

# THE TOME OF VIRTUE

By The Gaming Den

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ALIGNMENT DISCUSSION: GOOD, EVIL. FANATICISM.

COMPROMISE, COEXISTENCE, AND CONVERSION

## CLASSES

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### 3.0.1 Paladin

*“Good for the Good God!”*

A Paladin fights in melee and casts protective spells, enhancing their own defenses and those of others, and diverting attacks onto themselves despite their fundamentally being a defensive character. They also have a reasonable supply of information-gathering divination spells.

As a Paladin, despite being a melee combatant, you can neglect your physical abilities some, and focus on Wisdom and Charisma, which power your abilities. Your class features allow you to also rely on Wisdom and Charisma for physical combat to an extent, although Constitution and Strength are useful if you don't neglect them.

Depending on the moral system of the setting, Paladins may or may not have a deific preference. Under flag-based morality, Paladins often have patrons from their sponsoring plane. On the other hand, if the planes of Good are Good because of what they do, rather than what they are, then Paladins are often not dedicated followers of any specific deity; their dedication to overall Good often interferes with their ability to maintain any other allegiance, even a deific one.

**Alignment:** Paladins must be of Good alignment. Under Word is Bond ethics, Paladins must also be Lawful. Under flag-based alignments, Paladins must be aligned with a plane that sponsors Paladins (Mount Celestia under the core cosmology).

**Hit Die:** d8

**Base Attack Bonus:** Good

**Good Saves:** Fort, Reflex

**Skills:** Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Nobility, Religion) (Int), Profession, Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

**Skill Points/Level:** 2 + Int Mod

All of the following are Class Features of the Paladin class.

**Weapon and Armor Proficiency:** Paladins are proficient with all simple and martial weapons, all armor, and non-tower shields.

**Spellcasting:** Paladins use the Sorcerer spells/day table. Bonus spells and save DCs are based on Wisdom. They cast divine spells off the Paladin spell list, and automatically know every spell on their spell list. The somatic components of Paladin spells can be done even if both hands are occupied with a weapon and shield (but not two weapons).

**Aura of Good:** A Paladin registers under Detect Good as a Cleric of a Good Deity.

**Healing Touch (Su):** A Paladin has a pool of Healing Touch points equal to her class level \* her Charisma modifier, which refreshes when her spell slots do. As a swift action, the Paladin may heal herself or an ally within reach of her touch by any number of hit points up to the current value of their Healing Touch pool, removing that many points from the pool. If the Paladin receives healing in excess of her current damage taken, she may replenish her Healing Touch pool, but to no more than its usual maximum.

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Aura of Good, Healing Touch, Exorcism, Insightful Strike, Personal Warding, Turn Undead
2	+1	+3	+3	+0	Detect Evil, Divine Grace, Divine Heart, Holy Shield, Smite Evil
3	+1	+3	+3	+1	Evasion, Expanded Prayers, Interrupting Spell 1/day
4	+2	+4	+4	+1	Snap Judgement
5	+2	+4	+4	+1	Divine Resilience, Guided Ward, Reactive Healing
6	+3	+5	+5	+2	Iron Will, Special Mount
7	+3	+5	+5	+2	Divine Reach, Expanded Prayers
8	+4	+6	+6	+2	Exorcising Smite, Interrupting Spell 2/day, Mortal Smite
9	+4	+6	+6	+3	Divine Chain, Hero's Heart, Prayers of the Faithful
10	+5	+7	+7	+3	Timelessness
11	+5	+7	+7	+3	Expanded Prayers
12	+6	+8	+8	+4	Radiant Healing
13	+6	+8	+8	+4	Interrupting Spell 3/day
14	+7	+9	+9	+4	Double Smite
15	+7	+9	+9	+5	Expanded Prayers
16	+8	+10	+10	+5	
17	+8	+10	+10	+5	Divine Reaction
18	+9	+11	+11	+6	Interrupting Spell 4/day
19	+9	+11	+11	+6	Expanded Prayers, Guardian Beyond Death
20	+10	+12	+12	+6	Ascendancy

**Exorcism (Su):** As an attack no more than once per round, a Paladin may deliver a melee touch attack to any undead creature, [evil] outsider, or any creature under the influence of a possessing spirit, such as a Ghost's Malevolence ability. On a successful hit, deduct a number of points from the Paladin's Healing Touch pool equal to her class level, and inflict 1d6 damage per point taken. This damage comes from pure divine power. An exorcism on a possessed creature bypasses the possessed creature entirely and does damage directly to the possessor. Exorcisms cannot make critical hits. An exorcism, even one channeled through a weapon, does not do damage from any other source, such as weapon or unarmed strike damage.

**Insightful Strike:** A 2nd-level Paladin gains Insightful Strike as a bonus feat. If she already has Insightful Strike, she instead gains another [Combat] feat.

**Personal Warding:** As long as she makes a melee attack on the same round, a Paladin may cast any Paladin spell with a casting time of one round or less on herself as a swift action. She must attack before she can cast the spell.

**Turn Undead:** As Cleric. A Paladin can never Rebuke Undead, and doing so is against their code of conduct should they somehow gain the ability from another class.

**Detect Evil (Sp):** A Paladin of 2nd level or higher can cast *Detect Evil* at-will as a spell-like ability.

**Divine Grace:** A Paladin of 2nd level or higher adds her Charisma bonus to all saving throws.

**Divine Heart (Ex):** A Paladin of at least 2nd level is immune to all Fear effects, including the conditions Shaken, Frightened, and Panicked, and all nonmagical diseases, including the Sickened condition, even when it has a magical source.

**Holy Shield (Ex):** A Paladin of 2nd level or higher can substitute her Charisma modifier for her Dexterity modifier to armor class as long as she is using a shield in her hand (not an Animated Shield). She gains the full benefit of her shield against touch attacks. This bonus applies even when her Dexterity bonus would normally be denied, but she is still considered to have lost her dexterity bonus to AC for purposes of special abilities such as Sneak Attack under the normal circumstances.

**Smite Evil (Su):** A Paladin of 2nd level or higher can attempt to smite a target as part of making a melee attack. The attempt does not work (at no cost to her other than the attack) unless the target is evil. If the target is evil, she adds her Charisma modifier to hit, and, if successful, she adds her Charisma modifier to hit and her level to damage. She also gains supernatural strength, causing her to not take strength penalties to damage (bonuses still apply).

If, after the attack's damage is applied, the target has less than 4 hit points per class level of the Smiting paladin, it is instantly destroyed as though through hit point damage. A single target may only be smote once per Paladin per day, and the Paladin cannot smite another target after successfully smiting one until either the first target is defeated or five rounds pass since the last Smite. If the attack misses or is attempted on an

invalid target, the Paladin may try again immediately against the same or a different target as soon as she can make another attack.

**Evasion (Ex):** As a Rogue or Monk. Gained at 3rd level.

**Expanded Prayers:** At 3rd, 7th, 11th, 15th, and 19th levels, the Paladin adds one Abjuration, Divination, or Necromancy (Healing) spell of any level up to the highest level she can cast from any 9-level pre-Tome caster's spell list to her own. The spell may not already be on her spell list at a different level.

**Interrupting Spell:** A Paladin of 3rd level may, once per day, cast any Paladin spell with a casting time of one round or less as an immediate action. This increases to twice per day at 8th level, three times at 13th level, and four times per day at 18th level.

**Snap Judgement (Su):** As a swift action, a Paladin of fourth level or higher can focus on a target and gain information about them as if she had spent three rounds focusing on them with *Detect Evil*.

**Divine Resilience (Su):** A Paladin of 5th level or higher may expend a Turn Undead attempt as a free action on her turn to gain Energy Resistance equal to twice her class level to any two energy types, selected when she uses this ability. This is shared with all allies within 20'. This lasts for a number of rounds equal to her Charisma bonus + 1, minimum 1. Allies that leave the area of this ability lose its effect, and allies that enter it gain the benefit. If the Paladin activates this ability again, the first one automatically expires even if its duration had not ended.

**Guided Ward (Ex):** A Paladin of 5th level or higher may focus on an enemy as a free action, impeding it from attacking her allies. This ability, and its targeting, are obvious to any observer. If the enemy attacks any of her allies before her next turn, she may cast any Paladin spell with a casting time of one round or less on any ally that creature attacked as a swift action. The ally must still be within range and a valid target for the spell.

**Reactive Healing:** A Paladin of 5th level or higher can use Healing Touch as an immediate action.

**Iron Will:** At 6th level, a Paladin gains Iron Will as a bonus feat. If she already has the Iron Will feat, she may pick any [Combat] feat.

**Special Mount:** At 6th level, a Paladin gains a special mount. This is a creature of either the same alignment as the Paladin or 4 or lower intelligence (including mindless) and non-evil alignment, and a CR three lower than the Paladin's, taking [Awesome] subtypes into account. If she really wants to, she may instead use the SRD Paladin's Mount rules instead. Regardless, the creature must be willing and able to serve as a mount (no Troll, Tendriculous, or Rat mounts, with an exception on the last for small values of Paladin and large values of Rat). If necessary, the creature may be advanced to keep pace with the Paladin.

**Divine Reach:** A Paladin of 7th level or higher may expend a Turn Undead attempt to change any of her Touch-range Paladin spells to Close range, as part of casting the spell. Such a modified spell can only affect willing targets. She may also extend a Personal spell to Close range, but such a spell may only be cast on targets allowed by Guided Ward.

**Exorcising Smite (Su):** A Paladin of 8th level or higher may make an Exorcising Smite. As part of making the smite, she channels Exorcism through her weapon using the same attack roll; the Exorcism only lands on a successful hit, not just a touch hit unless the whole attack is a touch attack. The Exorcism takes effect before weapon damage (including the Smite additions) are applied. She may make no more than one attack in a round in which she makes an Exorcising Smite. All costs of the Exorcism and the Smite are paid normally.

**Divine Chain:** A Paladin of 9th level or higher may apply the Chain Spell metamagic feat to any of her Paladin spells when casting it without increasing the spell level, causing it to affect a number of additional targets equal to her caster level for half damage, or -4 to the save DC of nondamaging spells. All secondary targets must be valid. Using this ability costs two uses of her Turn Undead ability.

**Hero's Heart (Ex):** A Hero's heart cannot be easily stopped by magic. A Paladin of 9th level becomes immune to [Death] effects and petrification.

**Prayers of the Faithful (Su):** A Paladin of 9th level or higher may pray for healing. Praying is a full-round action that precludes taking a 5-foot step. She is considered flat-footed while praying, but gains Fast Healing 10. Up to one ally per level within 30' with line of sight to her may join her in prayer, taking the same action and gaining the same benefits.

**Radiant Healing (Su):** A Paladin of 12th level or higher may use her Healing Touch ability at Close range instead of Touch. By halving the healing done, she may have it affect all allies in range instead of just herself.

**Double Smite (Su):** A Paladin of 14th level or higher gains a second Smite, which can be used just like the first and is recovered independently but in the same way. So she can smite a target twice, or smite a second target before the first is neutralized, but not both at once.



**Divine Reaction (Su):** A Paladin of 17th level or higher may expend a Turn Undead attempt as a free action to gain an extra swift action to use immediately. She may do this when it is not her turn to gain an extra swift action on her next turn that must be spent immediately (i.e., an immediate action). Each of her turns may only benefit from this ability once.

**Guardian Beyond Death (Su):** A Paladin of 19th level is revived as if by a *True Resurrection* spell where she fell at what would be the end of her next turn after she is slain. She may use this ability once per day. She also regains three uses of Turn Undead and her entire Healing Touch pool, as well as both Smites when this happens. All of her equipment is teleported to its proper place when she returns. If this ability is suppressed when she dies or when it would activate, it delays until it is not suppressed.

**Ascendancy (Ex):** A Paladin of 20th level may be considered as her original type or a Native Outsider, whichever is most advantageous at the moment. She gains Damage Reduction 10/evil, is no longer subject to aging penalties or death by old age, and may use *Plane Shift* three times per day as a spell-like ability, but may only shift between a chosen Good-aligned plane (under flag morality, her sponsoring plane) or her home plane. Once she chooses her upper plane, it cannot be changed except for through an alignment change. Her powers also can no longer be withdrawn by her planar sponsors; she may change alignment freely.

**Code of Conduct:** Something paladinish but not shit. If she violates this code egregiously or habitually, she must receive an Atonement spell from a character of her alignment and higher level before she can use her Supernatural and Spell-like class features and her spellcasting again. She intuitively knows when an action pushes the boundaries of or violates the code.

### **Paladin Spell List:**

**0th level:** *Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Disrupt Undead, Guidance, Light, Mending, Read Magic, Resistance, Virtue*

**1st level:** *Atonement, Bless, Bless Water, Bless Weapon, Cure Light Wounds, Deathwatch (no [Evil] descriptor), Delay Poison, Detect Chaos, Detect Good, Detect Law, Detect Undead, Greater Dispel Magic, Divine Favor, Endure Elements, Enlarge Person, Entropic Shield, Magic Vestment, Greater Magic Weapon, Nondetection, Protection From Chaos / Evil / Law (opposed alignments only), Remove Fear, Searing Light, Shield of Faith*

**2nd level:** *Aid, Align Weapon, Bull's Strength, Consecrate, Cure Moderate Wounds, Desecrate (desanctifying use only, no [Evil] descriptor), Eagle's Splendor, Heroism, Owl's Wisdom, Protection from Arrows, Remove Paralysis, Resist Energy, Lesser Restoration, See Invisibility, Shield Other, Status, Zone of Truth*

**3rd level:** *Arcane Sight, Continual Flame, Create Food and Water, Cure Serious Wounds, Daylight, Holy Smite, Magic Circle against Chaos / Evil / Law (Opposed alignments only), Neutralize Poison, Prayer, Protection from Energy, Remove Blindness / Deafness, Remove Curse, Remove Disease, True Strike*

**4th level:** *Cure Critical Wounds, Death Ward, Detect Scrying, Dimensional Anchor, Discern Lies, Dismissal, Freedom of Movement, Haste, Lesser Planar Ally, Restoration, Spell Immunity*

**5th level:** *Break Enchantment, Commune, Mass Cure Light Wounds, Dispel Chaos (Lawful only), Dispel Evil, Dispel Law (Chaotic only), Disrupting Weapon, Hallow, Heal Mount, Holy Sword, Interposing Hand, Mark of Justice (nonchaotic only), Raise Dead, Righteous Might, Spell Resistance, True Seeing*

**6th level:** *Banishment, Mass Cure Moderate Wounds, Find the Path, Heal, Heroes' Feast, Greater Heroism, Planar Ally, Plane Shift, Quest, Undeath to Death*

**7th level:** *Greater Arcane Sight, Mass Cure Serious Wounds, Holy Word, Limited Wish, Regenerate, Resurrection, Greater Restoration, Spell Turning*

**8th level:** *Mass Cure Critical Wounds, Dimensional Lock, Holy Aura, Iron Body, Mind Blank, Moment of Prescience, Greater Planar Ally, Protection from Spells, Greater Spell Immunity*

**9th level:** *Astral Projection, Foresight, Freedom, Gate, Mass Heal, Miracle, True Resurrection*

**Holy Avengers, Protectors, and Redeemers:** Paladins use a special class of magic weapons known as Holy Avengers, Holy Protectors, and Holy Redeemers (collectively referred to as Paladin Weapons). Such items are always magic melee weapons. They always count as Good-aligned weapons. They also gain additional powers depending on the class level of the Paladin, as shown on the table below. A Paladin may only get the special benefits (beyond being a magic weapon) of one Paladin Weapon at a time, even if she fights with two weapons, or wears one and fights with the other.

All Types: 0: The weapon sheds light as a torch when drawn. 1: The Paladin continually benefits from Protection from Evil as long as the weapon is on her body, as a supernatural ability. This may be suppressed or restored as a swift action while the weapon is stowed or sheathed; while it is in-hand, it is always active. 4: The Paladin continually generates a Magic Circle against Evil as long as the weapon is drawn. The weapon sheds light as a Daylight spell when drawn. 8: The Paladin and all allies within 10' of her gain Spell Resistance 5 + the Paladin's character level as long as the weapon is drawn. The weapon suppresses Darkness effects of lower spell level than the highest the Paladin can cast, and dispels those more than three levels lower.

**Avenger:** Holy Avengers are carried by Paladins who serve as agents of vengeance. Such Paladins have the grim duty of stopping those who have already done evil, pursuing justice for those wrongs which cannot be righted. Paladins carrying Holy Avengers are the best known for their deeds, however, as the tale of the destruction of a powerful demonic temple will be told for far longer than that of the time your home wasn't burned by a dragon. 1: The Paladin may cast spells that target a weapon, such as Bless Weapon, on her Holy Avenger as a swift action as long as it is drawn. 3: When the Paladin successfully uses Smite Evil with her Holy Avenger, she ignores all material and alignment damage reduction, and does lethal damage to targets with Regeneration. The Holy Avenger is also considered to be a Ghost Touch weapon when used in a Smite. 8: The Holy Avenger may be used to make a smiting attack separate from the Paladin's normal Smites. She adds her Charisma to attack and her level to damage against an evil creature for one attack. If the attack is successful, the creature must make a Fortitude save (DC 10 + 1/2 Paladin's level + Paladin's Wisdom modifier) or be stunned and dazed for 4 rounds. If the attack misses or is made against a non-evil creature, it may be attempted again next round; if it hits, it may be attempted again either as soon as the first target leaves the fight (such as by retreat, surrender, or death) or after five rounds. 13: The Paladin may use Exorcism without spending points from her Healing Touch pool while wielding or wearing the Holy Avenger. Exorcism damage dice are d8s. 14: The Paladin adds Destruction to her spell list as a 7th-level spell while wielding the Holy Avenger. 18: Any creature smote by the Paladin must make a Fortitude save or be destroyed as per the Destruction spell (normal weapon damage on a successful save). Any creature killed by a Paladin's smite is destroyed as per the Destruction spell. Undead are fully affected by this ability.

**Protector:** Holy Protectors are used to defend others. They are the signature weapon of Paladins of a more defensive bent, both those stopping rampaging dragons from burning villages and those stopping hordes of demons from shredding archmages. 1: The Paladin can add her level to her Healing Touch pool maximum, and gains an additional use of Turn Undead, essentially increasing her effective Charisma modifier for purposes of Healing Touch and Turn Undead by 1. She gains these benefits as long as the Holy Protector is worn. 3: The Paladin may make an additional number of Attacks of Opportunity with her Holy Protector per round equal to her Charisma bonus. She may also make attacks of opportunity as though it had Reach, although, if it does not, she does not gain an attack of opportunity against enemies closing with her. When she hits with an attack of opportunity provoked by movement, the creature must make a Will save (DC 10 + Paladin's Charisma Modifier + 1/2 Paladin's level) or have its speed reduced to 0 until the beginning of its next turn. Flying creatures instead must continue a straight-line course to maintain the minimum distance to avoid a fall, at a 45-degree downward angle. 8: The Holy Protector becomes a Defending weapon. All allies of the Paladin within 30' gain the same AC bonus as she does from this or the Expertise attack option. 13: The Paladin gains Uncanny Dodge and Improved Uncanny Dodge. She may also cast Shield Other on any creature within 60' as a free action spell-like ability usable as many times per round as she cares to use it, that lasts until the target goes out of range or it is dismissed as another free action (even when not her turn). Finally, as long as her weapon is drawn and held, she gains Regeneration 3, with Evil-aligned weapons and spells doing full damage. 18: Three times per day, when she casts a spell with only willing targets, the Paladin may designate the spell to repeat again on the next round.

**Redeemer:** Paladins who seek to show their enemies the benefits of switching to Team Good often carry Holy Redeemers for personal defense when higher-ups on Team Evil try to gank them for stealing their minions. Occasionally a Paladin with this path makes a name for themselves with a retinue of redeemed devils or suchlike, but most work more quietly. 1: Attacks with a Holy Redeemer never take a penalty to inflict nonlethal damage. Creatures destroyed by a Holy Redeemer's smite may instead merely be knocked unconscious or held for up to one hour per class level, at the Paladin's option. 4: If the target of her Snap Judgement ability knowingly lies before the Paladin's next turn, she knows (as the Discern Lies spell). 8: The Paladin may, as a swift action, allow any ally to repeat one Will save against a Charm, Compulsion, Possession, or [evil] affect, with her Charisma modifier as a bonus on the save. Success causes the effect to end immediately. 13: The Paladin gains a bonus spell slot of her highest castable spell level. 18: Any creature smote with a Holy Redeemer may be forced to make a Will save (DC 10 + 1/2 Paladin level + her Charisma modifier), or be subject to an Imprisonment spell. Imprisonment is added to the Paladin's spell list as long as she wears this weapon.

**Acquiring Paladin Weapons:** Paladin weapons are intended to not be particularly imbalancing if a Paladin acquires them at any point in her career. A Paladin that wants one should be allowed to acquire one at some point in the campaign, with the level range of the campaign determining which point. If the campaign starts above level 12, Paladin characters should probably be allowed to start with Paladin weapons if they want one. A Paladin that is supposed to find a Paladin Weapon may be given extraplanar help or advice in locating one (i.e., an angel shows up in one of her dreams and says that a Paladin with exactly the weapon they want died in the Dungeon of Dread some generations back, and his weapon is still in the dungeon).

**Distributing Paladin Weapons:** Retaining more than one Paladin Weapon for longer than is necessary to give it to a deserving Paladin (including evaluation of deservingness), or deliberately destroying one, is a

violation of the Paladin's Code; Paladin Weapons are in short supply, and hoarding them directly impedes the cause of good.

**Crafting Paladin Weapons:** Paladin Weapons can only be crafted by Paladins. They are considered Masterpieces at any level, have a level prerequisite of some kind, and each Paladin is only able to craft one ever. There's probably some other cost too. Thus, most Paladins find, rather than make, their weapons.

## BONUS CORE CLASSES

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### 4.0.2 Curator

*“These people are under my stewardship. Please handle them with care.”*

**Starting Gold:** 4d4\*10 gp (100 gold)

**Starting Age:** As Cleric.

**Hit Die:** d8

**Class Skills:** The Curator’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Magic Device (Cha)

**Skills/Level:** 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Luminous Bolt, Benediction
2nd	+1	+3	+0	+3	Sphere
3rd	+2	+3	+1	+3	Benediction
4th	+3	+4	+1	+4	Heal Injuries
5th	+3	+4	+1	+4	Bendiction
6th	+4	+5	+2	+5	Sphere
7th	+5	+5	+2	+5	Benediction
8th	+6/+1	+6	+2	+6	One and All, Greater Luminous Bolt
9th	+6/+1	+6	+3	+6	Greater Benediction
10th	+7/+2	+7	+3	+7	Sphere
11th	+8/+3	+7	+3	+7	Greater Benediction
12th	+8/+3	+8	+4	+8	Perfect Preservation
13th	+9/+4	+8	+4	+8	Greater Benediction
14th	+10/+5	+9	+4	+9	Sphere
15th	+11/+6/+6	+9	+5	+9	Supreme Benediction
16th	+12/+7/+7	+10	+5	+10	Supreme Luminous Bolt
17th	+12/+7/+7	+10	+5	+10	Supreme Benediction
18th	+13/+8/+8	+11	+6	+11	Sphere
19th	+14/+9/+9	+11	+6	+11	Supreme Benediction
20th	+15/+10/+10	+12	+6	+12	Eternity

All of the following are Class Features of the Curator class.

**Weapon and Armor Proficiency:** A Curator is proficient with simple weapons, with light and medium armor, and with shields (but not great shields).

**Luminous Bolt (Su):** As an attack action, a Curator may fire a bolt of light at her foes. This has a range of Close (25 feet +5 ft./2 levels), does 1d6 light damage per two levels of Curator (rounded up), and requires a ranged touch attack to hit. Any creature damaged by this attack must make a Fortitude save (DC 10 + CHA

+ 1/2 your level) or be dazzled for one round. Undead and creatures specifically vulnerable to light take double damage, and incorporeal undead targeted by this effect have no miss chance due to incorporeality.

Once a Curator reaches 8th level, any creature that fails the Fortitude save when struck by her Luminous Bolt also becomes blinded for one round. When she reaches 16th level, a creature failing the save also becomes stunned for one round.

**Benedictions (Su):** At levels 1, 3, 5, and 7, a Curator learns a Benediction. Each Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a faint glow while its effects persist.

Each Benediction has two effects, chosen from the following list:

- The target of your Benediction receives an amount of temporary HP equal to your ranks in the Heal skill.
- The target of your Benediction is cured of one of the following status effects: dazzled, shaken, sickened, or magical fatigue (your choice at time of use).
- The target of your Benediction receives a +2 morale bonus to AC.
- The target of your Benediction receives a +2 morale bonus to all saves.
- The target of your Benediction receives spell resistance equal to 5 + your character level.
- The target of your Benediction gains a +3 insight bonus to resist enemy bullrush, disarm, grapple, and trip attempts.
- The target of your Benediction gains a +5 insight bonus to Balance, Escape Artist, and Tumble checks.
- The target of your Benediction gains a +5 insight bonus to Climb, Jump, and Swim checks.
- The target of your Benediction gains a +5 insight bonus to Listen and Spot checks, and to resist enemy feints.
- The target of your Benediction gains blindsense out to 15'.
- The target of your Benediction gains a +10' insight bonus to move speed.
- Anyone attacking the target of your Benediction in melee must make a Fortitude save (DC 10 + CHA + 1/2 your level) or be sickened for one round. This occurs before the attack is resolved.
- Anyone attacking the target of your Benediction in melee must make a Will save (DC 10 + CHA + 1/2 your level) or be shaken for one round. This occurs before the attack is resolved.

**Spheres:** At 2nd level, and every 4 levels thereafter, the Curator gains basic access to a Sphere, which must be one of: Exorcism, Mystery, Piety, Restraint, Revelation, Splendor, or Vigor (see below). If she selects a Sphere in which she already has basic access, she gains advanced access; if she already has advanced access, she gains expert access.

**Heal Injuries (Sp):** With a one minute ritual, a Curator of 4th level can heal a number of characters equal to her class level of a number of hit points of damage equal to her ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Curators Charisma Modifier (if any), and all affected characters must be within close range of the Curator for the entire period.

**One and All (Su):** At 8th level, a Curator takes on wider responsibilities. Once per day, when she activates one of her Benedictions, she may apply its effects to herself and all allies within range, rather than just one target.

**Greater Benedictions (Su):** At levels 9, 11, and 13, a Curator learns a Greater Benediction. Each Greater Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Greater Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a warm glow while its effects persist.

When a Curator gains a Greater Benediction, she may replace one of her Benedictions with a different Benediction.

Each Greater Benediction has two effects, chosen from the following list:

- The target of your Greater Benediction receives DR 8/-.
- The target of your Greater Benediction gains energy resistance 15 against one energy type you select at the time of use.
- The target of your Greater Benediction cannot be affected by poison, disease, fear or charm effects (this does not suppress or remove effects already present).
- The target of your Greater Benediction gains the benefits of a protection from alignment effect, using an alignment you choose at the time of use.
- The target of your Greater Benediction benefits from Evasion and Improved Uncanny Dodge.
- The target of your Greater Benediction benefits from blindsight out to 30'.
- The target of your Greater Benediction does not provoke the normal attacks of opportunity for movement, ranged attacks, spells, spell-like abilities, or using items.
- The target of your Greater Benediction benefits from a freedom of movement effect.

- Anyone attacking the target of your Greater Benediction in melee must make a Reflex save or be struck by a luminous pulse for 5d6 light damage (undead and light-vulnerable creatures take double damage). Each attacker is subjected to this effect only once per round.
- Anyone attacking the target of your Greater Benediction must make a Will save (DC 10 + CHA +  $\frac{1}{2}$  your level) or fail, losing the action but not any resources (spell slots, components, XP, and the like) used to power it.
- Your Greater Benediction affects one additional target within range.
- Your Greater Benediction bestows any two effects from the Benediction Effects list.

**Perfect Preservation(Ex):** Once she reaches 12th level, a Curator is immortal. She may also care for a number of willing creatures equal to her charisma modifier, and prevent them from aging for as long as they receive care. Additionally, neither the Curator nor any creature under her care will lose a level if they die and are resurrected.

**Supreme Benedictions (Su):** At levels 15, 17, and 19, a Curator learns a Supreme Benediction. Each Supreme Benediction requires an immediate action to activate, may target any creature the Curator can see within Close range (including herself), and is usable at will. The effects of a Supreme Benediction end at the start of the Curator's next turn, and the affected creature is surrounded by a strong glow while its effects persist.

When a Curator gains a Supreme Benediction, she may replace one of her Benedictions or Greater Benedictions with a different Benediction of the same type.

Each Supreme Benediction has two effects, chosen from the following list:

- The target of your Supreme Benediction is immune to fire, cold, electricity, acid, sonic, negative energy, and death effects.
- The target of your Supreme Benediction is immune to fatigue, exhaustion, fear affects, mind-affecting effects, dazing, stunning, sickening, and nausea, and all such effects are immediately removed from him.
- The target of your Supreme Benediction has total concealment.
- The target of your Supreme Benediction benefits from true seeing and blindsight to 120', and his attacks never suffer a miss chance due to concealment.
- The target of your Supreme Benediction may choose to teleport himself and everything he is physically carrying up to 100' in any direction as a free action once per round.
- Any creature damaging the target of your Supreme Benediction also damages itself for half that amount (this includes ability damage).
- Any creature forcing the target of your Supreme Benediction to make a saving throw must itself make a Fortitude save (DC 10 + CHA +  $\frac{1}{2}$  your level) or be knocked unconscious for two rounds.
- Any hostile creature that meets the gaze of the target of your Supreme Benediction must make a Reflex save (DC 10 + CHA +  $\frac{1}{2}$  your level) or be cowered until it loses sight of him.
- Any creature coming within 60' of the target of your Supreme Benediction with hostile intent must make a Will save (DC 10 + CHA +  $\frac{1}{2}$  your level) or become helpless for one round. Each creature is only subjected to this effect once per round.
- The effects of your Supreme Benediction persist for one extra round.
- Your Supreme Benediction bestows any two effects from the Greater Benediction Effects list.

**Eternity(Ex):** Upon reaching 20th level, a Curator selects one Benediction or Greater Benediction that she knows. Thereafter, she enjoys its effects unceasingly and at all times.

### 4.0.3 Marshall

*"The Jarls of Niefelheim think to banish our summers to a land of darkness. If they succeed there will be no second chances, no future generations. We will stop them here. For if our children's children are to even exist, they must remember our bravery on this day!"*

The Marshall is a leader of men. Whether a member of a squad of Halfling special forces or the head of a rampaging horde of Bugbears, the Marshall's true home is the battlefield.

**Alignment:** Leaders arise on every aspect of the wheel. From the hordes of the Orcs to the formations of the Dwarves, there is almost always a charismatic leader at the head of any serious army. Serious armies are often employed by the forces of Law, as the forces of Chaos are often wont to be embodied by individuals pillaging without reference one to another. But the forces of Chaos have their share of tyrants as well.

**Races:** Almost all Marshalls are humanoids. There are few races of Giants or Magical Beasts that form warbands sufficient to warrant military leadership.

**Attributes:** Charisma is of prime importance to a Marshall. Other than that, a Marshall spends a lot of time yelling in plain view of enemies, so Constitution is of perhaps greater importance for them than it is to many other classes.

**Starting Gold:** 6d6x10 gp (210 gold)

**Starting Age:** As Paladin.

**Hit Die:** d12

**Class Skills:** The Marshall's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge [Any] (Int), Listen (Wis), Move Silently (Dex), Profession (-), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skills/Level:** 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Battle Shout, <i>Heal Injuries</i> , Inspire Bravery
2	+2	+3	+3	+3	Untiring, Magic Circle
3	+3	+3	+3	+3	Dispelling Glare, War Shout
4	+4	+4	+4	+4	Bolster Allies, Inspire Heroism
5	+5	+4	+4	+4	<i>Aura of Healing</i> , Project Voice
6	+6/+1	+5	+5	+5	Leadership, <i>Restoration</i>
7	+7/+2	+5	+5	+5	<i>Heal</i> , Terrible Shout
8	+8/+3	+6	+6	+6	Inspire Foolishness, Delaying Shout
9	+9/+4	+6	+6	+6	Inspire the Masses, <i>Revive the Dead</i>
10	+10/+5	+7	+7	+7	<i>Mass Heal</i> , Command Enemies
11	+11/+6/+6	+7	+7	+7	Massive Presence, Inspire Greater Heroism
12	+12/+7/+7	+8	+8	+8	Convert Opponents

All of the following are Class Features of the Marshall class.

**Weapon and Armor Proficiency:** Marshalls are proficient with all simple and Marshall weapons, as well as any Exotic Weapons appropriate to their race, religion, or culture. Marshalls are proficient with light, Medium, and Heavy armor as well as Shields and Great Shields.

**Battle Shout (Ex):** With a Swift Action, a Marshall may scream super loud and work up his allies for battle. All allies within short range gain a Morale Bonus to attack and damage rolls for 10 rounds. This bonus is half the Marshall's class level (rounded up) or the Marshall's Charisma modifier, whichever is less. Allies must be able to see and hear the Marshall for this bonus to take effect.

**Heal Injuries (Sp):** The blood of an army is the life of its men, and soldiers who cannot fight are less than worthless. With a one minute ritual, a Marshall can heal a number of characters equal to his class level of a number of hit points of damage equal to his ranks in the Heal skill. This action may be taken a number of times per day equal to 3 + the Marshall's Charisma Modifier (if any), and all affected characters must be within close range of the Marshall or the entire period.

**Inspire Bravery (Ex):** A Marshall's mere presence is a boon to the morale of his compatriots. All allies within short range of a Marshall may add the Marshall's Charisma modifier to their saves against [Fear] effects.

**Untiring (Ex):** A 2nd level Marshall need not ever sleep and is immune to any effects which cause *fatigue*, *exhaustion*, or *sleep*.

**Magic Circle (Su):** A 2nd level Marshall radiates a *magic circle* against an alignment of his choice at all times. He can end, resume, or change the alignment of his circle as a Swift action.

**Dispelling Glare (Su):** A 3rd level Marshall can attempt to destroy a magical effect by staring at it really hard. As a Swift Action, the Marshall may attempt to dispel a single magical effect or suppress a single magical item within medium range and line of sight. The dispelling effect and DC is as per *dispel magic*, and the Marshall's check is a d20 + Marshall Level.

**War Shout (Ex):** At 3rd level, a Marshall's Battle Shout effects all allies within Long Range. The allies must still be able to hear and see the Marshall as normal.

**Bolster Allies (Ex):** With a Swift action, a 4th level Marshall may assist all allies within short range of himself. These allies may each reroll one die roll made before the Marshall's next turn. They must be able to see and hear the Marshall when the reroll is called for.

**Inspire Heroism (Ex):** The allies of a 4th level Marshall are capable of heroic, even improbable feats so long as they can see and hear the Marshall. All allies within Short Range of the Marshall gain a +1 Luck bonus on attack rolls, skill and ability checks, and saves.

**Aura of Healing (Su):** A 5th level Marshall can activate an Aura of Healing as a Swift Action. This aura lasts for 10 rounds and may be activated a number of times per day equal to the Marshall's Charisma modifier. All allies within short range heal a number of hit points equal to the Marshall's ranks in Heal during the Marshall's turn while the aura is in effect.

**Project Voice (Ex):** The voice of a 5th level Marshall carries super far. In anything approaching normal conditions, the Marshall can project his voice out for a mile. The Marshall can automatically dispel a *silence* or similar effect as a Swift action.

**Leadership:** At 6th level, a Marshall gains a Leadership feat that he qualifies for as an additional feat.

**Restoration (Sp):** A 6th level Marshall can cast *restoration* as a spell-like ability at will.

**Heal (Sp):** A 7th level Marshall may use *heal* as a spell-like ability with a caster level equal to his Character Level. This may be used a number of times per day equal to his Charisma modifier.

**Terrible Shout (Ex):** A 7th level Marshall can spook all enemies within Medium range with a terrible war howl. Enemies who can see and hear the Marshall within range must make a Will save (DC 10 +  $\frac{1}{2}$  Level + Charisma Modifier) or become *frightened* for 10 rounds. This is a [Fear] effect and only affects creatures with an Intelligence score. Creatures who succeed in their save are unaffected for the next 24 hours.

**Inspire Foolishness (Ex):** People do dumb stuff for an 8th level Marshall. All allies within Short Range of a Marshall are immune to Fear so long as they can see and hear the Marshall.

**Delaying Glare (Ex):** An 8th level Marshall can trip up and delay enemies with a steady Glare and an intimidating stance. With a Swift Action, the Marshall may force all enemies within Medium Range to make a Will save (DC 10 +  $\frac{1}{2}$  Level + Charisma Modifier) or become *slowed* for 10 rounds. Enemies must be able to see the Marshall, but they need not hear him.

**Inspire the Masses (Ex):** The Inspiration abilities of a 9th level Marshall extend to Long range, provided that the allies can still see and hear the Marshall.

**Revive the Dead (Sp):** A 9th level Marshall can refill the ranks of his army by returning the fallen to life. With a 10 minute ritual, the Marshall can return a dead creature back to life so long as it has died within a number of days equal to the Marshall's ranks in the Heal skill. The newly alive awaken with a number of hit points as if they had had zero and then rested for 1 day (usually 2 hit points per hit die). The Marshall may do this a number of times per day equal to his Charisma modifier. This ability does not affect a character's level, nor does it restore removed body parts.

**Mass Heal (Sp):** A 10th level Marshall can cast *mass heal* as a spell-like ability a number of times per day equal to his Charisma modifier.

**Command Enemies (Ex):** With a standard action, a Marshall can issue commands to opponents as the spell *greater command*. Unless enemies make a Will Save (DC 10 +  $\frac{1}{2}$  Level + Charisma Modifier), these commands are obeyed. This is a [Mind Affecting] [Language Dependant] ability.

**Massive Presence (Su):** An 11th level Marshall can grow one size category and emit light as a bonfire at will. In addition to making the Marshall stronger and more powerful as normal, the Marshall is of course much easier to see. This effect may be begun or ended as a Swift Action.

**Inspire Greater Heroism (Ex):** At 11th level, the Luck bonus provided by Inspire Heroism increases to +2. It still affects all allies who can see and hear him within Long Range (because of the Inspire the Masses ability).

**Convert Opponents (Ex):** A 12th level Marshall can make an opponent within Medium Range Friendly to himself and his cause with a Standard Action unless the creature makes a Will Save (DC 10 +  $\frac{1}{2}$  Level + Charisma Modifier). This is a [Mind Affecting] [Compulsion] effect, but any changes in attitude caused by subsequent Diplomacy or actions are not. In all other respects, this functions as *charm monster*. This ability may be used at will.

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#### 4.0.4 Sohei

The Sohei is a bit like the Monk, but with a little more influence (in theory, at least) on being virtuous and enlightened. They also tend to use weapons and armour, but it's by no means necessary.



Note that this isn't just a description of the class written here, it's basically what the Sohei seems to be. To be honest, they're not as well known as, say, the ninja (although at least there's less argument as to what they actually do).

**Alignment:** Any Good. A Sohei is concerned with virtue and enlightenment, which anyone of a reasonably Good alignment can claim.

**Races:** Any

**Starting Gold:** 6d4x10 gp (150 gold)

**Starting Age:** As Monk.

**Hit Die:** d10

**Class Skills:** The Sohei's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (all skills individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

**Skills/Level:** 4 + Intelligence Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Improved Unarmed Strike, Divine Flurry
2nd	+2	+3	+3	+3	Unforeseen Strike, Virtuous Writings
3rd	+3	+3	+3	+3	Power Slide, Speed: +10'
4th	+4	+4	+4	+4	Counter Attack
5th	+5	+4	+4	+4	Enlightenment: Perfect Understanding
6th	+6/+1	+5	+5	+5	Super Gauge, Divine Go Stone Placement of Perfection
7th	+7/+2	+5	+5	+5	Divine Frenzy
8th	+8/+3	+6	+6	+6	Speed: +15', C-C-C-COMBO BREAKER
9th	+9/+4	+6	+6	+6	Divine Perfection
10th	+10/+5	+7	+7	+7	Enlightenment: Eschew Worldly Possessions, Divine Dodge
11th	+11/+6/+6	+7	+7	+7	One Hand Clapping
12th	+12/+7/+7	+8	+8	+8	Shadow Run
13th	+13/+8/+8	+8	+8	+8	Weight of Thought, Speed: +20'
14th	+14/+9/+9	+9	+9	+9	Divine Meditation
15th	+15/+10/+10	+9	+9	+9	Enlightenment: We Are All Connected
16th	+16/+11/+11/+11	+10	+10	+10	Poetry in Motion
17th	+17/+12/+12/+12	+10	+10	+10	Zen Fist
18th	+18/+13/+13/+13	+11	+11	+11	Speed: +25', Formation of the Eight Tri-grams
19th	+19/+14/+14/+14	+11	+11	+11	Deadly Finishing Move
20th	+20/+15/+15/+15	+12	+12	+12	Enlightenment: Transcendence, Secret Scroll

**Weapon and Armor Proficiency:** Sohei are proficient with all polearms, as well as simple weapons. Sohei are proficient with Light, Medium, and Heavy Armor but not with shields.

**Improved Unarmed Strike:** The Sohei gains a natural Slam attack that deals 1d8 damage if Medium sized. This gains an enhancement bonus equal to one quarter of their level (round down), and can be used to make full attack actions if no other weapons are used.

**Divine Flurry:** When making a Full Attack action with any weapon or combination thereof, the Sohei may make one additional attack, and all attacks are made at their highest attack bonus, however all of them take a crippling -2 penalty to hit.

**Unforeseen Strike:** Those struck by the Attacks of Opportunity of a Sohei must make a Fortitude save (DC 10 + half the Sohei's HD + their Wisdom modifier) or be Stunned for 1 round.

**Virtuous Writings:** A Sohei may cast spells from Divine scrolls as though they had the spells on their class list. Yes, even if a jerk of a Warlock takes a spell that isn't Divine and makes a Divine scroll of it. Additionally, they may create scrolls of spells on the Cleric\*, Good, Nobility, Oracle or Purification spell lists, as though a Cleric (with the listed domains) of a level equal to their Sohei level. Casting the spells are not required for this process.

\*Does not include [Evil] spells.

**Power Slide:** As the Thief-Acrobat and Jester.

**Speed:** The Sohei gains an increasing enhancement bonus to Speed. This is reduced by 5 feet when wearing Medium Armour, or 10' when wearing Heavy Armour. Yeah, that sucks, I know, that's like an entire 6000' per hour lost.

**Counter Attack:** Enemies provoke attacks of opportunity from the Sohei whenever they make melee attacks against the Sohei's allies.

**Enlightenment: Perfect Understanding:** The Sohei reaches a plateau of enlightenment and understanding. At this stage, they can never be Confused, and always know when a person is lying. Additionally, they can choose to automagically disbelieve illusions and can see the invisible.

**Super Gauge:** Whenever the Sohei successfully strikes a foe or is struck by a foe, they gain a point of Tension against that foe. This lasts for a number of rounds equal to their Wisdom modifier, until they gain Tension against anyone else, until the foe they have Tension against is defeated or until used (whichever comes first).

5 Tension points may be spent to gain an additional melee attack as a Free Action or to Empower a spell being cast from a scroll. 10 points may be used to unleash a Super Move, a Full Attack where each hit deals an additional amount of damage equal to 5d6 plus the Sohei's BAB. It should be compulsory that the player shout out the name of the attack.

**Divine Go Stone Placement of Perfection:** Whenever combat begins, before Initiative is actually rolled, the Sohei may freeze time for one round. In this time, the Sohei and their allies may each make a Move Action to get into superior positions. Initiative is then rolled, and combat resumes. They may also use this ability once per minute during combat as an Immediate Action.

**Divine Frenzy:** Whenever someone deals damage to the Sohei, they may enter a Divine Frenzy. This lasts for as long as they have Tension, and during the effect they may act completely normally and use items normally - they can even cast spells if they have spellcasting ability from another class. The Divine Flurry gains another bonus attack, with every strike gaining +2d6 damage of any Energy Type, and the Sohei's Attacks of Opportunity may, at the Sohei's option, knock the targets away 5' per 5 damage dealt, in a straight line in the direction of their choice. This movement provokes Attacks of Opportunity, but not from the Sohei.

**C-C-C-COMBO BREAKER:** Each foe is unable to successfully make more than one attack against each of the Sohei's allies during their turn, as long as the Sohei is not flat-footed. This includes spells and similar effects, as long as they are not Harmless, but does not include attacks of opportunity, as they do not take place during the foe's turn (unless they do, in which case they do count). For multiple-target or area effects, only the targets they already attacked are immune.

Linked effects such as Improved Grab, the Trip ability of wolves and Poison will take effect as normal. Even taking continuing damage from an ongoing effect is fine. The enemies are free to take turns beating on the same guy, and one enemy splitting attacks up amongst the team is still fine, but one foe focusing their attacks on one target triggers this ability.

So a Disintegrate followed by a Quickened Fireball will mean one guy gets hit for Disintegration, and everyone else takes the fire damage.

The ally in question must be in a square the Sohei threatens, otherwise they are exempt from this effect.

**Divine Perfection:** The Sohei becomes immune to Death Effects, Disease and Poison, and gains Spell Resistance equal to their Hit Dice + 5.

**Enlightenment: Eschew Worldly Possessions:** At this stage, the Sohei can create items worth up to 15,000 GP as per a Wish, at will, requiring only a minute of meditation. They also need not eat or drink. To use this ability, the Sohei must not own any currency or precious metals. Personal equipment is exempted from the restriction. This is a flavor thing, so use common sense.

**Divine Dodge:** Once per minute, as an Immediate Action, the Sohei may suddenly move 10' away without provoking Attacks of Opportunity. If this brings the Sohei out of range for an attack that was about to be resolved, the attack automatically misses, likewise if it brings the Sohei out of the area of effect for a spell that was about to go off.

It may be used again before the minute is up, at the cost of 10 Tension. However, this must be against an attack performed by the one who earned the Tension.

**One Hand Clapping:** The Sohei cannot be Dazed, Deafened or Stunned. Additionally, their unarmed strikes deal +2d6 Sonic damage when they strike, and by spending 10 Tension as a Swift action, they may cause each blow to unleash a Sonic Pulse: all enemies within 10' take 1d6+BAB Sonic damage (no save), and the foes actually struck must pass a Fortitude save at the end of the Sohei's turn or be knocked Prone, Deaf and Paralyzed for 1d4 rounds.

Furthermore, if an ally provokes an Attack of Opportunity, and is in a square the Sohei threatens, they may educate the ally in the wisdom of not provoking, by smacking them upside the head. This uses a single

Attack of Opportunity but has no effect on the ally. However, no enemy may take an Attack of Opportunity against the ally for that action.

**Shadow Run:** The Sohei can step onto the Ethereal Plane, and thus may walk on water or, for that matter, thin air as long as they end their turn standing on something solid. It can be a flimsy tree branch or a bamboo pole, mind you, as long as it is a solid object. Furthermore, they may step through Walls of Force, treating them merely as 10' movement per wall, and can add their Intelligence modifier to their Initiative.

**Weight of Thought:** The Sohei may subtract their Wisdom modifier from armour penalties. If this reduces the penalty to zero, then they may move as if unarmoured, including being able to run at full speed in Heavy armour and tumble and everything.

**Divine Meditation:** If the Sohei spends one minute meditating, they gain insight into future events, and may add a +10 Insight bonus on the next d20 roll they make. Additionally, doing so lets them regain Hit Points equal to the sum of all of their ranks in Knowledge skills.

**Enlightenment: We Are All Connected:** The Sohei gains an even greater understanding of life, and how hatred is a weapon we forge for others that only hurts ourselves, that the air they exhale is inhaled by their enemies, and that everything is linked together.

Any beneficial spell or effect granted to the Sohei or any of their allies they can see is instead, at the Sohei's option, granted to the Sohei *and* any number of their allies they can see. Additionally, any foe who subjects the Sohei (or any ally the Sohei can reach) to an ongoing condition such as Poison, Disease, Fear, Blindness or Nausea must make a Will save (DC 10 + half the Sohei's Hit Dice + their Wisdom modifier) or also receive the same affliction, for the same duration.

**Poetry in Motion:** The Sohei may make a Move Action in addition to any other actions they perform in a turn. This movement may be broken up so as to walk around while making a Full Attack. Additionally, the Sohei counts as being in every square they move through until their turn is over, allowing them to flank with themselves and knock enemies past herself to provoke attacks of opportunity.

**Zen Fist:** The actions of the Sohei cannot be interrupted by Immediate Actions, readied actions or attacks of opportunity. Instead, the Sohei declares their intent (such as "to make three attacks against the Hobgoblin Warlord and three against its Dragon mount"), the dice are rolled, and no attacks are actually made. However, at the end of the Sohei's turn, the targets have been attacked, actions performed and so on, just without there being a moment in time in which the actions were made. If you are confused by this, you're not Zen enough.

Additionally, they may elect to move as by teleporting - the journey has been made without a single footstep having fallen. Doing this, however, does not allow for Poetry in Motion.

**Formation of the Eight Trigrams:** Whenever the Sohei uses the Divine Go Stone Placement of Perfection ability, they form a strong barrier of defence with their allies. Draw an imaginary line between every pair of allies, including the Sohei. These form Walls of Force for one round, and are filled with Acid Fog that does not affect the Sohei or their allies.

Additionally, the Sohei and their allies gain the benefits (but not the drawbacks) of a Stoneskin effect for one round. Any foe who attacks the Sohei or any of her allies during this time but fails to deal any damage automatically becomes Exhausted for one minute.

Allies in this case are only those within 50' of the Sohei, not those back home in Kansas.

**Deadly Finishing Move:** By spending 20 Tension as a Standard Action, the Sohei may unleash a killer Destroyer move. This attack deals an additional 2d6 damage per Hit Die of the Sohei, and bypasses all Damage Reduction (including /-) and Regeneration.

It also deals Strength Damage equal to the Sohei's Wisdom modifier, and the target must make either a Fortitude save or a Will save (Sohei's choice) or be slain instantly and completely destroyed. Not even ashes remain, and the soul is transported to the centre of the planet, on another plane (probably Hell).

It should be mandated that the player name this move and either shout it out before unleashing it, or quietly state the name after the effects take place.

**Enlightenment: Transcendence:** The Sohei is no longer a normal mortal creature. They become Ageless, and can only die by being killed. However, they are so hardcore they wouldn't die even if you killed them: they rise again 24 hours later unless the body is hacked apart and burned, the ashes then scattered into an Unhallowed land.

**Secret Scroll:** The Sohei writes out the secret scrolls to enlightenment and, as they no longer have any goals of their own, having reached transcendence, must now strive to lead others to the door of knowledge. Anyone who reads the scrolls gains a permanent +5 Inherent bonus to Wisdom (the Sohei gains this when writing the scrolls), however from this point on they take a -5 penalty to hit the Sohei, due to having been influenced enough that the Sohei can predict their every move.

## PRESTIGE CLASSES

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### 5.0.5 Holy Crusader

*“Through great action, we may make a difference. It is only through inaction under the guise of pacifism that we lose to the great evils.”*

**Requirements:**

**BAB:** +5

**Skills:** Knowledge (the planes) 8 ranks, Knowledge (religion) 8 ranks

**Feats:** Blitz

**Alignment:** Any Good

**Spellcasting:** Must be able to form a Protection From or Magic Circle Against Evil at least once per day, as a spell or otherwise.

**Special:** Must have [i]started[/i] a fight with an Evil Outsider. Angelic Knights need only meet one of the two skill requirements (but still must be Good and have the Blitz feat).

**Hit Die:** 1d10

**Class Skills:** .

**Skill Points at Each Level:** 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Aura of Daylight, Celestial Plate, Take The Burden
2nd	+2	+3	+0	+3	Aura of Menace, Divine Mount, Incite Vigilance
3rd	+3	+3	+1	+3	Fiend Slayer, Commanding Voice, Angel Wings
4th	+4	+4	+1	+4	Holy Word, Smite Evil, Empower the Helpless
5th	+5	+4	+1	+4	Resurrection, Decry the Wicked, Angel Wings

**Aura of Daylight** The Holy Crusader constantly emits Daylight, dealing damage to Undead within 30' equal to 1d6+Cha every round. They may suppress this ability at will if they want to sneak about or, you know, sleep.

**Celestial Plate** The Angels are so impressed by the Crusader that they give her a set of Adamantine Full Plate with an Enhancement bonus equal to her level divided by 4 (round down). Additionally, it grants DR 10/Good (making it useful when fighting Evil), and adds its Enhancement Bonus to armour to any damage rolls against creatures with the [Evil] subtype. Additionally, if the character has flight, they may still fly when wearing this, despite the weight.

**Take the Burden** With a Standard Action, the Holy Crusader may make a touch attack against an ally and ease their suffering. They may Cure 1d6 damage per hit die, receiving half the damage themselves, or may transfer one affliction (such as Nausea, a Poison or Disease, negative levels or Stunning) from the target to themselves. If they are immune to the affliction, they luck out and the affliction is just cured.

**Aura of Menace** The Holy Crusader gains an Aura of Menace, as per the Archon.

**Divine Mount** The Holy Crusader is blessed with a special mount to ride. It is completely loyal, and if slain, another replaces it after 24 hours. The mount may be any [Good] Magical Beast (including Celestial Animals/Vermin), or a Half-Celestial Animal or Vermin, with a CR at least 3 less than the Crusader's hit dice.

**Incite Vigilance** As a Supernatural Ability once per hour, the Holy Crusader may drive allies to their limits, creating a Mass Haste effect. This is a verbal ability that requires a Move-Equivalent Action. The benefits also apply to the Crusader herself.

**Fiend Slayer** The Holy Crusader is especially trained to kill fiends, somewhere between an occupation, hobby and driving goal. When the Crusader strikes an [Evil, Extraplanar] Outsider, they lose access to one Spell-like or Supernatural ability of the Crusader's choice for one round per class level. Multiple strikes remove multiple abilities. If the fiend is left with no abilities and is struck again, they must make a Fortitude save (DC 10 + half the Crusader's HD + their Charisma modifier) or be Destroyed (as per "Destruction").

**Commanding Voice** The Holy Crusader may cast Greater Command as a Spell-like Ability at will to anyone who failed to save against their Aura of Menace. The Save DC is equal to 10 + half the Crusader's Hit Dice + their Charisma modifier.

**Angel Wings** At levels 3 and 5, the Holy Crusader receives a bonus [Celestial] feat. This must be a feat that grants wings.

**Holy Word** Three times per day, the Holy Crusader may cast Holy Word as a Supernatural Ability. Caster level equals hit dice and cannot be augmented beyond this.

**Smite Evil:** Once per hour, the Holy Crusader may Smite Evil. This is a non-action that alters an attack that is about to be made, adding their Charisma modifier to the attack roll and hit dice to the damage roll. These benefits only apply to Evil enemies. Furthermore, Divine flames consume the target, treating them as on fire, except the damage is Holy.

**Empower the Helpless** Once per day as a Supernatural Ability, a Holy Crusader may grant great power to up to 2 NPCs per class level. The NPCs must have a CR of no more than 1 each. Once blessed, they become a frenzied mob of righteousness for 1 hour per class level. Treat them as a single Human Barbarian that happens to take up more space than usual and has the [Swarm] subtype, with a number of levels equal to the combined hit dice of all of the NPCs. They gain Strength and Constitution scores equal to 10 plus the class level of the Crusader, Dexterity 12, and the average Intelligence, Wisdom and Charisma of the mob.

**Resurrection** Once per day as a Supernatural Ability, the Holy Crusader may create a True Resurrection effect.

**Decry the Wicked** As a Standard Action at will, the Holy Crusader can shout out the sins of an Evil aligned foe. This is a verbal Supernatural Ability that extends out to 100 feet. The target must make a Will save or suffer from Heavy Encumbrance and become Fatigued for 1 minute. Every round, they suffer nonlethal damage equal to 2d6 plus the Crusader's hit dice.

## FEATS/SPELLS/SPHERES

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### 6.1 Feats

#### **Weapon of Righteous Destruction [Combat]**

Your hands make whatever is being held by them holy and on fire. For some reason this doesn't make them melt or burn up.

- +0:** Whatever weapon you are wielding is considered Magical (+1/3 bonus/level) in addition to any other properties that it has. Your unarmed attacks, even if not proficient, count for this effect.
- +1:** The above, Flaming weapon.
- +6:** The above, Holy instead of Flaming.
- +11:** The above, Sun weapon, Fort save. (BoG)
- +16:** The above, Vorpal weapon (BoG).

The following feats from the Tome of Fiends are now also [Celestial] feats, and you don't pick up fiendish traits for taking them as a [Celestial] feat:

- Breath Weapon
- Elemental Aura
- Extra Arms
- Extra Summons

- Greater Teleport
- Harmless form
- Large Size
- Huge Size
- Heighten Spell Like Ability

#### **Product of Celestial Dalliance**

*One of your recent ancestors was an celestial Outsider or from a good-aligned plane. Maybe your parents play it off as a virgin birth, maybe your dad became a Saint.* You may take any [Celestial] feat, Resistance 5 to Acid, Cold, Electricity, the Angel, Archon, Eladrin, or Guardinal subtype, and a Smite Evil attack usable at will that does bonus damage equal to 1/2 of your strength modifier.

#### **Wings of Good [Celestial]**

You gain wings and a fly speed equal to double your base land speed with good maneuverability that requires special armor to stay aloft. These must be feathery or energy-based.

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### 6.2 Spells

#### **Mass Righteous Might**

##### **Transmutation**

**Level:** Courage 9

**Range:** Close

**Targets:** One or more allies, no two of which can be more than 30ft apart

**Duration:** 1 minute/level

This spell functions identically to righteous might, except as noted above.

#### **Mnemonic Enhancer**

##### **Transmutation**

**Level:** Wiz 4

**Components:** V, S, M, F  
**Casting Time:** 10 minutes  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous

Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.

- **Prepare**

You prepare up to three additional levels of spells, as a wizard. A cantrip counts as level for this purpose. You cast these spells using the same caster level and attributes as the mnemonic enhancer. Later castings of the prepare effect completely supercede earlier ones.

- **Retain**

You retain any spell of 3rd level or lower that you had cast up to 1 round before you started casting the mnemonic enhancer. This restores the previously cast spell to your mind.

In either event, the spell or spells prepared or retained fade after 24 hours (if not cast).

**Material Component:** A piece of string, and ink consisting of squid secretion with black dragons blood.

**Focus:** An ivory plaque of at least 50 gp value.

## 6.3 Celestial Spheres

*"In brightest day, in darkest night, no evil shall escape my sight."*

Celestial Spheres function like Fiendish Spheres, except that they are associated with not-Evil rather than not-Good. Any Fiendish Spheres which are not associated with Evil also qualify as Celestial Spheres.

### Aegis

**Special:** You radiate an aura of protection out to 10 feet. All allies in this aura receive a resistance bonus to saves OR a deflection bonus to AC equal to character level / 3, rounding up.

**Special Bonus:** If you upgrade this Sphere to Advanced access, your aura of protection grants a resistance bonus to saves AND a deflection bonus to AC.

**Special Bonus:** If you upgrade this Sphere to Expert access, your aura of protection goes out to Short range instead of 10 feet.

Aegis may be taken as a Fiendish Sphere.

- 1: *Mage Armor*
- 3: *Resist Energy*
- 5: *Protection From Energy*
- 7: *Stoneskin*
- 9: *Extended Globe of Invulnerability, Lesser*
- 11: *Energy Immunity (As Resist Energy, but grants Immunity instead of resistance)*
- 13: *Spell Turning*
- 15: *Protection from Spells*
- 17: *Foresight*
- 19: *19 Double Extended (lasts for 3 times as long as normal) Mind Blank*

### Courage

**Special:** You are immune to fear.

1: *Bless (can be used as a swift action)*

3: *Heroism*

5: *Remove Fear*

7: *Heroes' Feast*

9: *Righteous Might*

11: *Greater Heroism*

13: *Break Enchantment (can be used as a swift action)*

15: *Freedom*

17: *Mass Righteous Might\**

19: *Greater Heroism (can be used as an immediate action)*

### Exorcism

**Special:** You gain the ability to turn undead three times per day as a good-aligned cleric of the same level as the class that granted you this sphere. You cannot use these turning attempts to power divine feats.

1: *Protection from Evil*

3: *Consecrate*

5: *Magic Circle against Evil*

7: *Dispel Evil*

9: *Disrupting Weapon*

11: *Banishment*

13: *Holy Word*

15: *Sunburst*

17: *Undeath's Eternal Foe (SpC)*

19: *Freedom*

**Healing**

**Special:**Any spells of the Healing subschool that you cast (including SLAs) have a range of 30ft, unless it would normally be longer.

Healing may be taken as a Fiendish Sphere under the Playing With Fire treatment of positive/negative energy.

- 1: *Cure Moderate Wounds*
- 3: *Lesser Restoration*
- 5: *Cure Critical Wounds*
- 7: *Mass Cure Critical Wounds*
- 9: *Heal*
- 11: *Restoration*
- 13: *Ressurrection*
- 15: *Mass Heal*
- 17: *Heal (can be used as an immediate action)*
- 19: *Greater Restoration (can be used as an immediate action)*

**Judgement**

**Special:**You gain Intimidate as a class skill, and may demoralise an opponent as a swift action.

- 1: *Doom*
- 3: *Mark of the Outcast [SC]*
- 5: *Awaken Sin [SC]*
- 7: *Castigate [SC]*
- 9: *Sicken Evil [BoED]*
- 11: *Wages of Sin [BoED]*
- 13: *Tomb of Light [BoED]*
- 15: *Last Judgement [BoED]*
- 17: *Rain of Black Tulips [BoED]*
- 19: *Sanctify the Wicked [BoED]*

**Light**

**Special:**You shed light like a torch, and can suppress or resume this ability at-will. This ability is considered extraordinary.

Light may be taken as a Fiendish Sphere.

- 1: *Faerie Fire*
- 3: *Searing Light*
- 5: *Daylight*
- 7: *Sunbeam*
- 9: *Sunburst*
- 11: *True Seeing*
- 13: *Power Word Blind*
- 15: *Prismatic Wall*
- 17: *Prismatic Sphere*
- 19: *Sunburst (can be used as an immediate action)*

**Magic**

**Special:**You gain the Scribe Scroll feat. You can treat scrolls as spellbooks.

Magic may be taken as a Fiendish Sphere.

- 1: *Magic Missile*
- 3: *Arcane Sight*

5: *Anyspell*

7: *Mnemonic Enhancer*

9: *Lesser Spell Matrix*

11: *Greater Anyspell*

13: *Limited Wish*

15: *Spell Engine*

17: *Antimagic Field*

19: *Wish*

**Majesty**

**Special:**You gain Diplomacy as a class skill. Additionally, you may use your Charisma modifier on any skills dependant on Wisdom or Intelligence instead.

- 1: *Lantern Light [BoED]*
- 3: *Glorious Raiment [BoED]*
- 5: *Crown of Flame [BoED]*
- 7: *Luminous Armor [BoED]*
- 9: *Sicken Evil [BoED]*
- 11: *Crown of Brilliance [BoED]*
- 13: *Heaven's Trumpet [BoED]*
- 15: *Crown of Glory [SC]*
- 17: *Blinding Glory [BoED]*
- 19: *Greater Aspect of the Deity [BoED]*

**The Martyr**

**Special:**You never lose experience, levels, or attribute points from death or resurrection.

- 1: *Divine Sacrifice [SC]*
- 3: *Shield Other*
- 5: *Consecrated Masochism [BoVD, Consecrate Spell from BoED]*
- 7: *Blood of the Martyr (immediate action) [BoED]*
- 9: *Renewal Pact [SC]*
- 11: *Karmic Retribution [CM]*
- 13: *Tomb of Light [BoED]*
- 15: *Phoenix Fire [BoED]*
- 17: *Transcend Mortality [CM]*
- 19: *Exalted Fury [BoED]*

**Mystery**

**Special:**You benefit from a constant undetectable alignment effect.

Mystery may be taken as a Fiendish Sphere.

- 1: *Disguise Self*
- 3: *Silence*
- 5: *Blacklight*
- 7: *Greater Invisibility*
- 9: *Mirage Arcana*
- 11: *Forbiddance*
- 13: *Screen*
- 15: *Mind Blank*
- 17: *Etherealness*
- 19: *Time Stop*

**Prayer**

**Special:**You gain Perform (oratory) as a class skill. Additionally, any spell or SLA with the [Sonic] descriptor that you use has its area of effect doubled.

Prayer may be taken as a Fiendish Sphere.

- 1: *Prayer*



- 3: *Shout*
- 5: *Dismissal*
- 7: *Greater Shout*
- 9: *Commune*
- 11: *Word of Recall*
- 13: *Power Word Stun*
- 15: *Blasphemy/Holy Word/Dictum/Word of Chaos (choose one when you gain this level, and you cannot choose one of opposite alignment to your own)*
- 17: *Wail of the Banshee*
- 19: *Power Word Kill (can be used as a swift action)*

**Piety**

**Special:** If you succeed on a Sense Motive check (opposed by Bluff), you know the target's alignment. If you fail, you cannot make another attempt until you gain another rank of Sense Motive.

- 1: *Bless*
- 3: *Aid*
- 5: *Prayer*
- 7: *Lesser Globe of Invulnerability*
- 9: *Hallow*
- 11: *Heroes' Feast*
- 13: *Refuge*
- 15: *Holy Aura*
- 17: *Gate (Calling version only)*
- 19: *Miracle*

**Restraint**

**Special:** You gain a +3 bonus on saves against mind-affecting effects.

Restraint may be taken as a Fiendish Sphere.

- 1: *Entangle*
- 3: *Web*
- 5: *Stinking Cloud*
- 7: *Black Tentacles*
- 9: *Wall of Stone*
- 11: *Repulsion*
- 13: *Forcecage*
- 15: *Prismatic Wall*
- 17: *Temporal Stasis*
- 19: *Imprisonment*

**Revelation**

**Special:** You receive a +2 bonus on all Knowledge checks, and never count as untrained in any Knowledge skill.

- 1: *Detect Evil*
- 3: *Detect Thoughts*
- 5: *Clairaudience/Clairvoyance*
- 7: *Divination*
- 9: *True Seeing*
- 11: *Find the Path*
- 13: *Legend Lore*
- 15: *Discern Location*
- 17: *Foresight*
- 19: *Astral Projection*

**Splendor**

**Special:** You gain a +2 bonus to Diplomacy, Intimidate, and Sense Motive

- 1: *Charm Person*
- 3: *Eagle's Splendor*
- 5: *Flame Strike*
- 7: *Glorious Form (as Monstrous Form in the Dungeonomicon, except the new form appears glorious instead of monstrous)*
- 9: *Sympathy*
- 11: *Greater Heroism*
- 13: *Planar Ally*
- 15: *Sunburst*
- 17: *Weird*
- 19: *Implosion*

**Vigor Sphere**

**Special:** Whenever you heal someone with a spell-like ability, they recover additional HP equal to your ranks in the Heal skill.

Vigor may be taken as a Fiendish Sphere under the Playing With Fire treatment of positive/negative energy.

- 1: *Cure Light Wounds*
- 3: *Shield Other*
- 5: *Cure Serious Wounds*
- 7: *Death Ward*
- 9: *Raise Dead*
- 11: *Heal*
- 13: *Greater Restoration*
- 15: *Greater Spell Immunity*
- 17: *Mass Heal*
- 19: *True Resurrection*

## IT'S A MIRACLE!

Much like *wish*, *miracle* is a problematic spell that makes us sad. Not because it's open-ended in a way that encourages player creativity, we're all for that. It's because it is more accurately titled "invoke DM fiat". You are very specifically spending a 9th level spell slot and 5,000 experience points to *trick the DM into breaking the game for you*. And that needs fixing just as much as something which explicitly lets you break the game does.

Our solution is to very explicitly say what a *miracle* is capable of – and not capable of. The amount of flexibility is still well within what we want from a *miracle*, there are a lot of 7th level or lower spells that do all kinds of things, so the players – and the DM – have plenty of room for creativity without it devolving into a mandated Rule 0 fiasco. There's still some room for interpretation, but that's a matter of what's thematic rather than a matter of effect legitimacy.

### Intercession Points

Usually, when you do someone a favor, they are expected to give you a personal favor or some sort of physical (or physical-like) reward. Or they try to kill you, or you try to kill them. But if they're a powerful supernatural being, they can also give you Intercession Points with the reasonable expectation that you won't stab them for not paying up. This is a magically binding contract that, at some point in the future, you can use a portion of their power. These Points are treatable as Wish Economy currency (equal in value to a CR 17 soul), and can be used to create magic items or empower the secondary effects of miracle.

If you're using Intercession Points to make magic items, you can also use the abilities of the creature who gave them to you as though they were there assisting you in the item creation.

Powerful as they are, Intercession Points are costly to generate – a creature which wishes to grant one must sacrifice Wish Economy currency/magic items worth an amount equal to that of a CR 17 soul. A creature needs to be at least CR 17 itself to grant an Intercession Point, and it cannot grant one to itself. Usually, these are only paid to people you expect to continue working for you.

### Miracle

#### Evocation

**Level:** Clr 9

**Components:** V, S; see text

**Casting Time:** 1 Standard Action

**Range:** See text

**Target, Effect, or Area:** See text

**Duration:** See text

**Saving Throw:** See text

**Spell Resistance:** As emulated spell or effect

*"I tap all my White and Red mana, and everything takes infinity damage.*

*...Everything?*

*Everything."*

The caster requests a favor from their deity, or philosophy, or some other supernatural superbeing. This lets them do some pretty amazing stuff.

When cast, a miracle can accomplish one of the following:

- Duplicate any cleric spell of up to 8th level, or spells to which the caster personally has access (i.e., from Domains, Attune Sphere, or something like that). This includes spells which might otherwise be disallowed due to alignment constraints.
- Duplicate any other spell of up to 7th level.
- Undo the harmful effects of any spell of up to 8th level. This only applies to direct effects of the spell.
- Any effect which is in line with an 8th level spell.

In addition, by spending an Intercession Point owed by a particular creature or philosophy, the caster may cause a large-scale effect which is associated in some way with that creature or philosophy. IP from a Balor, for example, might drive everyone within the area of effect insane, and IP from the concept of Death might hit everyone in the area with several negative levels (as per enervation).

Upon choosing to spend IP on this effect, the caster chooses a spell of 7th level or lower to emulate which is thematically linked to the creature which granted the IP. This spell's effect is then extended to an area centered on the caster, out to a 10-mile radius (which can be reduced if desired).

If the spell has an Area field, the Area becomes a sphere centered on the caster within the chosen radius (the caster may exclude his own space if desired). If it has a Target(s) field, this encompasses all valid targets (with specific exceptions if desired) in that area. If it has an Effect which fills a particular area, the Effect is expanded to fill the new area. Spells without any of these qualities are not affected in any way.

For example: if the creature in question were a Balor, the area could be a raging inferno (like a *fireball* which was a 10-mile sphere), or drive everyone within the radius insane (as an *insanity* targeted at each creature in the area), or something else that has to do with Balors.

CELESTIAL SUPERBEINGS

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**8.1 Angels**

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**8.2 Exemplar: The Lawful, the Chaotic, and the Furry**

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GODS AND DIVINITY

## REVISED DIPLOMACY RULES

CELESTIAL AND PRECELESTIAL ECONOMICS

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**11.1 Hope**

## HIGH ADVENTURE ON THE UPPER PLANES