

Astrological Speculations

Quote:

Originally Posted by **Cheiomancer**

The stuff that Shomei said when she was drunk on kschiff - I don't entirely grasp it either.

Well, she was drunk...

Shomei is speculating that if the Adversary is (or was) originally of the Sovereign order - i.e. an emanation of Oronthon - then each of the eight (original) Sovereignities would logically have 8 Regents (reflections or avatars), and that the Kings of the Four Quarters in Avernus (Amaimon, Urien, Paimon and Ariton) are (or were) his surviving Regents.

With regard to the seven 'regular' Sovereignities (those listed by tleilaxu), absolute differentiation between the Sovereignities and their Regents (and Oronthon) is meaningless. Because the nature of the Adversary is fundamentally to individuate, however, it makes sense (if you are Shomei, and drunk on *kschiff*) that the Adversary's Regents would also individuate (or perish).

The 'Undivided Sphere' is the hypothetical identity of Oronthon and Unbeing "prior" to Oronthon's self-emanation, and Shomei would assert that by self-emanating, Oronthon is in fact laying the way for the Adversary to rebel; that the Adversary is in fact the most authentic manifestation of Oronthon by nature of simple self-identity (*I am*). This is an Irrenite argument.

The Unmanifest (that which is beyond all ontological speculation) lies past this. This is ultimately the target of *Saizhan*. Shomei does not deny its Truth, but she has no particular interest in it; Shomei is rather anti-mystical.

Er, does that make sense?

Quote:

Sep- the dragon is the coming Aeon, correct? What is the currently ruling Aeon?

They are both Pharamne (as are all Aeons). It's kind of complicated. Yes, it's a wyrm, but not Qematiel - although Qematiel presages it some way. Mechanically, this Pharamne happens to be a Perfected DvR20 great prismatic wyrm with 5 virtual age categories and 100 cleric levels.

Quote:

The dragon is a symbol of Scorpio, correct? Does that mean the preceding Aeon is one that is associated with Sagittarius?

I have never entertained this idea, but apparently, yes. The Jovian tendency to organized religion would give way to Plutonic upheaval and the assimilation of notions of annihilation.

This might place Wyre around 71,000 years ago (as I see no Illuminated amongst us). Perhaps Eadric's vision of fifty millennia was 2 great years - 51,500 years.

Thinking about it, I'd be even more inclined to put Wyre 122,000 years ago in the Riss-Würm interglacial; this would coincide with Temenun's memory of the preceding glacial period, i.e. 4 3/4 great years ago.

Coincidentally, Riss-Würm also translates as "Rupture-Dragon" in German...

Quote:

I thought the organized religion part of Jupiter was in Pisces, rather than Sagittarius.

Fair point about the signs; I tend to view things in terms of planetary archetypes rather than Zodiacal ones. Fortunately, astrology is sufficiently vague and nebulous for it to mean anything you like.

Quote:

Dunno about Pluto- it's not even a planet!

No, but it remains a potent symbol. The fact that it is now recognized as just a ball of dirty ice and sh*t from the Kuiper belt actually makes more sense to me in many ways, although I'm sure many astrologers are all worried about it.

Maybe Cheshne lives in the Oort cloud.

The First Effluxion of Kaalaanala, as emanated by the goddess as the Blackthorn-*ludja* fully awakened. It is probably best understood as Kaalaanala's manifest ire, at that particular moment directed towards the city of Fumaril.

Elementally speaking, the First Effluxion's composition might be said to be [Void] + Fire + Earth: the "earthy" component connotes a more tangible reification than that of Kaalaanala herself. The *Chthonic* (in the sub-abysal sense) strives to become merely *chthonic* (or *chthonian*) in the mundane or subterranean sense. This point of connection might also be presaged by some of the Cheshnites dealing with earth elementals – notably Dao. The First Effluxion is also an echo of *Gnhii*, a true *bhiti* which embodies the same principles in a higher octave: as the First Effluxion to Kaalaanala, so *Gnhii* to the Apparition of Cheshne.

All of Kaalaanala's "avatars" are abominations in the CR 60 to 65 range; they are also anathema from the Cheshnite viewpoint: they are a far removal from the "Purity of Void," increasingly corrupted with matter and *ens*. The Fires of Death has no rational control over the monsters which she spawns; any act of generation is actually antithetical to her nature. Still, the effluxia remain Kaalaanala, and represent unconscious urges experienced by the goddess herself, directed at substance and materiality. They exist close to the Cheshne/Uedii interface, deemed by Rimilin *perylene*: a term for "green-black" in terms of an artist's palette, but also something cancer-inducing in the chemical sense.

I had considered making Kaalaanala's effluxia Native Outsiders, indicating that they are in some way *permitted*; in the end, I simply omitted the Extraplanar subtype, which makes their status more ambiguous. Mechanically, the First Effluxion is based on a paragon chthonic phaethon with a few added twists. Instead of the sorcerer spellcasting normally associated with chthonics, the First Effluxion gains a suite of SLAs reflecting its origin and nature, including epic SLAs approximately equivalent to unmitigated DC300 epic spells. HD are reduced to 50, in line with other paragon chthonics and the greatest exalted celestials: some kind of "limit" exists at 50HD, though I'm not quite sure what.

The First Effluxion's form is magmatic and amorphous, immersed in disintegrative fire. Any shape which it possesses is a temporary phenomenon, as it strives to retain a continuity of being: a notion inimical to its profound non-entity but required by its conditioned existence. It exceeds the largest goristro in size, and in those moments when its form appears quadrupedal and it manifests a head,

its aspect is decidedly demonic.

First Effluxion of Kaalaanala

Gargantuan Outsider (Abomination, Augmented, Chaotic, Chthonic, Earth, Evil, Fire)

Hit Dice: 50d8+1240+600 (2,250hp)

Initiative: +28

Speed: 720 ft., burrow 720 ft.

Armor Class: 121 (-4 size, +27 deflection, +30 Dex, +12 insight, +12 luck, +34 natural; touch 97, flatfooted 91)

Base Attack/Grapple: +50/+123

Attack: Slam +108 melee (8d6+56/19-20 plus profane damage)

Full Attack: 8 slams +108 melee (8d6+39/19-20 plus profane damage)

Space/Reach: 20 ft./10 ft.

Special Attacks: Destructive trail, engulf, profane fiery touch, engulfing overrun, spell-like abilities, improved grab, profane fire

Special Qualities: Blindsight 500ft., cannot be flanked, cold and light vulnerability, DR 20/epic and lawful, fast healing 25, immunities (ability damage, ability drain, blindness, critical hits, fire, form-altering attacks, mind-affecting effects, paralysis, poison, sleep, stunning), regeneration 25, SR 85, telepathy 1000ft., true seeing

Saves: Fort +78, Ref +69, Will +69

Abilities: Str 83, Dex 50, Con 61, Int 31, Wis 43, Cha 64

Skills: Bluff +90, Climb +99, Escape Artist +83, Hide +71, Intimidate +96, Jump +375, Knowledge (arcana) +73, Knowledge (geography) +73, Knowledge (nature) +73, Knowledge (the planes) +73, Listen +81, Move Silently +83, Search +73, Sense Motive +76, Spellcraft +79, Spot +81, Survival +79, Tumble +89

Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Dire Charge, Epic Fortitude, Epic Will, Overwhelming Critical (slam), Superior Initiative

Challenge Rating: 60

The First Effluxion's natural weapons are treated as epic, chaotic and evil for the purpose of overcoming damage reduction. All fire damage dealt by the First Effluxion, regardless of source, is considered profane damage.

Combat

Aura of Burning Dark (Su): The First Effluxion radiates an aura of unlight which extends to 60 feet. Treat this as a *deeper darkness* spell, but nonchthonic creatures within the aura automatically gain 1d4 negative levels and suffer 10d6 points of profane damage every round. Spell resistance is effective against level loss from the aura, but even creatures otherwise immune to energy drain and negative energy effects are subject to its effects: the aura acts upon *ens* itself. The aura of burning dark may be suppressed or resumed as a free action. If dispelled, the First Effluxion may reactivate it as a free action on its next turn. Caster Level 65th, where appropriate.

Countercommunion (Su): Any divination effect used, or any ongoing divination effect brought

within 1000 feet of the First Effluxion must succeed at an opposed caster level check in order to function. The First Effluxion is treated as a 65th-level caster for this purpose. Its own divination abilities are unaffected.

Destructive Trail (Ex): The First Effluxion can burrow through nonmagical earth or rock of any density as easily as it can pass across the surface of the ground; when moving at speed across a solid surface, the First Effluxion generates a wake and rain of molten matter. Whenever it moves twice its speed or more in a round, all creatures and unattended objects within 120 feet of any space through which the First Effluxion moves suffer 10d6 points of profane damage and 10d6 points of bludgeoning damage from the hail of disintegrating earth and rock. A Reflex saving throw (DC73) halves each type of damage. The Save DC is Constitution-based and includes a +13 insight bonus.

Devastating Critical (Ex): Creatures who suffer a critical hit from the First Effluxion must make a Fortitude saving throw (DC 84) or die. The DC is Strength-based and includes a +13 insight bonus.

Improved Grab (Ex): If the First Effluxion hits, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The First Effluxion can use improved grab on a Huge or smaller creature and has the option to conduct the grapple normally, simply maintaining a hold, or attempting to engulf the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage listed.

Engulf (Ex): The First Effluxion can absorb opponents it holds with a second successful grapple check after a grab. The opponent must be Huge or smaller. Absorbed creatures take 40d6 points of profane damage and 40d6 points of bludgeoning damage each round they remain inside the First Effluxion. Victims must make a successful grapple check to “swim” free of the living chthonic magma of the First Effluxion.

Engulfing Overrun (Ex): A foe who is successfully overrun by the First Effluxion is treated as if engulfed.

Profane Fiery Touch (Ex): Touching or being touched by the First Effluxion deals 10d6 points of profane damage. The First Effluxion's attacks automatically deal this damage in addition to their normal damage.

Nondetection (Ex): The First Effluxion resists detection, and is treated as though under the effect of *nondetection* (Caster Level 65).

Ontic Flux (Ex): The First Effluxion exists at the threshold of being, and is treated as though under the effect of a *blink* spell, except that attacks which target incorporeal or ethereal creatures gain no special benefit. The ontic flux may be suppressed or resumed as a free action.

Spell-Like Abilities: The First Effluxion may use any nonepic spell with the [Fire] descriptor and any spell from the Darkness, Death and Destruction domains at will as a spell-like ability; the First Effluxion deals profane damage in place of fire damage, and variable numeric effects are always maximized. It may also use any of the following at will: *blasphemy*, *detect thoughts*, *haste*, *unhallow*, *unholy aura*, *utterdark*.

Once each per day, the First Effluxion can also use the following spell-like abilities which are the equivalent of epic level spells:

- ▲ **Annihilating Breath:** As a standard action, the First Effluxion can manifest a maw which unleashes an annihilating blast in a 500-ft. cone. Targets caught within the blast

automatically sustain 50d20 points of profane damage and must make a Fortitude saving throw (DC60) or die; creatures slain in this fashion are treated as though *disintegrated*. This is an evil, necromantic death effect, nonepic wards are not effective against the First Effluxion's annihilating breath; epic protections keyed to the [Slay] seed and relevant deific protections are entitled to an opposed caster level check.

- ▲ **Chthonic Pyroclasm:** As a full round action, the First Effluxion can generate a whirling maelstrom of profane fire and disintegrative chthonic "debris" with a radius of 1000 feet which moves with the creature. The effect lasts for as long as the First Effluxion concentrates, and for 20 rounds thereafter. All creatures within the area suffer 20d6 points of profane damage and 20d6 points of bludgeoning damage every round they remain there; a Reflex saving throw (DC60) halves each type of damage.
- ▲ **Consume Life:** As a standard action, the First Effluxion may cause a consumptive burst which bestows 10d4 negative levels on all creatures within 500 feet. Targets are entitled to a saving throw after 24 hours (Fort DC60) to prevent permanent level loss. This is an evil, necromantic death effect, only epic protections keyed to the [Slay] seed are entitled to an opposed caster level check. Creatures with divine rank are not subject to the effects of this ability.
- ▲ **Diminish Foe:** As a swift action, the First Effluxion can deliver a *superb dispelling* which also bestows 10d4 negative levels upon any single creature within line of sight. The First Effluxion makes its opposed caster level check at 1d20+100. The target is entitled to a saving throw after 24 hours (Fort DC60) to prevent permanent level loss. This is an evil, necromantic death effect; epic protections keyed to the [Slay] seed are entitled to an opposed caster level check to counter the negative levels, and deities are not subject to it; the *dispelling* effect is not affected in any case.
- ▲ **Profane Tremor:** As a full round action, the First Effluxion can generate a wave of seismic energy with a radius of ten miles. The shock knocks creatures down, collapses structures, opens cracks in the ground, and is otherwise treated as an *earthquake* spell except that the DC to resist specific effects is 60 in all cases.

All of the First Effluxion's spell-like abilities gain the [evil] descriptor, regardless of function. The Caster Level is 65th; the save is DC 50+ spell level. Against good creatures, the Save DCs increase by +4.

Regeneration (Ex): The First Effluxion takes normal damage from good-aligned epic weapons; it takes double damage from good-aligned effects or weapons with the [cold] or [light] descriptor.

True Seeing (Ex): This ability has a range of 1000ft. and is always active.

Note on Soneillon and the *Urn*

The compound-templated Soneillon, technically an Elite Advanced Paragon Pseudochthonic Spellwarped Monster of Legend Succubus, in possession of the augmentations granted by the *Urn* and by her normal suite of transvalent buffs. Soneillon's abilities include +5 inherent bonuses. Soneillon is also considered an abomination, and gains the abilities normally associated with such.

Although technically without DvR, Soneillon's approximate power is that of a lesser goddess; she is the third of the triune which includes the DvR6 Viridescent Nehael and a DvR3 Enkindled Shomei. All can be considered coëval multiparadigmatic expressions of *Goddess* within the larger

framework; although, perhaps *Antigoddess* is a better way of describing Soneillon in more conventional terms: she challenges the limit to which notions of *Goddess* may be applied.

Ontically, the triptych can be superficially understood as representing Being (Nehael), Becoming (Shomei) and Non-Being (Soneillon). In fact, the relationship is more complex, with Soneillon also representing *Nothing Becomes* (a positive assertion of the reification of Void); Shomei acting to place *Being* secondary in importance to *Becoming* (expressed as *Nothing Is*), and Nehael negating the existential(?) truth of Non-Being – i.e. *Nothing Is Not*.

The totality is reflective of the central transmetaphysical paradox of *Saizhan* itself. Alternatively, the sexual connotations are arousal (Nehael) and crescendo (Shomei), with Soneillon herself linked with the annihilation of the self at the moment of orgasm.

She arguably interfaces with more infinities than any other entity, and – as Nehael observes – Soneillon's history from her own perspective appears to be celestial, then diabolic, then demonic, then chthonic, then oneiric, then pseudonatural; finally manifested in a context which is Green. The paragon template is bestowed by the Blackthorn-*ludja*, but at a price: her autonomy is compromised when she manifests within finitude, and she must accept a kind of "mundanity;" Void is captured by *Ens* and given discrete form. Furthermore, Soneillon's distancing of herself from the Cherry-*ludja* (representative of desire) – which eagerly seeks her – can be understood as a denial of her own implicit nature, or a relegation of her sexuality, as well as a transcendence of it.

Within the Cheshnite paradigm as interpreted by Temenun, Soneillon is *Pramaade Gu Kaamaah* (In Delirium, Void Lusts), *Asampra-Gyaata Pramaadah* (Delirium Dream-Ecstasy), *Kaalakamala* (Lotus of Death), or, more informally, *Aasyacheshna Phalam* (lit. "The Mango in Cheshne's Mouth" – i.e. the apple of her eye). She is also understood as *Tarakacheshna* (the Eye of Cheshne) both literally and figuratively; she is linked with the star of the same name, and her esoteric "day" begins with its anticulmination at the Necropolis of Khu.

The involvement of Delirium as a precursor state somehow necessary for the irruption of the Apparition – the manifestation of Demogorgon-Cheshne within the bounded cosmos – is not clear. Nor is the extent of the identity of Delirium with *Uzzhin* – the Far Realm of Metagnostic praxis: it should be noted that Mostin asserts that they are unidentical, and that Delirium is best understood as possessing elements of Void and Dream as well as "Outside-ness." Soneillon thus also describes an elemental, chaotic-disintegrative process of unbecoming in which *Nothing Becomes* becomes *Becomes Nothing*.

Soneillon is extraordinarily resistant to all forms of attack: epic spells or SDAs are an absolute requirement when dealing with her. I've tagged her CR at 60 – or 72 in possession of *Pharamne's Urn* – but even that seems a little conservative: template combinations are somewhat unpredictable. To reliably penetrate her SR and Saves would require a spell of approximately 350th order (unmitigated DC) by an epic caster such as Nwm or Mostin.

Soneillon's stats are constructed like this:

8 14 13 12 10 15 elite array
10 16 15 18 14 31 succubus racial adjustment
10 16 15 18 14 37 advancement by HD
15 21 20 23 19 42 inherent bonuses
25 31 30 33 29 52 chthonic
47 41 40 33 39 52 pseudonatural

51 43 44 37 39 52 spellwarped
61 49 54 39 41 56 monster of legend
76 64 69 54 56 71 paragon
76 104 109 54 56 111 epic buffs
86 114 119 64 66 121 profane bonuses from *Urn*

Soneillon *Aasyacheshna Phalam*

Size/Type: Medium Outsider (Abomination, Augmented, Chaotic, Chthonic, Dream, Extraplanar, Evil, Paragon, Pseudonatural)

Hit Dice: 30d8+1620+360 (2220hp)

Initiative: +56

Speed: 360ft.; fly 600ft. (perfect)

Armor Class: 181 (+55 deflection, +52 Dex, +12 insight, +12 luck, +40 natural), touch 141, flat-footed 129

Base Attack/Grapple: +30/+118

Attack: Void tendril +132 melee (2d6+58/15-20x3 plus ontic corruption)

Full Attack: 12 void tendrils +132 melee (2d6+58/15-20x3 plus ontic corruption)

Space/Reach: 5ft./10ft.

Special Attacks: Augmented critical, aura of unlight, energy drain, frightful presence, improved grab, ontic corruption, spell-like abilities, spells, summon demon, tenacious wounding, utter corruption

Special Qualities: Blindsight 500ft., DR 20/cold iron and epic and good, darkvision 60 ft., fast healing 20, immunities (ability drain, ability damage, acid, death effects, electricity, form-altering effects, mind-affecting effects, negative energy effects, and poison, sonic effects), nondetection, ontic flux, regeneration 20, resistance to cold 20 and fire 20, see in darkness, spell resistance 150, spellwarp, telepathy 1000 ft., tongues, true seeing

Saves: Fort +114, Ref +112, Will +88

Abilities: Str 86, Dex 114, Con 119, Int 64, Wis 66, Cha 121

Skills: Appraise +70 (embroidered items +74), Balance +99, Bluff +102, Climb +81, Concentration +97, Craft (embroidery) +70, Decipher Script +70, Diplomacy +114, Disguise +98 (+102 acting), Escape Artist +95, Forgery +70, Gather Information +98, Handle Animal +98, Hide +95, Intimidate +104, Jump +217, Knowledge (arcana) +70, Knowledge (history) +70, Knowledge (nature) +74, Knowledge (nobility) +70, Knowledge (the planes) +70, Knowledge (religion) +70, Listen +79, Move Silently +95, Perform (dance) +98, Profession (courtesan) +71, Ride +99, Search +70, Sense Motive +73, Sleight of Hand +99, Spellcraft +177 (scrolls +181), Spot +79, Survival +71, Tumble +99, Use Magic Device +98 (scrolls +102)

Feats: Dark Speech, Dodge, Epic Skill Focus (Spellcraft), Epic Spell Penetration, Epic Spellcasting, Greater Spell Penetration, Improved Critical (void tendril), Improved Initiative, Mobility, Negotiator, Persuasive, Skill Focus (Spellcraft), Spell Penetration, Weapon Finesse

Challenge Rating: 72 (60)

Special Attacks

- ^ *Arcane Spellcasting:* Soneillon casts spells as a 30th-level sorcerer; in addition, she can cast any Darkness, Destruction, Dream, Evil or Madness domain spell as an arcane spell. She need not utilize material components in her spellcasting, and incurs no experience point cost for spells which normally demand it: Soneillon can hence apply up to a -200 DC mitigating

factor against any epic spell which she casts.

- ♣ *Augmented Critical*: All of Soneillon's natural attacks threaten on an attack roll of 15-20 and benefit from a x3 critical multiplier.
- ♣ *Aura of Unlight (Su)*: Soneillon radiates an aura of unlight which extends to 10 feet. Treat this as a *deeper darkness* spell, but nonchthonic 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 are otherwise subject to it. 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. Caster Level 30th. A DC 93 Fortitude save must be made after 24 hours to recover each negative level. The Save DC is Charisma-based, and includes a +13 insight bonus.
- ♣ *Frightful Presence (Ex)*: Enemies within 20 feet with fewer HD than Soneillon must make a Will saving throw (DC 93) or become shaken - a condition which lasts until the opponent is out of range. A successful save leaves the opponent immune to Soneillon's frightful presence for 24hrs. The frightful presence may be suppressed or resumed as a free action on Soneillon's turn. This is a mind-affecting fear effect. The Save DC is Charisma-based, and includes a +13 insight bonus.
- ♣ *Improved Grab (Ex)*: If Soneillon hits an opponent of size medium or smaller with a tendril, she deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.
- ♣ *Ontic Corruption (Ex)*: An enemy struck by one of Soneillon's void tendril attacks is permanently drained of 2d4 points of Constitution and gains 1d4 negative levels. At the same time, Soneillon regains 10 lost hit points. The DC after 24 hours to resist permanent level loss from the ontic corruption is 93. The Save DC is Charisma-based and includes a +13 insight bonus.
- ♣ *Summon Allies (Sp)*: Soneillon can summon 1d4+1 chthonic succubi as a standard action. This ability is the equivalent of an epic level spell.
- ♣ *Tenacious Wounding (Ex)*: Damage sustained from Soneillon's natural attacks resists healing. Healing spells only restore 1 hit point per spell level, and natural healing of such wounds takes twice as long as normal.
- ♣ *Utter Corruption*: All of Soneillon's spells and spell-like abilities gain the [Evil] descriptor, regardless of their function. Against good creatures, Soneillon benefits from a +4 bonus to the DC of any special abilities and to spells and spell-like abilities which she uses.

Spell-Like Abilities: Soneillon can use the following abilities at will: *blasphemy*, *detect good*, *detect thoughts*, *dream travel*, *greater dispel magic*, *greater teleport*, *haste*, *suggestion*, *unhallow*, *unholy aura*. All spell-like abilities have a caster level equal to Soneillon's Hit Dice.

Special Qualities:

- ♣ *Change Shape (Su)*: Soneillon can assume the form of any Small or Medium humanoid.
- ♣ *Ontic Flux (Ex)*: Soneillon benefits from an effect similar 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.
- ♣ *Nondetection (Ex)*: Soneillon is treated as if under a *nondetection* spell (Caster Level 30th)
- ♣ *Regeneration 20*. Epic good-aligned weapons and good-aligned spells do normal damage to Soneillon.
- ♣ *See in Darkness(Su)*: Soneillon can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.
- ♣ *Spellwarp (Ex)*: Spell effects which target Soneillon and fail to penetrate her spell resistance

grant temporary Hit Points equal to 5x the spell's level. Temporary Hit Points gained in this fashion last for 1 hour.

- ^ *Telepathy (Su)*: Soneillon can communicate telepathically with any creature within 1000 feet which has a language
- ^ *Tongues (Su)*: Soneillon has a permanent tongues ability (as the spell, caster level 30th).
- ^ *True Seeing (Ex)*: This ability extends to 500ft. and is always active.

Soneillon has a +8 racial bonus on Listen and Spot checks.

Spells Known

The Save DC to resist spells cast by Soneillon is 78+ Spell Level and includes a +13 insight bonus. Against good-aligned targets, she gains a further +4 bonus. Soneillon does not require material components or foci in her spellcasting; she need pay no XP for spells which normally demand it. She gains a +6 bonus to penetrate an opponent's spell resistance.

Spells per day: 6/20/20/20/19/19/19/19/18/18. Soneillon may also cast 3 epic spells per day.

9th – *Implosion (DC87)*, *power word kill*, *reality maelstrom (DC87)*, *shapechange*, *utterdark*, *weird (DC87)*, *wish*

8th – *Bestow greater curse (DC86)*, *demand (DC86)*, *discern location*, *earthquake (DC86)*, *maddening scream*, *power word blind*, *power word stun*

7th – *Disintegrate (DC85)*, *insanity (DC85)*, *greater scrying (DC85)*, *limited wish*, *sequester (DC85)*, *vision*

6th – *Create undead*, *dream sight*, *false sending (DC84)*, *harm (DC84)*, *mass suggestion (DC84)*, *probe thoughts (DC84)*, *prying eyes*

5th – *Baleful polymorph (DC83)*, *bolts of bedevilment (DC83)*, *dispel good (DC83)*, *dream*, *mass inflict light wounds (DC83)*, *mirage arcana (DC83)*, *nightmare (DC83)*, *sending*, *summon monster V*

4th – *Armor of darkness*, *black tentacles*, *confusion (DC82)*, *dimensional anchor*, *inflict critical wounds (DC69)*, *know vulnerabilities (DC82)*, *phantasmal killer (DC82)*, *unholy blight (DC82)*, *voice of the dragon*

3rd – *Anticipate teleportation*, *arcane sight*, *blacklight*, *contagion (DC81)*, *deep slumber (DC81)*, *glimpse of truth*, *magic circle against good*, *nondetection*, *rage (DC81)*, *spell vulnerability (DC81)*

Ongoing Transvalent Augmentations

Soneillon gains a +40 enhancement bonus to Charisma, Constitution and Dexterity. These protections are renewed on a monthly basis; they have a CL of 150 for purposes of opposed *dispel* checks.

Voice of Demogorgon

Evocation [Evil, Sonic]

Order: 450

Spellcraft DC: 186

Components: V, XP, Backlash, Dark Speech; see text

Casting Time: 1 standard action

Range: 200ft.

Area: Nonchthonic entities in a 200-ft. radius spread centered on you

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Seeds: [Energy] (+19), [Afflict] (+14), [Ward] (+14). Factors: penetrate immunity (ad hoc +20), overcome keyed epic [Ward] (+18), emulate *blasphemy* (+27), increase effective *blasphemy* CL (+60), increase area by 400% (+16), increase spell penetration (+240), 1-action stilled (+22).

Mitigating: XP (-200), 60d6 backlash (-60), Dark Speech (ad hoc -4).

Soneillon speaks a syllable in the Dark Speech which cannot be heard. Creatures normally immune to sonic attacks are affected by this spell, and the *Voice of Demogorgon* is not subject to any kind of magical *silence*.

Nonchthonic entities with less than 50HD are automatically slain when subject to this spell. Creatures with at least 50HD but fewer than 60HD are *dazed* for 1 round and *weakened* for 2d4 rounds when they hear the *Voice of Demogorgon*. Chthonic creatures or creatures with 60 or more Hit Dice are not subject to its effects.

For the purposes of penetrating spell resistance, the *Voice of Demogorgon* has a Caster Level of 150.

Possessions: *Pharamne's Urn*

Pharamne's Urn in Soneillon's Hands

Whilst Soneillon remains in possession of *Pharamne's Urn*, she gains the following benefits. They are already factored into her stat block:

- +10 Profane bonus to all abilities
- +100 Competence bonus to Spellcraft checks
- +10 resistance bonus to saves
- +10 luck bonus to saves

The Urn

Pharamne's Urn has no fixed set of qualities, although some aspect of its generative power is technically accessible to any who possesses the item; fundamentally, it *magnifies power*. As a transcendental artifact, the *Urn* is properly associated with or belongs to the DvR20 realm; as such, its reality is impervious to effects generated by entities of fewer than 21 divine ranks. Only meta-transcendental beings or phenomena (Oronthon's Radiant Form, Cheshne's Dream-manifestation, the *Sela* etc.) can act upon the *Urn* to change or negate its essential nature.

Magical manipulation of the *Urn* is impossible: for example, it cannot be *teleported*, or subjected to *polymorph*, and it always appears as it is (within the area of an illusion, the *Urn* remains the *Urn*). It can only be physically handled (lifted or carried, placed inside a box or a *bag of holding* etc.) In this regard, it behaves as any other physical object. The *Urn* appears as a stoppered clay amphora

around twenty inches high and weighing some thirty pounds.

The power bestowed by the artifact is otherwise linked to the stature or cosmic gravitas of its owner/wielder; entities of greater potency hence derive commensurately more benefit from the *Urn*.

Attunement

Attunement to the *Urn* requires one complete day. Once an entity is attuned to the artifact, it remains so thereafter, regardless of whether or not the *Urn* stays within that creature's possession. Only entities who have undergone three or more transcendences or paradigm shifts are capable of attuning themselves to *Pharamne's Urn*. The benefits granted by attunement to *Pharamne's Urn* are only available for as long as the *Urn* is actually within that being's possession – held, carried on its body, or kept in an adjacent extradimensional space.

For purposes of eligibility, a transcendence is indicated by an acquired template, a shift from one paradigm to another, or a metaphysical migration of some type: a resurrection, reincarnation, a Fall (in the case of a demon or devil) and so on. A number of characters within the story are eligible in this regard; only one of the PCs – Nwm the Preceptor – is *ineligible* to actualize the *Urn's* potential for purposes of attunement. As Nwm is under a Vow of Poverty, ownership of the *Urn* would be impermissible in any case.

When the initial attunement to *Pharamne's Urn* is made, the attuning entity chooses the benefits which the *Urn* will convey upon it. Attunement to and possession of the artifact always conveys magical benefits equal to the total predicted wealth of a PC with a level equivalent to the creature's CR (63M in Soneillon's case). All magical benefit costs are directly additive: there is no reduction in costing multiple similar effects within a single item, nor a surcharge for multiple different effects or 'uncustomary' effects. Unslotted effects – those that would normally require a space limitation – incur double the normal cost as usual. No restrictions exist on other items in the character's or entity's possession; careful selection of abilities to avoid overlapping bonuses or abilities can provide an enormous boost to the owner's power. Assume that the *Urn* increases the effective Challenge Rating of any creature which possesses it by around 20%.

Once determined, the benefits remain fixed for that entity; if the possessor of the *Urn* later increases in (unadjusted) CR – for example by acquiring class levels or a template – these benefits may evolve and increase, or additional benefits may be accrued. The *Urn* always bestows at least three discrete magical benefits; none of these benefits may exceed one third of the total value of the *Urn* relative to the creature's unadjusted CR.

For example, a 20th-level Sorcerer in possession of the *Urn* (total predicted wealth value 760,000gp) and capable of attuning herself and actualizing it might choose the following benefits:

- an ongoing CL20 *nondetection* effect [no space limitation] (120,000)
- a +30 competence bonus to Bluff checks [no space limitation] (180,000)
- a +30 competence bonus to Spellcraft checks [no space limitation] (180,000)
- a +5 luck bonus to saving throws [no space limitation] (100,000)
- a +5 deflection bonus to AC [no space limitation] (100,000)
- a +6 enhancement bonus to Charisma [no space limitation] (72,000)

If the base CR of the character subsequently increases, he or she may improve existing bonuses or add additional effects up to his or her predicted wealth by level.

Generative Power

The *Urn's* generative power is available to any in possession of the artifact. The owner of *Pharamne's Urn* may create a demiplane coterminous with his or her current location as though using a *genesis* spell; alternatively, the *Urn's* power may be invoked to override prevailing conditions on the plane upon which the user is situated, replacing them with a local *genesis* effect. The user must, however, pay the normal XP cost associated with *genesis* (5000XP). Subsequent uses of *genesis* may increase the size of the demiplane normally; in each case, the XP cost must be paid. Using this ability nominally requires 1 week.

The size of the demiplane created, the speed of creation, and the extent to which the creator of the demiplane may determine its various traits are otherwise governed by the DvR of the entity manipulating the *Urn*, or by direct magical or supernatural power:

- Creatures without divine rank or creatures of DvR0 use an unmodified *genesis* effect
- *Demi-powers* (DvR1-5) may add an additional 180ft. radius for each divine rank which they possess, and the limit of the demiplane is reached instantaneously (there is no "slow growth.") For example, a DvR4 entity could create a demiplane with an initial radius of up to 900ft., and subsequent uses would increase the radius by a like amount. *Demi-powers* require only one day to use the *Urn's* ability. Demiplanes created by a power of DvR1-5 are finite, have an alterable morphic, normal magic, and normal time; any *demi-power* may also determine the following planar traits:
 - o *Gravity*: A *demi-power* may imbue the demiplane with normal, heavy or light gravity; with no gravity; or with either objective or subjective directional gravity.
 - o *Mildly Aligned*: A *demi-power* may apply mildly-aligned lawful, chaotic, good or evil traits to the demiplane.
 - o *Elemental and Energy Traits*: A *demi-power* may create an Air-, Fire-, Water-, Earth-, Positive- or Negative-dominant demiplane
- *Lesser powers* (DvR6-10) increase the initial radius to one mile for each divine rank which they possess, and the limit of the demiplane is reached instantaneously: for example, a DvR8 entity could create a demiplane with an initial radius of up to 8 miles, and subsequent uses would increase the radius by a like amount. *Lesser powers* require only one hour to use the *Urn's* ability; any *lesser power* may also imbue the demiplane with these additional planar traits:
 - o *Self-Contained*: A *lesser power* may create a demiplane which is recursive, self-contained, or otherwise "bends back" on itself
 - o *Magically, Static or Highly Morphic*: A *lesser power* may create a demiplane which is subject to specific magical manipulation, resists manipulation, or is subject to frequent and easy manipulation through spells, supernatural abilities, or force of will
 - o *Temporal Traits*: *Lesser powers* may bestow flowing time, erratic time or timelessness upon demiplanes which they create
 - o *Flora and Fauna*: A *lesser power* may populate the demiplane with a range of nonmagical and nonsapient life as it sees fit
- *Intermediate powers* (DvR11-15) increase the initial radius to one hundred miles for each divine rank which they possess, and the limit of the demiplane is reached instantaneously: for example, a DvR13 entity could create a demiplane with an initial radius of up to 1300 miles, and subsequent uses would increase the radius by a like amount. *Intermediate powers* require only one minute to use the *Urn's* ability. In addition to traits already noted, any *intermediate power* may also imbue the demiplane with the following planar traits:

o *Divinely Morphic*: An intermediate power may create a demiplane which is subject to divine manipulation, in whole or in part, by itself or other deities or powers of its choosing

o *Strong Alignment Traits*: An intermediate power can imbue the demiplane with a strong chaotic, evil, good, lawful or neutral alignment trait

o *Magic Traits*: An intermediate power may create a demiplane with dead, impeded, wild or enhanced magic

- *Greater powers* (DvR16-20) experience no limit to the size of the plane created by the *Urn's* generative ability. Greater powers require only one round to use the *Urn's* ability; any greater power may imbue the plane with any physical, elemental, energy, alignment or magical traits. It may populate the plane with flora and fauna, or sapient and/or magical life as it sees fit.

The *Urn* is also amenable to more direct magical or supernatural power: spellcasters or creatures with spell-like abilities may make a caster level check in lieu of divine rank; the DC to achieve the benefit of a specific divine rank is equal to $30 + (10 \times \text{the DvR to be emulated})$. A creature with a supernatural power which has a caster level equivalent is eligible, as is a psionic creature – in this case use the creature's manifester level.

On *Kschiff*

Kschiff (“kss-chiff”) was first encountered by Ortwin and Mostin on their visit to Siir Traag; I invented the name on the fly – or rather I *stole* the name: the *Kschiff* are a race of “little green men” who appear in a *Traveller* adventure called “Green Horizon” from an old copy of *White Dwarf*. Even though it was out of keeping with what I’d determined at that point would form the basis of the Tongue of Shûth – i.e. Sanskrit – I decided to keep it.

Kschiff is a cocktail of psychoactive alkaloids dissolved in alcohol – something like laudanum, I suppose, but with the ritual and religious overtones of *soma* and lotus extract. Whether as an intoxicant, aphrodisiac, gateway of mystical experience – or whatever else was useful to advance the plot at the time – *kschiff* always had the connotation of being something *forbidden* or *dangerous*. The concentration and balance of alkaloids varies, depending on quality of local supply and intended use; Shomei gets the good stuff, naturally.

As it appeared more and more – especially with regard to Shomei’s addiction/dependency – the name began to aggravate me more and more. Its etymology was eventually back-engineered: *kschiff* became the “Northern” (i.e. Wyrish) pronunciation, a corruption of the “Southern” (i.e. Shûthite) *kas ’shiv*, which means “auspicious sound” – a reference to the experience of some kind of Aum/Shabda/Nam/Logos which is induced by the drug when used in its proper ritual context. Soneillon – as one invoked in such rites – is more familiar with this pronunciation; as one of her appellations is *Kaalakamala* – the Death Lotus – contact with her in the dream-state is probably deemed perilous.

On Stars

I’ve used familiar stars – although not our constellations – when describing objects in the night sky of Wyre. I also track lunar cycles; it gives me ideas.

The Eye of Cheshne is Antares, the Heart of the Scorpion; its symbolism has been explored at length for the last ten years, so I won’t belabor the point. It is invisible in the night sky for around 6 weeks prior to the winter solstice and for a few days afterwards, due to its proximity to the Sun.

The Follower – the star associated with the *Eleos* – is Aldebaran in Taurus; in opposition to the Eye of Cheshne: as one reaches its zenith, so the other reaches its nadir. Al Dabaran actually means “The Follower” in Arabic – probably because it follows the Pleiades; this might also be a reference to Nehael in her guise as *Eleos* – Sovereign Compassion – following the seven “original” Sovereignities. Symbols – fictitious or otherwise – have a habit of organizing themselves without any real intervention required.

The Rod’s Tip – associated with an enkindled Shomei – is Regulus in Leo. It is approximately square to both the Eye of Cheshne and The Follower, and can be understood as a fulcrum of power. Ancient Akkadian belief envisaged Regulus as a part of a sceptre (Pa-pil-sak); notions of rulership have always been associated with it.

Together, these are three of the four “Royal Stars” of Persian antiquity.

Succubi, Orgasm, Death and Soneillon’s Paraphilia

Chthonics do not *die* in any normal sense when slain; rather they *become Nothing* – i.e. Void. In this regard they are different from other entities, who may ascend (or descend) to some other state, be subsumed, reborn, reincarnated or whose existence may simply end. From Nothing, they may become again; it is posited that vestiges – in thought, memory, dreams or some other medium – are sufficient for a kernel of potentiality to form, around which the chthonic may remainifest at some later time. In the interim, they *are not* – in the sense that they possess no distinct individuality – Nothing itself is assumed to be fundamentally undifferentiated. They “rest in the bosom of the Ancient.”

The experience of *becoming Nothing* – which is to say the moment at which the entity passes from a sense of individual selfhood to the annihilation of the self and the assertion of Nothing as true – is analagous to orgasm in many ways; for Soneillon – “The Mango in Cheshne’s Mouth” it is apparent that they are identical. She craves annihilation, specifically the experience of *being annihilated*, and the madness which she suffers – the delirium which the pseudonatural template in some way *represents* – can be understood as her inability to realize this need.

Quote:

With a passing thought, Kaalaanala – the Primordial Fear of Destruction – annihilated Soneillon in an agony of unguessable magnitude; moments later, the demoness arose again from the Void. The passage had left her sated and subdued. Soneillon swayed drowsily; she was permitted to enjoy the sensation only briefly.

Kaalaanala – being sadistic – allows Soneillon to experience her “reward” for only a short time. Soneillon’s goading of Eadric to kill her in the *Mésalliance* can also be understood in this context

Quote:

"Remain ignorant then, Eadric. Finish me. I'll make it easy for you," her smile was that of a creature which exulted in evil and destruction.

He wavered.

"You are a coward," she screamed, spitting black blood.

Her frustration is directed at him because he *will not kill her*. A kind of *excessum interruptum*,

from her point of view.

It is possible that succubi are anorgasmic. From an Oronthonist perspective, this would be fitting punishment – presumably for celestials whose initial fall was linked with a display of or preoccupation with carnality. It is also possible that chthonics – who have shaken off this paradigm – are no longer subject to this limitation, or have reframed it within the context of experiencing annihilation. It seems that Soneillon *was* permitted to experience climax in the context of Eadric's pursuit of the Path of Lightning; something which might, in fact, be interpreted as *grace* on the part of Oronthon

Quote:

Her heat never abated. There was no indication of artifice in her desire, only the need for continual and infinitely varied sensation: taboo did not exist, or existed only to be broken, and when they coupled violently on the shattered altar of the chapel, Eadric did not know whether they had profaned it, or sanctified it.

And then, with regard to Orm:

Quote:

"Your presence here may be less enduring than you imagine," Orm suggested.

"Ignorance!" Soneillon snapped. "I have apprehended that chapel in a Moment. Can you claim the same? Do not speak to me of tenacity, nor the length of my own shadow. Now begone!"

Something which is later reframed in her words to Eadric:

Quote:

I have not interfered with the chapel; it is no less holy to me than to you: something which was difficult to impress upon your brother.

I've tried to shy away from a run-of-the-mill masochistic explanation for Soneillon's need for her own extinction:

Quote:

[Faheth]: This is no parlour game, Ahma, practiced by the bored wife of some thane from Hethio for her idle amusement; nor a wanton thrill offered by a drunken streetwalker. No brand of masochism is so extreme: she will ask you to do great violence to her; to push her repeatedly to death and beyond. It may break your mind.

But I'm not sure how well I've communicated it. Soneillon is not an algolagniac, *per se*; rather she would view the most intense and unimaginable pain as a kind of foreplay or prelude to death-orgasm. There is no equivalent paraphilia amongst mere mortals, because they can experience death only once. The same is not true of chthonics, for whom annihilation can be experienced on multiple occasions.

And if your boyfriend is capable of performing *true resurrection*...

Trust assumes a new meaning.

Originally Posted by **Cheiomancer** .

Sep, is this Soneillon's specific way of being chthonic, or is it common also to entities such as Carasch? The eroticism of death seems more likely to characterize a succubus than a balor.

Soneillon's, I think. I haven't really considered the sexuality of chthonic balors. .

Succubi are uniquely compelling, despite their overexposure. Soneillon is, in many ways, really an expression of Cheshne Herself - or as close as mortal understanding can come to Cheshne. Hence, her rejection of Cheshne's Shadow (the Apparition), in favor of a more authentic relationship with Cheshne. Soneillon's symbolism is drawn primarily from the (admittedly, darkened) idea of a [Dakini](#) in Tibetan tantrism, as well as Kali in Hinduism - her "Trempan Peasant-Girl" persona is inspired by Parvati.

The assertion "I just want to play" is also influenced by Hindu notions of [lila](#); the universe as the playground of Kali/Shakti and/or Brahman.

All of which - from my quirky perspective, at least - fall under the umbrella of Scorpionic and Plutonic symbolism. Operatically, *Liebestod*. Or *Der Hölle Rache kocht in meinem Herzen*.

Whatever.

Nehael

Nehael as the Red Antiphon, using a Paragon Inherent Divine Array modified by succubus racial adjustments. A spell-less ranger variant is used for extra feats. Gear value is for a 75th-level PC; actual CR is probably somewhere in the CR75-80 range. The "red" manifestation is only possible after Nehael's ascent to Sovereignty, prompted by the actions of the *Ahma* with regard to Soneillon; at this point the DvR12 *Eleos*-Nehael can emanate a variety of avatars in the DvR6 range - including both the "red" and the original "green" Nehael.

Some distinction needs to be made between "green" and *Green*: all of Nehael's avatars are *Green*, in the sense that all stem from the Uedii-complex, but it is the first (after her migration) which is "green" in terms of her garb and appearance, and her pacifistic tendencies. The *Eleos*-Nehael - the DvR12 manifestation - retains this green garb and appearance but, as a paradigmatic entity, can transcend normal categorical paradoxes.

Nehael's "red" manifestation holds a number of antithetical elements in tension. She retains the Lust portfolio, an aspect of the "green" manifestation which is only barely alluded to, but which is intensified and more explicit in the "red" second iteration. The Healing, Good and Life portfolio elements are more in accord with Nehael's symbolism in general; the War portfolio element and domain are "appropriated" from the vanquished Visuit - the demise of the Cheshnite war-goddess might also be seen as a precondition for the appearance of the "red" avatar.

"Red" Nehael might be best understood as a "fierce compassion" - directed specifically toward ending the suffering of undead creatures (and demons, representing ignorance) - and returning chthonics to their natural state of *Nonbeing*, in which they are "happiest." Notions of spontaneity, eroticism and enlightened action are emphasised.

Nehael's total symbolism can probably be best understood in the context of the "goddess" Kuan Yin - the Chinese iteration of Avalokitesvara, the *bodhisattva* of compassion and mercy - and the Tara complex of compassionate tantric deities within Vajrayana Buddhism. Red Tara symbolism is convoluted because it also draws heavily on pre-Buddhistic components: Artemis/Diana and Aphrodite/Venus elements - in terms of Western mythology - are also incorporated into her meaning.

Anyhoo...

Nehael

The Red Antiphon. Image of Uedii.

Lesser Goddess

Symbol: The Sword

Home Plane: The Primordial Tree

Alignment: Neutral Good

Portfolio: Compassion, Good, Healing, Lust, Life, War

Worshippers: Any

Domains: Good, Healing, Lust, War

Fighter 20 / Ranger 20

Medium Outsider (Good, Green, Native)

Divine Rank: 6

Hit Dice: 20d8+560 plus 20d8+560 plus 20d10+560 plus 720 (2920 hp)

Initiative: Supreme Initiative (+37)

Speed: 180ft.

Armor Class: 162 (+15 armor, +33 Dex, +25 deflection, +6 divine, +12 insight, +12 luck, +19 natural, +30 sacred), touch 128, flat-footed 129

Base Attack/Grapple: +40/+95

Attack: +120 (1d8+64/15-20, *Pity*) or +120 (1d8+64/19-20x3, *Yew Bow*)

vs. evil undead +126 (1d8+80+9d6/15-20, *Pity*) or +126 (1d8+80+9d6/19-20x3, *Yew Bow*)

Full Attack: +120/+120/+115/+110/+105, *Pity* or +120/+120/+120/+115/+110/+105, *Yew Bow* with Improved Rapid Shot

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, Salient Divine Abilities, Favored Enemy

Special Qualities: Camouflage, divine aura (60 ft., save DC 84), divine immunities, DR 25/epic and evil, evasion, fast healing 20, hide in plain sight, immortal, remote communication, salient divine abilities, SR 200, understand, speak and read all languages, speak directly to all beings within 6 miles, swift tracker, interplanar *transport via plants*, universal energy immunity, wild empathy, woodland stride.

Saves: Fort +130, Ref +135, Will +127

Abilities: Str 58, Dex 77, Con 66, Int 50, Wis 49, Cha 60

Skills: Balance +123, Bluff +109, Climb +108, Diplomacy +127, Escape Artist +117, Gather Information +109, Handle Animal +109, Heal +103, Hide +117, Intimidate +115, Jump +114, Knowledge (arcana) +104, Knowledge (geography) +104, Knowledge (nature) +110, Knowledge (nobility) +104, Knowledge (the planes) +104, Knowledge (religion) +104, Listen +103, Move Silently +117, Ride +123, Sense Motive +103, Spot +103, Survival +103, Swim +108, Tumble +123

Feats: Bounding Assault, Combat Expertise, Dodge, Endurance, Far Shot, Greater Weapon Focus (longbow), Greater Weapon Focus (longsword), Greater Weapon Specialization (longbow), Greater Weapon Specialization (longsword), Improved Critical (longbow), Improved Critical (longsword), Improved Disarm, Improved Initiative, Improved Precise Shot, Manyshot, Melee Weapon Mastery (slashing), Mobility, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Ranged Weapon Mastery (piercing), Rapid Blitz, Rapid Shot, Ride-By Attack, Slashing Flurry, Spirited Charge, Spring Attack, Track, Trample, Weapon Finesse, Weapon Focus (longbow), Weapon Focus (longsword), Weapon

Specialization (longbow), Weapon Specialization (longsword)

Epic Feats: Bane of Enemies, Death of Enemies, Dire Charge, Distant Shot, Epic Fortitude, Epic Reflexes, Epic Weapon Focus (longbow), Epic Weapon Focus (longsword), Epic Weapon Specialization (longbow), Epic Weapon Specialization (longsword), Epic Will, Improved Manyshot

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, Divine Dodge, Extra Domain (War), Gift of Life, Image of Uedii, Rebuttal of Death, Supreme Initiative, Viridescent Mind

Spell-Like Abilities: Nehael uses these abilities at will as an 81st-level caster. The save DCs are 56+ spell level where appropriate: *aid, blade barrier, charm person, clairaudience/clairvoyance, dispel evil, divine power, flame strike, heal, holy aura, holy smite, holy word, invisibility, lesser planar ally, magic circle against evil, magic vestment, magic weapon, mass heal, power word (any), protection from evil, refuge, regenerate, scrying, spiritual weapon, summon monster IX (good), symbol of persuasion, sympathy, trap the soul*

Interplanar Transport via Plants (Su): Nehael may use this ability at will. Caster Level 81st.

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. A Will saving throw (DC84) negates the effect.

Special Attacks and Qualities

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.

Alter Reality (SDA): Nehael can replicate any spell effect of 9th-level or lower (caster level 81st, where appropriate). Use of this ability costs 5000xp, and is drawn against a weekly cushion of 30000xp.

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).

Rebuttal of Death (SDA): Undead within 60ft. with 30HD or less are automatically turned by Nehael; those with 20HD or less are automatically destroyed. Undead creatures are subject to critical hits from both ranged and melee attacks by Nehael.

Viridescent Mind (Unique SDA): 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.

Favored Enemies: Nehael gains a +10 favored enemy bonus against the Undead subtype, and a +2 bonus against Aberrations, Evil Outsiders, Chaotic Outsiders and Dragons. If she scores a critical hit against any of these types, the target must make a Fort save (DC 78) or die.

Equipment

All of Nehael's items are major artifacts; in any case where a caster level equivalent is necessary, treat the CL of the item as 60th.

Breastplate (25M)

Nehael wears a light vest of armor, equivalent to a *+10 heavy fortification universal energy immunity ironbark breastplate* which grants a +10 enhancement bonus to Strength, Dexterity and Constitution and a +20 resistance bonus to Saving Throws. It incurs no armor check penalty and has no associated maximum Dexterity bonus.

Leaf Pendant (43M)

This pendant appears as a small leaf in a simple setting, attached to a thong of woven bark from the Great Tree-*ludja*. It conveys a +30 sacred bonus to saving throws, a +30 sacred bonus to armor class and grants Spell Resistance 200. Profane, unholy or divine damage is treated as normal energy damage for the wearer of the *Leaf Pendant* unless its source has 13 or more divine ranks.

Sword (30M)

Nehael's sword, *Pity*, is an intelligent neutral good finessable *+10 cold iron, everdancing, keen, speed, undead dread, holy power longsword*. It has Int 18, Wis 40, Cha 40 and an Ego of 73. Its special purpose is to *slay undead*; its special purpose power is *undeath to death* (improved heightened to 30th level) – the Save DC to resist this ability is adjusted by the

wielder's Charisma score and divine rank: in Nehael's case, the DC is 71

Yew Bow (22M)

Nehael carries a bow carved from a limb of the Yew-*ludja*, a +10 *holy power, speed, undead dread, unerring accuracy composite longbow*.

Quiver of Hazel Arrows (35M)

Nehael carries a quiver which contains an inexhaustible supply of arrows from the Hazel-*ludja*. These are *greater slaying arrows*; the target type is determined by Nehael at the moment the arrow is loosed. Arrows may be imbued with additional effects as Nehael sees fit; when nocking an arrow, as a move action she may also determine a specific additional effect which it will have:

- ▲ *Earthshudder*: No attack roll is necessary if this arrow is shot. An area within range is subject to an *earthquake* effect (improved heightened to 30th level), except the DC to resist specific effects is 71.
- ▲ *Negate Magic*: A target struck by this arrow is also subject to a *superb dispelling* effect (caster level 81)
- ▲ *Pierce Will*: If struck, a target's Wisdom score is reduced to 1. This effect is equivalent to a *bestow greater curse* (improved heightened to 30th level); the target is entitled to a Will saving throw (DC 71) to resist the effect but spell resistance does not apply. This effect is permanent; it can be removed by a deity with 6 or more divine ranks.
- ▲ *Ravage*: This arrow acts as poison upon chaotic and evil outsiders, even if they are normally immune to such effects. Targets must make a Fortitude saving throw (DC71) or sustain 6d6 points of Dexterity damage; one round later, they must make a second save or sustain 6d6 points of Constitution damage.
- ▲ *Verdigris*: No attack roll is necessary if this arrow is shot. The arrow creates a sphere of *verdigris* with a radius of 100ft. Creatures must make a Reflex saving throw (DC71) or sustain 10d6 points of damage from the sudden plant growth and become *entangled*. Buildings and other structures likewise sustain 10d6 points of damage.

A more modest beastie.

Fallen exemplars form the mainstay of Shomei's conjured minions: they are disciplined, dauntless and also appeal to her particular aesthetic. They are the "recently-fallen" – those who were enmeshed by the Holly and Hazel-*ludjas* during the Migration of Light into the Green. They gain the Native and Evil subtypes but remain celestials (although they are also devils). Devilish status grants them immunity to fire; of the standard energy types, dark movanics are only vulnerable to sonics.

Dark movanics might be regarded as the choristers in the Dark Choir, with more heavyweight episemes and fallen seraphs assuming the role of soloists. They do not gain advance further by HD; for a movanic, 20HD is usually the upper limit. Unlike unfallen celestials, however, they may advance by character class; fiendish status grants the possibility of individuation. On balance, they "break the rule" that a fallen celestial can never exceed its former heavenly power; but that rule belongs to the previous Aeon.

The dark movanic exemplars are statuesque (around 6½ feet high, and weighing 250lbs) with greenish-black skin, and speak Celestial, Infernal, Abyssal and Sylvan. They typically use *tongues* to communicate with mortals.

Dark Movanic Exemplar
Medium Outsider (Celestial, Evil, Lawful, Native)

Hit Dice: 20d8+200 (290 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 100 ft. (perfect)

Armor Class: 44 (+7 Dex, +10 armor, +7 shield, +10 natural), touch 19, flat-footed 37

Base Attack/Grapple: +20/+29

Attack: +35 melee (1d8+15/18-20 plus 1d6 fire, +5 cold iron flaming longsword)

Full Attack: +35/+30/+25/+20 melee (1d8+15/18-20 plus 1d6 fire, +5 cold iron flaming longsword)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/-, darkvision 60 ft., death ward, deflection, immunities (acid, cold, disease, electricity, fire, petrification, poison and sleep effects), linked minds, low-light vision, planar travel, spell resistance 32, tongues, whispering wind

Saves: Fort +24, Ref +21, Will +21

Abilities: Str 29, Dex 25, Con 31, Int 21, Wis 25, Cha 25

Skills: Bluff +30, Concentration +33, Diplomacy +30, Disguise +30 (+32 acting), Escape Artist +30, Hide +30, Knowledge (any two) +28, Listen +30, Move Silently +30, Search +36, Sense Motive +30, Spot +38, Survival +30

Feats: Combat Reflexes, Great Fortitude, Improved Critical (longsword), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (longsword)

Environment: Dark Verdancies

Organization: Solitary, pair, or flight (3-6)

Challenge Rating: 19

Treasure: None plus +5 *cold iron flaming longsword*, +5 *mithral breastplate*, +5 *mithral heavy shield*

Alignment: Always lawful evil

Advancement: By character class

Change Shape (Su): A dark movanic exemplar 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): Dark movanic exemplars are immune to death effects and negative energy effects such as energy drain.

Deflection (Su): A dark movanic exemplar 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): Dark movanic exemplars are immune to acid, electricity, fire and cold.

Planar Travel (Su): As a standard action a dark movanic exemplar may use this ability to move between any Green 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 dark movanic can only transport itself and its equipment.

Linked Minds (Su): A dark movanic 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.

Protective Aura (Su): Against attacks made or effects created by chaotic 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 dark movanic exemplar. Otherwise, it functions as a magic circle against chaos effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals dark movanic's HD). This aura can be dispelled, but the dark movanic can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in the dark movanic exemplar's statistics block.)

Spell-Like Abilities: At will – *aid*, *bestow curse* (DC21), *continual flame*, *detect chaos*, *discern lies* (DC21), *greater dispel magic*, *invisibility* (self only); 1/day – *dictum* (DC24), *dispel chaos* (DC 22), *heal* (DC 23), *unholy blight* (DC 22), *spell turning*. Caster level 20th. The save DCs are Charisma-based.

Tongues (Su): This ability is always active (CL20th)

Whispering Wind (Su): A dark movanic exemplar can use this ability at will (Caster Level 20th).

Skills: Dark movanics gain a +8 racial bonus to Spot and Search checks.

Equipment: Dark movanic exemplars typically bear a +5 *cold iron flaming longsword*, wear +5 *mithral breastplate* and carry a +5 *mithral heavy shield*.

Shomei Enkindled

The Enkindled Shomei in her first stage, with 3 “actualized” divine ranks; they are superimposed upon her unascended form, but the outsider HD are not included. I’ve pegged her CR at 54; the full realization (the Perfection) of the Antinomian Flame involves the addition of 60 outsider HD plus perks – the equivalent of benefits granted by both the exalted and perfect templates possessed by the Flame – at which point Shomei’s CR increases to approximately 95.

Feats are reconfigured in order to accommodate SDAs more effectively, gear value increases to the equivalent of 42Mgp – all of Shomei’s items become legacy major artifacts. The *Trammel of Hell* is not set against this total. She is assumed to be under the effect of *foresight*.

Shomei Enkindled (CR54)

Demipower

Symbol: The Rod

Portfolio: Becoming, the Self

Worshippers: None

Domains: Knowledge, Liberation, Magic

Conjurer 35 (Focused Specialist)

Medium Outsider (Augmented, [Evil, Lawful, Exempt], Native)

Divine Rank: 3

HD: 35d4+420 (560hp)

Init: +11

Spd: 80ft.

AC: 122 (+60 Epic Mage Armor, +13 deflection, +11 Dex, +3 Divine, +13 natural, +2 insight, +10 profane; touch 109, flat-footed 111)

Base Atk/Grp: +28/+40

Atk: +51 melee (1d6+15, Hazel rod) or +42 ranged touch

Space/Reach: 5ft./5ft.

SA: Salient divine abilities, spell-like abilities, spells

SQ: Concession to the prior infinity, darkvision 60ft., doubly exempt, DR 15/epic and silver, Hazel's benediction, infernal bibliosoph, greater plane shift, greater teleport, immune (ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, fire, mind-affecting effects, paralysis, poison, sleep, stunning, transmutations), immortal, remote communication, salient divine abilities, see in darkness, SR 144*, telepathy 100ft. understand, speak and read all languages, speak directly to all beings within 3 miles,

SV: Fort +48 Ref +49 Will +113*

Abilities: Str 30 Dex 32 Con 34 Int 65 Wis 41 Cha 36

Skills: Bluff +35, Concentration +102, Craft (alchemy) +68, Craft (engraving) +68, Craft (jeweler) +68, Craft (woodworking) +68, Decipher Script +68, Diplomacy +40, Gather Information +36, Intimidate +36, Knowledge (arcana) +118, Knowledge (architecture) +68, Knowledge (geography) +68, Knowledge (history) +68, Knowledge (local) +68, Knowledge (nature) +68, Knowledge (nobility) +68, Knowledge (the Planes) +68, Knowledge (religion) +68, Intimidate +36, Listen +36, Profession (arboriculture) +68, Profession (law) +68, Ride +32, Sense Motive +36, Spellcraft +135 (scrolls +139), Spot +36.

Feats: Augment Summoning, Craft Wondrous Item, Extend Spell, Greater Spell Focus (Conjuration), Greater Spell Penetration, Heighten Spell, Iron Will, Quicken Spell, Skill Focus (Spellcraft), Silent Spell, Spell Focus (Conjuration), Spell Mastery, Scribe Scroll, Spell Penetration, Still Spell

Epic Feats: Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Focus (Conjuration), Epic Spell Penetration, Epic Will, Improved Heighten Spell, Multispell (x2)

Salient Infernal Abilities: Arcane Mastery, Alter Reality, Divine Spellcasting, Hellfire Mastery

XP Reservoir: 15,000/week

*Shomei has AC 62, SR 64 and a Will saving throw modifier of +63 when epic protections are not in place.

Senses: Shomei can see, hear, touch and smell at a distance of 3 miles. As a standard action she can perceive anything within 3 miles of 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 3 hours.

Automatic Actions: Shomei 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.

Create Magic Items: Shomei 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 5,000gp.

Divine Aura: As a free action on her turn, Shomei may choose to emanate or suppress an aura of daze, fright or resolve with a radius of 30ft. A Will saving throw (DC43) negates the effect.

Salient Infernal Abilities

Alter Reality: Shomei may use this ability at will by drawing 5000xp from her reservoir.

Arcane Mastery: Shomei never needs to consult a spellbook when preparing spells.

Divine (Infernal) Spellcasting: Shomei may cast spells of up to 27th level. She is regarded as having the spell focus feat for any spell which she casts.

Hellfire Mastery: Whenever Shomei casts a spell or uses a spell-like ability which deals

energy damage, the effect manifests as a fire effect; the damage results directly from infernal power and is not subject to resistances or immunities to fire. Shomei herself is immune to all [Fire] effects and is unaffected by Hellfire effects regardless of their source.

Concession to the Prior Infinity (Su): Shomei may use any planar binding, summon monster, gate spell or any epic conjuration to freely call or summon any devil or other lawful evil outsider.

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 the following spell-like abilities at will (Caster Level 38): *antimagic field, break enchantment, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, divination, find the path, foresight, freedom of movement, greater dispel magic, greater plane shift, greater teleport, identify, imbue with spell ability, legend lore, mage's disjunction, magic aura, mind blank, omen of peril, protection from spells, rage, refuge, spell resistance, spell turning, true seeing, unbinding, undetectable alignment.* The Save DC, where appropriate, is 23+ spell level.

Hazel's Benedicite (Su): 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.

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.

Ongoing Transvalents: Shomei enjoys a +60 bonus to her Will saving throws and AC and a +80 bonus to her Spell Resistance as a result of ongoing epic spells. These are renewed on a weekly basis and have a caster level of 85 for the purpose of opposed dispel checks.

Spellcasting

Shomei cast spells as a 38th-level focused specialist Conjurer (4/10/10/9/9/9/9/8/8/8/6/6/5/5/5/5/4/4/4/4/3/3/3/3/2/2/2/2 spells per day). She may cast spells of up to 27th level. The Save DC is 41+ spell level, Conjurations 44+ 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 Conjunction spells of every level. Her barred schools are Evocation, Necromancy and Illusion. Shomei has access to any non-epic spell on the sorcerer/wizard spell list. She does not incur attacks of opportunity if spellcasting when threatened. She may cast up to three quickened spells per round.

Shomei may also cast 3 epic spells per day. She gains a +5 bonus to Spellcraft checks when casting spells with a Conjunction 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 Configuration: If Shomei's bonus conjurations are dedicated to attack spells, she favors quickened hellfire-substituted *acid storms*; if dedicated to callings, then *superior planar binding*.

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 (Major Artifact)

Whilst worn, this silver bracelet grants a +50 competence bonus to all Knowledge (arcana), Concentration and Spellcraft skill checks. Every day, the bracelet's owner can recall up to 40 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.

Crystal Ball of Demands (Major Artifact)

This crystal ball with telepathy and true seeing allows its user to use the demand spell at will (Heightened to 25th level, DC 49). Caster Level 40.

Hazel Rod (Major Artifact)

This rod strikes as a +10 *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 and salient divine abilities to determine the parameters of the effect, modified by the bonus provided by the rod itself. In Shomei's case, Caster Level is 41 and the Save DC is 52.

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 40.

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 +10 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 40 levels of spells per round. There is no limit to the number of times per day this ability may be used. In order to turn epic level spells, a successful caster level check must be made.
- As a standard action, the wearer may grasp a falling star and hurl it as a *meteor swarm* (intensified, heightened to 30th-level, DC55). 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 192 points of bludgeoning damage

and 284 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 30th-level) explodes in a 40-ft. radius burst centered on the cloak's wearer. A Reflex saving throw (DC55) halves the damage.
Caster Level 40.

***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).

Nercamay

Nercamay

Size/Type: Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 18d8+96 (177 hp)

Initiative: +4

Speed: 40ft.

Armor Class: 40 (+12 deflection, +8 Dex, +10 natural), touch 30, flat-footed 32

Base Attack/Grapple: +18/+22

Attack: Melee touch +18 or ranged touch +26

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities

Special Qualities: Change shape, damage reduction 10/silver and good, darkvision 60 ft., immunity to fire and poison, infernal grace, infernal inspiration, lore, regeneration 5, resistance to acid 10 and cold 10, see in darkness, spell resistance 30, telepathy 100ft.

Saves: Fort +34, Ref +36, Will +33

Abilities: Str 18, Dex 27, Con 23, Int 40, Wis 22, Cha 34

Skills: Appraise +36 (related Craft skills +38), Bluff +43, Concentration +27, Craft (calligraphy) +36, Craft (painting) +39, Craft (sculpture) +36, Diplomacy +54, Gather Information +43, Hide +29, Knowledge (arcana) +36, Knowledge (architecture) +36, Knowledge (history) +36, Knowledge (nature) +36, Knowledge (nobility) +36, Knowledge (religion) +36, Listen +27, Move Silently +29, Perform (all) +41, Profession (companion) +30, Search +36, Sense Motive +27, Spellcraft +38, Spot +27

Feats: Master Manipulator, Negotiator, Obscure Lore, Skill Focus (Craft: painting), Skill Focus (Diplomacy), Skill Focus (Profession: companion), Versatile Performer

Challenge Rating: 18

Nercamay – known as the Companion – is an infernal muse. She appears as a tall, alluring devil with olive skin and violet eyes, wearing a white peplos and with her hair gathered in ornate arrangement. Only the closest inspection or magic will reveal her devilish nature. Of calm and gentle demeanor, Nercamay is a sophisticated aesthete with a broad range of artistic gifts and intellectual interests; she has inspired numerous works of art and literature. When not tempting mortals, her skills were much sought after; she has acted in the capacity of companion for many infernal magnates.

As one of the Servants of the Four Kings, Nercamay may move through any region where

they hold sway; Nercamay was on Dis acting as companion to Count Merodach when the *I* migrated and Hell retreated, and thus retains her diabolic type. She was subsequently conjured from the prior infinity by Shomei the Infernal.

Change Shape (Sp): Nercamay can assume the shape of any small or medium humanoid.

Infernal Grace (Su): Nercamay gains a deflection bonus to her armor class and a profane bonus to her saving throws equal to her Charisma modifier.

Infernal Inspiration (Su): As a standard action, Nercamay may grant a +4 profane bonus to any willing creature's next Craft, Knowledge or Perform check.

Lore (Ex): Nercamay may make a bardic knowledge check as though she were an 18th level bard. She makes such checks with a +39 bonus.

Regeneration (Ex): Nercamay takes normal damage from silvered good-aligned weapons and from spells with the good descriptor.

Spell-Like Abilities: At will – *bestow curse* (DC 26), *bolts of bedevilment* (DC27), *charm person* (DC23), *combined talent*, *dream*, *greater teleport*, *insight of good fortune*, *probe thoughts* (DC 28), *share talents*, *suggestion* (DC 25); 1/day – *divine insight*, *hindsight*, *solipsism* (DC 29). Caster level 18th. The Save DCs are Charisma-based.

Possessions

Fibula: Nercamay's brooch, in the form of a platinum swallow with gem-set eyes, grants a +5 resistance bonus to saving throws and allows the wearer to use a *moment of prescience* once per day to gain a +15 insight bonus on any d20 attack roll, skill check, saving throw or opposed ability check (CL15; 85,000gp)

Comb: An amber comb worn by Nercamay confers a +10 circumstance bonus on all Charisma-related skill checks. (CL15; 50,000gp)

Yeqon

Yeqon, the Fifth Prosecutor

Size/Type: Huge Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 44d8+880 (1232 hp)

Initiative: +21

Speed: 100 ft., fly 300 ft. (perfect)

Armor Class: 70 (-2 size, +10 armor, +15 deflection, +13 Dex, +24 natural), touch 39, flat-footed 60

Base Attack/Grapple: +44/+74

Attack: +70 (3d6+28/19-20, +6 *hellforged adamantine flaming burst wounding longsword*)

Full Attack: +70/+65/+60/+55 (3d6+28/19-20, +6 *hellforged adamantine flaming burst wounding longsword*)

Space/Reach: 15 ft./15 ft.

Special Attacks: Hellfire, spell-like abilities, spells

Special Qualities: Change shape, damage reduction 20/epic and good, darkvision 60 ft., devilish aura, frightful presence, immunity to fire and poison, protective aura, regeneration 20, resistance to acid 10 and cold 10, spell resistance 57, telepathy 100ft.

Saves: Fort +49, Ref +42, Will +43

Abilities: Str 54, Dex 37, Con 51, Int 40, Wis 38, Cha 40

Skills: Bluff +68, Concentration +67, Decipher Script +62, Diplomacy +123, Escape Artist +60, Gather Information +66, Hide +52, Intimidate +72, Knowledge (arcana) +62, Knowledge (history) +62, Knowledge (nature) +66, Knowledge (nobility) +62, Knowledge

(the planes) +62, Knowledge (religion) +75, Listen +61, Move Silently +60, Perform (oratory) +106, Profession (lawyer) +61, Search +62, Sense Motive +93, Spellcraft +66, Spot +61, Survival +61

Feats: Cleave, Dire Charge, Dodge, Epic Reputation, Epic Skill Focus (Diplomacy), Epic Skill Focus (Knowledge: Religion), Epic Skill Focus (Perform: Oratory), Great Cleave, Improved Initiative, Improved Sunder, Mobility, Negotiator, Persuasive, Power Attack, Skill Focus (Diplomacy), Skill Focus (Knowledge: Religion), Superior Initiative

Challenge Rating: 45

Yeqon, the Fifth Prosecutor, is a fallen seraph who was instrumental in the early stages of the Great Revolt in the prior infinity, and one who remained closest to the Nameless Fiend after the Fall. Although his physical participation in the events on the Blessed Plain was minimal, Yeqon bears a large responsibility for the incitement and corruption of many lesser celestials. As with other episeme solars who retained much of their former dignity – Prosecutors and Antagonists – Yeqon has occupied himself with the strategic and philosophical aspects of the war against the Celestial Host and the advocacy of the antinomian viewpoint. He is a devil of great gravitas.

Yeqon appears a black-winged celestial of unmistakably infernal demeanor, clad in a dark tunic and bearing a long, slender blade at his waist. He is a massive fiend, standing some fifteen feet tall and weighing around two tons.

Yeqon's natural weapons, as well as any weapons he wields, are treated as evil-aligned, lawful-aligned and epic for the purpose of overcoming damage reduction.

Exalted and Cast Down (Ex): As a former seraph, Yeqon retains many benefits enjoyed by exalted celestials; others are lost to him in punishment for his actions.

- ▲ *Insight Denied:* Yeqon loses his insight bonus to armor class and attack rolls
- ▲ *Stripped of Divinity:* Yeqon loses divine spellcasting power and spell-like abilities which would otherwise be of a level equal to his hit dice. Divine elemental power is also lost. He gains Hellish mysteries in place of these abilities.
- ▲ *Elemental Vulnerability:* The total elemental invulnerability enjoyed by exalted celestials is replaced by normal diabolic resistances and immunities
- ▲ *Grace Withdrawn:* Yeqon loses the Charisma bonus to his saves from which episemes normally benefit; his SR is reduced to CR +12; he cannot smite, *commune* or turn undead.

Hellish Mysteries

Devilish Aura (Su): Yeqon can activate this as a free action. It acts as a double strength *magic circle against good* (Caster Level 22nd). The aura can be dispelled, but Yeqon can create it again as a free action on his turn.

Frightful Presence (Ex): Yeqon can unsettle foes with his mere presence. Creatures within a radius of 120 feet are subject to the effect if they have fewer HD than Yeqon. A potentially affected creature that succeeds on a Will save (DC 47) remains immune to his presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Hellfire Wielder (Ex): If Yeqon uses any spell or spell-like ability which delivers fire damage, half of that damage is considered profane damage and is not subject to resistances or immunities

Infernal Spellcasting: Yeqon casts arcane spells as a 22nd-level sorcerer. He may cast spells from the Darkness, Domination and Evil domains as arcane spells

Spell-Like Abilities: At will—*animate objects*, *blasphemy* (DC 32), *continual flame*,

dimensional anchor, greater dispel magic, unholy blight (DC 29), imprisonment (DC 34), invisibility (self only), resist energy, speak with dead (DC 28), waves of fatigue; 3/day—earthquake (DC 33), mass charm monster (DC 33); 1/day—power word blind, power word kill, power word stun, wish. Caster level 22nd. The save DCs are Charisma-based.

Change Shape (Su): Yeqon can assume the form of any Small or Medium humanoid.

Fast Healing (Ex): Yeqon has fast healing 20.

Ongoing Effects (Sp): The following abilities are always active on Yeqon's person, as the spells (caster level 22nd): *detect good, detect snares and pits, discern lies (DC 29), see invisibility, true seeing.* They can be dispelled, but Yeqon can reactivate them as a free action on his turn.

Planar Travel (Su): Yeqon may move between any two planes. Treat this ability as a *plane shift* except that Yeqon can only transport himself and his equipment and he never arrives off-destination.

Regeneration (Ex): Yeqon has regeneration 20. Epic good-aligned weapons and good-aligned spells do normal damage to the fallen seraph.

Teleport (Su): Yeqon can use *greater teleport* at will as the spell. He can transport only himself and his equipment.

Spellcasting

Yeqon casts spells as a 22nd-level sorcerer (6/10/10/10/9/9/9/9/8/8 spells per day; Save DC 25+ spell level). Relevant pells known:

4th – *attune form, finger of agony (DC 29), voice of the dragon, wall of fire (DC 29),*

5th – *fire and brimstone (DC 30), magic jar (DC 30), nightmare (DC 30), permanency*

6th – *greater fireburst (DC 31), interplanar telepathic bond, make manifest (DC 31)*

7th – *finger of death (DC 32), reverse gravity (DC 32), vision*

8th – *discern location, mind blank, unholy aura (DC 33)*

9th – *monstrous thrall (DC 34), shades (DC 34), soul bind (DC 34)*

Equipment: *Yeqon's sword, Voice of Reason, Black Robe of Cocytus*

Yeqon's Sword: This weapon is a lawful evil +6 *hellforged adamantine flaming burst wounding longsword*

Voice of Reason: The talisman of Yeqon confers a +30 competence bonus to all Diplomacy, Sense Motive and Perform (oratory) skill checks. The wearer can use *mass suggestion* at will (caster level 20th)

Black Robe of Cocytus: This unadorned robe grants a +10 armor bonus to AC and a +5 resistance bonus to saving throws

Irel

Irel, Who Smites, formerly First Prince of the Sixth Choir. Irel is renowned for his martial prowess, extraordinary eyesight, physical beauty and – previously – his generosity of spirit; some special measure of grace prevented his complete perdition: the only remaining episeme of the first Dark Choir as seduced by the Adversary, Irel abides in a liminal space between celestial and devil. He is variously described as 'half-fallen' or 'fallen without sin.'

Most of the benefits afforded to exalted celestials are retained by Irel, although a few are recast along the law/chaos axis as opposed to the good/evil axis; there is resonance between Irel and the two meditations (*Fultum*, succor and *Anto*, wrath) which were revealed to the *Ahma* during his first death. Irel has a particular loyalty to Shomei which goes beyond that

of a compacted devil, being both her favorite 'devilish lover' and one sympathetic to her particular vision of the *I*.

Irel has one item: his mace.

Irel, Who Smites

Size/Type: Large Outsider (Augmented, Celestial, Extraplanar, Lawful)

Hit Dice: 30d8+450 (690hp)

Initiative: +14

Speed: 100 ft., fly 200 ft. (perfect)

Armor Class: 65 (-1 size, +17 deflection, +10 Dex, +12 insight, +17 natural), touch 48, flat-footed 55

Base Attack/Grapple: +30/+65

Attack: +69 (2d6+36/19-20 +3d6 sonic, +8 *speed thundering blast heavy mace*)

Full Attack: +69/+69/+64/+59/+54 (2d6+36/19-20 +3d6 sonic, +8 *speed thundering blast heavy mace*)

Space/Reach: 10 ft./10 ft.

Special Attacks: Divine elemental power, intuitive strikes, smite chaos, spell-like abilities, spells, stun

Special Qualities: Change shape, damage reduction 20/epic and adamantine and chaotic, darkvision 60 ft., death ward, elemental invulnerability, immunities (petrification, poison and sleep), linked minds, low light vision, protective aura, regeneration 15, see in darkness, spell resistance 55, tongues, uncanny dodge.

Saves: Fort +49, Ref +44, Will +46

Abilities: Str 49, Dex 31, Con 40, Int 31, Wis 35, Cha 44

Skills: Balance +47, Concentration +48, Diplomacy +54, Disguise +27, Escape Artist +43, Hide +39, Intimidate +50, Jump +84, Knowledge (history) +43, Knowledge (nature) +47, Knowledge (religion) +43, Knowledge (the planes) +43, Listen +45, Move Silently +43, Sense Motive +45, Search +73, Spot +75, Survival +45 (+49 following tracks or on other planes), Tumble +47

Feats: Cleave, Combat Brute, Devastating Critical (heavy mace), Dire Charge, Great Cleave, Improved Bull Rush, Improved Critical (heavy mace), Improved Initiative, Improved Sunder, Overwhelming Critical (heavy mace), Power Attack, Shock Trooper, Track, Weapon Focus (heavy mace)

Challenge Rating: 41

Irel appears as a statuesque deva-devil around eight feet tall and weighing some 600 pounds. Natural weapons and weapons wielded by Irel are considered epic and lawful-aligned for the purpose of overcoming damage reduction. Irel wields his mace two-handed.

Change Shape (Su): Irel can assume the shape of any small or medium humanoid. He gains a +10 circumstance bonus on any Disguise checks he makes when using this ability.

Death Ward (Ex): Attacks with the death descriptor and negative energy attacks have no effect upon Irel.

Devastating Critical: Creatures who sustain a critical hit from Irel's mace must make a Fortitude save (DC 44) or die.

Divine Elemental Power: When Irel 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.

Extraordinary Vision (Ex): Irel gains a +30 insight bonus to all Spot and Search checks. He can see perfectly in darkness, even that created by magical effects.

Fast Healing (Ex): Irel has fast healing 20.

Grace (Su): Irel gains a bonus to his Saving Throws equal to his Charisma modifier. This is already reflected in his stat block

Intuitive Strikes (Ex): All of Irel's attacks (including grapple attacks) gain a +12 insight modifier. These are included in his stat block.

Linked Minds (Su): Irel is in continual telepathic communion with any other celestials within 300 ft., and never need use verbal communication with another celestial within range. If part of a groups of 3 or more, he is never surprised.

Planar Travel (Su): Irel may move between any two planes. Treat this ability as a *plane shift* except that Irel can only transport himself and his equipment and he never arrives off-destination.

Protective Aura (Su): Irel can be activate this as a free action. It acts as a double strength *magic circle against chaos* and a *lesser globe invulnerability* with a 20-ft. radius (caster level 30th). The aura can be dispelled, but Irel can create it again as a free action on his turn.

Regeneration (Ex): Irel has regeneration 15. Epic chaotic-aligned weapons and chaotic-aligned spells do normal damage to Irel.

Smite Chaos (Su): Irel automatically makes all attacks as if they were smite attempts. Against chaotic creatures, Irel gains a +17 bonus on his attack rolls and deals an extra 30 points of damage.

Spell-Like Abilities: At will—*aid*, *axiomatic smite* (DC 31), *continual flame*, *cure light wounds* (DC 28), *detect chaos*, *dictum* (DC 34), *discern lies* (DC 31), *dispel chaos* (DC 32), *greater dispel magic*, *greater invisibility* (self only), *remove curse* (DC 30), *remove disease* (DC 30), *remove fear* (DC 28), *shield of law* (DC 35); 1/day—*blade barrier* (DC 33), *heal* (DC 33). Caster level 30th. The save DCs are Charisma-based.

Stun (Su): If Irel strikes an opponent twice in one round with his mace, that creature must succeed on a DC 44 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Teleport (Su): Irel can use *greater teleport* at will as the spell. He can transport only himself and his equipment.

True Seeing (Ex): This ability is always active to the limit of Irel's vision.

Uncanny Dodge (Ex): Irel retains his Dexterity bonus to AC when flat-footed, and cannot be flanked except by a rogue of at least 34th level. He can flank characters with the uncanny dodge ability as if he were a 30th-level rogue.

Spellcasting

Irel casts spells as a 30th-level favored soul (6/11/10/10/10/9/9/9/9 spells per day; Save DC 22+ spell level). Irel has access to spells from the Liberation, Protection, Renewal and Wrath domains. Irel never needs to use foci or material components in his spellcasting. Spells known:

1st – *axiomatic water*, *deathwatch*, *omen of peril*, *protection from chaos/evil/good/law*, *rhino's rush*, *sign*

2nd – *align weapon*, *divine insight*, *enthrall*, *shatter* (DC 24), *shield other*, *stretch weapon*

3rd – *alter fortune* (DC 25) *attune form*, *ghost touch weapon*, *knight's move*, *mass conviction*, *tremor* (DC 25)

4th – *dimensional anchor*, *divination*, *freedom of movement*, *revenge*, *wall of law* (DC 26), *wrack* (DC 26)

5th – *flame strike* (DC 27), *hold monster* (DC 27), *indomitability*, *major creation*, *meteoric strike* (DC 27), *righteous might*

6th – *animate objects, antimagic field, banishment (DC 28), find the path, opalescent glare (DC 28), superior resistance*

7th – *control weather, destruction (DC 29), greater restoration, mass spell resistance, radiant assault (DC 29)*

8th – *discern location, earthquake, lion's roar (DC 30), mind blank, fire storm (DC 30)*

9th – *freedom, implosion (DC 31), storm of vengeance (DC 31), unbinding*

Equipment: +8 speed thundering blast heavy mace

Common Folk

Nwm, somewhat – but not too far – ahead of the SH as of most recent Feb 2012 update and contemporaneous with Eadric's initial enkindlement. Nwm remains human, and has shunned divinity for himself; it's a kind of existential statement on his part – in all senses, Nwm retains his humanity and becomes the *ultimate man* as opposed to some cocktail of templates and outsider or fey HD. He does get the paragon template to make up for it. Inherent bonuses, of course. I gave up tracking wild shape uses/day, as past a certain large number it just doesn't matter; I just assume that he can do it whenever he wants. Total spellcasting spontaneity is also available to Nwm; the emphasis on the Moment is brought to full realization.

Some retraining is always assumed; most of the eligible exalted bonus feats are dropped (as the selection is useless to Nwm). Saving throw bonus feats (the Iron Will etc. family) are instead substituted. The good thing about Nwm is that his gear is never a problem.

Nwm's CR at this point is pegged nominally at 57, although I'm not sure how accurate that actually is.

Nwm the Preceptor

Paragon Human Male Druid (Ascetic) 40

Hit Dice: 40d8+640+480 (1440hp)

Initiative: +19

Speed: 90ft.

Armor Class: 73 (+15 Dex, +5 natural, +6 deflection, +13 exalted, +12 insight, +12 luck); flat-footed 58, touch 68

Base Attack/Grapple: +25/+66

Attack: +80 melee (1d6+52, quarterstaff)

Full Attack: +80/+75/+70 melee (1d6+52, quarterstaff)

Space/Reach: 5ft./5ft.

Special Attacks: Intuitive attack, spells, spell-like abilities

Special Qualities: Damage reduction 25/epic and evil, exalted strike, fast healing 20, freedom of movement, greater sustenance, mind shielding, nature sense, negative energy immunity, resistances (acid, cold, electricity, fire and sonic 30), resistance +7, resist nature's lure, SR 82, thousand faces, timeless body, total spontaneity, trackless step, true seeing, venom immunity, wild empathy, wild shape, woodland stride

Saves: Fort +61 Ref +52 Will +62

Abilities: Str 42 Dex 40 Con 42 Int 43 Wis 52 Cha 45

Skills: Balance +48, Concentration +69, Craft (alchemy) +69, Craft (leatherworker) +69, Diplomacy +74, Gather Information +48, Handle Animal +70, Heal +74, Jump +73,

Knowledge (arcana) +47, Knowledge (geography) +47, Knowledge (nature) +75, Listen +74, Profession (herbalist) +74, Ride +69, Sense Motive +74, Spellcraft +71, Spot +74, Survival +76 (+80 above ground), Swim +69, Tumble +48

Feats: Animal Friend, Eschew Material Components, Great Fortitude, Heighten Spell, Improved Initiative, Intuitive Attack, Iron Will, Lightning Reflexes, Natural Spell, Run, Sacred Vow, Snatch, Track, Vow of Poverty, Weapon Focus (Quarterstaff).

Epic Feats: Autoimmolator, Backlash Mastery, Colossal Wild Shape, Dire Charge, Dragon Wild Shape, Epic Fortitude, Epic Spellcasting, Gargantuan Wild Shape, Ignore Material Components, Improved Heighten Spell, Improved Spell Capacity (10th, 11th, 12th), Spontaneous Epic Caster

Spells

Nwm casts spells as a 40th level Druid (6/11/10/10/10/10/9/9/9/9/4/4/4; save DC 44+ spell level, CL 40th). Nwm may also cast four 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 XP or up to 120d6 backlash to mitigate against epic spells which he casts: he ignores the first 40d6 points of backlash damage in this case. Nwm need not prepare nonepic spells; he may spontaneously cast any spell on the Druid class list. Save DCs are Wisdom-based and include a +13 paragon bonus.

Buoyant Reservoir (Ex): Nwm enjoys a weekly 10,000xp cushion to his reservoir.

Exalted Strike (Su): Nwm gains a +8 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 40). 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.

Intuitive Attack (Ex): Nwm uses his Wisdom modifier in place of his Strength modifier for determining his attack bonus with melee weapons.

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 (CL 40th).

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*.

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 47). The save DC is Charisma-based and includes a +13 paragon bonus. Caster level 55th.

SLAs: 3/day - *greater dispel magic* and *haste* (CL 15th)

A Thousand Faces (Su): Nwm has the ability to change his appearance at will, as if using the *disguise 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.

Total Spontaneity: Nwm may cast any spell on the Druid class list without preparation.

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. (CL 40th)

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+70 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. His modifier includes a +13 paragon bonus.

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 40 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: mistletoe, quarterstaff, robe.

Nwm's beard is not counted amongst his possessions.

Eadric's mother, her epitaph, etc.

There's a fair bit of linguistic and symbolic hokey-pokey going on on the tomb:

Þéostru or *Þéostrig* in Old English (*Thiustri* in Old Saxon) means “dark, darkness, gloominess,” both literally and metaphorically; it is often used to translate Latin *tenebrae*. *Þiostri* (Thiostri) is a more uncommon spelling.

Nân is “nothing, none;” *Mōd* is “inner man, spirit, soul”; *Sauil* is “sun, solar, Sol.” *Orm* is wyrm, dragon.

28-29 (or so) years is a Saturn cycle or a progressed lunar cycle. 28 is also the number of lunar mansions, and the total number of domains associated with Oronthon.

Proper names aside, in addition to the literal interpretation of the words upon the tomb of Eadric's mother, the encrypted meaning might be distilled as this:

Darkness
Who abode through a cycle of time
Daughter of Nothingness
Wife of the Sun's Soul
Mother of Wyrms and *Ahma*

Eadric after his enkindlement and self-emanation.

At this point, the Divine Disciple levels are dropped and entirely subsumed by the outsider HD array; precursors to the Exalted template (and Perfection) begin to appear within his stat block – the Constant Smiting ability and Perfect Excellence (the bonuses afforded by the previous headband of the same name are simply absorbed into his stat block). Likewise, the *Eye of Palamabron* is dropped (actually, entrusted to Tuan Muat, the Inquisitor) as native divine abilities replace those bestowed by the artifact. Domain powers, turning effects and SLAs are calculated using Eadric's total HD (+DvR); SLAs are (somewhat) streamlined, to prevent irrelevance or redundancy:

thematically inappropriate SLAs from domains have been removed or substituted. Paladin spellcasting caster level includes outsider HD; also a precursor to Exaltation.

The meditations of *Fultum* and *Anto* (revealed by the *Sela* during Eadric's death in the Viridescent Yew-heaven) come to fulfillment in his domains. The potential palette is narrowed down at the point of his first death to eight domains: Law, Inquisition, Protection and Courage (from *Fultum*); and Wrath, War, Retribution and Renewal (from *Anto*). The final choice – made at his ignition – was Protection and Renewal; these might be considered the two (out of the original twenty-eight) Sovereign domains which make it to the new Aeon via Eadric, along with Strength and Sun – which are “native” to him, via previous Divine Disciple levels. The final statement is actually a rejection of the more punitive side of the previous solar deity in favor of more redemptive qualities.

Salient Divine Abilities can be mapped onto Eadric's luminescence or solarly (*Divine Fire Immunity*, *Enkindle the Illuminated*, *Incandescence*), and his “negotiated” state of equilibrium regarding Viridescence (*Gift of Life*), the Infernal Paradigm (*Reason with the Damned*) and the Chthonic Infinity (*Mastery of Void*); modes which are reflected in his relationship to the three ontic states as represented by Nehael, Shomei and Soneillon respectively. The *Irresistible Blows* SDA might be understood as either spinging from and an expression of the transmetaphysic of *Saizhan*, or as appropriated from the defunct Visuit – who also possessed this SDA. The *Extra Domain* SDA itself mirrors the Fourfold Dominion held by each of Oronthon's Sovereignities and is best viewed as a precursor to (and promise of) that state.

Eadric at this point is afforded a CR of 65, and Gear value (89M) is predicated on a CR 65 build; the Perfect Excellence exceptional ability is nominally valued at 24M and offset against the total. Saving throws are extremely robust; as one emphasis of the *Ahma*'s portfolio is of *resistance*, this disparity is not incongruent with his overall CR.

Attacks made by Eadric may provoke up to four saving throws against various effects; these are detailed below (Hit and Critical Hit Regime within his stat block description).

Regency of the *Ahma*

Symbols: Sun; Tree and Sun; Three-Headed Phoenix

Home Plane: The World of Men

Alignment: Good

Portfolio: Life, Light, Protection, Renewal, Sun

Domains: Protection, Renewal, Strength, Sun

Paladin 15/Fighter 20

Medium Outsider (Augmented, Good, Native)

Divine Rank: 6

Hit Dice: 20d8+380 (outsider) plus 35d10+665 (class levels) (1555hp)

Initiative: +21

Speed: 60ft.

Armor Class: 117 (+18 armor, +13 Dex, +22 deflection, +6 divine, +16 insight, +19 natural, +12 shield, +1 Weapon Supremacy); flat-footed 104, touch 68

Base Attack/Grapple: +38/+74

Attack: +82 melee (1d10+46+3d6 radiant/15-20, *Lukarn*) vs. touch AC

vs *evil creatures*: +104 melee (1d10+76+6d6/15-20, *Lukarn*)

vs *fiends*: +108 melee (1d10+80+10d6/15-20, *Lukarn*)

Full Attack: +82/+77/+72/+67 melee (1d10+46+3d6 radiant/15-20, *Lukarn*)

Space/Reach: 5ft./5ft.

Special Attacks: Devastating Critical (DC 67), holy power, salient divine abilities, smite evil, spell-like abilities, spells

Special Qualities: Divine grace, DR 20/adamantine and epic and evil, fast healing 20, SR 77, immunities (ability damage, ability drain, acid, *banishment*, binding, cold, death effects, *dimensional anchor*, disease, disintegration, dismissal, electricity, energy drain, fire, fear, imprisonment, mind-affecting effects, negative energy effects, paralysis, petrification, poison, *polymorph*, repulsion, *sleep*, *soul bind*, stunning, *temporal stasis*, *trap the soul*), lay on hands, sacred defense +2, telepathy, tongues, true seeing, turn undead

Saves: Fort +86 Ref +80 Will +83

Abilities: Str 54 Dex 36 Con 48 Int 24 Wis 42 Cha 54

Skills: Balance +47, Concentration +63, Diplomacy +88, Handle Animal +72, Heal +54, Jump +92, Knowledge (history) +46, Knowledge (nobility) +61, Knowledge (religion) +61, Listen +55, Sense Motive +70, Spot +55, Perform (oratory) +52, Ride +83, Tumble +49

Feats: Cavalry Charger, Cleave, Combat Brute, Divine Might, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Critical (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Improved Bull Rush, Improved Initiative, Improved Sunder, Melee Weapon Mastery (slashing), Mounted Combat, Power Attack, Ride-by Attack, Shock Trooper, Spirited Charge, Trample, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Weapon Supremacy (bastard sword).

Epic Feats: Blinding Speed, Devastating Critical (bastard sword), Dire Charge, Epic Prowess, Epic Weapon Focus (bastard sword), Epic Weapon Specialization (bastard sword), Great Smiting, Overwhelming Critical (bastard sword), Superior Initiative

Salient Divine Abilities: Divine Energy Immunity (fire), Extra Domain, Gift of Life, Enkindle the Illuminated, Incandescence, Irresistible Blows, Mastery of Void, Reason with the Damned

Other Divine Abilities

Create Portfolio Item: 30000gp limit. Eadric can create items connected with his portfolio even if he doesn't possess the necessary prerequisite feats.

Divine Aura: Free action. 600-ft radius; Will DC 67. Daze, fright or resolve.

Divine Realm: As Lesser Power; 6 miles.

Movement: Eadric may use *greater teleport* and *greater plane shift* at will as a standard action upon himself and his mount and any gear carried. These are supernatural abilities.

Portfolio Sense: Any portfolio-related event involving 500 or more people

Remote Communication: Standard action. Eadric may speak directly into the mind of any creature within 6 miles of his person, or to any celestial, worshipper of Oronthon, venerator of himself, or *Saizhan* practitioner within 6 miles of any dedicated Oronthonist site or site where his name was spoken within the last 6 hours.

Sensory Range: 6 miles. Darkvision, low-light vision and *true seeing* to the limit of his vision.

Remote Sensing and Blocking: Standard action. Self + 5 remote locations; 6-mile radius

XP Reservoir: 30,000/week

SDAs

- ⤴ **Divine Fire Immunity:** Eadric is immune to all attacks with the [Fire] descriptor, even if the attacker is of higher divine rank. Nominal fire attacks which otherwise deal divine, profane or untyped damage (such as Hellfire) do only half damage to the *Ahma*, or no damage upon a successful save.
- ⤴ **Enkindle the Illuminated (Unique SDA):** Creatures within 600 feet of the *Ahma* which possesses the half-celestial template are treated as a divine proxies with 1 divine rank and gain the following benefits:
 - All Hit Points per die are maximixed

- The proxy gains a deflection bonus to its armor class equal to its Charisma modifier (if positive) and a +1 divine bonus to its armor class
 - The base speed of the creature doubles for all categories
 - The creature gains a +1 divine bonus to its attacks, skill checks and saving throws. Attacks made by proxies are considered epic and good-aligned.
 - The proxy gains the Divine Radiance and Divine Fire Immunity SDAs. It illuminates an area with a radius of 10 feet.
 - Spell resistance 33, unless SR is already higher
 - Immunity to energy drain, ability drain, or ability damage; mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); electricity, cold, and acid, disease and poison, stunning, sleep, paralysis, and death effects, and disintegration.
 - DR 15/epic
- ▲ **Gift Of Life:** Eadric can restore a dead creature to life, no matter how long the creature has been dead or what the condition of the body. This ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant. This ability can restore a creature to life against its will, but only with the permission of whatever deity rules the divine realm where the mortal's soul resides. This ability can resurrect an elemental or outsider and can resurrect a creature whose soul is trapped, provided the soul is not held by a deity with 7 or more divine ranks. This ability cannot restore life to a creature that has been slain by the Hand of Death ability or the Life and Death ability of a deity with a higher rank.
- ▲ **Incandescence (Unique SDA):** Eadric may emanate an aura of brilliant light in a 120-ft. radius; the light is the equivalent of a double strength *magic circle against evil* and a *minor globe of invulnerability* which counters and dispels all *darkness* effects unless their source possesses at least 7 divine ranks. Eadric's incandescence illuminates an area equal to full daylight out to a further 120ft. and dim light to a further 240ft. beyond that. Every round, undead creatures within 120ft. of Eadric must make Fortitude saving throws (DC 67) or be destroyed (as if *disintegrated*); evil outsiders must make Will saving throws (DC67) or be stunned. The aura may be suppressed or resumed as a free action. The Save DCs are Charisma-based and include a +2 holy power bonus.
- ▲ **Irresistible Blows (Bastard Sword):** When Eadric makes a melee attack his weapon against a creature, resolve the attack as a melee touch attack (the weapon blow ignores armor and natural armor bonuses). If the weapon hits, the creature struck must make a Fortitude save (DC 64) or be stunned for 1d10 rounds. Eadric's attacks are considered to be adamantine for purposes of bypassing damage reduction and hardness. The Save DC is Constitution-based and includes a +2 holy power bonus.
- ▲ **Mastery of Void (Unique SDA):** As a standard action, Eadric may channel his divine power in order to assert his transcendence of nonbeing; Eadric treats chthonic entities or entities predicated on non-*ens* as undead with regard to either turning/destroying or rebuking/commanding: the *Ahma* chooses which at the moment when he channels the energy. Eadric makes his turning or rebuking checks as a 61st-level cleric with a +28 modifier to the roll. Chthonic entities receive effective turn resistance equal to half their spell resistance (round down).
- ▲ **Reason with the Damned (Unique SDA):** Eadric may make a special check when dealing with any devil or fallen celestial from the Oronthonist schema. At the conclusion of the interaction, the entity must make a Will saving throw (DC = Eadric's Diplomacy skill check); failure indicates that the creature's attitude toward Eadric becomes *friendly*. Subsequent interactions with the creature result in the following:
- A second failed saving throw moves the creature's attitude to *helpful* and, if it possesses it, the creature loses the [evil] subtype
 - A third failed save moves the creature's attitude to one of *fanatic loyalty* as the creature embraces the philosophy of *Saizhan*

Time required for necessary interactions may vary.

Blinding Speed (Ex): Eadric may act as though *hasted* for up to five rounds per day; this need not be continuous. Activating Blinding Speed is a free action.

Constant Smiting (Su): All of Eadric's melee attacks are considered smite evil attempts; against evil creatures, Eadric makes melee attacks with a +22 bonus and deals an extra 30 points of damage.

Detect Evil (Su): Eadric can use this ability at will to the range of his normal vision (6 miles).

Domain Powers (Su):

Domain powers are supernatural effects, Each domain power is usable six times per day.

Protection: As a standard action Eadric can grant a +61 resistance bonus to a target's next saving throw. This ability is an abjuration effect with a duration of 1 hour.

Renewal: If reduced to between -1 and -10 hit points, Eadric is automatically healed of 1d8+22 points of damage.

Strength: As a free action Eadric can gain a +61 bonus to Strength which lasts for 1 round.

Sun: Eadric may opt to make a Greater Turning check in lieu of a normal one. Undead which would normally be turned are instead destroyed.

Hit and Critical Hit Save Regime: Creatures struck by *Lukarn* must make Fortitude saving throws (DC 64) or be stunned for 1d10 rounds (Irresistible Blows SDA); in addition, chaotic evil outsiders must make Will saving throws (DC 68) or be subject to *wrathful castigation* (*Lukarn* special purpose power). If Eadric scores a critical hit, targets must make a Fortitude saving throw (DC 67) or be slain (Devastating Critical); evil outsiders must make an additional Fortitude saving throw (DC 68) or be slain (*fiend dread* ability of *Lukarn*).

Holy Power (Su): The DC to resist all of the Ahma's special attacks, including spells and spell-like abilities, increases by +2.

Perfect Excellence (Ex): Eadric receives a +10 sacred bonus to his Strength, Dexterity and Wisdom. These are included in his stat block.

Spell-Like Abilities: At will: *antimagic field, atonement, bless, bull's strength, daylight, discern lies, dispel evil, enlarge person, fire shield, flame strike, freedom, greater restoration, hallow, heroes' feast, holy aura, magic vestment, mass heal, neutralize poison, prismatic sphere, protection from energy, reincarnate, remove disease, repulsion, resistance, righteous might, sanctuary, shield other, spell immunity, spell resistance, stonewall, sunburst, zone of revelation, zone of truth*. Three times per day, he can use a *holy word*. Caster level 61. Save DC is 40+ spell level and includes a +2 holy power bonus.

Spells: Eadric can spontaneously cast any spell on the Paladin spell list (7/7/7/7 spells per day; CL33; DC 34+ spell level).

Imbue with Spell Ability (Sp): Eadric can imbue the ability to cast any Paladin spell upon a willing recipient by sacrificing a spell slot; the subject retains the ability for 24 hours. This ability is the equivalent of a 7th-level spell (CL61).

Turn Undead (Su): At will, as a standard action. Eadric makes his turning checks as a 61st-level cleric with a +28 modifier to the roll.

Possessions

Lukarn [Major Artifact]

Lukarn is an intelligent +10 *keen, holy power, radiant blast, fiend dread bastard sword* (AL LG; Int 14, Wis 25, Cha 26; 120 ft. darkvision, blindsense and hearing, Ego 69). *Lukarn* understands Celestial and Common and communicates through empathy.

When unsheathed, *Lukarn* evokes *blinding glory* (heightened to 30th level) in a 3000-ft. radius; evil creatures within this area are automatically blinded. This effect counters and dispels all darkness effects of 30th-level or lower within its area; if brought into an area of existing magical darkness,

otherwise prevailing light conditions exist in the overlapping area of effect. The effect moves with the wielder.

Lukarn has the special purpose *slay chaotic evil outsiders*; such creatures are subject to *wrathful castigation* (heightened to 30th level, Save DC 68) if struck. Three times per day, Lukarn can *heal* its wielder of up to 250 hit points of damage as a free action.

Caster Level is 30th for all abilities. The wielder's Charisma and DvR determine the Save DCs of special abilities. Lukarn is valued at 25 million gp.

Skin of Sarth [Major Artifact]

This +10 *heavy fortification full plate armor* grants the wearer damage reduction 20/adamantine. The wearer incurs no penalty to speed, no armor check penalty to skill checks, and suffers no maximum Dexterity bonus. (16M)

Shield of the Ahma [Major Artifact]

This +10 *great reflection heavy steel shield* grants a +10 resistance bonus to saving throws. It incurs no armor check penalty. (12M)

Visuit's Bracelets [Major Artifact]

Visuit's Bracelets are *bracers of relentless might* which grant to the wearer the ability to perceive events on other planes. The wearer's senses extend into all coterminous planes to their normal limit (in Eadric's case, six miles). 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 his position: a creature so targeted is subject to a *make manifest* spell (heightened to 30th-level), and is dragged onto the plane of the bracelets' wearer unless he or she makes a Will saving throw (DC 68). Caster level 30th. The wearer's Charisma and DvR determine the Save DC. (10M)

Narh

Reconfigured *Narh*, less perishable and more suited as the steed of a lesser deity. Speed is outrageous due to liberal stacking of effects as a quasi-divine legendary paragon with magical horseshoes. At full gallop, *Narh* moves at a little under 600mph: he can cover a mile in a round.

Narh was originally conceived as a simple (:/) paragon warbeast monster of legend equine quasi-deity; it soon became clear that he wasn't cutting the mustard – specifically when compared to Nehael's horse, Sura, who I'd statted as a *legendary* paragon monster of legend with 18HD. As *Narh* was supposed to be – *by definition* – the greatest of all horses, this necessitated some back-engineering and a little handwaving, as usual. This is the final, final version. *Narh's* horseshoes are set against Eadric's predicted wealth.

Narh

Fully Advanced Elite Legendary Horse (Paragon, Warbeast, Monster of Legend, Quasi-Deity)

Size/Type: Large Outsider (Augmented Animal, Native)

Hit Dice: 37d8+999+444 (1739hp)

Initiative: +20

Speed: 1030ft.

Armor Class: 71 (-1 size, +8 deflection, +16 Dex, +1 dodge, +12 insight, +12 luck, +13 natural); touch 58, flat-footed 55

Base Attack/Grapple: +27/+82

Attack: Hoof +77 melee (2d8+45/15-20x3)

Full Attack: 3 hooves +77 melee (2d8+45/15-20x3) and bite +76 melee (1d8+32/18-20x3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Augmented critical, Devastating Critical

Special Qualities: DR 10/epic, evasion, fast healing 20, greater damage, haste, immunities (ability drain, ability drain, energy drain, fear, mind-affecting effects, poison, transmutation), low-light vision, resistances (fire 10, cold 10), scent, SR 63, tireless

Saves: Fort +66, Ref +50, Will +37

Abilities: Str 61, Dex 43, Con 65, Int 19, Wis 36, Cha 27

Skills: Balance +90, Escape Artist +66, Jump +499, Listen +64, Spot +64, Tumble +90

Feats: Cleave, Dash, Devastating Critical (hoof), Dire Charge, Epic Fortitude, Great Cleave, Great Fortitude, Improved Critical (hoof), Improved Initiative, Improved Multiattack, Improved Overrun, Multiattack, Overwhelming Critical (hoof), Power Attack, Run, Weapon Focus (hoof)

Challenge Rating: 38

Devastating Critical (Ex): A creature struck by a critical hit from one of *Narh's* hooves must make a Fortitude saving throw (DC 66) or die. The Save DC is Constitution-based and includes a +13 paragon insight bonus.

Hasted (Su): *Narh* is supernaturally quick as though under the effect of a *haste* spell.

See Invisibility(Su): *Narh* is constantly under this effect, as the spell.

Immortal: *Narh* does not need to eat, sleep or breathe. He does not age.

Tireless (Ex): *Narh* is immune to the effects of fatigue and exhaustion. He does not incur any penalties or suffer damage when spurred, and is always considered spurred.

Narh's natural weapons are considered epic for the purposes of overcoming damage reduction.

Horseshoes: These horseshoes were forged by the god *Jaliere* and combine the effects of *boots of swiftness* and *horseshoes of a zephyr* (300K).