Demons (Sp): Once per day, Carasch may summon 1d6 chthonic succubi, 1d3 chthonic mariliths or 1 chthonic balor. This ability is the equivalent of an epic-level spell.

True Seeing (Su): Carasch has a continuous true seeing ability, as the spell (caster level 46th).

Senses: Carasch receives a +8 racial bonus to Spot and Listen checks.

Equipment

Weapon

When Carasch erupts into materiality he wields a +8 Adamantine speed unholy power greataxe. As a full-round action, Carasch may swing his axe and invoke a reality maelstrom (CL 40th) centered upon any point to which he has line of sight.

Token of Cheshne

Carasch's Token of Cheshne grants a +10 enhancement bonus to all abilities and a +10 resistance bonus to all Saves. The token bestows a +50 competence bonus to Spellcraft checks.

Bracers

These are equivalent to heavy fortification +10 bracers of armor

Epic Spells

Void Erases is a bit heavy, but I felt that it was appropriate. I like the prefix Ur...

Amplification (DC 135)

Fortify (+17); Quickened (+28), No Verbal or Somatic (+4), 20 hours duration, +89 Str (+178), Duration (+10); Personal (-2), Chthonic (-100).

Transmutation. Increase Carasch's strength to 155 for 120 hours. Atk +137. Dmg 4d6+116. DevCrit DC 105. Various analogs.

Void Erases (DC 135)

Transmutation [Death]. Destroy (+29), Slay (+25), Fortify (+17), Weather (+25); Quickened (+28), No V or S (+4), Area (+14), +30d6 (+60), increase damage die (+40); Chthonic (-100), 7d6 backlash (-7)

Void Erases as a swift action. Creatures within 3 miles must make Fortitude saving throws (DC45) or be annihilated (as if disintegrated); those who succeed still sustain 20d20 points of destructive damage.

Void Engulfs (DC 133)

Evocation [Darkness, Death, Mind-Affecting].

Energy (+19), Ward (+14); Emulate deeper darkness and weird (+52), Impulse (+32), Penetrate mind blank and death ward (+20), Increased Area (+76); +10 Save DC (+20); Chthonic (-100).

A sphere of darkness with a 200-ft. radius encapsulates Carasch for 20 hours.

Creatures who enter the area or are within it when it is evoked must make a Will Save (DC55) or suffer an unconscious eruption so violent and terrible that they die. Void Engulfs is a mind-affecting death effect, but neither a mind blank nor a death ward is proof against this spell. Epic spells which incorporate the Ward seed and are keyed to epic death effects are entitled to an opposed caster level check when subjected to Void Engulfs. Epic spells with the [light] descriptor are entitled to an opposed caster level check to counter Void Engulfs; nonepic light spells are automatically suppressed.

If a creature saves successfully against Void Engulfs it cannot subsequently be affected by the same casting of the spell.

Ur-Kin (DC 111)

Conjuration (Summoning)

Summon (+14); +33 CR (+66), 3 additional creatures (+99), Impulse (+32); Chthonic (-100).

As an Impulse, Carasch summons four Chthonic balors (each CR35). They appear and act instantly. The Chthonic balors remain for 20 rounds.

POST 95: Green Benediction

Posted by: Sepulchrave II at ENWorld on 18th April 2009, 04:29 AM

Dug this one out as it's topical. One of Nwm's more complicated spells...

Green Benediction
Transmutation [Green]

Spellcraft DC: 0 [1276]
Components: V, S
Casting Time: 1 round
Range: See text
Targets: Living creatures within a 400-ft. radius burst
Duration: 20 minutes
Saving Throw: Will negates (harmless); Fortitude half; see text
Spell Resistance: Yes (harmless)

[Fortify (+17), enhancement bonuses (+158)] + [Fortify (+27), +49DR (+196)] + [Fortify (+17), +100SR (+200)] + [Fortify (+17), +49 natural armor (+98)] + [Transform (+21), Transport (+27), Grant Supernatural Ability (+10), Emulate Transport via Plants (+27), quickened ability (+28)] + [Energy (+19), Green (+10), +8d6 (+16), increase die (+40)] + [Contact (+23)] + [Reveal (+19)]; 1 round (+20), Area (+10), Area +3900% (+156), +50 CL vs Dispel (+100), Other Flexible Provisions (ad hoc +20); Ritual (-1276)

Nwm forms an empathic and physical communion between Uedii and all designated living creatures within a 400-ft burst radius. The area affected may be anywhere within range of Nwm's clairvoyant vision, but must be on the Prime Plane.

Sentient creatures who wish to avoid the effects of the Green Benediction may make a Will saving throw (DC 39); animals are automatically affected.

Whilst the Green Benediction is in effect, designated targets gain the following benefits:

A +20 Enhancement bonus to Strength, Constitution, Wisdom and Charisma
A +50 Natural armor bonus to armor class
Damage Reduction 50/-
Spell Resistance 100
The supernatural ability to use transport via plants as a swift action once per round

Creatures under the effect of the Green Benediction emanate a viridescent light to 10 feet which deals 10d20 points of damage per round to extraplanar creatures of a type designated at the time of the spell's casting. A Fortitude Saving Throw (DC 39) halves this damage. Creatures are subject to the light every round they remain within its range.

For purposes of attempts to dispel the effects of the Green Benediction, Nwm is treated as an 85th-level caster.

POST 96: Temple Chiefs and Captains

Posted by: Sepulchrave II at ENWorld on 18th April 2009, 04:57 AM

Temple Command excluding the Ahma and the Sela. Part of a longer list also used to calculate ritual spell capacity: mitigating factors are in square parentheses. Most of the Illuminated aren't included.

Temple Chiefs and Captains

Resurrected Saints (9)

Fully Beatified (Saint+Half-Celestial+DvR0). 5000xp.

- Tahl the Incorruptible (Cleric 5 / Inquisitor 10) [-15]
- Wurz of the Mission (Cleric 12 / Evangelist 5) [-11]
- Moda the Exorcist (Cleric 10 / Sacred Exorcist 5) [-15]
- Anaqiss the Apostate (Favored Soul 15) [-15]
- Kustus of Mord (Paladin 8 / Knight of the Chalice 7) [-7]

Revered and Holy (Saint+Half-Celestial). 1000xp.

- Malzsan (Favored Soul 14) [-13]
- Furem of Thokastrond (Favored Soul 12) [-11]
- Skinna (Paladin 10 / Knight of the Chalice 3) [-5]
- Tunkul the Mad (Favored Soul 12) [-11]

Resurrected Talions (12)

Those for whom Bliss is Postponed (Talion). 1000xp.

- Rede of Dramore (Fighter 8 / Pious Templar 10) [-7]
- Tarpion (Fighter 8 / Pious Templar 10) [-7]
- Tuan Muat (Cleric 5 / Inquisitor 10) [-7]
- Haubi of Thahan (Fighter 8 / Pious Templar 8) [-7]
- Irian (Fighter 8 / Pious Templar 6) [-5]
- Hembur (Fighter 8 / Pious Templar 5) [-3]
- Hyne (Fighter 8 / Pious Templar 4) [-3]

Those for whom Bliss is Denied (Talion). 1000xp.

- Molta (Paladin 6 / Holy Liberator 8) [-5]
- Annuz the Fair (Fighter 16)
- Tuom the Old (Fighter 8 / Pious Templar 8) [-5]
- Amachel the Damned (Ex-Paladin 10 / Ex-Blackguard 5 / Contemplative 2) [-1]
- Fior (Paladin 12 / Fighter 4) [-3]

Chiefs Among the Illuminated

Those who Experienced the Reversal (Half-Celestial).

- Tiuhan, King of Wyre (Aristocrat 1 / Favored Soul 2) [-1]

- Tagur, Prince of Einir 9 (Aristocrat 1 / Expert 2 / Fighter 11 / Duelist 4 / Favored Soul 1 / Contemplative 1) [-1]
- Attar, Warden of the Northern March (Aristocrat 1 / Fighter 16)
- Sihü, Duchess of Tomur (Aristocrat 1 / Expert 12 / Favored Soul 3) [-1]
- Jholion, Marquis of Methelhar (Aristocrat 1 / Fighter 12 / Paladin 2)
- Khenfo, Marquis of Iald (Aristocrat 1 / Expert 8 / Favored Soul 2 / Contemplative 1) [-1]
- Lome, Laird of Banda (Fighter 16)
- Shiel the Repentant, Duke of Jiuhu (Aristocrat 1 / Fighter 9 / Favored Soul 3) [-1]
- Streek of Jorbu (Fighter 14)

Mortal Adepts (14)

Saizhan Adepts

- Sercion (Cleric 7 / Warpriest 4 / Contemplative 6) [-15]
- Brey (Cleric 7 / Warpriest 7 / Contemplative 2) [-11]
- Asser of Scir Cellod (Cloistered Cleric 12 / Contemplative 4) [-15]
- Mezhon (Cloistered Cleric 10 / Contemplative 3) [-13]
- Beldid the Brash (Cleric 7 / Warpriest 5 / Contemplative 2) [-9]

Irrenite Masters

- Sineig (Cloistered Cleric 7 / Thaumaturge 5 / Contemplative 6) [-17]
- Wrohs (Cloistered Cleric 8 / Thaumaturge 5 / Contemplative 3) [-15]
- Thionon (Cloistered Cleric 8 / Thaumaturge 5 / Contemplative 2) [-15]

Other Warpriests (3)

- Cleric 7 / Warpriest 4 [-27]

Chief Flamines (3)

- Cloistered Cleric 8 [-21]

Honored Captains (29)

Jorde and the Penitents (12)

- Jorde (Fighter 8 / Pious Templar 6) [-5]
- The Eleven Penitents (Paladin 7 / Divine Crusader 5) [-55]

Anointed Templar Lords (3)

- Jequil of Gibilrazen (Paladin 12) [-5]
- Rudred (Paladin 10) [-3]
- Saric (Paladin 9) [-3]

Anointed Templar Captains (9)

- Paladin 6 [-9]

Other Templar Lords (5)

- Fighter 5 / Pious Templar 5 [-15]

POST 97: Immortal Entities

Posted by: Sepulchrave II at ENWorld on 19th April 2009, 05:59 AM

Approximate hierarchy of categorizable immortal entities .

Transcendental

(Divine Rank 16+; Challenge Rating 150+).

Aeons, Effluxion? of Demogorgon, (Pseudodeities?), Apparitions of Cheshne, Principal Ludjas [Tree, Stone, Water]

[The web of motes, Pharamne's urn]

Paradigmatic

(Divine Rank 11 to 15; Challenge Rating 80 to 120).

Sovereign manifestations of Oronthon, Iotas of Radiance, Mistresses of the Veils, Elemental Deities, Indestructible or Sempiternal Entities, (the Claviger?), the Adversary.

Archetypal

(Divine Rank 6 to 10 and/or Challenge Rating 60 to 80).

Regents of the Empyrean, Nehael, Perfected Seraphim, Great Primordial Fears (Ambabhitis), Nature Deities

Divine

(Divine Rank 1 to 5 and/or Challenge Rating 40 to 60).

Seraphim, The Thirteen Antagonists, Elder Titans, Carasch, Great Chthonics, Primordial Fears (Bhitis), Primal Elementals, Elder Pseudonatural Horrors, Prototypical Abominations, Princes of Faerie, Kings of the Four Quarters, Gihaahia Magnified, Hellfire Atavisms, Visuit

Instrumental (?)

(Divine Rank 0 to 1 and/or Challenge Rating 30 to 40).

Archfiends, Great Celestial Princes, Abominations, Chthonic Balors, Godlings, Great Pseudonatural Servitors, Sidhe Lords, Ninit, Self-Incarnates, Ancient Immortals, Genius Loci, Proto-Inevitables

Immortal

(Divine Rank 0 and/or challenge rating 20 to 30).

Captains of the Host, Fiendish Magnates, Minor Godlings, Nireem, Lesser Chthonics, Pseudonatural Servitors, Great Nature Spitrirts, Saints, Talions, Glooms

Heroic (?)

(Divine Rank 0 and/or Challenge Rating 10-20)

Ancestors, Death Knights, Lesser Nature Spirits, Celestials, Fiends, Elementals, Sidhe

POST 98: More Random Stuff

Posted by: Sepulchrave II at ENWorld on 19th April 2009, 06:56 AM

Qematiel (CR55-60). Hellfire Wyrms (Advanced, Elite, Monster of Legend, Paragon, Inherent Bonuses, DvR0, Few Extra Nasty Tweaks)

Qematiel

Gargantuan Dragon (Augmented, Extraplanar, Fire)

Hit Dice: 50d12+1400+1000 (3000hp)

Initiative: +22

Speed: 360ft.; burrow 180ft; fly 1500ft. (perfect)

Space/Reach: 20ft/20ft.

Armor Class: 108 (-4 size, +29 deflection, +12 Dex, +12 insight, +12 luck, +37 natural); flat-footed 96, touch 71

Base Attack/Grapple: +50/+115

Attack: Bite +100 melee (4d8+48/19-20)

Full Attack: Bite +100 melee (4d8+48/19-20) and 2 claws +99 melee (4d6+24)

Special Attacks: Breath weapon, crush 4d6+67, frightful presence (DC 67), spell-like abilities

Special Qualities: Darkvision 120ft., DR 15/epic and good, celerity, enhanced attributes, fast healing 20, fire subtype, immunities (ability damage, ability drain, acid, cold, fire, mind-affecting effects, paralysis, sleep, transmutation), infernal aura, SR80

Saves: Fort +68 Ref +56 Will +61

Abilities: Str 67 Dex 34 Con 66 Int 47 Wis 45 Cha 68

Skills: Appraise +81, Balance +81, Bluff +92, Climb +91, Concentration +91, Diplomacy +104, Disguise +92 (+98 acting), Escape Artist +75, Gather Information +92, Hide +63, Intimidate +98, Jump +223, Knowledge (arcana) +81, Knowledge (the planes) +81, Knowledge (religion) +81, Listen +80, Move Silently +75, Search +81, Sense Motive +80, Sleight of Hand +81, Spellcraft +87, Spot +80, Survival +80, Tumble +86, Use Magic Device +81 (+87 scrolls)

Feats: Cleave, Dodge, Great Cleave, Hover, Improved Sunder, Improved Initiative, Improved Multiattack, Mobility, Multiattack, Quicken Spell-Like Ability (blasphemy), Power Attack, Quick Reconnoitre, Weapon Focus (bite)

Epic Feats: Devastating Critical, Dire Charge, Epic Reflexes, Epic Will, Overwhelming Critical, Superior Initiative

A Hellfire Wyrms the depredations of whom have at times required the personal intervention of the Nameless Fiend to arrest, Qematiel abides with certain permissions upon Avernus within the realm of King Amaimon. Qematiel is reckoned greatest of her kind; as such, the Adversary will ride her to battle in the End of Days. She will be slain by Enitharmon, the only celestial capable of enduring her breath and blasphemy.

All of Qematiel's attacks are considered epic and evil-aligned for the purposes of overcoming damage reduction. If dispelled, she can resume any of her supernatural abilities as a free action on her turn.

Ancient Hellfire (Su): Qematiel's breath weapon is a 300ft. long line or a 75ft-cone of corrupted infernal fire. Creatures within the area automatically sustain 28d10 points of damage; those who fail their saving throw (Fort DC 67) are also subject to destruction. The Save DC is Constitution-based. Resistance or immunity to fire is ineffective against Qematiel's breath weapon.

Devastating Critical (Ex): Creatures who suffer a critical hit from Qematiel's bite attack must make a Fortitude saving throw (DC 67) or die. The Save DC is Constitution-based.

Fiendish Form (Su): As shapechange (CL50), but only devilish forms are allowed.

Infernal Aura (Su): Creatures within 20ft. of Qematiel sustain 10d6 points of fire damage every round they remain there. This damage ignores resistances or immunities to fire.

Celerity (Su): Qematiel gains an extra standard action every round.

Spell-Like Abilities (CL50, DC 43+ spell level.): At-will - blasphemy, charm monster, demand, desecrate, dictum, fire storm, greater dispelling, greater teleport, hold monster, improved invisibility, sending, suggestion, true seeing, unholy aura, unhallow, wall of fire.

POST 99: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 2nd May 2009, 07:40 AM

Quote:

Originally Posted by Cheiro

Does Qemetiel's Infernal Aura affect the Adversary as well?

I would say yes. I like the image.

Hellfire Atavisms are not well developed as an idea, but they might predate the Fall in linear reckoning; or be from a vanished Aeon. They're a very visceral impulse; like bad vrittis. A preconscious urge to do evil, maybe.

The Adversary must've thought of an epic spell to ward himself.

POST 100: Note on the Structure of the Cult of Cheshne

Posted by: Sepulchrave II at ENWorld on 10th May 2009, 07:17 PM

Something which the PCs didn't discover until later in their dealings with the Cheshnites was their precarious organizational structure – if they had, they may have exploited it earlier. There again, there were many competing demands on the characters' time, limiting the number of convenient communes, contact other planes, metagnostic inquiries or uses of the web of motes.

Due to a restriction on epic ritual spells (willing participants only – no dominations etc.) the three sects would need to be wooed by the various immortals to participate in any ritual spell; necessary compromises would be struck, and the agendas of those high in the three orders would be promoted. The magical economy of the Cheshnites is very tense.

Aside from the eleven great immortals (Sibud, Yeshe, Choach, Naatha, Idyam, Dhatri, Prahar, Jahi, Guho, Rishih and Temenun), three main sects operate within the umbrella of the Cult of Cheshne. Nwm categorized them based on their headgear or hairstyles (their real names are in parentheses):

The Bald Ones (properly, Anantam)

Ritual specialists, these are typically Sorcerer/Blood-Magus or Necromancer/Blood-Magus characters – the more powerful and influential members of the sect are around 15th – 18th level. The immortal Guho was once of the Anantam, but is now reviled because of her transformation (Guho is a Worm-that-Walks). Many of The Bald Ones are sympathetic toward Sibud – a shared interest in matters sanguine (Sibud was conceived of as a Blood-Mage in his earlier iterations) – and have no love for Yeshe. The second, fourth and fifth cabals consist entirely of wizards and are most stifled by the Injunction.

The Anantam form the backbone of the ritual magic pool amid the Cheshnites (each with the Cooperative Spell metamagic feat is assumed to provide a +2 bonus to ritual epic spell Spellcraft checks). They number around 150 in all, broken into five major cabals (-120DC to -240DC) and a dozen smaller ones (-20DC to -60DC). The Anantam are guarded by the Giants of Danhaan – huge armored warriors with glaives, whose humanity is suspect.

Typically, an Ananta is a Wizard (Necromancer) 5 / Blood Magus X, or a Sorcerer 6 / Blood Magus X. Feats include Great Fortitude, Toughness and Cooperative Spell.

1st Cabal (-141 spell slot mitigation; +26 Spellcraft check):

1 x CL 16 (-15): Sorcerer 6 / Blood Magus 10 / Archmage 3

1 x CL 14 (-13): Necromancer 5 / Blood Magus 10 / Loremaster 1

1 x CL 13 (-13)

2 x CL 12 (-22)

3 x CL 11 (-33)

5 x CL 10 (-45)

2nd Cabal (-158 spell slot mitigation; +36 Spellcraft check)

1 x CL 15 (-15): Necromancer 5 / Blood Magus 10 / Loremaster 2

1 x CL 13 (-13)

1 x CL 12 (-11)

1 x CL 11 (-11)

2 x CL 10 (-18)

3 x CL 9 (-27)

4 x CL 8 (-28)

5 x CL 7 (-35)

3rd Cabal (-153 spell slot mitigation; +46 Spellcraft check)

1 x CL 18 (-17): Wizard (Necromancer) 5 / Blood Magus 10 / Archmage 5

1 x CL 11 (-11)

1 x CL 10 (-11)

1 x CL 9 (-9)

2 x CL 8 (-14)

3 x CL 7 (-21)

14 x CL 6 (-70)

4th Cabal (-122 spell slot mitigation; +20 Spellcraft check)

1 x CL 16 (-15)

2 x CL 15 (-30)

7 x CL 12 (-77)

5th Cabal (-240 spell slot mitigation; +66 Spellcraft check)

2 x CL 17 (-17)

3 x CL 15 (-45)

5 x CL 10 (-45)

9 x CL 8 (-63)

14 x CL 6 (-70)

The Longhairs (properly, Kesha-Dirghaa)

Typically Conjurer 2/ Favored Soul 4 / Mystic Theurge X, whose activities were curtailed by Gihaahia in her prohibition of Cheshnite theurgy. Rishih – the immortal theurge – is preeminent in this sect, although its structure is loose and Rishih's underlings continually maneuver with regard to other immortals. Cabals are fluid, and although they outnumber the Anantam, the Kesha-Dirghaa lack the magical discipline of the pure arcanists. Sibud's power base was eroded most by the Enforcer's limitation on theurgy, as much of his prior effort had been invested in winning members of the theurgic sect to his camp.

Total ritual mitigation of the Kesha-Dirghaa is a little shy of –1600DC. They number around three hundred, although coordinating that many is difficult, and may only occur if Anumid ordains it as Cheshne's Will. Cabals generally operate in the –80 to –200 range.

The Hooded Ones (in fact, Naganam)

Pure divine casters, and unaffected by the Injunction, the Naganam are the smallest of the main sects, with spellcasters numbering fewer than a hundred. Their leaders are members of the Hierophant PrC – typically Cloistered Cleric 13/Hierophant X. There are Favored Souls among them. Many of them (the Ushabam) regard Yeshe as a dark messiah; Yeshe is largely contemptuous of their affections, a fact which further fuels their zeal for her. Anumid the Mouthpiece was originally of the Naganam (but not the Ushabam), although his status is now more complex. Like the Anantam, many giants attend the Ushabam.

Anumid, the Mouthpiece of Cheshne

Anumid's focus lies in social manipulation; he is the consummate smooth-talker, and the Cheshnite immortals are wary of his persuasive powers. Most of his spell suite is defensive, and focused around self-preservation – prudent, considering his role, and relative frailty.

The status of the Mouthpiece is special, and Anumid enjoys a kind of diplomatic immunity; he brokers deals between the cabals and the immortals, but is also Cheshne's legitimate vehicle of communication. His oracular powers connect him to the Mistresses of the Veils, mysterious chthonic powers which are only known by their name. When acting explicitly in his oracular capacity, even Visuit and Temenun bow to his authority.

Anumid is under the permanent effect of an epic spell known as the Asservation of the Mouth, which allows immediate mental contact with any of the eleven major immortals, regardless of intervening

distance or planar barriers. The Asservation functions in an antimagic field and cannot be disjoined; if targeted by a superb dispelling, the Asservation of the Mouth is a CL80 effect.

Anumid

Male Human Cloistered Cleric 5 / Divine Oracle 10 / Evangelist 5; HD 20d6; hp 70; Init +1; Spd 30 ft.; AC 11 (+1 Dex; touch 11, flat-footed 11); Base Atk +11; Grp +10; Atk +11 melee (1d4/19-20, MW dagger); Full Atk; SA; SQ divination enhancement, improved uncanny dodge, immune to surprise, inspire dread, prescient sense, trap sense +3,; SV Fort +8 Ref +6 Will +19; Str 9 Dex 13 Con 10 Int 20 Wis 19 Cha 34

Skills: Bluff +47, Concentration +22, Decipher Script +18, Diplomacy +56, Gather Information +34, Intimidate +48, Knowledge (nobility) +18, Knowledge (the planes) +28, Knowledge (religion) +31, Perform (oratory) +36, Sense Motive +29, Spellcraft +28

Feats: Ability Focus (Convert the Unfaithful), Able Learner, Persuasive, Negotiator, Skill Focus (Diplomacy), Skill Focus (Intimidate), Skill Focus (Knowledge: religion), Open Minded

Convert the Unfaithful (Su): As a full-round action Anumid can attempt to convert a single enemy within 30 ft. Targets are entitled to a Will save (DC 29): if it succeeds, it is shaken for 1 round; if it fails, it is converted. Treat this effect as a charm monster spell, except the target's alignment changes for the duration. At the expiry of the effect, a target creature can attempt to revert to its original alignment (Will DC 29), or it may continue with its new alignment. Atonement may be required in the former case; the conversion itself to the new faith qualifies as an atonement in the latter. Creatures with an alignment subtype are immune to this ability.

Domains: Anumid has access to the Knowledge, Mysticism, Oracle and Trickery domains. Once per day, for 5 rounds, Anumid can gain a +12 luck bonus to his saving throws.

Divination Enhancement (Ex): Anumid may roll twice and take the better result any time he casts divination or augury.

Fast Talk (Ex): Anumid may make a rushed Diplomacy check as a full-round action with only a –5 penalty.

Immune to Surprise (Ex): Anumid can always take a standard action in a surprise round.

Inflame the Righteous (Su): As a full-round action Anumid can wreath himself and allies within 30 ft. in divine fire which acts as a fire shield (CL20). Damage dealt by the shield is divine in nature, and not subject to resistance or immunity.

Inspire Dread (Su): Anumid can inspire hopelessness in all enemies within 30ft., and they suffer a –4 penalty on Will saves. This is a mind-affecting ability.

Prescient Sense (Ex): This ability works like a rogue's Evasion ability, except Anumid is not restricted by his armor type.

Skill Mastery (Ex): Anumid may always take 10 on Bluff, Diplomacy, Intimidate and Sense Motive checks, regardless of the circumstances.

Cleric Spells Prepared: (6/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; CL15th, [Divination spells 18th]; Save DC 14+ Spell level [scrying spells 15+ spell level]).

4th – death ward, dimensional anchor, discern lies, freedom of movement, sending, divination (D);
5th – commune, dispel good, slay living, spell resistance, true seeing; 6th – antilife shell, banishment, forbiddance, mislead (D);
7th – bestow greater curse, greater scrying, blasphemy (D);
8th – wall of greater dispel magic, discern location (D).

Anumid always has a death pact cast upon himself: if he is slain, he will be resurrected unless the spell is first dispelled; his Constitution score has been lowered to reflect this. He also has a refuge item which will return him to his sanctuary in the temple at Jashat if broken.

Equipment

Bronze Choker of Persuasion: This plain narrow bronze band fits around the neck and occupies the amulet slot. It bestows a +6 enhancement bonus to Charisma, grants the wearer a continual tongues ability, and grants a +10 competence bonus to all Charisma-based skill checks. (120K, CL20).

POST 101: Shvar Choryati

Posted by: Sepulchrave II at ENWorld on 23rd May 2009, 09:11 PM

Shvar Choryati is the name of the phenomenon invoked by Temenun near the small town of Cirone, where Visuit launched her assault on the Temple forces. The name translates approximately as Power of Theft – the 'Theft' to which the name applies, is that of Sun and/or Being. Eater of Light might be a better rendering. The phenomenon is best understood as a Manifest Dream of Cheshne; it is the shadow of a Great Primordial Fear.

Mechanically, Shvar Choryati is based on an epic living spell – an augmented blasphemy/soul bind combination – with 8 divine ranks; it is conjured 'conventionally' with another epic (calling) spell; one which requires huge output to circumvent the divine protections which normally prevent its reification in the bounded cosmos.

Shvar Choryati is treated as a spell effect as cast by a 75th level caster; where noted, it adds its divine ranks to many checks as well. Where spell level is a consideration, Shvar Choryati is treated as an epic or 10th-level spell. Its impulse is to consume light and life, but it cannot be said to possess 'Intelligence,' per se. For purposes of eligibility for salient divine abilities, Shvar Choryati is considered sympathetic with the Domains of Death, Destruction and Evil, although the Eater of Light possesses no domain powers, and lacks any powers which require even a modicum of rational thought.

The phenomenon manifests as a cloud of impenetrable darkness with a diameter of almost 200 feet: its outer zone is its life-draining aura; the inner zone – unguessable in shape – is one of utter blasphemy.

Shvar Choryati's 'perception' (its hunger) extends to eight miles.

For a deific entity/thing, Shvar Choryati has a refreshingly minimal stat block.

Shvar Choryati, Eater of Light (DvR8)

Colossal Ooze (Chaotic, Chthonic, Dream, Evil, Extraplanar)

Hit Dice: 75d10+975 (1725hp)

Initiative: +5

Speed: 40ft.

Armor Class: 25 (-8 size, +10 deflection, +5 Dex, +8 Divine)

Base Atk/Grapple: +56 /+93

Atk: +69 melee (2d8+19, slam) plus Soul Blasphemy

Full Atk: +69 melee (2d8+19, slam)

Space/Reach: 30ft./20ft.

Special Attacks: Life Drain, Soul Blasphemy

Special Qualities: Divine immunities, DR 20/epic, fast healing 140, immortal, ooze qualities, SR 155

SDAs: Divine Fast Healing (x5), Improved Spell Resistance (x4), Life Drain

Saves: Fort +60 Ref +52 Will +50

Abilities: Str 36 Dex 20 Con 36 Int - Wis 17 Cha 25

Challenge Rating: 55

Aura of Fear (Su): Creatures within 800ft. of Shvar Choryati become shaken unless they make a successful Will saving throw (DC58).

Dimension Door (Sp): Shvar Choryati can use this ability at will as a standard action (Caster Level 83).

Soul Blasphemy (Sp): Creatures struck by Shvar Choryati suffer the effects of blasphemy (Caster Level 83). If slain, creatures are automatically subject to a soul bind effect. The death ward spell is ineffective against Soul Blasphemy; epic spells containing the [Ward] seed which are keyed to necromantic effects are entitled to an opposed Caster Level check. Soul Bound entities are held within the form of the Eater of Light; there is no limit to the Hit Dice of a creature subject to this ability. Trapped souls may only be released by the destruction of Shvar Choryati.

Life Drain (SDA): Shvar Choryati is surrounded by a cloud of darkness (as deeper darkness) extending to eighty feet from its form which kills all living creatures unless they make Fortitude saving throws (DC 62); those that succeed instead gain 2 negative levels. As an SDA, Shvar Choryati's Life Drain is not considered a necromantic effect or a death effect for the purposes of determining resistances or immunities; custom epic spells may offer resistance. Creatures slain by Shvar Choryati's Life Drain are subject to soul bind.

Engulf: As a standard action, Shvar Choryati can engulf creatures in a 30ft. x 30ft. square. Engulfed creatures must make a Reflex Save (DC 62) to avoid being subject to blasphemy (Caster Level 83); if successful, they may move or leap to a space adjacent to Shvar Choryati's position. Creatures slain by Shvar Choryati in this manner are also subject to soul bind. Engulfed creatures are considered grappled, and subject to blasphemy every round they remain so.

POST 102: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 24th May 2009, 05:03 PM

Quote:

Originally Posted by Avarice

How much would I have to grovel to see some details on this spell?

There are many ways to circumvent the [Summon] seed. I've tried to break the spell into its logical components and show how it's constructed. The final spell type is determined by its function, rather than the other seeds which comprise it.

Bear in mind that the rules for devising epic spells are just a gloss for making cool things happen, and as long as the spell argument is plausible, I'm generally OK with it. Of course, with NPC spells, I can do whatever I like.

Argument:

Seed: [Conjure] (+21): The base seed. Determines the final type and descriptors of the spell.

Seeds: [Contact] + [Reveal] (+42): Sets the initial conditions for establishing a link with Shvar Choryati. (Precedent = Soul Scry)

Factor: Interplanar contact (+8): Allows the link to be established across planar boundaries.

Seed: [Compel] (+19): Forces Shvar Choryati to respond to the link. (Precedent = Soul Dominion).

Special Factor: [Compel] seed is entitled to affect immortal up to DvR8 (ad hoc +250) (Established Convention: penetrate specific divine immunity +20/DvR up to DvR 5; +50/DvR from DvR 6-10. Paradigmatic entities may not be compelled.)

Special Factor: [Compel] seed is entitled to affect ooze type (ad hoc +20)

Seed: [Transport] (+27): Establishes conduit to allow manifestation.

Factor: Unwilling subject (+4). Required even in addition to the [Compel] seed; Shvar Choryati just isn't comfortable reifying.

Factor: Interplanar transport (+2)

Seeds: [Contact] + [Reveal] (+42): (Again). Allows the actual manifestation to occur at a location removed from the caster.

Seed: [Fortify] (+17): A metaseed or descriptive glue. [Fortify] is simply required to hold the matrix of seeds together.

Global Factors

Factor: Spell penetration (+250): +125 on CL checks to penetrate Shvar Choryati's SR wrt. [Reveal], [Compel] and [Transport] seeds. (Precedent: Conditions for Successful [Summon] seed wrt. conjuring specific, named entities).

Factor: Save DC +40 (+80): Increases Save DC for Shvar Choryati to avoid effects of spell by +40.

Factor: 1 round casting time (+18)

Unmitigated DC is 800. Casting time is 1 round. Duration (shortest time, determined by [Transport]) is instantaneous.

Mitigating Factor: Restricted astrological window of opportunity (ad hoc -4)

Mitigating factor: Ritual (-690)

**

Shvar Choryati

Conjuration (Calling) [Chaotic, Evil]

Spellcraft DC: 106
Components: V, S, Ritual (-690)
Casting Time: 1 round
Range: Unlimited; see text
Effect: One called chthonic entity
Duration: Instantaneous
Saving throw: Will negates; see text
Spell Resistance: Yes; see text

Spell Effect: Temenun conjures Shvar Choryati from the Region of Nightmares; the Eater of Light appears at a location on the Material Plane which Temenun chooses. Shvar Choryati is entitled to a Save to resist the conjuration (Will DC 79) and may check its SR; Temenun is considered a 155th level caster for purposes of overcoming Shvar Choryati's spell resistance.

The star Nashhte must be in the House of the Descendant at the caster's location for this spell to be invoked.

If the spell is successful, the manifested Shvar Choryati will proceed to consume life.

POST 103: Vow of Poverty

Posted by: Sepulchrave II at ENWorld on 29th May 2009, 03:01 AM

Quote:

Sep - I was wondering if you could possibly post the stats for your altered Vow of Poverty

I think this is the final copy. It's been a while. It goes to 40th level. It's pretty packed, but ability score enhancements are capped at +8.

CHARACTER LEVEL BENEFIT

1st AC bonus +4
2nd Bonus exalted feat
3rd Exalted strike +1 (magic)
4th Endure elements
5th AC bonus +5, sustenance
6th Resistance +1, deflection +1
7th Bonus exalted feat, ability score enhancement +2
8th Exalted strike +2 (silver), natural armour +1, mind shielding
9th AC bonus +6
10th Energy resistance 5, damage reduction 5/magic,
11th Ability score enhancement +4/+2, greater sustenance
12th Bonus exalted feat, resistance +2, deflection 2
13th AC bonus +7, exalted strike +3 (cold iron)
14th Freedom of movement
15th Ability score enhancement +6/+4/+2, damage reduction 5/evil
16th Energy resistance 10, natural armour +2

17th AC bonus +8, bonus exalted feat, regeneration
18th Exalted strike +4 (good), resistance +3, deflection +3
19th Ability score enhancement +8/+6/+4/+2
20th Damage reduction 10/evil, true seeing
21st AC bonus +9
22nd Bonus exalted feat, energy resistance 15
23rd Exalted strike +5 (adamantine), ability score enhancement +8/+8/+6/+4/+2, negative energy immunity
24th Natural armour +3, resistance +4, deflection +4
25th AC bonus +10, damage reduction 15/evil
26th Greater scrying
27th Bonus exalted feat, ability score enhancement +8/+8/+8/+6/+4/+2
28th Exalted strike +6 (epic), energy resistance 20
29th AC bonus +11, mind blank
30th Damage reduction 15/epic and evil, resistance +5, deflection +5
31st Ability score enhancement +8/+8/+8/+8/+6/+4
32nd Bonus exalted feat, natural armour +4, foresight
33rd AC bonus +12, exalted strike +7 (ghost touch)
34th Energy resistance 30
35th Ability score enhancement +8/+8/+8/+8/+8/+6, damage reduction 20/epic and evil
36th Resistance +6, deflection +6
37th AC bonus +13, bonus exalted feat
38th Exalted strike +8, natural armour +5, resistance +7
39th Ability score enhancement +8/+8/+8/+8/+8/+8
40th Damage reduction 25/epic and evil

POST 104: Greater Scrying in Sepulchrave's Vow of Poverty

Posted by: Sepulchrave II at ENWorld on 30th May 2009, 03:28 AM

Quote:

the only one I'm a little confused on is Greater Scrying.

I think my rationale was a vision/insight thing:

see clearly (true seeing) -->

see at a distance (greater scrying) -->

see/presentiment of the future (foresight)

Or at least, that's how I'd rationalize it in hindsight.

POST 104: More on Sepulchrave's Vow of Poverty

Posted by: Sepulchrave II at ENWorld on 30th May 2009, 02:03 PM

Quote:

Originally Posted by Quartz

Shouldn't the Epic quality be applied to Exalted strike much earlier? I mean, it would suck to be a Monk under your system.

Dunno. Seems ok to me.

+6 weapon = 720K

Predicted wealth for 27th level character = 2.9M

Vanilla +6 weapons shouldn't be available before 27th level at the very earliest, if you follow the 25% rule.

Plus, the VOP gets all of the special materials (adamantine, cold iron, silver etc.) perks, in one package. I think they get a pretty good deal.

Edit: Isn't there an Improved Ki Strike workaround for monks, anyway?

POST 105: Epic Campaign Balance

Posted by: Sepulchrave II at ENWorld on 31st May 2009, 03:26 PM

I guess my real point is that DR 20/- just isn't a big deal when characters are dishing out 60 to 100 points per hit and there are so many other questionable subsystems to worry about.

Individual DMs need to determine balance for their individual epic campaigns - i.e. make it up - because circumstances will be different every time. I think that looking for an objective metric of balance is something of a vain quest. But I do think the ELH provides great inspiration for making it up.

An example: when abstracting to detail cosmic entities, I've adhered closely to the notion of character wealth; I've used Cheiromancer's 'level⁴*5' formula, which is the one he suggested most closely approximated the ELH progression. The relative importance of 'wealth' (represented by things such as permanent epic spells, or metaphysical abstractions of 'big six' items) becomes more and more important.

There comes a point of where a substantial positive feedback loop between multiple Intelligence buffs, the Spellcraft score and Epic Magic capacity occurs; you get a kind of Spellcraft hyperflation. DvR 20s can use epic magic to invoke ice ages, cause mass extinction events, create demiplanes, or simply annihilate planets because I've chosen to extrapolate the rules in a certain direction.

But I needn't have. The point I'm making is this is the balance I've chosen to adopt; I've set my metric, so to speak.

POST 106: Yew

Posted by: Sepulchrave II at ENWorld on 14th June 2009, 07:57 PM

Quote:

How do you handle the mechanics of xp expenditures?

Arbitrarily, for the most part.

Quote:

Did Soneillon get the Epic Pseudonatural template added to her existing Chthonic template?

Kind of.

**

About to enter the picture.

Yew

Ash, Elm and Oak,
Aspen and Alder.
Beech, Birch and Fir,
Hornbeam and Hawthorn.
Cherry and Blackthorn;
Pine, Linden, Willow.
Hazel and Holly;
Rowan and Maple.
Yew is alone.

A great ludja and a Wisdom aspect of the principal Tree-ludja in Nizkur – as encountered by Eadric in the Beatitudes. There are twenty great tree-ludjas and one hundred lesser ones: they are effectively avatars, or avatars of avatars.

Yew uses a paragon divine array, with elder treant stat adjustments and maximum inherent bonuses. Yew has no Dexterity score, does not move (except by plane shift/teleport), and has no physical attacks; hence its stat block is rather odd. I've calculated relevant skills only; Yew probably possesses others.

Yew's "treasure" is simply figured as four massive accretions: permanent +30 enhancement bonuses to Intelligence, Charisma and Wisdom, and a +100 competence bonus to Knowledge (Nature) checks.

Portfolio: Wisdom

Domains: Knowledge, Nature, Tree

Yew

Colossal Plant (Green) CR 75

Divine Rank: 10

HD: 70d8+2310+840 (3710hp)

Init: +69

Spd: 0ft

AC: 166 (+41 deflection, +10 divine, +61 insight, +12 luck, +40 natural, -8 size)

Special Attacks: Divine aura, salient divine abilities

Special Qualities: Divine immunities, DR 60/-, fast healing 50, fire resistance 20, movement, plant qualities, regeneration 50 (fire), SR 140

Saves: Fort +141 Ref +94 Will +161

Abilities: Str 77 Dex - Con 77 Int 79 Wis 132 Cha 92

Feats: Alertness, Epic Skill Focus (Knowledge: Nature), Epic Skill Focus (Survival), Epic Will, Improved Initiative, Skill Focus (Knowledge: Nature), Skill Focus (Survival), Iron Will, Great Wisdom (x15), Superior Initiative

Skills: Concentration +126, Gather Information +134, Knowledge (nature) +255, Listen +156, Sense Motive +167, Spot +156, Survival +197

Yew can see, hear, touch and smell at a distance of ten miles. It can extend its senses to up to five remote locations at once. It can block the sensing power of deities 10 divine ranks or lower at up to five remote locations at once for 10 hours.

Portfolio Sense: Yew instantly detects any event which involves five hundred or more people and is related to its portfolio.

Divine Aura: As a free action on its turn, Yew may choose to emanate or suppress an aura of daze, fright or resolve with a radius of 1000ft. A Will save (DC116) negates this effect.

Empathic: Yew may communicate instantly and empathically with any number of creatures in its immediate sensory range, or with creatures it can perceive with its remote sensing ability. Yew does not require any kind of language.

Half Damage (Ex): Yew suffers only half the indicated hit point damage from an attack, regardless of its source.

Movement (Su): As a move action, Yew can move between any two points which it can perceive through any means.

Immunities (Ex): Ability damage, ability drain, acid, cold, critical hits, death-effects, disease, disintegration, electricity, energy drain, imprisonment or banishment effects, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation.

SDAs: Alter Reality, Animate Genius, Breathe Wisdom, Divine Spell Resistance, Divine Recall, Divine Skill Focus (Knowledge: Nature), Divine Skill Focus (Survival), Manifested Sapience, Perfect Communion, Power of Nature, Sprout Scion, Verdigris Tsunami

- Alter Reality: Yew pays no XP to alter reality and never needs to rest. Treat this ability as a 10th level spell, Caster Level 80, Save DC 91 where appropriate.
- Animate Genius: As a standard action, Yew can animate a genius loci anywhere within its sensory range or at any location it can perceive with its remote sensing ability. The genius loci

acts according to Yew's needs. Yew may only have one genius loci at any one time; if destroyed, Yew may generate another genius loci as a standard action.

- Breathe Wisdom: At will, as a standard action, Yew can bestow a +10 insight bonus to the Wisdom score of any willing creature within its sensory range, including areas it can perceive by means of its remote sensing ability. The bonus lasts for 24 hours.
- Divine Recall: Yew has perfect recollection of all events related to things tree-ish.
- Perfect Communion: Yew apprehends its immediate environment perfectly to a distance of ten miles. Within this region, Yew is considered to possess darkvision, low-light vision, blindsight, tremorsense and true seeing. Yew is always under an effect equivalent to a commune with nature spell: this ability extends to the limit of the plane on which it is situated.
- Manifested Sapience: Yew uses its Wisdom in place of any other ability to calculate the Save DCs of all spell-like, supernatural and salient divine abilities. It gains an insight bonus to its initiative rolls, armor class and saving throws equal to its Wisdom modifier.
- Sprout Scion: Yew may generate the equivalent of an avatar, a paragon divine array tree with 5 divine ranks and 50HD. Yew may have as many as 5 scions simultaneously.
- Verdigris Tsunami: As a standard action, Yew can cause an effect similar to a Verdigris Tsunami to occur anywhere within its immediate perceptual range (10 miles). Creatures within the area suffer 30d20 points of piercing damage and 30d20 points of bludgeoning damage. A successful Reflex save (DC116) halves the damage. The Viridescent Eruption affects a 1000-ft radius hemisphere. Artificial structures of nondivine origin are automatically destroyed.

POST 107: Kaala-anala

Posted by: Sepulchrave II at ENWorld on 9th July 2009, 03:28 AM

Kaala-anala, one of the great Bhitis, the many cults of which are currently enjoying a renaissance in western Shûth; she continues the anti-Oronthon motif. She represents (fear of) destruction by (magical) fire; arguably she is the magical fire: every time a destruction spell is evoked, Kaalaanala is present. In keeping with other chthonic deities, the size of her worship base is no way reflective of her power; Kaalaanala is a deity invoked by a privileged class: she represents a relatively rare and esoteric phenomenon.

Her voidwrought cycle of spells falls just short of functionally permanent. They are a set of eight epic buffs, assumed to be cast around the full moon, when she is in retreat: Kaalaanala is not a lunar deity, but like other chthonics is connected with the absence of light in general.

Although death is part of her portfolio, Kaalaanala also has no connection with the undead, the realm of the dead or the afterlife, but is rather focused on the act of death and slaying itself, or the "moment of destruction." Thematic similarities with Hellfire and the wyrm Qematiel intimate at some unknown relationship.

Ability scores use a chthonic divine array with inherent bonuses. Many chthonic template qualities are subsumed within her stat block. Kaalaanala is transitional in nature: she represents a more visceral fear than Visuit and is far more potent. Her epic spells tend toward impulses at one extreme and permanent stat-buffs at the other; epic magic also offers her a permanent +40 armor bonus. Although she's 'only' a DvR8, she benefits from some pretty nifty template synergy and I've pegged her at CR80. Her power derives more from her sorcery than from specifically divine abilities. Somehow, it seems legitimate to call a vanilla epic stat buff Aspect of Death given the nature of the goddess.

There are many Bhitis (there are many fears), arranged in many families. Kaalaanala is assumed to be an emanation (or effluxion) of a DvR 16 chthonic apparition, and is part of the family which includes Gnhi, a chthonic phaethon; Shvar Choryati, the living blasphemy; Jaraa, a god of senility and decrepitude; and Nidraa, another chthonic abomination, with provenance over nightmares. These are all DvR8 entities in the CR 60-80+ range. They follow the avatar mechanism, although the terminology is different and there's latitude in interpretation. Kaalaanala herself has her own emanatory abominations; she has also spawned infernals.

Kaalaanala has no natural shape-shifting abilities; epic magic is used in the event that an alternate form is desired. Otherwise, she appears as a cloaked and veiled figure surrounded by annihilating fire. No record exists of her features; it is unknown whether she possesses any.

Kaalaanala (CR 80)

Destroying Fire. The Fires of Death. The Moment of Destruction.

Lesser Power

Sorcerer 50

Symbol: Flames

Home Plane: Dream (Fire and Death)

Alignment: Chaotic evil

Portfolio: Death, fire, destructive magic; death by destruction

Domains: Death, Destruction, Fire

Medium Outsider (Chaotic, Chthonic, Dream, Evil, Extraplanar, Fire)

Divine Rank: 8

Hit Dice: 20d8+600 plus 50d4+1500 (2460hp)

Initiative: +22

Speed: 120ft. (rapid translocation)

Armor Class: 146 (+14 Dex, +40 armor, +8 competence, +8 divine, +45 deflection, +21 natural)

Base Attack/Grapple: +45/+67

Attack: +93 melee (1d6+30/18-20 plus destruction, +8 cold iron anarchic power fiery blast speed scimitar)

Full Attack: +93/+93/+88/+83/+78/+73 melee (1d6+30/18-20 plus destruction, +8 cold iron anarchic power fiery blast speed scimitar)

Space/Reach: 5ft./5ft.

Special Attacks: Salient divine abilities, spell-like abilities, spells

Special Qualities: Chthonic magic, chthonic qualities, divine powers, DR 20/epic and good, regeneration 20 (good), SR 195

Saves: Fort +107 Ref +91 Will +117

Abilities: Str 39 Dex 39 Con 71 Int 93 Wis 90 Cha 100

Skills: Concentration +111, Intimidate +154, Knowledge (arcana) +224, Sense Motive +121, Spellcraft +273; other skills

Feats: Blistering Spell, Chain Spell, Dark Speech, Empower Spell, Extend Spell, Fortify Spell, Greater Spell Focus (Evocation), Greater Spell Penetration, Heighten Spell, Improved Initiative, Magical Aptitude, Maximize Spell, Quicken Spell, Persistent Spell, Rapid Metamagic, Repeat Spell, Sculpt Spell, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Penetration, Transdimensional Spell, Twin Spell, Widen Spell

Epic Feats: Enhance Spell (3), Epic Skill Focus (Spellcraft), Epic Spell Focus (Evocation), Epic Spellcasting, Epic Spell Penetration, Improved Heighten Spell, Improved Metamagic (3), Intensify Spell, Manyspell (3), Superior Initiative, Tenacious Magic
SDAs: Avatar/Chthonic Effluxion, Dark Aura of Destruction, Divine Fire Mastery, Divine Spellcasting, Divine Skill Focus (Spellcraft), Divine Spell Focus (Evocation), Fire and Death, Hand of Death, See Magic, Utter Blasphemy

Divine Powers

Create Portfolio Item: 30,000gp limit

Divine Aura: Free action. 800-ft radius; Will DC 98. Daze, fright or resolve

Immunities: Ability damage, ability drain, acid, banishment or imprisonment, cold, death effects, disease, disintegration, electricity, energy drain, fire, mind-affecting effects, poison, polymorph, sleep, stunning

Portfolio Sense: Events involving 500 or more people

Remote Communication: Standard action. Any worshipper or creature within 8 miles of any dedicated site.

Sensory Range: 8 miles

Remote Sensing and Blocking: Standard action. 5 locations; 8-mile radius

Spell-Like Abilities: As a standard action, Kaalaanala can replicate any spell with the fire descriptor, or any of the following domain-related SLAs: animate dead, contagion, create greater undead, death ward, destruction, disintegrate, earthquake, implosion, inflict critical wounds, harm, resist energy, slay living, wail of the banshee. (CL78, Save DC 63 + spell level).

Rapid Translocation: Kaalaanala may move between any two points as a move action.

Salient Divine Abilities

- Avatar (Chthonic Effluxion): Kaalaanala may emanate up to five DvR0 paragon chthonic abominations of up to 50HD. This process is not volitional, and Kaalaanala exercises no special control over entities which she emanates; the abominations are otherwise treated as avatars.
- Dark Aura of Destruction: As a free action, Kaalaanala can generate an aura of destroying fire with a radius of up to 80 feet. The aura blocks all light (as deeper darkness) from sources with less than 9 divine ranks. Living creatures within the aura must make Fortitude saving throws every round (DC98) or be slain (as destruction); those who successfully save still take 10d6 points of damage.
- Divine Fire Mastery: As a standard action, Kaalaanala may use any spell with the [fire] descriptor as a spell-like ability. She gains a +8 competence bonus to attack rolls, damage and armor class if using her flaming weapon or touching fire. Kaalaanala's stat block already reflects this ability.
- Fire and Death: When Kaalaanala casts spells or uses spell-like abilities with the fire descriptor, damage inflicted is profane in nature and is never subject to resistances or immunities. Kaalaanala's fire spells also gain the [death] descriptor and are treated as death effects: mortal creatures which fail to make successful saving throws against Kaalaanala's fire spells are slain outright (as destruction). Creatures immune to death effects still sustain damage from the flames. Kaalaanala may add the [Slay] and [Destroy] seeds to any epic fire spell which she develops without increasing the Spellcraft DC.
- Hand of Death: As a standard action, Kaalaanala may point to any mortal within her sensory range (8 miles) and slay it (as destruction). There must be an unbroken line of effect. Target creatures are entitled to a Fortitude saving throw (DC98).
- See Magic: Kaalaanala can see all magical effects (as greater arcane sight) and has true seeing to a limit of 8 miles.

- Utter Blasphemy (Su) : As a standard action, Kaalaanala can utter a blasphemy in an 80-ft. radius spread (Will DC98). Kaalaanaala is treated as 78th-level caster for calculating the effects on target creatures.

Other Abilities

Chthonic Magic: Kaalaanala gains integrated sorcerer spellcasting abilities equal to her outsider HD; she needs no components, and never pays XP for spells or abilities which normally require it. She can cast Darkness, Destruction and Evil domain spells as arcane spells. All of Kaalaanala's spells and spell-like abilities gain the [evil] descriptor and enjoy a +4 profane bonus to their Save DCs when they target good creatures.

Chthonic Qualities: Kaalaanala gains a +10 profane bonus to all melee attacks (included in her stat block). She can see perfectly in darkness of any kind. She gains regeneration 20; epic good-aligned weapons and good spells deal normal damage to Kaalaanala.

Rebuke/Command Fire Creatures: At will, Kaalaanala can rebuke or command evil fire creatures as a 78th-level cleric rebukes or commands undead.

Spellcasting

Kaalaanala casts spells as a sorcerer (Caster Level 78. Save DC 63+ spell level, 71+ spell level for evocations); Kaalaanala may cast spells up to 45th level; she may apply metamagic feats without extending the casting time of the spell, and may cast up to four quickened spells in a round. For purposes of overcoming SR, Kaalaanala gains an additional +6 bonus to her caster level checks.

Notes:

*Area Spell Attack (Ref half; DC 78)

When Kaalaanala is angered, her main attack spell is a quickened – blistering – triply-enhanced – intensified – repeated – twinned – widened delayed blast fireball. These spells require slots of 19th-level or higher. Kaalaanala may add a variety of other metamagic effects (including up to +52 spell penetration factors, or she may Heighten the Save DC as high as 104). In one round, she can evoke up to 20 discrete detonations of 800 points each.

*Maximum Penetration (Nonepic)

(Against creatures immune to Hand of Death): Thirty-six times fortified Implosion. Fort DC 80. Kaalaanala makes her CL check at +156. Useful against Cheiromancer's pseudonatural zombie hill giant frenzied berserkers.

*Eight Voidwrought Protections (Epic, DC280 or thereabouts)

Kaalaanala is under the protection of a set of eight epic spells which are renewed once per month. Voidwrought spells cannot be disjoined and function in an antimagic field. Kaalaanala is treated as a 148th-level caster for purposes of dispelling any voidwrought spell. The voidwrought protections afford Kaalaanala a +30 profane bonus to her Constitution, Intelligence, Wisdom and Charisma. Her Spell Resistance increases by +100, and she gains a +30 profane bonus to each of her saving throws. Their effects are included in her stat block.

*Epic Mage Armor

Permanent Epic Mage Armor grants Kaalaanala a +40 armor bonus to AC.

*Continuance (DC 280)

Instantaneous.

Fortify (+17), Contact (+23); interplanar (+4), 1-action (+20), +200 years (+400); XP (-184).

Bestowed upon favored mortal worshipers. Grants a 200 year extension to the current age category of any subject of Kaalaanala's remote sensing ability.

*Aspect of Death

Fortify (+17), Impulse (+32), +200 Cha (+400), XP (-200)

+200 Cha. Increase the Save DCs of all Charisma-based attacks by +100.

Spells When Gathering Fire

When Kaalaanala gathers fire, she invokes chthonic power too destructive for even her to control and receives ongoing backlash as long as the spell is in effect, pushing herself to the verge of self-annihilation. Apocalyptic spells are especially effective whilst Kaalaanala gathers fire; seven or eight rounds represent the 'safe' limit of this method.

Gathering of Fire (DC 283)

Duration: Up to 20 hrs (D); see text

Fortify (+17); Impulse (+32), (D) (+2), +249 Int (+498); XP (-200), backlash (-66)

Grants a +250 enhancement bonus to Intelligence; for as long as this spell is in effect, Kaalaanala sustains 66d6 (232) points of backlash damage each round. Increase Kaalaanala's Spellcraft score by +125 to +398. Gathering of Fire may be dismissed as a free action on Kaalaanala's turn.

Erase Nation (DC 408)

Evocation [Death, Fire]

Duration: Instantaneous

Energy (Fire) (19), Slay, Destroy, Ward (14), Weather (25), Swift (+28), increase radius (+596), penetrate death ward (+6), +10DC (+20); XP (-200), backlash (-100).

Requires Gathering of Fire be in effect. As a swift action, Kaalaanala gestures and utters a pronouncement, invoking fiery doom on a civilization. All creatures and unattended objects within a 300-mile radius must make Fortitude saving throws (DC 91) or suffer 10d6 points of fire damage; all living targets are slain. Death ward is ineffective against this spell, but epic protections may be entitled to an opposed caster level check. Targets who successfully save suffer only 5d6 points of fire damage. If Kaalaanala wears the Aspect of Death, increase the Save DC to 191.

Innate Bonuses

Kaalaanala benefits from the following modifiers to her ability scores and skills:

+20 insight bonus to Int, Wis and Cha

+100 competence bonus to Spellcraft checks

+100 competence bonus to Knowledge (arcana) checks

Equipment

Kaalaanala wields a +8 cold iron anarchic power fiery blast speed scimitar. Creatures struck by this weapon are subject to destruction (Fort DC 98).

POST 108: Divine Ranks

Posted by: Sepulchrave II at ENWorld on 2nd August 2009, 01:35 PM

More random thoughts on divine ranks.

I was reading an old post by fusangite about what he calls 'metatext' and it got me thinking about one of the hidden patterns in the campaign: namely, that the overarching cosmologies presented by five different perspectives – Oronthonist, Uediiian, Pseudonatural, Oneiric and Cheshnite – can be reconciled in terms of the numerology of divine ranks. When I started detailing deities, I didn't intend this; it kind of just happened: in many ways, I've actively avoided looking for any kind of meta-reality which holds various others. But...

Because DvRs have a 'real' meaning within the campaign world – e.g. Gihaahia is recognized as "three times thrice magnified" by Choach – it stands to reason that some enterprising Irrenite familiar with Mostin's ideas would have devised a scheme to describe this. It is couched primarily in numerological terms, and a variety of mystical 'routes' exist within it, as do a number of distinct mystical 'goals:' paths may be ascending, descending; linear or cyclical. Ascending them generally corresponds with apotheosis; descending has connotations of emanation.

None of the following is True.

DvR1: Divinity. The Union of Infinities. Divinity is paradigm-neutral.

DvR2: Bifurcation and division. Oronthon self-emanates. The first impulse of the Adversary. The beginning of the process of dissolution. The multiplication of life begins. DvR2 is also paradigm-neutral.

DvR3: Harmony. Accordance with the Divine Will. Associated with Oronthon's scheme ("thrice magnified").

DvR4: Disruption and revolution. (2 x 2) Powerful Bhitis. Explosive and fragmenting energy. Dynamic force applied to reality.

DvR5: Manifestation in the world. Great nature spirits: scions of specific tree-ludjas; powerful mountain-ludjas, river or lake-ludjas.

DvR6: Reconciliation. (3 x 2) Nehael. Sophist notions of God(dess) in Nature.

DvR7: Divine Mysteries. Oronthon's Regents. (The number of Sovereignities. Seven times seven Regents each with 7DvR. Also, $7 \times 7 \times 7 =$ number of seraphim in the highest choir.)

DvR8: Destruction. (2 x 2 x 2) Great Bhitis. Phenomena associated with Cheshne.

DvR9: Perfection. (3 x 3) Associated with Oronthon's Magnification scheme ("three times thrice"); also the Claviger is capable of bestowing this status.

DvR10: Fecundity (5 x 2) Specific tree-ludjas (Oak, Yew etc.)

DvR11: Imagination. The Claviger

DvR12: Reification (3 x 2 x 2) Eternal elemental forces. Elder elemental deities.

DvR13: Occultation. That which is hidden or impenetrable. Those who guard the Veils of Cheshne.

DvR14: Revelation (7 x 2) ?

DvR15: Sovereignty. (5 x 3) Sovereignities. Harmony x manifestation. Oronthon acts in perfect accordance with his own will. Esoterically, the Adversary is variously considered a 13+2, an 11+4 or a 9+6; he is the only entity described primarily as an additive function.

DvR16: Dissolution. (2 x 2 x 2 x 2) Apparitions of Demogorgon. The preconscious destructive urge.

DvR17: Impossibility. Pseudodeities.

DvR18: Resolution (3 x 3 x 2). The realization of the dialectic.

DvR19: Premanifestation. The apprehension of the Urge Primeval within Finitude

DvR20: Genesis. (5 x 2 x 2) Tree, Aeon. But the order of operators is different: Tree is (5 x 2) x 2, and partakes of the nature of 10 (fecundity); Aeon is (2 x 2) x 5, and partakes of the nature of 4 (disruption).

Speculative DvRs of Meta-Transcendentals

Derived from the "inverse avatar" notion.

22 Dream – Magical node. The Claviger's emanatory point.

24 Uedii (Mother of the Elements). The emanatory point of fundamental elemental forces.

25 Viridity (5 x 5). Hyperfecundity.

26 Cheshne (Beyond the Veils). Emanatory point of the Mistresses of the Veils. Note that she sleeps with the others.

27 Sela (3 x 3 x 3).

30 Oronthon (Radiant Form). Emanatory point of the Sovereignities.

32 Cheshne (Awakened). Emanatory point of the Apparition.

32 Demogorgon. Emanatory point of the Apparition.

34 Any specific Pseudoinfinity

36 Saizhan. Transcendence of the dialectic.

40 Hahio (Interwoven Green). Emanatory point of Tree.

40 Oronthon (Consciousness Form). The emanatory point of the Aeons.

44 Primordial Dream

49 Oronthon (7 x 7). Unknowable.

64 Tamasah. Emanatory point of the Demogorgon/Cheshne duality.

80 (Unmanifest).

POST 109: More on Divine Ranks

Posted by: Sepulchrave II at ENWorld on 12th August 2009, 02:26 AM

Quote:

My inner Irrenite wants to further discuss this numerological scheme

Even you have an inner Irrenite?

It's worth noting that the numerical schema is not mine, per se, but rather cribbed (with modifications) from John Addey's Harmonics in Astrology; in this regard, it only bears a passing resemblance to 'standard' Western numerology.

If anyone is au fait with astrology, they'll recognize the general scheme follows the meaning of astrological aspects: 1 (conjunction), 2 (opposition), 3 (trine); 4 (square); 5 (quintile) etc. Either consciously or otherwise, astrological symbolism underpins much of the mythical backdrop(s) of the campaign.

Mostly Pluto/Scorpio - notions of unconscious eruption, death, destruction, and violent metamorphosis - especially the Chthonic-Soneillon-Kaalaanala-Apparition-Demogorgon-Cheshne complex of symbols (Visuit is more Martian). Also things draconic (and Hellfire-ish). But also the Oronthonist symbolism of the Eagle (and phoenix).

In Wyre's night sky (mysteriously identical with our own) the 'Eye of Cheshne' (Taarakā in Shûth) is assumed to be Alpha Scorpii, Antares.

If numerology is the subtext, then astrology is the infrasubtext, so to speak.

POST 110: Sovereignities

Posted by: Sepulchrave II at ENWorld on 17th August 2009, 06:56 PM

Sovereignities

According to Urgic doctrine, Oronthon is manifest as both Radiance and Consciousness: the Aeons originate from the Mind of God; Sovereignities are emanated by his perceivable form – i.e. Radiance. Esoterically speaking, all Sovereignities are also regarded as differentiated Flames – i.e. functions of Consciousness which have assumed both apprehensibility and personae to mortal senses. The dividing line between the various finite manifestations of Oronthon is blurred and confusing at this point.

Traditionally, there are seven Sovereign Manifestations, although a number of obscure schools of thought place the number at nine or higher. Sovereignities are not deities, and are never supplicated or worshipped as such; rather, they form the basis of a number of different meditative techniques, the structure of which is eventually discarded as the adept grows in his understanding. It should be realized that as deeper and deeper states of awareness are attained, the Sovereignities themselves are regarded as barriers to the perfect insight of Saizhan.

Sovereignities are generally only encountered by highly evolved mystics in a state of deep reverie; essentially, contact with a Sovereignty is tantamount to an encounter with Oronthon himself. Although, notionally, each Sovereignty may be encountered in a variety of guises and has any number of appellations and honorifics, the Borchian titles are regarded as the 'Truest' as they describe only the role or appearance of each Sovereignty, rather than ascribe a specific 'name' in the usual sense. In this regard, the Sovereignities are – ironically – not dissimilar to the Nameless Fiend. Unlike the Adversary, however, they are not defined by their lack of nomenclature, and may – and do – possess many other names for those to whom they manifest.

Oronthon is described as Ansin Leoma (a Presence of Light); Metod Setlu (an Enthroned Monarch); Orthan Lutor (a Purifying Wind); Fyrn Dru (a Flawless Guide); Cempa Seond (a Vigilant Guard); Ead Suwian (a Silent Bliss); and Earn Torn (an Eagle of Requite).

Sovereignities may be classified as Insubstantial (Light, Wind and Bliss); Anthropomorphic (Monarch, Guard and Guide); or the single zoomorphic or Aquiline (Requite). Alternatively, they may be regarded as either discarnate or incarnate; respectively a trinity and a quaternity of forms which together form a hebdomad within the pleroma. Although no notions of hierarchy are ever implied and

any Sovereignty can assume any form, the discarnate manifestations are generally accorded an increased reverence.

Seven Essences of Sempiternity

- Sovereignities share a number of features; in game terms, all Sovereignities have certain SDAs in common:
- Indestructibility (Rejuvenation): Only an entity of equal or higher DvR can permanently eliminate a Sovereign Manifestation.
- Emanatory and Reflective (Avatar): Just as Sovereignities are emanations of the Radiant Form, so they too may reflect their own avatars. Each Sovereignty has seven DvR7 reflections, known as the Regents of the Empyrean.
- Fourfold Dominion (Extra Domain): Sovereignities are each charged with governance over four domains.
- Magnificat (Magnificat): A Sovereignty may invest a considerable portion of its essence in a proxy creature. For each DvR which a Sovereignty bestows, its own DvR is reduced by a like amount. Sovereignities cannot reduce their own DvR to less than that of lesser deity (DvR6) status; they may bestow up to DvR9 upon proxy creatures.
- Cosmic Agency (Alter Reality): All Sovereignities possess the ability to alter phenomena to better suit their needs.
- Radiant Aura (Radiant Aura): Sovereignities emanate an aura of light to 1500ft. which destroys evil outsiders and undead (as though disintegrated).
- Infinity of Forms (True Shapechange): A Sovereignty may assume any shape or form. Sovereignities need not meet the normal prerequisites for this ability.

Sketch for Requite

Mostin's greatest nightmare is perhaps the Eagle Requite, Earn Torn: the Anto ("Wrath") Emanation of Oronthon, and a Sovereign Manifestation. Requite is a function of the Radiant Form, and as such cannot be said to be entirely distinct from Oronthon. Although described in terms of divine rank, Requite is not a deity and shouldn't be regarded as one. With the widespread adoption of certain Urgic practices, the Anto meditation is one often favoured by Temple zealots.

Based approximately on an advanced exalted divine array celestial roc, the Eagle is an intermediate power. Initially, the Sovereignities were planned to have anywhere from 11 to 15 divine ranks; in the end, I made them all DvR 15s, mostly to satisfy my weird numerological agenda.

The Eagle subsumes the indestructibility and immortality of the phoenix in its symbolism, as well as notions of holy war, justice and vengeance; but also martyrdom, the regeneration which follows in the wake of trauma, and epiphany brought on by privation or mortification. Sovereignities are of a more fundamental order than most deities, and can/must absorb a number of different archetypes.

Requite's benefits package weighs in at a hefty 1.2 billion gp, which is rather nice. Although the Eagle is of the same order of magnitude as the Adversary – 15 DvR, 70 outsider HD and 60 class levels – it enjoys certain benefits by virtue of its exaltation which the Nameless Fiend has to meet or emulate by means of invested feats or SDAs. Like a celestial episeme, Requite also retains integrated cleric casting levels equal to its outsider HD. Consequently, the Eagle is somewhat more of a cosmic heavyweight than the Adversary.

Anto manifests as a radiant eagle wreathed in white fire, with a wingspan of over 200ft. Evil outsiders, undead and minor gods are generally disintegrated when they come into contact with Requite's aura; evil deities in the DvR6-10 range may endure briefly if adequately warded.

The notation Impulse +X after the Spellcraft score simply indicates the total of DC of additional seeds and factors the Eagle can add to a quickened, componentless epic spell. As an intermediate power, Requite takes 20 on all Spellcraft checks.

Requite (Sovereign Manifestation) (CR125)

Anto. The Wrath of Oronthon

Intermediate Power

Symbol: The Eagle

Home Plane: Heaven (Sovereignities)

Alignment: Lawful Good

Portfolio: Wrath, War, Retribution, Renewal

Worshippers: None

Cleric Alignments: None

Domains: Wrath, War, Retribution, Renewal

Provenances: Phoenix, celestial eagle, celestial griffon

Fighter 60

Colossal Outsider (Augmented, Exalted, Extraplanar, Fire, Good, Lawful)

Divine Rank: 15

Hit Dice: 70d8+4480 (Outsider) plus 60d10+3840 (Fighter) (9480hp)

Initiative: +56 (Supreme Initiative)

Speed: 80ft., fly 320ft. (perfect); instant translocation

Armor Class: 275 (-8 size, +48 Dex, +60 armor, +15 competence, +15 divine, +55 insight, +29 natural, +51 deflection)

Base Attack/Grapple: +100/+241

Attack: Talon +262 melee (8d6+91/18-20 plus annihilation)

Full Attack: 2 talons +262 melee (8d6+91/18-20 plus annihilation) and bite +262 melee (8d8+55/19-20 plus annihilation)

Space/Reach: 30ft./30ft.

Special Attacks: Annihilating strike, salient divine abilities, smite evil, spell-like abilities, spells, turn undead

Special Qualities: Divine qualities, DR 30/cold iron and epic and evil, fast healing 20, regeneration 20 (evil), SR 175

Saves: Fort +252 Ref +236 Will +243

Abilities: Str 152 Dex 107 Con 139 Int 119 Wis 120 Cha 113

Skills: Intimidate +228, Sense Motive +203, Spellcraft +329 (Impulse +517; +777 with backlash), Spot +213; other skills

Feats: Alertness, Awesome Blow, Blistering Spell, Cleave, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Flyby Attack, Great Cleave, Greater Spell Focus (Transmutation), Greater Weapon Focus (bite), Greater Weapon Specialization (bite), Greater Weapon Focus (talon), Greater Weapon Specialization (talon), Heighten Spell, Improved Bull Rush, Improved Critical (bite), Improved Critical (talon), Improved Grapple, Improved Initiative, Improved Multiattack, Maximize Spell, Melee Weapon Mastery (slashing), Mobility, Multiattack, Persistent Spell, Persuasive, Power Attack, Power Critical (bite), Power Critical (talon), Quicken Spell, Skill Focus (Intimidate), Skill Focus (Spellcraft), Snatch,

Spell Focus (Transmutation), Twin Spell, Weapon Specialization (bite), Weapon Focus (bite), Weapon Focus (talon), Weapon Specialization (talon), Widen Spell

Epic Feats: Dire Charge, Enhance Spell (x5), Epic Skill Focus (Spellcraft), Epic Skill Focus (Intimidate), Epic Spell Focus (Transmutation), Epic Spellcasting, Epic Weapon Focus (bite), Epic Weapon Specialization (bite), Epic Weapon Focus (talon), Epic Weapon Specialization (talon), Great Smiting, Improved Heighten Spell, Improved Metamagic (x6), Intensify Spell, Manyspell (x5), Planar Turning, Spellcasting Harrier, Superior Initiative, Tenacious Magic

Salient Divine Abilities: Alter Reality, Alter Size, Annihilating Strike, Avatar, Castigating Screech, Dispelling Glance, Divine Fire Mastery, Divine Firestorm, Divine Spell Focus (Transmutation), Divine Spellcasting, Extra Domain, Improved Spell Resistance, Indomitable Strength, Irresistible Blows, Radiant Aura, Rejuvenation, Supreme Initiative, True Shapechange

Other Divine Abilities

Create Portfolio Item: 200,000gp limit

Divine Aura: Free action. 1500-ft radius; Will DC 141. Daze, fright or resolve

Immunities: Ability damage, ability drain, acid, banishment or imprisonment, cold, death effects, disease, disintegration, electricity, energy drain, fire, mind-affecting effects, poison, polymorph, sleep, sonic, stunning

Movement: Requite may move between any two points as a swift action, regardless of separation

Portfolio Sense: Any portfolio-related event

Remote Communication: Standard action. Any Oronthonist or any creature within 15 miles of any dedicated Oronthonist site.

Sensory Range: 15 miles. Darkvision, low-light vision, blindsight, blindsense, greater arcane sight, tremorsense, true seeing.

Remote Sensing and Blocking: Standard action. 10 locations; 15-mile radius

XP Reservoir: 50,000/day

Exalted Qualities

Requite's abilities are based on a Divine Exalted array and it gains certain benefits associated with Exalted celestials:

- Integrated cleric caster levels equal to its outsider Hit Dice
- A bonus to its saving throws equal to its Charisma modifier.
- An insight bonus to attack rolls and armor class equal to its Wisdom modifier
- All of Requite's attacks are made as though they were smite evil attempts. Against evil creatures, Requite gains an extra +51 bonus on Attack Rolls and deal an additional 190 points of damage.
- The ability to turn undead at will as an 85th-level cleric.

Innate Bonuses

These replace items. The Eagle benefits from the following modifiers:

- A +60 enhancement bonus to all ability scores
- A +20 sacred bonus to Constitution
- A +100 competence bonus to Spellcraft skill checks
- A +60 resistance bonus to all saves

Requite's talons and beak are each considered +10 keen adamantite fiery blast holy power ghost touch weapons.

Spell-Like Abilities

Requite may use any spell with the [fire] descriptor and any War, Wrath, Renewal or Retribution Domain spell at will as a spell-like ability (CL 145; DC 76+ spell level),

Spellcasting

Requite casts spells spontaneously as a cleric (CL 85; DC 80+ spell level, Transmutations DC 91+ spell level) without any need for components. Requite may Heighten spells up to 55th level. If the Eagle uses spells which deal energy damage, that damage is maximized and is considered divine damage for the purposes of elemental resistances or immunities.

Epic Spellcasting

Requite never pays XP for casting epic spells, and may apply up to 260d6 in backlash damage. When using impulses it may effectively add up to +777 DC in additional factors. Requite may use 13 epic spells per day.

Permanent Epic Mage Armor

This provides a +60 armor bonus.

Salient Divine Ability Notes

Unique SDAs or modified standard SDAs:

- **Alter Reality:** Requite does not pay the XP normally associated with this ability.
- **Annihilating Strike – Irresistible Blows:** All of Requite's natural attacks are treated as touch attacks and ignore object hardness. Creatures, attended objects and magic items struck by Requite's beak or talons must make Fortitude saving throws (DC 154) or be reduced to –10 hit points and destroyed outright. Unattended, nonmagical objects are obliterated. Requite can destroy up to 15,000 cubic feet of nonliving matter. Entities with 15 or more divine ranks are not affected by this ability, and it has no effect upon objects or effects which are not subject to physical damage, such as a wall of force. The Save DC is Strength-based.
- **Avatar:** Requite has seven reflections, all of which are Regents of the Empyrean. These entities are CR80 DvR7 divine array exalted celestial rocs with 40 outsider HD and 40 class levels.
- **Castigating Screech (Unique SDA):** The Eagle may utter a penetrating shriek in a 1500-ft. cone as a standard action. All creatures within the cone must make a Will saving throw (DC 141); creatures who fail their saves are frozen (as though paralyzed) for 40 rounds as the burden of their misdeeds overwhelms them; those who succeed are still slowed and shaken. Saints, celestials and other exceptionally holy creatures are unaffected by the screech; entities with 15 or more divine ranks are not subject to its effects. The Save DC is Charisma-based.
- **Dispelling Glance (Unique SDA) (Sp):** Once per round as a free action, Requite may use a superb dispelling effect with +145 bonus on its dispel check. The Eagle may target any creature or effect within its normal sensory range of 15 miles. This ability is the equivalent of an epic level spell.
- **Divine Firestorm (Unique SDA):** As a full-round action, the Eagle may beat its wings and invoke a firestorm centered on itself with a radius of up to 750 feet. All creatures within the storm are subject to 100d6 points of divine damage; a Reflex saving throw (DC 141) halves the damage. The divine firestorm restores full hit points to the Eagle, and automatically removes any negative conditions affecting it unless they were bestowed by an entity with 16 or more divine ranks. The Save DC is Charisma-based.
- **Magnificat:** Requite can bestow up to nine divine ranks upon a willing target proxy mortal or celestial which it can sense.
- **Radiant Aura:** Requite emanates an aura of brilliant light in a 1500-ft. radius which counters and dispels all darkness effects unless their source possesses at least 16 divine ranks. Every

round, undead creatures and evil outsiders within the aura must make Fortitude saving throws (DC 141) or be destroyed (as if disintegrated). The aura may be suppressed or resumed as a free action. The Save DC is Charisma-based.

- **Rebuke Mortals (Unique SDA):** At will, the Eagle may rebuke or command mortal worshippers of Oronthon as a Cleric rebukes and commands undead. For purposes of this ability, the Eagle is treated as a 145th-level Cleric; a worshipper is defined as anyone who has ever supplicated Oronthon, or anyone who has ever witnessed and been moved by a supernatural event connected with Oronthon. There is no limit to the number of mortals which may be subject to this effect at any given time.

On Encountering Void

When warded and augmented, the Eagle's statistics change as noted below. The Eagle gains a +250 enhancement bonus to each of its ability scores (replacing the existing bonus) and a +250 bonus to its SR. Six epic slots are retained for offensive purposes.

Hit Points: 21,830

Initiative: +151 (Supreme Initiative)

Armor Class: 485 (-8 size, +143 Dex, +60 armor, +15 competence, +15 Divine, +150 insight, +29 natural, +146 deflection)

Grapple: +336

Attack: Talon +357 melee (8d6+186/19-20 plus annihilation)

Full Attack: 2 talons +357 melee (8d6+186/18-20 plus annihilation) and bite +357 melee (8d8+102/18-20 plus annihilation)

Special Attacks: Annihilating Strike DC 249, Castigating Screech DC 236, salient divine abilities, smite evil (+467 melee), spell-like abilities, spells, turn undead

Special Qualities: SR 425

Saves: Fort +452 Ref +426 Will +433

Abilities: Str 342 Dex 297 Con 329 Int 309 Wis 310 Cha 293

Skills: Spellcraft +424 (Impulse +602; +862 with backlash)

POST 111: The Locations of Tree-Ludjas

Posted by: Sepulchrave II at ENWorld on 2nd September 2009, 03:59 AM

Quote:

I don't understand the connotations of the trees that have just appeared in the story hour. Is it more appropriate that Cherry be in the Abyss than, say, Beech?

The ludjas are projected by Tree to sites most appropriate to their natures, but they don't necessarily correspond in terms of conventional alignment, to which Tree does not subscribe. In some cases, trees appear benevolent (e.g. Yew), in others malign (e.g. Holly) - presumably according to folkloric understanding. Ultimately, though, Tree is determining the correspondences and generating new archetypes through whatever process Tree undergoes.

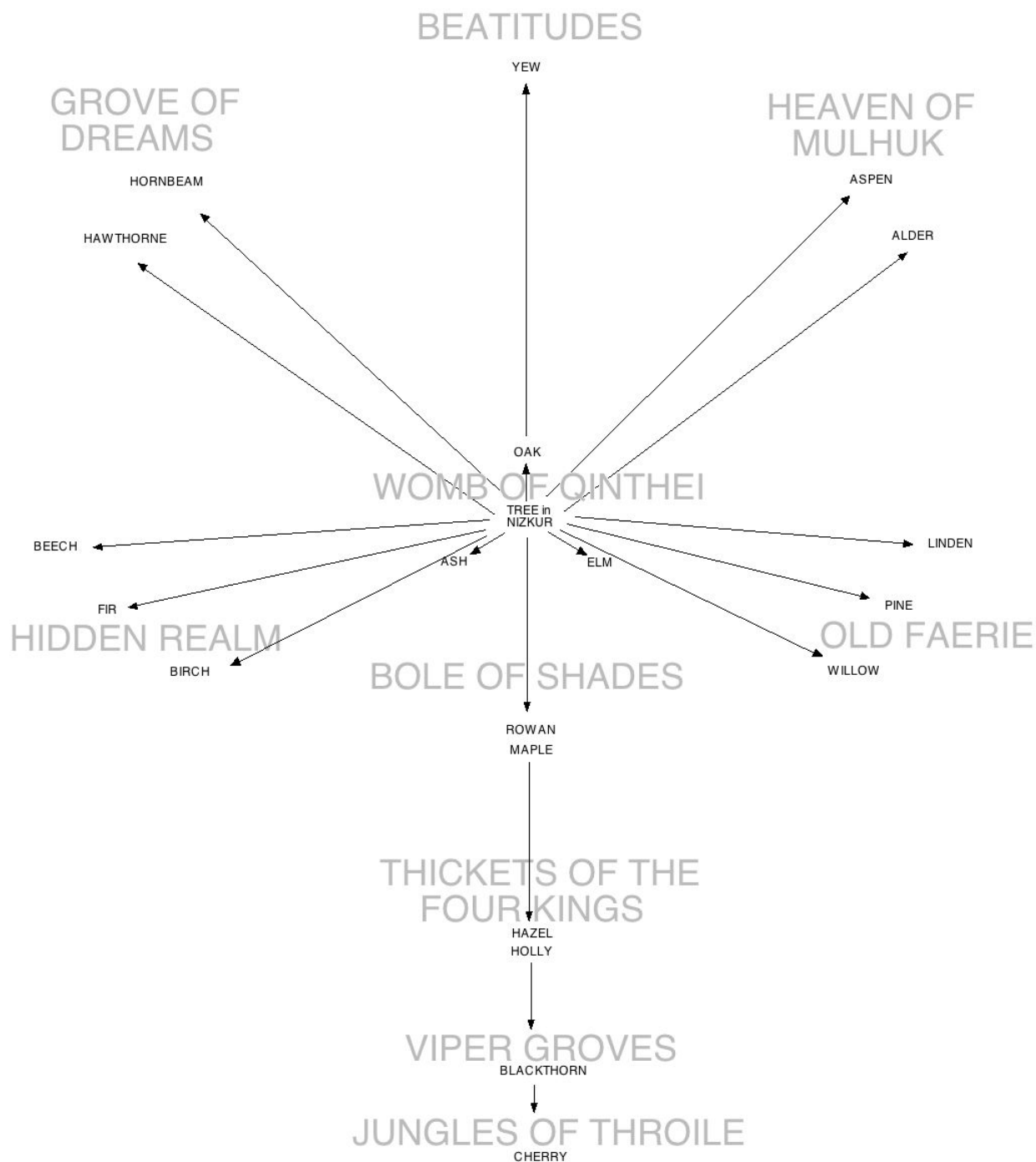
Inertia of the Spheres

A global dimensional lock - one also capable of containing the Adversary - is around a Spellcraft DC 10,000 or so epic spell, a feat which Tree is capable of. The interdiction allows for only two modes of transportation or interplanar travel - effects which Tree deems sufficiently 'Green,' and travel through the medium of Dream. Everything else is cut off. Tree bolsters the initial spell with a bunch of epic abjurations which place it well beyond the ability of any existing cabal to touch (+30,000 spell penetration factors required).

Around each of the twenty extraplanar ludjas, Tree in Nizkur remotely generates an epic emanation (similar to the Afqithan-effect invoked a while back by Teppu et al). This is a combination genesis-dimensional lock spell, effectively sealing off the plane in the ludja's vicinity and superimposing a new reality on top of the existing one. The ludjas filter the flow of traffic between the old reality and the new. Except in Dream.

Tree takes a bite out of the Region of Dreams (with Hawthorn and Hornbeam) and annexes part of it (all regions co-oneiric/coterminous with Nizkur), but Dream remains its 'weak point' as Tree cannot assert itself fully here. It suborns a large number of celestials to plug the gap, so to speak. Naturally, Tree augments the viridescent seraphim with uber-epic buffs; the Adversary isn't getting out that way either.

I've tried to draw Tree's temporary infinity (from a Reconciliatory perspective). It doesn't show the scions, so many worlds are missing. Still, it might make some crazy kind of sense.(?)



POST 112: Tidied Ortwine in Deity Format

Posted by: Sepulchrave II at ENWorld on 25th March 2010, 05:12 AM

Ortwine's rebuild after her faerification-deification meant discarding classes altogether, as it seemed the easiest way to reconcile the disparate aspects of her character. Ortwine was reconstructed as a 40HD divine array sidhe with +5 inherent bonuses. This was Dan's (Mostin's) idea, as was a subsequent custom advancement for Ortwine.

Her bardic music, bardic lore, sneak attack and bardic spellcasting abilities are implicitly rated at half HD. When SDAs, SLAs and the rest are added, Ortwine's CR is probably in the 42-43 range. Because of her split function, Ortwine receives a different effective SDA depending on her current role and location. SDAs are strictly limited by locale at DvR1; as DvR increases, their applicability becomes more universal: this is reflected in her very strange advancement.

Ortwine's three domains are Charm, Trickery and Afqithan. The Trickery domain SLAs are reined in somewhat to remove polymorph any object and time stop. Screen is bumped up to 8th-level, and veil is put in the 7th-level slot; an at-will superior invisibility replaces an at-will time stop, on the basis that it can't possibly be worse.

The custom Afqithan domain is described later.

Ortwine's melee output is fairly respectable, although it pales beside the colossal damage the Ahma can dish out when he starts smiting with Divine Might. The vorpal uncertainty also plays much less frequently than Eadric's Devastating Critical feat. Although most creatures are smart enough to know that it's a bad idea to let Ortwine flank them, most of her attacks end up targeting flatfooted opponents anyway: the at-will superior invisibility and mind blank effects mean that Ortwine is pretty much undetectable by anything short of dedicated epic spells and salient divine abilities.

When acting as the Tree's agent, Ortwine's sneak attack damage is brutal and all-but-guaranteed. She still relies on friendly dispellings targeted at opponents with fortification effects but is lightning-quick to exploit opportunities when they arise.

Ortwine's total gear value is in the 12Mgp range; around half of that is sunk into the sword. When at full health, Ortwine will only fail an ego conflict with the sword on a roll of a natural '1'; on the two occasions when Heedless has initiated an ego conflict, Ortwine has won and quickly dominated the blade afterwards.

Ortwine

Queen of Afqithan. Sidhe Lord. Nireem.

Symbol: Dragonfly

Home Plane: Faerie (Afqithan) or Sisperi (Mulhuk) or Prime

Alignment: Chaotic

Portfolio: Charm, Fey Glamoury, Lies, Trickery

Worshippers: Deceivers

Cleric Alignments: CN, CE, CG, N

Domains: Charm, Trickery, Afqithan

Medium Fey (Augmented, Green)

Divine Rank: 1

Hit Dice: 40d6+520 (760hp)

Initiative: +28

Speed: 160ft.; fly 90 ft. (good)

Armor Class: 61 (+8 armor, +18 Dex, +23 deflection, +1 divine, +1 natural); flat-footed 43, touch 52

Base Attack/Grapple: +20/+32

Attack: +45 melee or +45 ranged (1d8+16/15-20, Heedless)

Full Attack: +45/+45/+40/+35/+30 melee (1d8+16/15-20, Heedless)

Space/Reach: 5ft./5ft.

Special Attacks: Salient divine abilities, sneak attack +10d6, spell-like abilities, spells, vorpal effect

Special Qualities: Bardic music, DR 15/epic, Lore +34, SR 53

Saves: Fort +32 Ref +46 Will +39

Abilities: Str 33 Dex 47 Con 36 Int 37 Wis 33 Cha 56

Skills: Balance +63, Bluff +100, Climb +57, Concentration +34, Diplomacy +59, Disguise +67 (+71 acting), Escape Artist +77, Forgery +39, Gather Information +48, Hide +92, Intimidate +59, Jump +113, Knowledge (arcana +39, history +39, the planes +34), Listen +51, Move Silently +92, Open Lock +41, Perform (all) +75, Ride +39, Search +42, Sense Motive +37, Sleight of Hand +66, Spellcraft +73 (scrolls +77), Spot +51, Tumble +76, Use Magic Device +67

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Feint, Improved Initiative, Mobility, Persuasive, Skill Focus (Bluff), Spring Attack, Versatile Performer, Weapon Finesse, Weapon Focus (Scimitar), Whirlwind Attack.

Epic Feats: Epic Reputation, Epic Skill Focus (Bluff), Superior Initiative

Salient Divine Abilities: Divine Skill Focus (Bluff), Fractured Divinity

Other Divine Abilities

Create Portfolio Item: 4500gp limit. Ortwine can create items connected with her portfolio even if she doesn't possess the necessary prerequisite feats.

Divine Aura: Free action. 10-ft radius; Will DC 54. Daze, fright or resolve

Divine Realm: As Lesser Power; 1 mile.

Immunities: Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, poison, polymorph, sleep, stunning

Movement: Ortwine may wind walk at will. This is a supernatural ability.

Portfolio Sense: Any portfolio-related event involving 1000 or more people

Remote Communication: Standard action. Any worshipper or any creature within 1 mile of any dedicated site.

Sensory Range: 1 mile. Darkvision, low-light vision

Remote Sensing and Blocking: Standard action. Self + 2 remote locations; 1-mile radius

XP Reservoir: 15,000/week

Bardic Ability: Ortwine has the bardic music and lore abilities of a 20th-level bard.

Sneak Attack: Ortwine does 10d6 points of sneak attack damage against opponents denied their Dexterity bonus to AC and flanks as a 20th-level rogue.

Sidhe Lord (Ex): In Faerie, Ortwine is considered a Lesser Power for purposes of control over her realm, and her domain control extends to all areas within 1 mile of the fortress of Suoninguhol. She may change illumination and environmental factors within typical natural limits and may create any sounds and smells she desires within this area. Effecting such changes takes 10 minutes. If she labors for a year, Ortwine can change astral and interplanar connections to her realm, enabling or limiting them as she sees fit.

Fractured Divinity (Unique SDA):

Ortwine gains the benefit of a different salient divine ability depending on her particular location.

Faerie Queene: When in Afqithan and Faerie, Ortwine gains the Alter Reality SDA. She pays 5000XP for each use of Alter Reality, drawn against her reservoir.

Divine Liar: In Sisperi (including Ruk and Mulhuk) Ortwine gains the Divine Glibness SDA. As a full-round action when she speaks, creatures within 20 feet are subject to an effect equivalent to a mass suggestion (Will save DC 54). As an SDA, Divine Glibness is not considered to be a mind-affecting effect, and spell resistance is ineffective against it.

Green Assassin: Under the auspices of Tree in Nizkur, Ortwine gains the Divine Sneak Attack SDA against nonGreen creatures with the [Extraplanar] subtype when she wields Heedless left-handed.

- Her sneak attack damage increases by 3d6
- Any attack of opportunity Ortwine makes is considered a sneak attack
- Ortwine automatically flanks or catches opponents flatfooted unless they possess more DvRs than she does
- On the round after she successfully deals sneak attack damage, her target automatically suffers the sneak attack damage again

At-Will Spell-Like Abilities

Caster Level 21. Baleful polymorph (DC 39), bestow curse (DC 39), blur, calm emotions (DC 36), charm monster (DC 39), disguise self, dominate monster (DC 43), demand (DC 42), false vision, geas/quest (DC 40), good hope (DC 38), insanity (DC 41), mass charm monster (DC 42), mislead, screen, shadow landscape (DC 43), shadowy grappler (DC40), shifting paths (DC 41), speak with animals, suggestion (DC 37), superior invisibility, veil.

Bard Spells

Caster Level 21; [Shadow] and [Mind-Affecting] effects CL22. 6/10/9/9/9/9/8/8 spells per day; Save DC 34+ spell level.

- 1st Level – hideous laughter (DC 35), magic aura, obscure object, serene visage, undetectable alignment
- 2nd level – Detect thoughts, enthrall (DC 36), know vulnerabilities, silence, war cry (DC 36)
- 3rd Level – Alter fortune, analyze portal, glibness, halt (DC 37), phantom steed
- 4th Level – Baleful blink (DC 38), break enchantment, freedom of movement, lay of the land, voice of the dragon
- 5th Level – Dream, endless slumber (DC 39), greater dispel magic, mirage arcana (DC 39), shadow evocation (DC 39)
- 6th Level – greater shout (DC 40), hindsight, irresistible dance, revenance

Ortwine receives a +4 racial bonus to all Perform and Bluff skill checks and at +2 racial bonus to Spot and Listen checks.

When under the effects of glibness and voice of the dragon her Bluff modifier is +140.

Possessions

Boots of swiftness, box of shades, Heedless, Pazuzu's amulet, +5 greater slick studded leather, cloak of the umbral bat, mind blanking ring

Heedless Githla: (Int 18 Wis 20 Cha 20; Ego DC 41) [Major Artifact]

Forged by the god Jaliere from azer and slaad blades, this weapon is a +5 adamantine keen returning speed throwing vorpal scimitar. Heedless is Chaotic Neutral and exhibits malign tendencies; it possesses darkvision, blindsense and hearing to 120ft. The weapon may be capable of both speech and telepathy, but only ever communicates through empathy.

Heedless makes its Will saving throws as a 40HD outsider (Will save +27). It is considered an epic weapon for the purposes of penetrating damage reduction. When engaging in an ego conflict, spells and abilities which confer immunity to [mind-affecting] effects are not effective against the sword's dominating ability. Divine immunity to [mind-affecting] effects is likewise ineffective.

Heedless grants Alertness, Combat Reflexes and the Improved Evasion special ability to its wielder. When hurled, Heedless may be loosed as a swift action; it automatically returns to its wielder's hand at the beginning of their next turn.

Pazuzu's Amulet

This jade-and-gold amulet is carved to resemble a bird of prey. It grants a +6 enhancement bonus to the wearer's Charisma, a +30 competence bonus to all Spellcraft skill checks, a +5 profane bonus to saving throws, and a +4 bonus to the save DCs of all spells cast by the wearer with the [chaotic] descriptor. CL 20; 251K.

Ortwine's Studded Coat

This weather-beaten coat is a set of +5 greater slick studded leather armor.

Cloak of the Umbral Bat

This cloak is woven from shadows and grants a +30 competence bonus to the wearer's Hide and Move Silently skills. The cloak of the umbral bat also confers displacement on the wearer and the ability to fly at a speed of 90ft. with good maneuverability; these abilities are always active.

Mind Blanking Ring

Continual effect. CL20th.

Afqithan Domain

Granted power: You cast spells with the [mind-affecting] and shadow descriptors at +1 caster level.

1. Charm person
2. Invisibility
3. Suggestion
4. Bestow curse
5. Baleful polymorph
6. Shadowy grappler
7. Shifting paths
8. Mass charm monster
9. Shadow landscape

Advancement:

Ortwine advances by Fey HD and divine rank. For each additional 5HD which Ortwine advances, she becomes eligible to advance by 1DvR provided other prerequisites are met. As a Sidhe Lord and Nireem, Ortwine is limited to DvR5 and 60HD.

- Ortwine's sneak attack, bardic music, bardic lore, bardic spellcasting, and caster level for SLAs are rated at half her Fey HD. For purposes of qualifying for SDAs, these count as levels in the relevant class.
- Ortwine receives her divine rank as a bonus to all checks and DCs. Her SR is calculated as a sidhe: HD+12 (+DvR).
- For gear value readjustments, assume Ortwine's CR increases by +4 for each additional 5 Fey HD she gains.

- SDA Advancement: At DvR2, Ortwine may use her Alter Reality SDA in Sisperi, her Green Assassin SDA in Afqithan and her Divine Glibness SDA when on other Green planes, including the Prime. At DvR3 she can use any SDA which she possesses in any sphere.
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POST 113: More Craziness

Posted by: Sepulchrave II at ENWorld on 27th March 2010, 12:19 AM

More Craziness.

It was as a great fire, dwarfing every other light in creation. It rested, perfect and still in my mind, but immensity could not contain its infinite movement. From it, first one, and then another of the Faces of Truth was presented to me, issuing challenge and denying everything I knew. I took my weapon – the Nameless Fiend – and slew the Light. Beyond was a void which shone yet brighter. Here, I rested in Saizhan. I had begun my journey.

-Wrohs

The first sketches of the Sovereignities were made a long time ago, and they've been tweaked a good deal over the years, mainly as new splats came out. On a metatextual (there's that word again) level, I had this idea that the Sovereignities should suggest rival deities appropriated by early Oronthonism (before the Urgic schism) and 'folded' into the Oronthonist pleroma: their virtues being exalted, and un-Oronthonian traits dropped or transferred onto more overtly sinister entities. Oronthon was not always the sole focus of devotion or a even a Sol Invictus-type god who tolerated other deities: Sovereignities may be the last vestiges of the original pantheon to which Oronthon belonged, and then ruled.

Of course, in the Oronthonist view, this is not the case. The Sovereignities are the Seven Spurs of the Mountain of God: Signs which – together – embody the faculties of the Radiant Form within the bounded cosmos. Each encapsulates certain fundamental truths regarding Oronthon, although Radiance itself is considered to be infinitely vaster than the sum of its component parts. Seven Sovereignities each with a fourfold dominion means that a total of twenty-eight clerical domains are associated with Oronthon. This correspondence with the number of lunar mansions may be coincidental; it's tempting to suggest, however, that in each phase of the Moon, the light of the Sun might be reflected in a different way.

Each of the Sovereignities in turn reflects seven Avatars – the Regents – which preside over a variety of distinct metaphysical concerns within the umbrella of the Sovereign portfolio. Some differentiation exists amongst each family of 'reflections;' one is aligned to each specific domain concern, and three are 'floating' avatars, which may manifest singly or in triplicity: this arrangement mirrors that of the substantial and insubstantial Sovereignities. It is the Regents which communicate with the Captains of the Host, and given the main duty of celestials, it is the Regents of Vigilance which most commonly do so.

Vigilance

Oronthon's Radiant Form emanates Sovereignities into Finitude. One is Cempa Seond – the Vigilant Guard – or simply Vigilance, or The Guard, or Stathol Waru, the Foundation of Defense. Vigilance is the Fultum ("Succour") emanation of the Radiant Form, and is based on an exalted divine array elder titan. As with other Sovereignities, the compound symbolism of Vigilance is designed to be convoluted. Oronthon's original "Unconquered" symbolism is also transferred onto Vigilance in a kind of backwards syncretism (anacretism?); mechanically, this is reflected in the 'double grace' effect, whereby untyped Charisma bonuses to saving throws from both the Exalted template and Paladin class levels are allowed to stack.

As the bastion of Law, Vigilance is considered both the esoteric sibling and antithesis of the Adversary (nomos/antinomos). As law's determinant, Regents emanated by Vigilance communicate the will of Oronthon to the Captains of the Host. Vigilance is likewise implicated in pronouncements made by the Ahma, and may represent many of the principles which constitute notions of Ahma within the Sovereign Sphere. If the Inquisition Domain is understood in regard to the pursuit of truth, the Fourfold Dominion of Vigilance (Law, Inquisition, Protection, Courage) seems particularly apt. In the Antinomian view, the path of paladinhood is uncategorically rejected by the Ahma, rejection of the law being a necessary precondition for the realization of Saizhan; in this sense, Vigilance is a mode to be transcended or overcome.

In terms of Saizhan itself, Vigilance is interpreted as the perception of one's surroundings, cognizance of the many stimuli which distract from the truth, and the critical awareness of the vagaries of conventional thought. In Urgic terms, Oronthon's Succour is manifested as the gift of clear apprehension.

The Fultum meditation of Vigilance is observed by those who come into physical contact with malign forces. Vigilance also represents the perfection of the martial ideal, characterized in terms of balance and discipline, with a focus on awareness and concentration. Vigilance is the unceasing guard and defense against the corruptive influence – however that is defined. As well as Temple devotees, Vigilance is favored as a meditative path by those who practice the Neo-Irrenite Skohsldaur; watchfulness being a useful trait in dealing with demons in general. Skohsldaur necessarily invokes the concerns of all four of Vigilance's domains.

Gear

Unlike most other entities in its CR range, Vigilance is accorded mostly real (as opposed to purely virtual) items. As I've been arbitrarily costing most virtual gear at quadruple value (x2 slotless, x2 "not real"), Vigilance gets some pretty crazy real stuff in comparison. Vigilance possesses four paradigmatic artifacts: armor, shield, helm and sword. These objects are immune to tampering from non-transcendental sources. In common parlance, these items normally simply receive the "of God" epithet – e.g. Armor of God, Sword of God etc.

The very existence of 'stuff' associated with Vigilance suggests that it is a more tangible Sovereignty than others, or one potentially more engaged in the material unfolding and functioning of the cosmos.

Sword

The sword was conceived first for game purposes based only on the known appropriate gp/CR ratio, i.e., 'what might a 400Mgp sword look like?' Its appearance in the SH is still some way off; I'm guessing 2012, given how far behind I am.

Vigilance (CR 135)

Fultum. The Succour of Oronthon

Intermediate Power

Home Plane: Heaven (Sovereignities)

Alignment: Lawful Good

Domains: Law, Inquisition, Protection, Courage

Medium Outsider (Augmented, Exalted, Extraplanar, Good, Lawful)

Divine Rank: 15

Hit Dice: 70d8+5950 (Outsider) plus 60d10+5100 (Paladin) (12,210hp)

Initiative: +87 (Supreme Initiative)

Speed: 120ft.; instant translocation

Armor Class: 495 (+108 armor, +86 deflection, +52 Dex, +15 divine, +93 insight, +28 natural, +103 shield)

Base Attack/Grapple: +100/+289

Attack: +390 melee (1d8+181/17-20, +100 axiomatic power holy power ghost touch speed longsword)

Full Attack: +390/+390/+385/+380/+375 melee

Space/Reach: 5ft./5ft.

Special Attacks: SDAs, smite evil +476 melee, spells, spell-like abilities

Special Qualities: DR 25/epic and evil, SR 255

Saves: Fort +420 Ref +412 Will +428

Abilities: Str 173 Dex 165 Con 180 Int 162 Wis 197 Cha 183

Skills: Concentration +448, Listen +481, Sense Motive +481, Spellcraft +376 (Impulse +794 with backlash), Spot +481

Feats: Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Greater Spell Focus (Abjuration), Heighten Spell, Hindering Opportunist, Improved Bull Rush, Improved Combat Expertise, Improved Critical (longsword), Improved Initiative, Improved Shield Bash, Improved Sunder, Iron Will, Leap Attack, Lightning Reflexes, Magical Aptitude, Melee Evasion, Mobility, Power Attack, Quick Reconnoitre, Shield Charge, Shield Slam, Shield Specialization, Shield Ward, Skill Focus (Concentration), Skill Focus (Listen), Skill Focus (Sense Motive), Skill Focus (Spellcraft), Skill Focus (Spot), Spell Focus (Abjuration), Stalwart Defense, Weapon Focus (longsword),

Epic Feats: Devastating Critical (DC 146), Dire Charge, Epic Fortitude, Epic Reflexes, Epic Skill Focus (Concentration), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spellcraft), Epic Skill Focus (Spot), Epic Spellcasting, Epic Spell Focus (Abjuration), Epic Will, Great Smiting, Improved Heighten Spell, Overwhelming Critical, Planar Turning, Spellcasting Harrier, Superior Initiative

Salient Divine Abilities: Alter Reality, Alter Size, Avatar, Divine Skill Focus (Listen), Divine Skill Focus (Sense Motive), Divine Skill Focus (Spot), Divine Spell Focus (Abjuration), Divine Spellcasting, Extra Domain, Know Secrets, Magnificat, Nominate Paragon, Power of Truth, Radiant Aura, Rejuvenation, Sovereign Aegis, Supreme Initiative, True Shapechange

Other Divine Abilities

Create Portfolio Item: 200,000gp limit

Divine Aura: Free action. 1500-ft radius; Will DC 176. Daze, fright or resolve

Immunities: Ability damage, ability drain, acid, banishment or imprisonment, cold, death effects, disease, disintegration, electricity, energy drain, fire, mind-affecting effects, poison, polymorph, sleep, sonic, stunning

Movement: Vigilance may move between any two points as a swift action, regardless of separation

Portfolio Sense: Any portfolio-related event

Remote Communication: Standard action. Any Oronthonist or any creature within 15 miles of any dedicated Oronthonist site.

Sensory Range: 15 miles. Darkvision, low-light vision, blindsight, blindsense, greater arcane sight, tremorsense, true seeing.

Remote Sensing and Blocking: Standard action. 10 locations; 15-mile radius

XP Reservoir: 50,000/day

Exalted Qualities

Vigilance's abilities are based on a Divine Exalted array and it gains certain benefits associated with Exalted celestials:

- Integrated cleric caster levels equal to its outsider Hit Dice
- A bonus to its saving throws equal to its Charisma modifier.
- An insight bonus to attack rolls and armor class equal to its Wisdom modifier
- Any attack made by Vigilance is treated as a smite evil attempt made by a 145th-level paladin. Against evil creatures, Vigilance gains an extra +86 bonus on Attack Rolls and deals an additional 290 points of damage.
- The ability to turn undead at will as a 142nd-level cleric.

Innate Bonuses

Vigilance gains a +20 Sacred bonus to Constitution, Wisdom and Charisma, a +100 bonus to its Spell Resistance and a +100 competence bonus to all Spellcraft checks.

Spell-Like Abilities

Vigilance may use any spell from the Law, Inquisition, Protection or Courage Domain or any Paladin spell at will as a spell-like ability (CL 145; DC 111+ spell level),

Spellcasting

Vigilance casts spells spontaneously as a cleric (CL 85; DC 117+ spell level, Abjurations DC 129+ spell level) without any need for components and may Heighten spells up to 93rd level. If Vigilance uses spells which deal energy damage, that damage is maximized and is considered divine damage for the purposes of overcoming elemental resistances or immunities.

Epic Spellcasting

Vigilance never pays XP for casting epic spells, and may apply up to 260d6 in backlash damage. When using impulses it may effectively add up to +769 DC in additional factors. Vigilance may use 13 epic spells per day. As an intermediate power, Vigilance takes 20 on all Spellcraft checks.

Salient Divine Abilities

Alter Reality: Vigilance does not pay the XP normally associated with this ability.

Avatar: Vigilance has seven reflections, all of which are Regents of the Empyrean. These entities are CR80 DvR7 divine array exalted outsiders. The reflections possess 40 outsider HD and 40 class levels.

Magnificat: Vigilance can bestow up to nine divine ranks upon a willing target proxy mortal or celestial which it can sense. Its own divine ranks are decreased by a like amount; Vigilance may not lower its own rank below DvR6 (lesser deity) status.

Power of Truth: Creatures within 1500ft. of Vigilance may not utter a falsehood or otherwise deliberately lie unless they succeed at a Will saving throw (DC 176). Any spells or abilities which mislead or obfuscate, including figments, glamers, patterns and phantasms – as well as any spells of

the abjuration school intended to block perception or divination – automatically fail within this area unless Vigilance determines otherwise. The abilities of entities with 16 or more divine ranks are not subject to this ability. The Save DC is Charisma-based.

Nominate Paragon (Unique SDA): As a free action, Vigilance may bestow the paragon template upon a willing mortal or celestial servant of Oronthon which it can sense at any distance; up to fifteen creatures may act as recipients of this ability at any given time. In each case, the paragon condition lasts until Vigilance dismisses it with another free action.

Radiant Aura: Vigilance emanates an aura of brilliant light in a 1500-ft. radius which counters and dispels all darkness effects unless their source possesses at least 16 divine ranks. Every round, undead creatures and evil outsiders within the aura must make Fortitude saving throws (DC 176) or be destroyed (as if disintegrated). The aura may be suppressed or resumed as a free action. The Save DC is Charisma-based.

Sovereign Aegis (Unique SDA): Allied creatures within 15 miles gain a sacred bonus to their armor class and a sacred bonus to their saving throws equal to Vigilance's divine rank (+15). This ability is always active.

Paradigmatic Artifacts

Armor

The Armor of Vigilance is weightless, entails no speed reduction, incurs no armor check penalties or arcane spell failure chance, and has no maximum Dexterity bonus. It is otherwise the functional equivalent of +100 heavy fortification adamantine full plate armor which also grants a +100 enhancement bonus to Strength, Dexterity and Constitution.

Helm

The Helm of Vigilance grants a +100 enhancement bonus to Intelligence, Wisdom and Charisma and a +200 competence bonus to all Concentration, Listen, Search, Sense Motive, and Spot checks.

Shield

This weightless +100 adamantine heavy shield also grants a +100 resistance bonus to all saving throws.

Sword

The Sword of Vigilance is a +100 axiomatic power holy power ghost touch speed longsword which ignores damage reduction possessed by targets with fewer than 16 divine ranks.

The sword's special purpose is Neutralize Chaotic and Evil Archetypes; its special purpose power is Temporal Encystment. Creatures with 15 or fewer divine ranks who are struck must make Fortitude saving throws (DC 176), or become encysted. Encysted creatures are removed indefinitely from the bounded cosmos and may only be freed by entities of Aeonic status or with 16 or more divine ranks. The saving throw is Charisma-based.

Spells

Sovereign Defenses Against the Apparition of Cheshne

These increase each of Vigilance's attributes and afford increased SR. Saving throw bonuses become very high because of the 'double grace' effect.

In addition to the Seven Sovereign Defenses, Vigilance invokes the Metaward - a kind of magical shell which protects against debuffs, and has to be collapsed before subsequent effects can be targeted.

If the Metaward is successfully collapsed, the Mirror of Oronthon springs immediately into place. This is Vigilance's most potent magical defense; it is always contingent, and reduces the number of epic spell slots which Vigilance has available from 13 to 12. The Mirror of Oronthon is aggregated when Vigilance's Spellcraft score has been augmented by multiple Intelligence-buffs, and is 'out of synch' with the normal Spellcraft limits upon Vigilance. It is initiated only if the Metaward fails.

Unless the Apparition (a DvR16 transcendental) crescendoes, it cannot penetrate the Metaward, and a complete crescendo is required before it can penetrate the Mirror of Oronthon and collapse the Seven Sovereign Defenses. By using all of its multispell actions and SDAs focused upon Vigilance, the Apparition can still eliminate the Sovereignty in 1 full round. Cosmically speaking, Oronthon can sacrifice Vigilance to prevent Cheshne from acting for 1 round, and reduce the Apparition's destructive potential (exhaust its epic spell slots) for 1 full day.

Metaward

[Ward] (+14), [Ward] (+14); +350 opposed CL (+700); effective against disjunction (+8), [dispel] (+10) and [destroy] (+10); Swift, componentless (+32).

All disjunction effects which target Vigilance automatically fail. Epic spells or impulses incorporating the [destroy] or [dispel] seeds which target Vigilance must first defeat the Metaward by means of an opposed caster level check; Vigilance has an effective caster level of 435 for purposes of this check. If the Metaward resists the attack, other ongoing effects are not subject to the effects of the [dispel] or [destroy] seeds.

Spells which defeat the Metaward do not penetrate further to affect other ongoing effects, but immediately negate the Metaward itself.

Mirror of Oronthon

[Reflect] (+27); +870 opposed CL (+1740); all spell levels (+180); area reflect (+20); Contingent (+25); selective reflection (+10)

This spell takes effect only if the Metaward fails. Any hostile magical effect issuing from a source with 16 or more Divine Ranks which targets Vigilance or includes Vigilance in its area of effect is immediately reflected back at the caster unless it succeeds at an opposed caster level check. Vigilance has a caster level of 955 for purposes of this check.

With Seven Sovereign Defenses in effect, adjust Vigilance's stat block as follows:

Hp: 30,150

Init: +225

Armor Class: 834 (touch 695, flat-footed 619)

Atk: +616 (1d8+269, 17-20 DevCrit DC 309); Smite Atk +779

Saves: Fort +809 Ref +801 Will +817

Abilities: Str 449 Dex 441 Con 456 Int 438 Wis 473 Cha 459

SQ: SR 530

Spellcraft: +514 (Impulse +932)

- Special Attack DCs
 - Devastating Critical DC 309
 - Divine Aura, Power of Truth SDA, Radiant Aura SDA DC 314;
 - Cleric spell DC 256 + spell level
 - SLAs DC 249+ spell level
-

POST 114: Eadric the Ahma

Posted by: Sepulchrave II at ENWorld on 30th March 2010, 01:29 PM

Eadric rebalanced at CR43. All items are recast as legacy-status artifacts, either by association with the Ahma, or by reforging, or by convenient handwaving.

The Ahma

Paladin 15/ Divine Disciple 5 /Fighter 16

Medium Outsider (Augmented Humanoid, Native)

Divine Rank: 0

Hit Dice: 31d10+403 plus 5d8+65 (818hp)

Initiative: +17

Speed: 60ft.

Armor Class: 77 (+13 armor, +13 Dex, +16 deflection, +16 insight, +1 natural, +8 shield); flat-footed 64, touch 55

Base Attack/Grapple: +27/+43

Attack: +55 melee (1d10+32/15-20, Lukarn)

Full Attack: +55/+50/+45/+40 melee (1d10+32/15-20, Lukarn)

Space/Reach: 5ft./5ft.

Special Attacks: Devastating Critical (DC 46), holy power, holy touch +1d6, smite evil, spell-like abilities, spells

Special Qualities: Darkvision 60ft., DR 10/adamantine and epic and evil, fast healing 10, SR 35, immunities (ability damage, acid, cold, disease, electricity, energy drain, fear, mind-affecting effects, petrification, poison, polymorph), resistance to fire 10, sacred defense +2, telepathy, tongues, true seeing, turn undead

Saves: Fort +55 Ref +48 Will +54

Abilities: Str 42 Dex 36 Con 36 Int 24 Wis 42 Cha 42

Skills: Diplomacy +63, Handle Animal +55, Knowledge (history) +27, Knowledge (nobility) +46, Knowledge (religion) +46, Listen +36, Sense Motive +55, Spot +36, Perform (oratory) +55, Ride +52

Feats: Cleave, Divine Might, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Initiative, Improved Sunder, Melee Weapon Mastery (slashing), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Epic Feats: Devastating Critical (bastard sword), Dire Charge, Epic Weapon Focus (bastard sword), Epic Weapon Specialization (bastard sword), Great Smiting, Overwhelming Critical (bastard sword)

XP Reservoir: 10,000/week

Aura of Courage (Su): Allies within 10ft. gain a +4 morale bonus to saving throws to resist fear effects. Eadric is immune to fear.

Detect Evil (Su): Eadric can use this ability at will.

Imbue with Spell Ability (Sp): Eadric can transfer prepared 1st or 2nd-level spells to a willing recipient. This ability is the equivalent of a 4th-level spell (CL12).

Smite Evil (Su): Five times per day, Eadric can make a melee attack against an evil creature with a +16 bonus on the attack roll which deals +30 points of damage.

Spell-Like Abilities: At will, as a spell-like ability, Eadric can use bless, guidance, resistance and virtue. Three times per day, he can use a holy aura. Once per day each, he may use aid, cure serious wounds, dispel evil, hallow, holy smite,, holy word, neutralize poison, summon monster IX (celestials only) and true resurrection. Caster level 36. Save DC is 28+ spell level.

Spells: Eadric casts spells as a 20th-level Paladin (CL12; DC 28+ spell level). He can prepare spells from the Strength domain as Paladin spells.

Strength Domain Power (Su): As a free action once per day Eadric can gain a +20 bonus to Strength which lasts for 1 round.

Telepathy (Su): Eadric can communicate telepathically to any celestial within 60ft.

Turn Undead: Eadric may turn undead 19 times per day as a 12th-level Cleric.

Possessions

Lukarn [Major Artifact]

Lukarn is an intelligent +6 keen fiend bane bastard sword (AL LG; Int 14, Wis 25, Cha 26; 120 ft. darkvision, blindsense and hearing, Ego 40). It communicates through empathy.

Lukarn understands Celestial and Common and has the special purpose slay chaotic evil outsiders; such creatures are subject to confusion (heightened to 10th level, DC 36) for 2d6 rounds if struck. This is a mind-affecting enchantment (compulsion) effect. The sword also has a number of other abilities:

- When drawn, Lukarn sheds daylight in a 60-ft. radius. This effect is heightened to 10th-level and automatically counters and dispels all darkness effects of 9th-level or lower within its area.
- As a standard action, the wielder can use a sunburst effect (heightened to 10th-level, DC36)
- Three times per day, Lukarn can heal its wielder as a free action.

Caster Level is 30th for all abilities. The wielder's Charisma determines the Save DCs of special abilities. Lukarn is valued at 3.2 million gp.

Skin of Sarth [Major Artifact]

This +5 heavy fortification full plate armor grants the wearer damage reduction 10/adamantine. The wearer incurs no armor check penalty to skill checks and suffers no maximum Dexterity bonus. (2M)

Shield of the Ahma [Major Artifact]

This +6 great reflection heavy steel shield grants a +5 resistance bonus to saving throws. (CL 30th; 2.6M)

Perfect Excellence [Major Artifact]

This headband grants a +10 enhancement bonus to the wearer's Strength, Dexterity and Wisdom. CL 30th; 3.0M).

Eye of Palamabron [Major Artifact]

This artifact confers true seeing upon its wearer. This ability is continuous. The wearer can discern lies and use zone of truth and zone of revelation at will. Spell resistance is ineffective against the Eye of Palamabron and no saving throw is permitted to resist its effects. Caster Level 20th. (1M)

Ahma as a Template

"Ahma" as an acquired template, consolidating the saint, half-celestial and quasi-deity templates. Rated at +7CR.

Size and Type: The creature's type changes to outsider. The Ahma has the augmented and native subtypes.

Hit Dice: The Ahma gains maximum Hit Points per die.

Speed: The Ahma's base speed doubles for all movement types.

Armor Class: The Ahma gains an insight bonus to Armor Class equal to his Wisdom bonus and a Deflection bonus to AC equal to his Charisma bonus. Natural armor improves by +1.

Special Attacks: The Ahma gains the following special attacks.

- **Holy Power (Su):** The DC to resist all of the Ahma's special attacks, including spells and spell-like abilities, increases by +2.
- **Holy Touch (Su):** The Ahma's melee damage (armed or unarmed) increases by +1d6 against evil creatures and by +1d8 against evil outsiders and undead.
- **At will, as a spell-like ability,** the Ahma can use guidance, resistance, virtue and bless. Three times per day, he can use a holy aura. Once per day each, he may use aid, cure serious wounds, dispel evil, hallow, holy smite, holy word, neutralize poison, summon monster IX (celestials only) and true resurrection. Caster level is equal to the Ahma's Hit Dice. Save DC is 28+ spell level.
- The Ahma gains an additional daily use of the smite evil special ability.
- The Ahma may use daylight (as the spell) at will as a supernatural ability.
- All of the Ahma's attacks are considered epic and good-aligned for the purpose of overcoming damage reduction.

Special Qualities: The Ahma gains the following special qualities.

- Damage Reduction 10/epic and evil
- Spell Resistance 35
- Fast healing 10
- Immunity to ability damage, ability drain, acid, cold, disease, electricity, energy drain, mind-affecting effects, petrification, polymorph and poison
- Fire resistance 10
- **Protective Aura (Su):** This acts as a double strength magic circle against evil and a minor globe of invulnerability with a radius of 20ft. and a caster level equal to the Ahma's hit dice.

- Keen Vision (Ex): The Ahma gains low-light vision and darkvision to 60ft.
- Tongues (Su): The Ahma may speak with any creature which possesses a language.

Abilities: Modify the base creature as follows: Str +4 Dex +2 Con +6 Int +2 Wis +6 Cha +8
Challenge Rating: As base creature +7

POST 116: Mostin the Metagnostic (CR 43)

Posted by: Sepulchrave II at ENWorld on 10th April 2010, 08:51 PM

Will respond to other queries as time permits.

Till then, Mostin with epic spells I could find and formatted for comprehensibility. Development costs are hypothetical, as noone really has that much money, but are offset against predicted character wealth. Suites allow various expressions of epic spells, as noted in their description and incur a 'flexibility' surcharge in Spellcraft DC. Nonepic spell selection is the 'full offense' suite.

I've appended the Ú, which might be regarded as Nehael's principal concern with Mostin's potential power.

**

Mostin the Metagnostic (CR 43)

Spellwarped Pseudonatural Diviner 20 / Alienist 10
Medium Outsider (Augmented Aberration, Native)

Hit Dice: 30d4+330 plus 6 (insane certainty) (456hp)

Initiative: +11

Speed: 60ft.

Armor Class: 70 (+8 armor, +5 Deflection, +11 Dex, +1 insight, +35 natural), touch 27, flatfooted 59

Base Atk/Grapple: +15/+48

Attack: +50 melee (1d6+18/18-20, MW rapier); or +49 tentacle rake (2d8+18); or +41 ranged touch

Full Attack: +50/+45 melee (1d6+18/18-20, MW rapier); or +49 melee, 9 tentacle rakes (2d8+18); or by spell

Special Attacks: Improved grab, rotting constriction, spell-like abilities, spells

Special Qualities: Alien blessing, cannot be flanked, constant insight, damage reduction 15/epic, darkvision 120ft., immunities (acid, electricity), insane certainty, extra summoning, pseudonatural familiar, SR 150, spellwarp, summon alien, timeless body, true seeing 120ft.

Saves: Fort +29 Ref +29 Will +37

Abilities: Str 47 Dex 33 Con 32 Int 64* Wis 36 Cha 22

Skills: Concentration +45, Craft (alchemy) +61, Craft (engraving) +61, Craft (calligraphy/illumination) +61, Decipher Script +61, Gather Information +40, Knowledge (arcana) +61, Knowledge (architecture and engineering) +61, Knowledge (geography) +61, Knowledge (history) +61, Knowledge (nature)

+61, Knowledge (nobility) +61, Knowledge (the planes) +61, Intimidate +23, Listen +32, Ride +28, Search +61, Sense Motive +33, Spellcraft +124 (scrolls +128), Spot +69.

Feats: Alertness, Brew Potion, Chain Spell, Craft Wondrous Item, Empower Spell, Energy Substitution (sonic), Epic Skill Focus (Spellcraft), Epic Spellcasting, Extend Spell, Improved Metamagic, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Martial Weapon Proficiency (Rapier), Maximize Spell, Multispell, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Penetration, Still Spell.

Insane Certainty: Mostin takes a –10 penalty on all Bluff, Diplomacy and Handle Animal checks made when dealing with nonpseudonatural creatures.

Metagnostic Form (Su): As a free action, Mostin can change form between a humanoid and a writhing mass of tentacles, or any combination in between. Typically, he appears as a humanoid with vestigial alien features. A true seeing spell reveals Mostin as existing in all forms simultaneously. In his tentacled form, Mostin's may use Improved Grab and Rotting Constriction in addition to his other abilities. In this form, nonpseudonatural enemies suffer a –1 morale penalty on their attack rolls to hit Mostin; creatures using true seeing automatically incur the penalty.

Mostin's metagnostic form is not subject to dispel effects, but within an antimagic field Mostin may not change form and retains whichever shape he possessed before entering the field.

Permanent Spell Effects: Mostin is permanently under the effects of arcane sight, darkvision and see invisibility. If dispelled, Mostin may reestablish these effects through the permanency spell without paying the associated xp again. Caster level 31st.

Improved Grab (Ex): If Mostin hits an opponent of medium-size or smaller with a tentacle, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once Mostin has hold of an opponent, each successful grapple check he makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, Mostin regains 10 lost hit points.

Spell-Like Abilities: As a standard action, Mostin can use blur, haste or dimension door. Caster level 31st.

Spellwarp: Spells which fail to penetrate his Spell Resistance confer certain advantages to Mostin. Mostin may choose to be affected in any of the following ways:

1. He gains a +4 enhancement bonus to Strength
2. He gains a +4 enhancement bonus to Dexterity
3. He gains a +4 enhancement bonus to Constitution
4. He gains (5 x spell level) temporary Hit Points
5. He gains a bonus to his speed equal to (5ft. x spell level)
6. He gains an energy resistance (fire or sonic) 10

Absorption effects last for one minute.

Summon Alien: Whenever Mostin uses a summon monster spell to summon a fiendish or celestial creature, he instead summons a pseudonatural version of that creature. Once per day, Mostin can cast an extra summon monster IX spell.

Long Duration Epic Ward: Mostin is usually under the effect of the First Rite of Cognition: He gains a +30 enhancement bonus to Intelligence which supercedes that conferred by his headband of intellect. The First Rite of Cognition does not grant additional spell slots.

Spells

Mostin casts spells as a 31st-level diviner (4/9/8/8/8/8/7/7/7/7/3/3/3); Save DC 37+ spell level; Conjunction save 38+ spell level). Mostin casts one extra spell each day of each level from the Divination school. His barred school is Necromancy, He gains a +2 bonus to caster level checks to penetrate SR. Mostin adds +10 to Save DCs as long as the First Rite of Cognition is in effect.

Mostin may also cast three epic spells per day. He gains a +5 bonus to his Spellcraft checks if he casts an epic spell with a Divination base seed, and enjoys a -5DC mitigating factor to the DCs of spells which reflect his specialization as an Alienist. He suffers a -15 penalty to his check when casting any epic spells which include a Necromancy seed. If under the First Rite of Cognition he can reliably cast spells with a Spellcraft DC of 134 or less.

Spells Prepared:

Epic

- (1) Superb Dispelling
- (1) Mhuerh Resonance
- (1) Burn the Body, Quicken the Mind

Level 12

- (2) Time stop (quickened)
- (1) Meteor swarm (sonic, maximized, empowered) (16d6+192)
- (1) Hindsight (quickened)

Level 11

- (1) Delayed blast fireball (sonic, empowered, quickened) (DC44) (30d6)
- (1) Disintegrate (quickened, maximized) (DC43) (240)
- (1) Time stop (maximized) (5 rounds)
- (1) Moment of prescience (quickened)

Level 10

- (2) Polar ray (sonic, maximized) (150)
- (1) Delayed blast fireball (sonic, empowered, maximized) (DC44) (10d6+120)
- (1) Greater arcane sight (quickened)

Level 9

- (2) Disjunction
- (2) Fire orb (sonic, quickened, maximized) (90)
- (1) Imprisonment (DC46)
- (1) Prismatic sphere
- (1) Disintegrate (empowered, maximized) (DC 43) (20d6+240)
- (1) Foresight

Level 8

- (3) Delayed blast fireball (sonic, empowered) (DC44) (30d6)
- (1) Flesh to stone (quickened) (DC43)

- (1) Antimagic field (quickened)
- (1) Mind blank
- (1) Spell turning (empowered)
- (1) Moment of prescience

Level 7

- (3) Fire orb (sonic, empowered, maximized) (7d6+90)
- (2) Delayed blast fireball (sonic) (DC44) (20d6)
- (1) Limited wish (DC44)
- (1) Greater scrying
- (1) Vision

Level 6

- (3) Fireball (sonic, maximized, empowered) (DC40) (5d6+60)
- (1) Greater dispel magic
- (1) Transformation
- (1) Antimagic field
- (1) Superior resistance
- (1) Probe thoughts

Level 5

- (3) Wall of force
- (2) Baleful polymorph
- (1) Draconic might
- (1) Mass fly
- (1) Greater enlarge person
- (1) Telepathic bond

Level 4

- (5) True strike (quickened)
- (3) Assay spell resistance
- (1) Improved invisibility

Magic Items

The web of motes, Mostin's infernal tower, mirror of mental prowess, cloak of epic spell resistance, Mostin's comfortable retreat, portable hole, robe of eyes, headband of intellect +10, belt of many pockets, bracers of armor +8, ring of death warding, ring of protection and resistance +5, stone of sendings, ioun stones (dusty rose prism, incandescent blue sphere, pale green prism, iridescent spindle, orange prism), spell talisman +50.

Notes

Mostin gains the following ioun stone benefits: +2 Wis; sustained without air; sustained without food or water; +1 to all Attack Rolls, Skill Checks, Saves and Ability Checks; +1 caster level; +1 insight bonus to AC.

Mostin's ability scores each include a +5 inherent bonus

Epic Spells

Burn the Body, Quicken the Mind Transmutation

Spellcraft DC: 123
Components: Backlash 40d6
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Saving Throw: None
Spell Resistance: No
Development: 1,107,000gp

[Fortify] (DC23). Factors: increase bonus by +19 (+114 DC); swift, componentless (+32 DC).
Mitigating Factors: reduce duration (-4 DC), change from target to personal (-2 DC), 40d6 backlash (-40).

This impulse grants a +20 madness bonus to Intelligence for 1 round.

Externment Abjuration

Spellcraft DC: 130
Components: V, S
Casting Time: 1 standard action
Range: 75 ft.
Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes
Development: 1,170,000gp

[Banish] (DC 27). Factors: 1 action (+20 DC); +46HD (+23 DC); +20 to Save DC (+40), gain +20 on caster level check to overcome SR (+40 DC). Mitigating factors: 20d6 backlash (-20 DC).

Targeted extraplanar creatures within 75ft totalling no more than 60 HD must make a Will Save (DC 40+ relevant modifier). Failure indicates that the target(s) are forced back to their home plane. For purposes of overcoming creatures' Spell Resistance, this epic spell confers a +20 bonus to the caster level check.

First Rite of Cognition Transmutation

Spellcraft DC: 129
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 200 hours
Saving Throw: None

Spell Resistance: No
Development: 1,161,000gp

[Fortify] (+17). Factors: +29 Int (+58), +900% duration (+36), +20 opposed CL (+40). Mitigating Factors: personal (-2), 10 minute casting (-20).

The First Rite of Cognition grants a +30 enhancement bonus to Intelligence. Attempts to dispel the First Rite treat Mostin as 20 levels higher for purposes of opposed caster level checks. The First Rite is generally invoked once per week.

Disjunction Ward
Abjuration

Spellcraft DC: 130
Components: V, S, XP
Casting Time: 10 minutes
Range: Touch
Target: Creature or object touched
Duration: 24 hours or permanent; see text
Saving Throw: None
Spell Resistance: No
Development: 1,170,000gp

[Ward] (+14). Factors: nullify disjunction (+16), flexible (+10); Impregnable +80CLC (+160) or Enduring (x5). Mitigating Factors: 10 minute casting (-20), 5000XP.

An object or creature touched is rendered immune to disjunction effects. This spell comes in one of two varieties, chosen at the moment of casting.

Impregnable Ward. This version lasts for 24 hours. Mostin is treated as a 111th level caster for purposes of opposed dispel effects.
Enduring Ward. This version is permanent.

Mhuerh Resonance
Evocation (Sonic)

Spellcraft DC: 129
Components: V, S, Backlash 40d6
Casting Time: 1 standard action
Range: 300ft.
Effect or Area: Ray or 20-ft. radius burst
Duration: Instantaneous
Saving Throw: None or Reflex half; see text
Spell Resistance: Yes
Development: 1,161,000gp

[Energy] (DC19). Factors: 1-action (+20); +40d6 (+80), flexible (+10), increase die (+40). Mitigating Factors: 40d6 backlash (-40)

With a gesture and a word, Mostin evokes the Mhuerh Resonance. He may target an individual or an area; in the case of a single target, Mostin must make a ranged touch attack: success indicates the target sustains 50d20 points of sonic damage with no saving throw. If he elects an area, no attack roll is necessary and all creatures are subject to the Mhuerh Resonance; in this case a Reflex save (DC47) halves the damage.

Mostin's Improved Flexible Pseudonatural Summons Conjuration (Summoning)

Spellcraft DC: 134
Components: V, S, XP
Casting Time: 1 standard action
Range: 75 ft.
Effect: One or more summoned pseudonatural creatures
Duration: 20 rounds (D)
Saving Throw: None
Spell Resistance: No
Development: 1,206,000gp

[Summon] (+14). Factors: 1 action casting time (+20), increase CR (+98), flexible (+10). Mitigating: Alien specialty (-5), 300XP

"You possess a potential for horror which disturbs me."

- Nehael.

This spell summons a pseudonatural creature with a total CR not higher than 50, or two creatures up to CR 35, or four creatures up to CR25, or as many as six creatures of up to CR 20. Summoned pseudonaturals attack Mostin's opponents to the best of their abilities. He can direct the pseudonaturals not to attack, to attack particular enemies, or to perform other actions.

Various pseudonaturals can be summoned by this spell.

Ú: Advanced (100HD) spellwarped pseudonatural monster of legend shrieking terrors (CR50). Ús are from the Amplitudes of the Huhngs and exist on the periphery of Ghom's Infinity.

Vrittis of Ghom: Advanced (45HD) spellwarped pseudonatural monster of legend arcane oozes (CR 35) these are the unconscious mental effluvia of Ghom itself.

Cats: Advanced (36HD) elite pseudonatural dire tigers (CR25). Pouncing pseudonaturals.

Dogs: Advanced (14HD) elite pseudonatural runehounds (CR20). Able to follow magically concealed prey.

Pilgrimage Conjuration (Teleportation)

Spellcraft DC: 134
Components: XP
Casting Time: 1 swift action
Range: 75 ft.
Target: One living creature
Duration: Instantaneous; see text

Saving Throw: Will negates
Spell Resistance: Yes
Development: 1,206,000gp

[Transport] (+27), [Ward] (+14). Factors: interplanar transport (+4), emulate dimensional anchor (+21), quickened (+28), componentless (+4), touch to target (+4), +20 Save DC (+40), metatemporal effect (ad hoc +20). Mitigating Factor: 2300XP (-23), Alienist specialty (-5).

A creature affected by this spell is sent to a random Infinity in Uzzhin, the Far Realm, and is unable to exit that plane due to a special dimensional anchor effect. The anchor's duration is tied to the temporal trait of the original plane and not the destination plane (where the passage of time is meaningless); the duration is thus experienced as permanent for the targeted creature. Most creatures who enter Uzzhin do not retain their sanity. Elder Horrors and other powerful pseudonaturals are not subject to this spell; dream travel and gate may reverse its effects only if another metatemporal effect successfully dispels the dimensional anchor. The Save DC to resist Pilgrimage is 40+ relevant modifiers.

Quiescence of the Spheres (Suite) Abjuration

Spellcraft DC: 115
Components: V, S, Ritual; see text
Casting Time: 1 minute
Range: 2 miles
Effect: 2 mile sphere centered on a point in space which inhibits dimensional travel
Duration: 20 hours
Saving Throw: No
Spell Resistance: Yes
Development: 1,035,000gp

[Energy (Weather) (+25)], [Fortify] (+17), [Ward] (+14). Factors: emulate dimensional lock (+29), +20CL (+40), +20 vs SR (+40), resist disjunction (+16), flexible (+10). Mitigating Factors: 4 secondary casters using epic slots (-76).

Upon invoking the Quiescence of the Spheres the air becomes still and an eery quiet descends upon an area with a radius of two miles. The spell completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once the Quiescence is in place, extradimensional travel into or out of the area is not possible. Disjunction is ineffective against the Quiescence of the Spheres; for purposes of opposed dispel effects and for creatures attempting to use spell resistance to bypass the locked area, Mostin is treated as a 51st-level caster.

Quiescence of the Spheres does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell. Flexible provision in the spell allows any combination of ritual casters or XP burn to meet the required mitigation.

Superb Dispelling (Suite)

Abjuration

Spellcraft DC: 129

Components: V,S; see text

Casting Time: 1 standard action; see text

Range: 300ft.; see text

Target: 1 object, creature or spell; see text

Duration: Instantaneous

Saving Throw: No

Spell Resistance: None

Development: 1,161,000gp

[Dispel] (+19), Factors: Flexible Suite (5 additional iterations) (+20), 1 action (+20), additional +70CL (+70).

Principal abjuration suite. The base spell targets either a single creature, object or spell with a dispel check of 1d20+80 against a DC of 11+ the target's caster level. Exact spell parameters may be further varied at the moment of casting to yield a variety of different effects:

Area Dispel: All creatures, objects and spells within a 20-ft. radius burst are subject to the spell.

Mostin sustains 10d6 backlash damage.

Focused and Agonizing Rite: The casting time of the spell is increased to 10 minutes and requires a cold iron material component worth 25,000gp. At the conclusion of the spell, Mostin sustains 60d6 points of backlash damage and pays 1600XP. The dispel check is made at 1d20+200.

Swift Dispel: The spell is cast as a componentless, quickened spell. Mostin sustains 12d6 backlash damage.

Swift Barrage: This combines the area and swift options, above. Mostin sustains 22d6 backlash damage.

Tactical Suppression: The dispel check is reduced to 1d20+40 but the range is increased to 1200ft and the area is increased to include all creatures, objects and spells within a 200-ft radius burst. Mostin sustains 12d6 backlash damage.

Weird Sound

Enchantment (Compulsion) [Death, Sonic, Mind-Affecting]

Spellcraft DC: 132

Components: V, S, 10,000XP, 40d6 backlash

Casting Time: 1 standard action

Range: 75 ft.

Effect: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Development: 1,188,000gp

[Compel] (DC19), [Ward] (DC14). Factors: 1 action casting time (+20), penetrate mind blank (+14), overcome DvR1 immunity to mind-affecting effects (+50), emulate power word kill (+31), increase cap by +400hp (ad hoc +124). Mitigating Factors: Burn 10,000XP (-100), 40d6 backlash (-40)

A single living creature with 1 or fewer divine ranks and 500 hit points or less dies when targeted with the Weird Sound. Mind blank is ineffective against this spell. Target creatures receive no saving throw but spell resistance applies.

**

Ú, Untamed by Ghom
Huge Outsider (Augmented Aberration; Extraplanar)

HD: 100d8+3100 (3900hp)

Init: +26

Spd: Fly 110ft. (good)

AC: 82 (-4 size, +4 deflection, +16 Dex, +1 Dodge, +55 natural), touch 27, flatfooted 61

Base Atk/Grp: +76/+129

Atk: +118 melee, tentacle rake (2d8+30/15-20x3)

Full Atk: +118 melee, 36 tentacle rakes (2d8+30/15-20x3)

Space/Reach: 15ft./20ft.

Special Attacks: Augmented critical, improved grab, kiss, poison, pounce, rotting constriction, shriek, spell-like abilities

Special Qualities: Constant insight, damage reduction 30/epic, darkvision 120ft., enhanced attributes, immunities (acid, electricity), regrow limbs, SR 500, spellwarp

Saves: Fort +73 Ref +59 Will +75

Abilities: Str 70 Dex 42 Con 73 Int 14 Wis 26 Cha 10

Feats: Ability Focus (Shriek), Cleave, Combat Reflexes, Extended Reach, Fling Enemy, Great Cleave, Great Fortitude, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Supernatural Transformation (haste), Supernatural Transformation (dimension door), Supernatural Transformation (shield), Thunderclap, Weapon Focus (tentacle)

Epic Feats: Great Constitution (x12), Devastating Critical, Epic Fortitude, Epic Reflexes, Epic Will, Overwhelming Critical, Superior Initiative

DevCrit: Creatures struck by a critical hit from an Ú's attacks must make a saving throw (Fort DC94) or die

Dimension Door (Su): An Ú can use this ability as a standard action as a 100th-level caster.

Fling Enemy: An Ú can make an improved grab attempt with an attack penalty of -20. On its next turn, as a standard action, an Ú can hurl a grappled opponent with a range increment of 120ft.

Creatures hurled vertically take normal falling damage; creatures hurled horizontally sustain half the damage of a vertical fall of the same distance. If an Ú chooses to hurl an opponent at another creature, it may do so with a -4 penalty on its attack roll; if successful, both the hurled creature and the target sustain damage.

Haste (Su): An Ú is permanently under this effect. Its stats reflect this.

Hideous Form (Ex): Nonpseudonatural enemies suffer a -1 morale penalty on their attack rolls to hit an Ú.

Improved Grab (Ex): If an Ú hits an opponent of size large or smaller with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once an Ú has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the Ú regains 10 lost hit points.

Poison (Ex): Fort DC95. Injury. Primary 1d6; secondary paralysis.

Poison (Ex): Fort DC95. Injury. Unable to heal until healed

Pounce: An Ú can move or charge up to its speed and make a full attack with all of its tentacles

Kiss (Su): Fort DC99. Turned into 3HD pseudonatural vargouille. Transmutation effect. Ú may make up to 10 touch attacks which deliver kisses in lieu of its normal attack routine.

Shriek (Su): Fort DC108 or paralyzed for 2d4 rounds (mind affecting, fear)

Thunderclap: As a full-round action, an Ú can clap its flailing limbs together to create a 500-ft cone of sound. Creatures within this are must make a Fortitude save (DC95) or deafened for 2d4 rounds.

Those who fail by 5 or more are also knocked down.

POST 115: Questions and Answers

Posted by: Sepulchrave II at ENWorld on 15th April 2010, 04:04 AM

Quote:

Originally Posted by Justin

Was the psionic part added just for completeness or do you actually have psionics in the campaign?

Looks like a cut'n'paste from dimensional lock. But psionics are not precluded from the campaign re. certain Urgic traditions.

Quote:

Originally Posted by Erevanden

Sovereign manifestations of Oronthon - Mistresses of the Veils. These entities seem to be contradictions to one another, is that at least remotely true

Only insofar as they are both sets of Intermediate powers. There is no correspondence as regards concerns. They might be considered approximately equal in their weight of 'total cosmic gravitas,' assuming the equation:

$$7 \times \text{DvR15s} = 11 \times \text{DvR13s}$$

Holds true.

That said, assuming that Cheshne (in her dormant state) and Oronthon's Radiant Form possess 26 and 30 DvRs respectively, it is reasonable to suppose that each is capable of effluxing or emanating up to 80 Intermediate powers if the avatar ratios in Deities and Demigods are extended from DvR 21 - 25 and then from DvR 26 - 30: each additional 5 DvR 'block' represents a new "level of significance" (for want of a better term), and a doubling of the number of potential avatars.

Quote:

do the Mistresses have... given names

No. Nor are they worshipped - in that regard I guess they resemble the Sovereignities. They speak only to the Mouthpiece (Anumid).

Quote:

Great Primordial Fears (Ambabhitis), Primordial Fears (Bhitis) - there seems to be a countless number of these entities

Yes. There are lots. The Ambabhitis are 'familial' effluxions of (an unknown number of) Apparitions, which are themselves either:

- a) Unrealized Aeons, which exist only as potentiality in the Mind of Oronthon or;
- b) An awakened Cheshne's avatars;
- c) Demogorgon's avatars

Depending on one's perspective.

The lesser bhitis (like Visuit) are not linked to any particular scheme of emanation/effluxion.

Quote:

Is this what I think it is - you've planted seeds for this particular scene (or should I say "revelation") six years before it happened in the game proper !!??

More like 3-4. The SH is a long way behind. But Vhorzhe was always in the back of my mind (and Mostin's) as a potential antagonist.

POST 116: Shomei the Infernal

Posted by: Sepulchrave II at ENWorld on 1st May 2010, 01:26 AM

Who knows what pacts she entered into, and with whom or what? Does it matter? The Nameless Fiend chose her, favoring her above those others whom he had deemed Exempt. The Sela took counsel with her, as did I, even as she rejected Saizhan. Her fate lies apart from all others, forged on the anvil of her own Will, fired by charcoal cut from a scion of the Tree. She wrought her own destiny, and is utterly her own Self; as such she inherits the legacy of the Adversary more truly than any mere devil.

- The Ahma

Smarter than Mostin.

- Nwm

Shomei's stats use a hypothetical Arch-Infernal array reverse engineered from the stats in the Fiendish Codex II: numbers are adjusted for inherent bonuses, native adjustments from her original

(mortal) stat-block, class levels and gear effects. Subsequently, they are rather robust. I've afforded her a +8 ECL adjustment.

Her gear value is in the 15Mgp range, but this does not include epic spell development costs or the value of the Trammel of Hell, which push things rather higher. Her XP cushion is equivalent to that of an Infernal or Abyssal planar lord (15,000/week); she is not averse to tapping it for epic conjurations, or for wishes which duplicate spells from barred schools.

Shomei is routinely under the effects of a mind blank and three epic buffs which inflate her armor class, spell resistance, and Will saving throws: as the Infernalist is herself potentially a target of conjurations, and as Shomei is cautious by nature, the latter two are maintained to provide as much immunity to such effects as possible. Epic spells which target her with the [Summon] seed or emulate planar binding effects must first penetrate these defenses. Typical spells prepared are given below; when Shomei dedicates her armamentarium specifically to planar binding effects, a footnote is appended.

The attack combination of transfix plus quickened cloudkill is used to dispatch hapless mortals in intimidating fashion; flensing and wrathful castigation provide unpleasant and lingering deaths for those who cross Shomei or for disciplining recalcitrant devils. Coerce Godling is the epic spell which Shomei used (unsuccessfully) against Qematiel, but which impressed the wyrm nonetheless.

At some point I might get it together to add the notes regarding her diabolic cohorts and the library itself. I'll add it to the list. Note that I don't generally worry about low level spells, and epic characters can cast pretty much whatever they like.

Shomei the Infernal

Conjurer 34 (Focused Specialist) (CR 42)

Medium Outsider (Augmented, [Evil, Lawful, Exempt], Native)

HD: 34d4+384 (493hp)

Init: +11

Spd: 40ft.

AC: 89 (+40 Epic Mage Armor, +10 deflection, +11 Dex, +13 natural, +5 profane)

Base Atk/Grp: +27/+37

Atk: +42 melee (1d6+15, Hazel rod) or +38 ranged touch

Space/Reach: 5ft./5ft.

SA: Spell-like abilities, spells

SQ: Concession to the prior infinity, darkvision 60ft., doubly exempt, DR 10/epic and silver, Hazel's benedictite, infernal bibliography, infernal cohorts, greater plane shift, greater teleport, immune (fire, poison), resistances (acid 10, cold 10), SR 104*, telepathy 100ft.

SV: Fort +38 Ref +39 Will +105*

Abilities: Str 30 Dex 32 Con 34 Int 62 Wis 41 Cha 36

Skills: Bluff +31, Concentration +79, Craft (engraving) +63, Craft (jeweler) +63, Craft (woodworking) +63, Decipher Script +63, Diplomacy +37, Gather Information +33, Intimidate +33, Knowledge (arcana) +93, Knowledge (architecture) +63, Knowledge (geography) +63, Knowledge (history) +63, Knowledge (local) +63, Knowledge (nature) +63, Knowledge (nobility) +63, Knowledge (the Planes) +63, Knowledge (religion) +63, Intimidate +33, Listen +33, Profession (arboriculture) +63, Profession (law) +63, Ride +29, Sense Motive +33, Spellcraft +110 (scrolls +114), Spot +33.

Feats: Augment Summoning, Craft Wondrous Item, Extend Spell, Greater Spell Focus (Conjuration), Greater Spell Penetration, Heighten Spell, Iron Will, Quicken Spell, Skill Focus (Spellcraft), Spell Focus (Conjuration), Spell Mastery, Scribe Scroll, Spell Penetration

Epic Feats: Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Focus (Conjuration), Epic Spell Penetration, Epic Will, Improved Heighten Spell, Improved Spell Capacity (10th, 11th, 12th, 13th)
XP Reservoir: 15,000/week

*Shomei has AC 49, SR 54 and a Will saving throw modifier of +55 when epic protections are not in place.

Concession to the Prior Infinity (Su): For as long as she acts in the capacity of the agent of Hazel, Shomei may use any planar binding, summon monster, gate spell or any epic conjuration to freely call or summon creatures in areas under the Tree's Interdiction.

Diabolic Transformation (Ex): Shomei is immortal. She is immune to fire and poison, and has acid and cold resistance 10. She can see perfectly in darkness (even magical darkness) and can communicate telepathically with any creatures within 100ft.

Doubly Exempt (Ex): Shomei may ignore any alignment-based effects which might adversely affect her due to her subtypes; conversely, she may choose to be affected by any alignment-based effects which would provide her with a benefit. Devils and other lawful evil outsiders automatically recognize Shomei's status and their initial attitude toward her is always friendly; evil feys and suborned devils with the [Green] subtype treat her likewise. Divinations which attempt to discern information pertaining to Shomei's alignment always fail.

Spell-Like Abilities: Shomei can use greater plane shift and greater teleport at will as spell-like abilities (Caster Level 34). She may transport only herself and any items she is carrying or wearing. Interplanar travel may be limited by prevailing cosmological trends.

Hazel's Benedicite (Su): Due to Hazel's blessing, Shomei may craft any rod, staff or wand (including epic rods and staves) as though she possessed the appropriate item creation feats and the Efficient Item Creation epic feat, provided that she uses wood from a Hazel aspect as the material for her crafting. Shomei pays the normal xp and gp associated with crafting such items; Hazel may withdraw this boon if Shomei chooses to end their association.

Infernal Bibliosoph (Ex): As curator of Hell's library, if Shomei Takes 20 on any Knowledge skill check made within its confines she receives a +30 profane bonus to the check.

Infernal Cohorts (Ex): Shomei may attract devils as loyal cohorts whose combined CR does not exceed 30 as though she had the Leadership feat.

Spellcasting

Shomei cast spells as a 34th-level focused specialist Conjurer (4/10/10/9/9/9/9/8/8/8/5/4/4/4 spells per day; DC 36+ spell level, Conjurations 40+ Spell level). She gains a further +4 bonus to the CL and Save DC of any spell which provokes a Will saving throw, and a +6 bonus to penetrate any targets' spell resistance. Shomei may prepare an additional 3 Conjuration spells of every level. Her barred schools are Evocation, Necromancy and Illusion. Shomei has access to any nonepic spell on the sorcerer/wizard spell list.

Shomei may also cast 3 epic spells per day. She gains a +5 bonus to Spellcraft checks when casting spells with a Conjuration base seed, and suffers a –15 penalty to all Spellcraft checks when casting spells which incorporate a Necromancy, Evocation or Illusion seed. She enjoys a –5 mitigating factor when developing spells which reflect her Infernal specialty.

Spell Mastery

Shomei may prepare any of the following spells without consulting a spellbook: lesser planar binding, planar binding, greater planar binding, gate, magic circle against evil, dimensional anchor, summon monster VII, mage's disjunction, greater dispel magic, assay spell resistance, foresight, antimagic field, contact other plane, trap the soul, mind blank, moment of prescience, dominate monster, mass suggestion, binding, shapechange, greater dragon ally, orb of acid, limited wish, wish, time stop, imprisonment

Spells Prepared

13th – Disjunction (quickened), dominate monster (quickened) (DC49), gate (quickened), imprisonment (heightened) (DC53), shapechange (quickened), time stop (quickened), trap the soul (heightened) (DC59)

12th – Final rebuke (heightened) (DC52), flensing (heightened) (DC48), incendiary cloud (quickened) (DC48), polymorph any object (heightened) (DC48), trap the soul (quickened) (DC54), sphere of ultimate destruction (heightened) (DC 52), wrathful castigation (quickened) (DC48)

11th – Acid storm (heightened) (DC51), antimagic ray (quickened) (DC47), final rebuke (quickened) (DC47), instant summons (quickened), mass make manifest (heightened) (DC51), teleport object (heightened) (DC51), transfix (quickened) (DC47),

10th – Cloudkill (quickened, heightened) (DC46), dominate monster (extended) (DC49), gate (extended), greater dispel magic (quickened), mass suggestion (extended) (DC46), planar perinarch (extended), summon monster IX (extended), wall of iron (quickened)

9th – Disjunction, dominate person (quickened) (DC45), gate (x3), shapechange, superior planar binding (x2), prismatic sphere, transfix (heightened) (DC49), wish

8th – Binding (DC var.), dimensional lock, discern location, greater dragon ally, greater planar binding (x2), mind blank, moment of prescience, polymorph any object (DC44), protection from spells, temporal stasis (DC44)

7th - Banishment (x2) (DC 47), choking cobwebs (DC47), energy immunity, final rebuke (DC47), greater arcane sight, limited wish, magnificent mansion, teleport object (DC43), transfix (DC47), vision

6th – Acid fog, endless slumber (DC46), flesh to stone (DC42), geas (DC46), greater anticipate teleportation, planar binding (x2), seal portal, smoky confinement (DC42), steal summoning, subvert planar essence (DC42), true seeing

5th – Baleful polymorph (DC41), break enchantment, fabricate, hidden lodge, lesser planar binding (x3), major creation, mind fog (DC45), overland flight, private sanctum, zone of respite

4th – Assay spell resistance (x2), attune form, dimensional anchor (x3), know vulnerabilities, orb of fire (x3), polymorph, ray deflection

3rd – Analyze portal, devil blight (DC39), fly, haste, magic circle (x3), phantom steed, servant horde, spell vulnerability (DC39), stinking cloud (DC43), tongues

Magic Items: Headband of Intellect +10, Ring of Protection and Resistance +10, Arcane Bracelet, The Hazel Rod, Crystal Ball of Demands, Robe of Meteors, Trammel of Hell

Soul Trapping Gems: Shomei possesses 10 black sapphires, each of 50,000gp value.

Arcane Bracelet

Whilst worn, this silver bracelet grants a +30 competence bonus to all Knowledge (arcana), Concentration and Spellcraft skill checks. Every day, the bracelet's owner can recall up to 20 levels of spells that she has already cast during that day. Spells raised beyond 9th level by metamagic feats may be recalled, but Epic spells may not. If the spell recalled normally requires an expensive material component and/or an XP cost, the caster must meet these requirements as usual. Caster Level 40. 400Kgp.

Crystal Ball of Demands

This crystal ball with telepathy and true seeing allows its user to use the demand spell at will (Heightened to 16th level, DC 34).
Caster Level 40. 1.0Mgp.

Hazel Rod

This rod strikes as a +5 axiomatic unholy light mace and provides a +4 bonus to the Caster Level and Save DC of any spell or spell-like ability used by its wielder which provokes a Will saving throw. As a standard action, the owner of the Hazel Rod may use dominate monster at will; the wielder uses his or her own caster level, ability score modifier and any relevant feats to determine the parameters of the effect, modified by the bonus provided by the rod itself. In Shomei's case, Caster Level is 38 and the Save DC is 49.

When used in conjunction with any planar binding spell to bind lawful evil outsiders, the Hazel Rod increases the number of Hit Dice possessed by eligible targets by +8; for example, the rod's wielder could bind a devil of up to 26HD with a greater planar binding spell. The rod confers a +6 circumstance bonus to any opposed Charisma checks involved in the binding process.
Caster Level 34. 5.4Mgp.

Robe of Meteors [Major Artifact]

This purplish-black robe displays a field of shooting stars which seem to constantly fall, blaze briefly into incandescence, and then vanish. It provides a +5 profane bonus to Armor Class and saving throws, immunity to bludgeoning and fire attacks, and grants a number of other abilities to its wearer in addition:

As a full-round action, the wearer can concentrate to increase the density of the meteor field within the robe. On the next round, and for as long as the wearer concentrates upon this effect, he or she benefits from an intensified spell turning effect, and is able to turn up to 20 levels of spells per round. There is no limit to the number of times per day this ability may be used.

As a standard action, the wearer may grasp a falling star and hurl it as a meteor swarm (intensified, heightened to 20th-level, DC40). This ability is usable 3 times per day.

As a swift action, once per day, the wearer may make a meteoric leap, transforming himself or herself into a line up to 1200 feet long and moving instantaneously across the battlefield. The wearer can reappear in any space adjacent to the last space ended by the line with any gear worn or carried. The meteoric leap does 96 points of bludgeoning damage and 192 points of fire damage to all creatures along the line with no saving throw. Upon reaching the destination square, an intensified meteor swarm (heightened to 20th-level) explodes in a 40-ft. radius burst centered on the cloak's wearer. A Reflex saving throw (DC40) halves the damage.

Caster Level 40. 4.8Mgp

Trammel of Hell [Paradigmatic Artifact]

Crafted by the Adversary for the purpose of restraining the wyrm Qematiel, these shackles are constructed of Hellforged adamant and resize themselves to fit any creature of size diminutive to colossal, with any number of manacles becoming available for binding creatures with multiple limbs. The Trammel of Hell requires an Escape Artist check or Break DC of 100 to escape. Creatures bound with the trammel are subject to a dimensional anchor effect (Caster Level 75).

Conjuration Limit

If Shomei dedicates all eligible spell slots (excluding epic slots) to various planar bindings she can call well over 2000HD of outsiders before needing to prepare spells again: this is a 36-hour uninterrupted process, which Shomei's high Concentration skill can reasonably allow her to endure.

This 'Goetic Nova' can furnish Shomei with any number and combination of diabolic servants, typical formulations being detailed below. Although Shomei could technically summon a large number of middle-ranking Infernal magnates in this period – as many as fifty Dukes of Hell – negotiations would be excruciating, payment costly, and risks unnecessarily high. Coordinating such a large number of bickering diabolic aristocrats would also likely be tedious. Drawing on pre-existing structures which include less potent devils conveys certain obvious benefits.

Each of the four groups represent a possibility offered by a period of such continuous conjuration; the last - Auxilliary Units – together comprise a single group. In toto, the combined groups might represent a week's worth of dedicated planar bindings, and approximate to a heavily reinforced diabolic battalion. A whole month's worth of conjurations – a typical compact's length, and at the end of which all compactees could be simultaneously deployed – is equivalent to an entire Infernal legion: around 35,000HD of devils.

Knights of the Order of the Fly

(Elite company, plus steeds, hounds and sentries).

(1) Knight Commander Naberius, Marquis of Hell (28HD), mounted on an 18HD cauchemar.

(1) Aide de Camp: Arolen, an Infernal Baron (24HD)

(4) Captains of the Order of the Fly: Narzugon Paladin of Tyranny 13, mounted on 15HD cauchemars.

(20) Esteemed Knights: Narzugon Fighter 8, mounted on 10HD nightmares

(80) Devilish Armigers: Narzugons, mounted on nightmares

(20) Pickets: Erinyes

(12) Messengers: Spined Devils

(12) Sentinels: Hellcats

(40) Hounds: Hellhounds

(10) Imps For sundry tasks

Diabolic Shock Troops

(Heavy company plus support)

(1) Captain: Rigios the Terrible. Pit Fiend Blackguard 12

(1) Champion: Romerac the Violent Thunder. Horned Devil Fighter 15

(6) Lieutenants: Pit Fiends

(40) Heavy Fliers: Malebranche

(20) Serjeants: Bearded Devil Fighter 4

(180) Infantry: Bearded Devils

(10) Messengers: Spined Devils

Battalion of the Damned

(4 companies)

(1) Marshal: Bialot, Knight of Absorption. Narzugon Sorcerer 18 mounted on 21HD fiendish griffon.

(1) Adjutant: Goleg. Erinyes Blackguard 12.

(4) Captains: Legion Devil Fighter 15

(12) Lieutenants: Legion Devil Fighter 10

(40) Sergeants: Legion Devil Fighter 4

(500) Infantry: Legion Devils

Auxilliary Units

1. Diabolic Infiltration/Strike Team

(1) Ringleader: Ekali, an Infernal Viscount (24HD)

(1) Aide: Sarra the Snake, Brachina Assassin 10

(4) Chief Liquidators: Dogai Assassin 10

(12) Assassins: Dogai Assassin 6

2. Interrogation Unit

(1) Proctor: Ereki, Grand Inquisitor of Amaimon (30HD)

(2) Chief Inquisitors: Nilima (26HD)

(4) Inquisitors: Excruciarch Rogue 10

3. Aerial Reconnaissance

(3) Lieutenants: Erinyes Rogue 8

(36) Scouts: Erinyes

4. Bodyguards

(1) Champion: Turitel, the Mountain Cast Down. Malebranche Fighter 16

(12) Cortege of Turitel: Malebranche Fighter 10

(30) Aristosum: 18HD Bearded Devils

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Epic Spells

Epic summonings use Cheiro's quadratic method of calculating CRs for multiple creatures; epic callings use the 'emulate greater planar binding' method, which is HD-based. Callings also incorporate the [Summon] and [Compel] seeds and additional factors.

Adamant Will

Transmutation

Spellcraft DC: 111

Components: V,S

Casting Time: 10 mins

Range: Personal

Target: You

Duration: 200 hours

Fortify (+17). Factors: +49 additional bonus (+98), increase duration (+18). Mitigating: extend casting (-20), personal (-2).

Shomei receives a +50 enhancement bonus to Will saving throws for 200 hours.

Apprehend

Divination

Spellcraft DC: 119
Components: V, S
Casting Time: 1 hour
Range: See text
Effect: Magical sensor
Duration: 20 minutes (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes; see text

Reveal (+25), Ward (+14). Auditory and visual (+2), interplanar (+8), penetrate DvR1 (+50), penetrate mind blank (+14), +10 Save DC (+20), +10 OCL (+20). Mitigating: extend casting (-24), 3000xp.

Shomei creates a magical sensor which is difficult to detect. She can view a target creature or area at any distance and across planes. In the case of a locale, Shomei needs no familiarity with the area; if a creature is the target, Shomei need merely know its name. The sensor has full visual and audial acuity to 150ft., with the equivalent of a true seeing effect. The remote blocking ability of DvR1 deities and mind blank protections are inadequate to avert the scrying power of Apprehend; divinities of higher rank are not subject to scrutiny from the sensor. Epic spells designed to protect against observation which include the [Delude], [Ward] or [Conceal] seeds are entitled to an opposed Caster Level check.

If the spell fails to penetrate a target's SR, the target may not be viewed; Shomei is treated as a 48th-level caster for purposes of Apprehend. Regardless of whether SR is overcome, the target is entitled to a Will saving throw (DC60). Failure indicates that the creature is aware of the scrying attempt, and in the case of a successful Caster Level check from Shomei, may attempt to dispel the offending sensor.

Augment Spell Resistance Transmutation

Spellcraft DC: 111
Components: V,S
Casting Time: 10 mins
Range: Personal
Target: You
Duration: 200 hours

Fortify (+17). Factors: +49 additional bonus (+98), increase duration (+18). Mitigating: extend casting (-20), personal (-2).

Shomei receives a +50 enhancement bonus to Spell Resistance for 200 hours.

Coerce Godling Enchantment (Compulsion) [Mind-Affecting]

Spellcraft DC: 120
Components: XP
Casting Time: 1 swift action
Range: 75ft.

Target: 1 creature with 1 or fewer divine ranks

Saving Throw: Will negates

Spell Resistance: Yes

Compel (+19), Ward (+14). Factors: penetrate mind blank (+14), overcome DvR1 immunity (+50), swift, componentless (+32), +10 Save DC (+20), strict (+10). Mitigating: 3900xp

As an impulse, Shomei can dominate entities with 1 or fewer divine ranks for up to 20 hours. Mind blank is ineffective; targets receive a Will saving throw (DC60) to resist.

Engine of Will

Transmutation

Spellcraft DC: 120

Components: V,S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 20 hours

Fortify (+17). Factors: +49 additional bonus (+98), swift (+28). Mitigating: personal (-2), 1300xp.

As a swift action, Shomei invokes the Engine of Will. She receives a +50 enhancement bonus to Intelligence, superseding any existing augmentation. Her Intelligence increases to 102, and all checks and listed Save DCs which are Intelligence-based increase by +20.

Epic Mage Armor Variant

Conjuration (Creation) [Force]

Spellcraft DC: 118

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Armor (+14). Factors: +36 bonus (+72), + duration (+12), +10 OCL (+20).

Grants a +40 armor bonus. Attempts to dispel the epic mage armor treat Shomei as a 44th-level caster.

Gloom Stalkers

Conjuration (Calling)

Spellcraft DC: 117

Components: V,S

Casting Time: 10 mins

Range: 75ft.; see text
Targets: Four glooms
Duration: Instantaneous and up to 20 hrs; see text
Saving Throw: Will negates
Spell Resistance: Yes

Compel (+19), Summon (+14). Factors: emulate greater planar binding (+29), +82HD (+55), nonstandard type (+10), strict compulsion (+10). Mitigation: 10 mins casting (-20).

This spell calls four glooms from hiding; the glooms are entitled to a Will saving throw (DC54) to resist the effect. Conjured glooms remain for up to 20 hours, and follow instructions to the letter, typically being dispatched to eliminate a target which Shomei designates. At the conclusion of the spell, they return to the dark places from which they issued.

Infernal Paragons
Conjuration (Summoning) [Evil, Lawful]

Spellcraft DC: 125
Components: V,S
Casting Time: 1 standard action
Range: 75ft.
Effect: Two summoned paragon pit fiends
Duration: 20 rounds (D)
Saving Throw: None
Spell Resistance: No

Summon (+14). Factors: 2xCR35 (+96), 1 action (+20). Mitigation: Infernal specialty (-5)

This spell summons two infernal paragons from Nessus; the pit fiends attack Shomei's foes or perform other tasks as directed.

Paragon Pit Fiend
Size/Type: Large Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 18d8+288+216 (648 hp)
Initiative: +27
Speed: 120 ft. (24 squares), fly 180 ft. (average)
Armor Class: 72 (-1 size, +16 Dex, +12 insight, +12 luck, +23 natural), touch 49, flat-footed 56
Base Attack/Grapple: +18/+68
Attack: Claw +63 melee (2d8+41)
Full Attack: 2 claws +63 melee (2d8+41) and 2 wings +61 melee (2d6+30) and bite +61 melee (4d6+30 plus poison plus disease) and tail slap +61 melee (2d8+30)
Space/Reach: 10 ft./10 ft.
Special Attacks: Constrict 2d8+58, fear aura, improved grab, spell-like abilities, summon devil
Special Qualities: Damage reduction 15/epic and good and silver, darkvision 60 ft., fast healing 20, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 60, telepathy 100 ft.
Saves: Fort +37, Ref +37, Will +38
Abilities: Str 52, Dex 42, Con 42, Int 41, Wis 41, Cha 41
Skills: Balance +28, Bluff +46, Climb +52, Concentration +47, Decipher Script +47, Diplomacy +27, Disguise +46 (+48 acting), Gather Information +46, Hide +43, Intimidate +48, Jump +58, Knowledge (arcana) +46, Knowledge (nature) +27, Knowledge (the planes) +46, Knowledge (religion) +46, Listen

+46, Move Silently +47, Search +46, Sense Motive +46, Spellcraft +48 (scrolls +50), Spot +47, Survival +25 (+27 on other planes, +27 when tracking), Tumble +48
Feats: Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Superior Initiative, Quicken Spell-Like Ability (fireball)
Challenge Rating: 35

A paragon pit fiend's natural weapons, as well as any weapons it wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): 2d8+58 points of damage with a successful grapple check.

Disease (Su): Bite. DC 48 Fortitude save or be infected with devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based and includes a +13 insight bonus.

Fear Aura (Su): 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 47 Will save or be affected as though by a fear spell (caster level 33rd). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based and includes a +13 insight bonus.

Improved Grab (Ex): To use this ability, the fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 48, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based and includes a +13 insight bonus.

Spell-Like Abilities: At will—blasphemy (DC 32), create undead, fireball (DC 28), greater dispel magic, greater teleport (self plus 50 pounds of objects only), invisibility, magic circle against good, mass hold monster (DC 34), persistent image (DC 30), power word stun, see invisibility, unholy aura (DC 33); 1/day—meteor swarm (DC 34). Caster level 33rd. The save DCs are Charisma-based.

Regeneration (Ex): Normal damage from epic good-aligned silvered weapons, and from spells or effects with the good descriptor.

Rapid Gloom Irruption
Conjuration (Summoning)

Spellcraft DC: 122
Components: 30d6 Backlash
Casting Time: 1 swift action
Range: 75ft.
Effect: Four summoned glooms
Duration: 1 round
Saving Throw: None
Spell Resistance: No

Summon (+14). Factors: 4xCR25 (+98), nonstandard type (+10), swift, componentless (+32).
Mitigation: reduced duration (-2), 30d6 backlash.

As an impulse, four glooms appear instantly within 75ft., flanking and attacking a target which Shomei designates. Each gloom immediately takes a full round's worth of actions before vanishing.

Supreme Goetia
Conjuration (Calling) [Evil, Lawful]

Spellcraft DC: 125
Components: V,S,M,F,XP

Casting Time: 1 hour
Range: 75ft.; see text
Target: One Infernal magnate
Duration: Instantaneous; see text
Saving Throw: Will negates; see text
Spell Resistance: No

Compel (+19), Fortify (+17), Reveal (+19), Summon (+14), Ward (+14). Factors: emulate greater planar binding (+29), +30HD (+20), extraplanar [Reveal] (+8), penetrate mind blank (+14), +10 Save DC (+20), +10 opposed CL (+20), flexible (+10). Mitigating: increase casting time (-24), diagram (-10), specialty (-5), 3000xp.

This spell calls one powerful Infernal magnate of Shomei's choosing using a thaumaturgic diagram designed for the purpose. The diagram is fashioned with a fabricate spell, before being fixed with a magic circle and dimensional anchor as normal.

Any Arch-Devil, Prosecutor, Antagonist or other unique named devil up to 48HD is potentially subject to this spell. The called fiend is held in the diagram until it agrees to perform services in return for its freedom. If it is protected by a mind blank, that protection is suspended for the purpose of Supreme Goetia; if it is protected by epic spells which incorporate the [Conceal], [Delude] or [Ward] seeds, Shomei is entitled to an opposed caster level check in order to overcome such protection: her effective Caster Level is 48 for this purpose.

The target creature is allowed a Will saving throw (DC64). If the saving throw succeeds, the Infernal magnate resists the spell. If the saving throw fails, it is immediately drawn to the trap (spell resistance does not keep it from being called). It can escape from the trap with a successful Charisma check (DC 56). If it breaks loose, it can flee or attack Shomei. Trapped fiends are held indefinitely; they may only be released upon agreeing to the services demanded. Shomei determines the conditions of the compact.

Material Component: Diagram inlayed with consecrated silver (25,000gp)
Focus: Hazel Rod.

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Shomei's Cohorts

Shomei has three infernal cohorts: Ugales (CR19), Ambolin (CR18) and Barqu (CR16). All are unique devils.

POST 117: Shomei's Stats

Posted by: Sepulchrave II at ENWorld on 31st July 2010, 05:31 PM

Re: Shomei's stats

If you really want to know...

The logic is convoluted, but is consistent with the way certain other transcendences/reincarnations have been stated.

Shomei, Nehael, Soneillon and Teppu etc. all retain prior-iteration ability score adjustments which are folded into the new form. It somehow seems apt that these survive the transition from one incarnation to the next the most tenaciously: maybe because ability scores capture something essential.

Generally, the more mechanical distance there is between other original character aspects and the new aspects (level, class, 'alignment,' templates etc.), the larger the difference by which an entity's new form (including its psychology) diverges from the old. For example, Mulissu's reincarnated form is closer to that of her prior iteration than that of [Teppu<-Jovol], which in turn demonstrates far less divergence than that exhibited by [Hummaz<-Adversary].

An entity which loses most or all of its mechanical connection with its prior form when it reincarnates might have no recollection – either consciously or in terms of instinctive behaviour – of its previous existence. A perfect transcendence might therefore be one in which the entity is entirely remade. (A new Self. Reset karma to zero.)

Shomei's new form is intrinsically diabolic and is of a native order equivalent to that of an arch-devil as presented in FC II; this is the tabula rasa upon which Shomei's persistent will/persona/Self/soul or whatever will impress itself. Shomei's Self is essentially +0 +2 +2 +6 +6 +6: these are the native adjustments to her ability scores in her prior (mortal) existence and will be "superimposed" upon the new form. So what's the new form of this pre-Shomei?

Although I don't use any of the archfiends as written, poaching certain aspects of their characteristics still appeases some kind of internally displaced sense of consistency. Don't ask me why. Anyhow, consider the pre-Shomei in the context of the arrays of the following canonical archfiends. Numbers in parenthesis represent the sum total of all ability score bonuses

38 32 30 28 28 21 Asmodeus (+58)
36 34 28 27 27 27 Glasya (+58)
39 34 28 27 25 13 Baalzebul (+51)
37 35 29 29 22 14 Dispater (+51)
33 30 27 25 25 25 pre-Shomei (+50)
31 28 27 27 26 25 Mephistopheles (+50)
37 27 26 26 25 23 Belial/Fierna (+50)
34 33 29 28 25 15 Mammon (+50)
32 29 27 25 24 24 Levistus (+49)

So the tabula rasa upon which Shomei impresses herself looks like this:

Str 25 Dex 25 Con 27 Int 33 Wis 30 Cha 25

Pretty close to the divine array, in fact. Now add Shomei's "Self:" (+0 +2 +2 +6 +6 +6)

Str 25 Dex 27 Con 29 Int 39 Wis 36 Cha 31

Now add blanket +5 inherent bonuses:

Str 30 Dex 32 Con 34 Int 44 Wis 41 Cha 36

Add bonuses from class levels:

Str 30 Dex 32 Con 34 Int 52 Wis 41 Cha 36

Add Headband +10:

Str 30 Dex 32 Con 34 Int 62 Wis 41 Cha 36

IIRC.