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[Another selection from the *Miniatures Handbook*, with very little flavor text to speak of. This is common for the *Miniatures Handbook* as a whole. I altered their smite evil ability in order to give them more of a defensive/protector role.]

Ramadeen

CR 4 LG Outsider (extraplanar)

This creature resembles an armored humanoid, half again as tall as a man. It has the head of a goat and a stern look in its eyes. It wears glittering armor and carries a finely made sword and shield

Ramadeens are ram-headed diplomats and emissaries of Heaven. They are especially common in lands where evil humanoids hold power, as their more monstrous appearances will not cause as much fear and violence as an angel or archon. They work diligently to recruit creatures from typically evil societies to the path of righteousness, and protect these defectors from their still-evil kin. Ramadeens believe that not even fiends are truly irredeemable, although such conversions are extremely unlikely in practice. They may serve as minor bureaucrats representing the causes of Law and Good, and are as common in Axis or the Boneyard as they are on their home plane.

The first ramadeens were created from the souls of minotaurs who stormed the slopes of the Heavenly Mountain as part of a raid organized by a demon-worshiping cult. Overwhelmed by the beauty of Heaven, these creatures betrayed their fellows and converted to the forces of good. They were transformed into celestial beings as their reward, following many tests and trials to ensure that it was not some sort of trick. Ramadeens are now formed fully from the fabric of Heaven, each one a conglomeration of minor kindnesses and good deeds committed by supposedly irredeemable monsters.

Ramadeen CR 4

XP 1,200

LG Large outsider (extraplanar, good, lawful)

Init +5; **Senses** darkvision 60 ft., *detect evil*, Perception +9

Defense

AC 19, touch 15, flat-footed 18 (-1 size, +1 Dex, +4 sacred, +2 natural, +3 shield)

hp 38 (4d10+16)

Fort +5, **Ref** +5, **Will** +6

DR 5/evil; **Immune** curses, disease, poison

Defensive Abilities bestow ward, sacred armor

Offense

Speed 40 ft.

Melee masterwork scimitar +8 (1d8+4/18-20), gore +2 (1d6+2) or gore +7 (1d6+6)

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

Special Attacks powerful charge (gore, 2d6+6), smite evil (2/day, +3 atk/AC, +4 damage)

Spell-like Abilities CL 4th, concentration +7

Constant—*detect evil*

1/day—*calm emotions* (DC 15), *cure moderate wounds* (DC 15), *zone of truth* (DC 15)

Statistics

Str 19, **Dex** 13, **Con** 19, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +4; **CMB** +9; **CMD** 20

Feats Improved Initiative, Shield Focus (heavy shield)

Skills Diplomacy +14, Heal +9, Intimidate +10, Knowledge (planes, religion) +8, Perception +9,

Sense Motive +13; **Racial Modifiers** +4 Diplomacy, +4 Sense Motive

Languages Celestial, Common, Infernal

Ecology

Environment any land or underground (Heaven)

Organization solitary, team (2-4) or cadre (5-8)

Treasure standard (masterwork scimitar, chain mail, heavy steel shield, other treasure)

Special Abilities

Bestow Ward (Su) When a ramadeen uses smite evil, it can choose instead to grant its bonus to Armor Class against that target to a single creature within 30 feet. This bonus lasts for as long as the smite evil effect persists.

Sacred Armor (Su) When a ramadeen wears armor, it grants a sacred bonus to Armor Class instead of an armor bonus. This allows it to apply its armor bonus to its touch AC.

Smite Evil (Su) A ramadeen can smite evil as a paladin whose level is equal to the ramadeen's hit dice. Ramadeen hit dice stack with paladin levels for the purpose of determining the effects of smite evil.