

Sandalphon the Fiend Killer

*"We stand between the immortal and the mortal, the divine and the earthly, the material and the sublime. **Our** duty is dear: bring the light, purge the darkness, and shield the faithful from the grasping claws of evil!"*

Sandalphon the Fiend Killer (formerly known as the Rainbow Wizard due to his brightly colored magic and frequent alliances with couatls) is a powerful arcanist preoccupied with ridding the world of evil in general, fiends in particular, and demons specifically. He lost his wife and two children long ago to a powerful, rampaging demon who had been inadvertently called forth by a dangerous nearby cult oblivious to the destruction their activities would bring upon themselves and others. Sandalphon himself was captured by the demon and forced to watch the torture and subsequent murder of his family as he himself was tortured mercilessly. Though he was saved and the demon driven off by the intervention of a family friend (a traveling paladin/sorcerer named Shioji), it was nevertheless too late to do anything for his beloved kin, whose very souls had been absconded with by the fell creature. This tragedy has fueled his quest against the force of evil for a great many years.

Since that fateful day, Sandalphon has blamed himself for not being able to better protect his family. He began traveling the world to find two things: the demon who slew his family—and the personal power with which to make the monster suffer. To that end, he often works with the Pathfinder Society and other adventuring guilds in search of powerful artifacts and magic. Though generally honorable and kind, Sandalphon's quest for vengeance long ago became an obsession which twists his goodly nature.



Sandalphon the Rainbow Wizard

Male human arcanist 5/evangelist 9 of Iomedae (occultist)

LG Medium humanoid

Init +4; **Senses** Perception +18

Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Terran

DEFENSE

AC 29, touch 21, flat-footed 23 (+4 armor, +4 deflection, +4 Dex, +2 dodge, +1 insight, +4 natural); *mage armor*

hp 134 (14 HD)

Fort +13, **Ref** +15, **Will** +13; +2 vs. spells and effects from demons and demon worshippers

Defensive Abilities vengeful banisher

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good); *overland flight*

Melee cold iron dagger +7/+2 (1d4-1/19-20)

Ranged cold iron dagger +12 (1d4-1/19-20)

Special Attacks arcane reservoir (11/day, 18 max), conjurer's focus, unstoppable magic, wrath of the inheritor
3/day

Evangelist Spell-Like Abilities (CL 14th; Concentration +21; choose one of the following each day)

3/day – *remove fear*

2/day – *blessing of courage and life*^{APG}

1/day – *heroism*

Occultist Spell-Like Abilities (CL 14th; Concentration +21)

At will – *summon monster I–VII* (one casting at a time, 1 min./level, costs 1–7 arcane reservoir points, respectively)

1/day – *augury*

1/week – *contact other plane*

Arcanist Spells Prepared (CL 14th, or CL 20th to overcome SR; Concentration +21)

7th (3/day) – *prismatic spray*

6th (5/day) – *chain lightning*, *cold ice strike*^{UM}

5th (5/day) – *overland flight*, *telekinesis*, *teleport*

4th (5/day) – *black tentacles*, *enervation*, *greater invisibility*, *rainbow pattern*

3rd (6/day) – *dispel magic*, *fireball*, *heroism*, *lightning bolt*

2nd (6/day) – *acid arrow*, *blindness/deafness*, *mirror image*, *resist energy*, *scorching ray*

1st (6/day) – *color spray*, *feather fall*, *mage armor*, *magic missile*, *shield*

0 (at will) – *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Abilities Str 8 (–1), Dex 18 (+4), Con 18 (+4), Int 24 (+7), Wis 13 (+1), Cha 16 (+3)

Base Atk +8; **CMB** +7; **CMD** 27

Feats Craft Rod, Craft Wondrous Item, Deific Obedience, Empower Spell^B, Favored Enemy Spellcasting (evil outsiders), Greater Spell Penetration, Intensify Spell^B, Quicken Spell^B (variable), Spell Penetration, Vengeful Banisher (completed)

Skills Acrobatics +8, Appraise +11, Bluff +7, Climb +3, Craft (all) +11, Diplomacy +24, Disguise +17 (+27 with *hat of disguise*), Escape Artist +8, Fly +21 (+28 with *overland flight*), Heal +18, Intimidate +7, Knowledge (arcana) +24, Knowledge (planes) +29, Knowledge (religion) +19, Perception +18, Perform (all) +7, Ride +8, Sense Motive +18, Spellcraft +24, Stealth +21, Survival +5 (+7 to avoid getting lost), Swim +3, Use Magic Device +20; **Obedience Bonuses** +4 Diplomacy, +4 Knowledge (nobility)

SQ aligned class (arcanist), arcanist exploits (dimensional slide 130 ft., greater metamagic knowledge, metamagic knowledge, metamixing, potent magic), cognizant sleep, consume spells (3/day), eclectic



training, gift of tongues (abyssal, celestial), multitude of talents, obedience, planar contact, planar spells, skilled (Sense Motive, Stealth)

Combat Gear couatl feathers (4), *wand of cure light wounds* (50 charges); **Other Gear** *amulet of natural armor* +4, *belt of physical might* +4 (dexterity, constitution), *blessed book* with *bookplate of recall* (98 pages remaining, rarely carried), cold iron dagger, *lesser metamagic rods* (dazing, maximize, merciful, piercing), *handy haversack*, *headband of mental prowess* +4 (intelligence, charisma; fly, heal), *ioun stones* (dark blue rhomboid, dusty rose prism, mossy disk [knowledge: planes]), *lucky cloak* (functionally a *cloak of resistance* +5 and *shawl of life-keeping*), *lucky hat* (functionally a *hat of disguise* and a *jingasa of the fortunate soldier* that grants a +4 deflection bonus), *metamagic rod* (maximize), *robe of infinite twine*, spellbook (no pages remaining), tender (1,626gp), *traveler's any-tool*, *wayfinder* (contains dark blue rhomboid)

Spellbook all core sorcerer/wizard spells of 6th-level and lower plus *banishment*, *chains of fire*^{ARG}, *cold ice strike*^{UM}, *lesser planar ally*, *planar ally*, *plane shift* (treated as a 5th-level spell), and *prismatic spray*

Encumbrance light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 23 lb. (excluding tender)

SPECIAL ABILITIES

Aligned Class (Ex) You gain all the class features for one chosen class, essentially adding every evangelist level beyond 1st to your aligned class to determine what class features you gain. You still retain the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the evangelist prestige class, but gain all other class features of your aligned class as well as those of the evangelist prestige class.

Arcane Reservoir (Su) You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. Your arcane reservoir can hold a maximum amount of magical energy equal to 3 + your arcanist level. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + ½ your arcanist level. Any points you had from the previous day are lost. You can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcanist reservoir are used to fuel many of your powers. In addition, you can expend 1 point from your arcane reservoir as a free action whenever you cast an arcanist spell. If you do, you can choose to increase the caster level by 1 or increase the spell's DC by 1. You can expend no more than 1 point from your reservoir on a given spell in this way.

Cognizant Sleep Due to your *dark blue rhomboid ioun stone*'s resonant power, you no longer suffer penalties on Perception checks for being distracted or asleep while you possess your *wayfinder*; during sleep you may remain open-eyed and fully aware of your environment, though you are still helpless against undetected threats until you actually wake up.

Conjurer's Focus (Sp) You can spend 1 point from your arcane reservoir to cast *summon monster I*. You can cast this spell as a standard action and the summoned creatures remain for 1 minute per level (instead of 1 round per level). You may cast more powerful *summon monster* spells instead (as shown above), at the cost of an additional point from your arcane spell reserve per spell level. You cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster* immediately ends.

Consume Spells (Su) You can expend an available arcanist spell slot as a move action, making it



unavailable for the rest of the day, just as if you had used it to cast a spell. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1). Doing this adds a number of points to your arcane reservoir equal to the level of the spell slot consumed. You cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Demon-Feared Caster (Ex) You gain a sacred bonus equal to $1 + 1$ for every 4 Hit Dice you possess (maximum +6) on caster level checks to overcome the spell resistance of outsiders with the chaotic or evil subtypes. These bonuses stack against outsiders who are both chaotic and evil (maximum +12).

Dimensional Slide (Su) You can expend 1 point from your arcane reservoir to create a dimensional crack that you can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing you to move up to 10 feet per arcanist level to any location you can see. This counts as 5 feet of movement. You can only use this ability once per round. You do not provoke attacks of opportunity when moving in this way, but any other movement you attempt as part of your move action provokes as normal.

Eclectic Training Due to your membership in a spellcasting guild (and Fame score of 5) you gain a +1 bonus to your caster level with arcanist spells (up to a maximum of your character level). This bonus grants you additional spells known and spells per day for your modified caster level.

Gift of Tongues You know an additional two languages, which you can speak and write fluently.

Metamixing (Su) You can expend 1 point from your arcane reservoir to add a metamagic feat that you know to a spell as you cast it without affecting the casting time (though using a higher-level spell slot as normal). You can use this ability to add a metamagic feat to a spell that you prepared using a metamagic feat, although you cannot add the same metamagic feat to a given spell more than once.

Multitude of Talents (Ex) You gain a +4 sacred bonus on any skill check attempted with a skill in which you have no ranks. This bonus applies only to skill checks that can be made untrained.

Obedience (Ex) In order to maintain the abilities granted by the evangelist prestige class, including all abilities gained from aligned class, you must perform a daily obedience to your chosen deity.

Planar Contact (Sp) You can cast *augury* once per day and *contact other plane* once per week, using your arcanist level as your caster level.

Planar Spells You add all *planar ally* spells to your spell list (using your arcanist level as the cleric level), and treat *plane shift* as a 5th-level arcanist spell.

Potent Magic (Su) Whenever you expend 1 point from your arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever you expend 1 point from your arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

Protective Grace (Su) You gain a +2 dodge bonus to your armor class (included above).

Skilled Sense Motive and Stealth are always considered class skills for you.

Unstoppable Magic You gain a +2 racial bonus on caster level checks against spell resistance.

Vengeful Banisher When a demon damages you with an attack, spell, spell-like ability, or special ability and reduces you to fewer than 0 hit points, you may allow righteous energy to pour through you and into the demon, instantly sending it to another plane of existence (as *dismissal*) if it fails a Will save (DC = 10 + $\frac{1}{2}$ your Hit Dice + your Charisma modifier). This dismissal takes place after you are damaged but before you fall unconscious, so you can use this ability even if the demon kills you. You can use this ability once per day. Once you have used this ability, you must be healed to your maximum number of hit points before you can use the ability again.

Wrath of the Inheritor (Su) Three times per day, you can call upon Iomedae during the casting of a spell to increase its potency. When you use this ability, you can cast any spell that deals hit point damage and has a casting time of 1 standard action as a full-round action instead. Doing so changes half the damage dealt to divine power, similar to a *flame strike* spell.