

CELESTIAL SERVITORS

Players in the celestial servitors game may play as one of three races; a lantern archon, a coure eladrin, or a musteval guardinal. Frequently overlooked by your more powerful brethren, each of you have decided that in order to make your marks, you must do something extraordinary to further the cause of good.

Prevailing upon the talents of a sympathetic ghaele eladrin, your group as a whole was plane shifted to the Material Plane and given a few magical items that the ghaele had been saving for worthy adventurers (albeit, imagining that they would be mortals.)

Character Options:

Wealth: 19,000 gold. Any player starting as a lantern archon has the option of receiving ioun stones and other slotless equipment useful to them at half price.

Alignment: Lawful good, neutral good, or chaotic good only.

Race: A player's race is dependent on his starting alignment, with lawful good characters playing lantern archons, neutral good playing musteval guardinals, and chaotic good playing coure eladrins.

Stats: 4d6 drop lowest, then apply racial modifiers as described below. Total bonuses of +4 or lower after racial modifiers have been applied (not counting Str for lantern archons) may reroll.

Outsider Traits:

All players have the following traits in addition to those mentioned for their character's race:

—Cannot be raised by raise dead, reincarnate, and resurrection.

—Proficient with all simple and martial weapons and any weapons mentioned in its entry.

—Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).



LANTERN ARCHON

	Small Outsider (Archon, Extraplanar, Good, Lawful)
Hit Dice :	3d8 (13 hp)
Initiative :	+4
Speed :	Fly 60 ft. (perfect) (12 squares)
Armor Class :	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple :	+3/−6
Attack :	Light ray +5 ranged touch (1d6)
Full Attack :	2 light rays +5 ranged touch (1d6)
Space/Reach :	5 ft./5 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues
Saves :	Fort +3 (+7 against poison), Ref +3, Will +3
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +6, Diplomacy +6, Knowledge (the planes) +4, Listen +6, Sense Motive +6, Spot +6
Feats :	Improved Initiative, Weapon Focus (light ray)
Environment :	A lawful good-aligned plane
Organization :	Solitary, pair, or squad (3–5)
Challenge Rating :	2
Treasure :	None
Alignment :	Always lawful good
Advancement :	2–4 HD (Small)
Level Adjustment:	+4

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

Combat

A lantern archon has little reason to get within melee range. It usually hovers just close enough to bring the enemy within its aura of menace, then blasts away with its light rays. Lantern archons prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Archon Traits: An archon possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—*Aura of Menace (Su):* A righteous aura surrounds archons that fight or get angry. Any hostile creature

within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

—Immunity to electricity and petrification.

— +4 racial bonus on saves against poison.

—*Magic Circle against Evil (Su)*: A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

—*Teleport (Su)*: Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects.

—*Tongues (Su)*: All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Aura of Menace (Su): Will DC 13 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*. Caster level 3rd.

Lantern archon characters possess the following racial traits.

— -10 Strength, -4 Intelligence.

—Small size. +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

—A lantern archon has a fly speed of 60 feet (perfect).

—Racial Hit Dice: A lantern archon begins with three levels of outsider, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: A lantern archon's outsider levels give it skill points equal to 6 x (8 + Int modifier). Its class skills are Concentration, Diplomacy, Knowledge (any), Listen, Sense Motive, and Spot.

—Racial Feats: A lantern archon's outsider levels give it two feats.

— +4 natural armor bonus.

—Natural Weapons: 2 light rays (1d6).

—Archon Traits (see above): Darkvision 60 ft., low-light vision, aura of menace (Will DC 13 +

character's Cha modifier), immunity to electricity and petrification, +4 racial bonus on saves against poison, magic circle against evil, teleport, tongues.

—Special Attacks (see above): Spell-like abilities.

—Special Qualities (see above): Damage reduction 10/evil and magic.

—Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.

—Favored Class: Bard.

—Level adjustment +4 (ECL 7).

COURE ELADRIN

Tiny Outsider (Eladrin, Extraplanar, Good, Chaotic)

Hit Dice : 2d8+2 (11 hp)

Initiative : +7

Speed : 20 ft. (4 squares), fly 60 ft. (perfect) (12 squares)

Armor Class : 23 (+2 size, +7 Dex, +4 natural), touch 18, flat-footed 15

Base Attack/Grapple : +2/-8

Attack : Tiny dagger +11 melee (1d2-2)

Full Attack : Tiny dagger +11 melee (1d2-2)

Space/Reach : 2 ½ ft./0 ft.

Special Attacks : Spell-like abilities

Special Qualities : Alternate form, eladrin subtype, immunity to electricity and petrification, magic circle against evil, resistance to acid 10 and cold 10, tongues.

Saves : Fort +4, Ref +10, Will +3

Abilities : Str 6, Dex 24, Con 12, Int 12, Wis 10, Cha 14

Skills : Concentration +6, Diplomacy +9, Escape Artist +12, Hide +24, Knowledge (the planes) +6, Listen +5, Move Silently +16, Sense Motive +5, Spot +5, Survival +0 (+2 on other planes), Use Rope +7 (+9 on bindings)

Feats : Weapon Finesse

Environment : A chaotic good-aligned plane

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

Challenge Rating : 2

Treasure : Standard

Alignment : Always chaotic good

Advancement : 3-6 HD (Small)

Level Adjustment : +5

This sprightly creature appears as a tiny, slender elf clad in bright apparel with unruly, glistening hair and long, gossamer wings that trail from its shoulders.

Combat

Coures avoid physical combat, knowing that their small frames and tiny weapons are no match for many larger foes. Unless directly confronting minor evil outsiders such as imps, coures see combat as a prompt to seek out and befriend larger and more powerful celestials.

Any weapons a cure wields are treated as having the chaotic and good alignments for the purpose of overcoming damage reduction.

Eladrin Traits: An eladrin possesses the following traits (unless otherwise noted in a creature's entry).

—Darkvision out to 60 feet and low-light vision.

—Immunity to electricity and petrification.

—Resistance to acid 10 and cold 10.

—*Tongues (Su)*: All eladrins can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Spell-Like Abilities: At will—*dancing lights*, *detect evil*, *detect magic*, *faerie fire*; 3/day—*magic missile*, *sleep* (DC 13). Caster level 4th. The save DCs are Charisma-based.

Alternate Form (Su): A cure can assume the form of an incorporeal ball of light at will. This transformation counts as a standard action. In this form, the cure can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities. In this form, the cure has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A cure in this form can pass through solid objects, but not force effects, at will. While incorporeal, its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. In this form, a cure always moves silently and cannot be heard with Listen checks if it doesn't wish to be. While incorporeal, the cure sheds light if it wishes, providing illumination with any radius it wishes up to 30 feet. Changing the amount of light it sheds is a free action that the cure can perform once per round.

Magic Circle against Evil (Su): A magic circle

against evil effect always surrounds a cure as the *magic circle against evil* spell cast by an 8th level sorcerer. (The defensive benefits from the circle are not included in an cure's statistics block.)

Skills: Coures have a +4 racial bonus on Hide and Move Silently checks (included in the statistics above).

Coure eladrin characters possess the following racial traits.

—−4 Strength, +14 Dexterity, +2 Constitution, +2 Intelligence, +4 Charisma.

—Tiny size. +2 bonus to Armor Class, +2 bonus on attack rolls, +8 bonus on Hide checks, −8 penalty on grapple checks, lifting and carrying limits 1/2 those of Medium characters.

—A cure's base land speed is 20 feet. It also has a fly speed of 60 feet (perfect).

—Racial Hit Dice: A cure eladrin begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: A cure eladrin's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Concentration, Diplomacy, Escape Artist, Hide, Knowledge (the planes), Listen, Move Silently, Sense Motive, Spot, and Use Rope.

Coures have a +4 racial bonus on Hide and Move Silently checks.

—Racial Feats: A cure eladrin's outsider levels give it one feat.

—+4 natural armor bonus.

—Eladrin Traits (see above): Darkvision 60 ft., low-light vision, immunity to electricity and petrification, resistance to acid and cold 10, tongues.

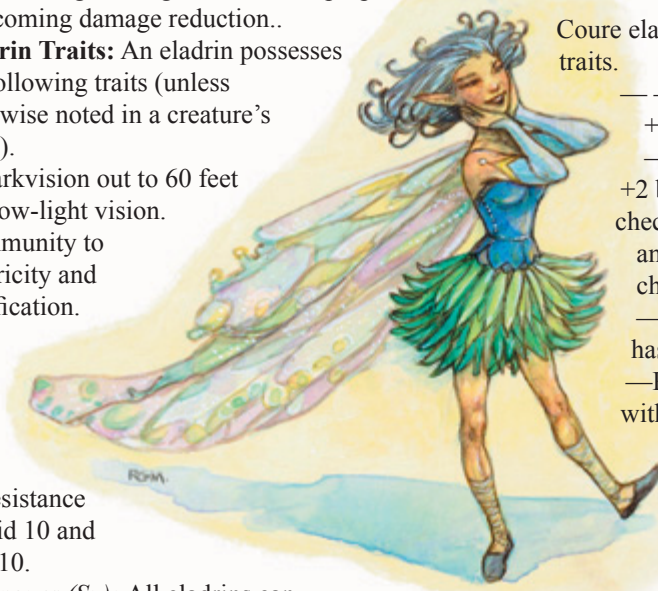
—Special Attacks (see above): Spell-like abilities.

—Special Qualities (see above): Alternate form, immunity to electricity and petrification, magic circle against evil.

—Automatic Languages: Celestial. Bonus Languages: Common, Draconic, Infernal.

—Favored Class: Sorcerer.

—Level adjustment +5 (ECL 7).



MUSTEVAL GUARDINAL

	Tiny Outsider (Extraplanar, Good, Guardinal)
Hit Dice :	2d8+2 (11 hp)
Initiative :	+4
Speed :	30 ft. (6 squares), burrow 10 ft. (2 squares)
Armor Class :	20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16
Base Attack/Grapple :	+2/-8
Attack :	Bite +8 melee (1d3-2)
Full Attack :	Bite +8 melee (1d3-2)
Space/Reach :	2 ½ ft./0 ft.
Special Attacks :	Spell-like abilities
Special Qualities :	Dark vision, low-light vision, immunity to electricity and petrification, focused movement, lay on hands, resistance to cold 10 and sonic 10, speak with animals, tongues.
Saves :	Fort +4 (+8 against poison), Ref +7, Will +5
Abilities :	Str 7, Dex 18, Con 12, Int 11, Wis 14, Cha 13
Skills :	Balance +7, Climb +7, Escape Artist +9, Hide +17, Jump +0, Listen +7, Move Silently +9, Sleight of Hand +9, Survival +7, Tumble +6, Use Rope +4 (+6 bindings).
Feats :	Weapon Finesse
Environment :	A neutral good-aligned plane
Organization :	Solitary, pair, or squad (2–6)
Challenge Rating :	2
Treasure :	No coins; double goods; standard items
Alignment :	Always neutral good
Advancement :	3 HD (Tiny); 4-6 HD (Small)
Level Adjustment:	+5

This slim humanoid creature has an elongated snout, tufted ears, and furtive eyes of a ferret. It has slender limbs, white fur covering its body, and pink eyes.

Combat

In combat, mustevals remain in constant motion, combining their focused movement and magic missile abilities to good effect.

A musteval's natural weapons, as well as any weapons it wields, are treated as having the good alignment for the purpose of overcoming damage reduction.

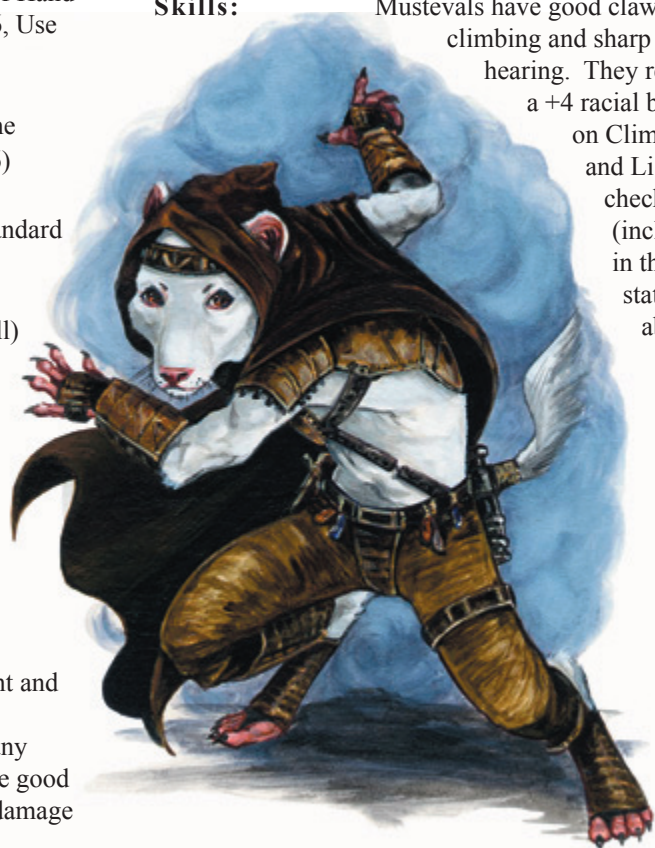
Guardinal Traits: A guardinal possesses the following traits (unless otherwise noted in a creature's entry).


- Darkvision out to 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and sonic 10.
- Lay on Hands (Su): As the paladin class feature, except that each day, a guardinal can heal an amount of damage equal to its full normal hit points.
- +4 racial bonus on saves against poison.
- Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.
- Tongues (Su)*: All guardinals can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Spell-Like Abilities: At will—*detect evil*, *detect magic*, *disguise self*, *magic missile*, *protection from evil* (self only) and *see invisibility*; 1/day—*invisibility* (DC 13). Caster level 3rd. The save DCs are Charisma-based.

Focused Movement: When moving, a musteval can take a move actions and a standard action at any point during the move. The musteval cannot take a second move action during a round when it uses its focused movement ability. Mustevals almost always use this ability to move before and after using a spell-like ability during combat.

Skills: Mustevals have good claws for climbing and sharp hearing. They receive a +4 racial bonus on Climb and Listen checks (included in the statistics above).





Musteval guardinal characters possess the following racial traits.

— -4 Strength, +8 Dexterity, +2 Constitution, +4 Wisdom, +2 Charisma.

—Tiny size. +2 bonus to Armor Class, +2 bonus on attack rolls, +8 bonus on Hide checks, -8 penalty on grapple checks, lifting and carrying limits 1/2 those of Medium characters.

—A musteval's base land speed is 30 feet. It also has a burrow speed of 10 feet.

—Racial Hit Dice: A musteval guardinal begins with two levels of outsider, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.

—Racial Skills: A core eladrin's outsider levels give it skill points equal to 5 x (8 + Int modifier). Its class skills are Balance, Climb, Escape Artist, Hide, Jump, Listen, Move Silently, Sleight of Hand, Survival, Tumble, and Use Rope.

Mustevals have a +4 racial bonus on Climb and Listen checks.

—Racial Feats: A musteval's outsider levels give it one feat.

— +4 natural armor bonus.

—Guardinal Traits (see above): Dark vision, low-light vision, immunity to electricity and petrification, lay on hands, resistance to cold 10 and sonic 10, speak with animals, tongues.

—Special Attacks (see above): Spell-like abilities.

—Special Qualities (see above): Focused movement.

—Automatic Languages: Celestial. Bonus

Languages: Common, Draconic, Infernal.

—Favored Class: Rogue.