

Chapter Three: Celestials

Bene Ishim

Medium-Size Outsider (Good)

Hit Dice: 8d8+8 (44 hp)

Initiative: +7

Speed: 40 ft.

AC: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

Attacks: 2 claws +10 melee, or greatsword +10/+5 melee

Damage: Claw 1d6+2, greatsword 2d6+3/19–20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Combat confusion, spell-like abilities

Special Qualities: Celestial traits, DR 10/+1, immunities (electricity, petrification), resistances (acid 10, cold 10, fire 10), outsider traits, shadow blend, SR 18

Saves: Fort +7, Ref +9, Will +11

Abilities: Str 15, Dex 17, Con 12, Int 15, Wis 16, Cha 16

Skills: Bluff +17, Diplomacy +15, Disguise +17, Escape Artist +11, Hide +11, Intimidate +5, Listen +13, Move Silently +11, Read Lips +10, Sense Motive +17, Spot +13

Feats: Alertness, Improved Initiative, Iron Will

Climate/Terrain: Any land or underground

Organization: Solitary, pair, or squad (3–5)

Challenge Rating: 7

Treasure: No coins, double goods, standard items

Alignment: Always neutral good

Advancement: 9–16 HD (Medium-size); 17–24 HD (Large)

Spies, scouts, and infiltrators of the higher planes, the bene ishim are tasked with learning and defusing the plans of the forces of evil. Their missions take them deep into fiend-infested regions, often pitting them against foes with access to much greater power and numbers than the bene ishim can call upon. These celestials, however, are adept at turning evil against itself. They strive to keep demons and devils warring against one another, turn the servants of evil against their masters, and keep the forces of good out of as many pitched battles as possible. Bene ishim are also quite adept at removing items of power from the hands of evil individuals, cloaking their acquisitions in abjuration magic, and then bringing the stolen devices to other good beings for use or destruction.

A bene ishim's body is highly malleable—a fact that makes this celestial particularly well suited for its role in misdirecting the forces of evil. In its normal state, a bene ishim looks like a stereotypical servant of evil. Standing approximately 5 feet tall, it resembles a slender, ruddy human male with dark hair and a closely trimmed goatee. Small horns protrude from its forehead. A bene ishim usually wears a cloak of black or crimson and affects as sinister an appearance as possible. Unless confronting a powerful individual who is known to be capable of seeing its true form, a bene ishim usually disguises itself further while on missions, often appearing as a particular sort of demon or devil.

Because they move so freely and regularly between planes on their spying and misinformation missions, bene ishim often come into contact with mortal adventurers and other agents of good. Although they seldom reveal their true natures, the bene ishim often subtly direct such groups toward evils that they are capable of defeating. When such a ploy results in an actual victory over evil, the bene ishim try cover the trail of the mortal heroes and pin the blame for the event on one or more unidentified celestials, to prevent the forces of evil from retaliating against the adventurers.

Combat

Bene ishim usually strive to avoid combat. Only when their disguises are penetrated or when there is no solution other than a direct attack by the forces of good do these celestial spies resort to physical confrontation. When they do engage in combat, they make crafty antagonists, using their confusion ability, their powers of stealth and disguise, and their other powers in various ruses designed to make evil turn on itself. Even when confronted directly, bene ishim can often avoid combat by relying on their exceptional talent for disguise.

Combat Confusion (Su): Any evil creature that attempts to attack a bene ishim must succeed at a Will save (DC 17) or direct the attack against another target instead. Combat confusion is a mind-affecting ability.

Spell-Like Abilities: At will—*alter self*, *change self*, *detect evil*, *detect magic*, *invisibility* (self only) *misdirection*; 3/day—*confusion*, *obscure object*, *sending*. Caster level 8th; save DC 13 + spell level.

Celestial Traits: A bene ishim can speak with any creature that has a language as though using a *tongues* spell (caster level 14th, always active). It also has low-light vision and a +4 racial bonus on Fortitude saves against poison.

Outsider Traits: A bene ishim has darkvision (60-foot range). It cannot be raised or resurrected.

Shadow Blend (Su): In any conditions other than full daylight, a bene ishim can disappear into the shadows, gaining nine-tenths concealment. Artificial illumination—even from a *light* or *continual flame* spell—does not negate this ability, but a *daylight* spell does.

Skills: A bene ishim gains a +6 racial bonus on Bluff, Disguise, and Sense Motive checks.



Kranorn

Huge Construct

Hit Dice: 12d10 (66 hp)

Initiative: -1

Speed: 50 ft.

AC: 27 (-2 size, -1 Dex, +20 natural), touch 7, flat-footed 27

Attacks: Slam +18 melee

Damage: Slam 2d10+16

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Toss, trample 2d8+16

Special Qualities: Construct traits, DR 10/+3, SR 25

Saves: Fort +4, Ref +3, Will +5

Abilities: Str 33, Dex 8, Con —, Int 10,
Wis 13, Cha 1

Climate/Terrain: Any land or underground

Organization: Solitary, pair, or squad (3-5)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral good

Advancement: 13-24 HD (Huge); 25-36 HD
(Gargantuan)

The great constructs known as kranorns are forged from mithral and heaven-wrought steel, tempered with pure mercy and touched with the purity of the heavens. Perhaps because of this fact, kranorns remain ever loyal to their creators, unlike their fiendish and arcane counterparts.

The celestial component of their construction may also be what gives the kranorn its intelligence and the quality of mercy for which it is justly famous.

With its towering bulk, treelike legs, massive tusks, and long trunk, a kranorn resembles nothing so much as an elephant or mastodon made of silvery metal. Its nearly flat back provides a surprisingly stable battle platform for lesser celestials and chosen mortals alike.

Kranorns are usually used as mounts and guards for the celestial host. In rare instances, a powerful celestial might use one as a personal mount. Kranorns are also as capable of long-term guarding assignments as any other construct, and powerful celestials frequently employ them in this role. Occasionally, a mortal servant of good is rewarded with a kranorn companion to serve as a mount, guard, or protector. Such a companion is an obvious symbol of the favor of the Lords of Good.

Kranorns behave in consistent and predictable ways, whether they are in the active service of celestials or not. They attack as ordered by good celestials or mortals, and they can readily discern whom they should obey in the case of conflicting instructions. Likewise, they can determine what course of action to take when confronted by a fallen celestial or other anomaly. Because of the mercy that was forged into their very forms, kranorns are perfectly willing to sacrifice themselves to save good mortals, even if no celestial has ordered them to do so. Unless it has direct orders to the contrary, no kranorn ever stands idly by while a good creature is hurt or threatened; it always takes direct physical action on the victim's behalf.

Combat

Made to protect and support groups of lesser celestials in combat, kranorns are rarely encountered alone. Groups of footsoldiers in the celestial host, from paladriels to hound archons, ride kranorns into battle and direct their movements. These behemoths attack foes as directed by the celestials they support. If left on its own, a kranorn simply charges, swinging its clublike trunk and destroying one foe after another until none are left in sight.

Toss (Ex): After a successful charge attack, a kranorn can make a free trip attempt without provoking an attack of opportunity. If the kranorn wins the opposed Strength check, the opponent is tossed into the air instead of being knocked prone. In the same round, it lands prone in any space that the kranorn threatens (GM's choice) and takes 1d6 points of falling damage in addition to any damage dealt by the charge attack. A target that is not flat-footed can land on its feet and avoid the falling damage with a successful Tumble check (DC 15).

Trample (Ex): As a standard action during its turn each round, a kranorn can trample opponents at least one size category smaller than itself. This attack deals 2d8+16 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 27) for half damage.

Construct Traits: A kranorn is immune to mind-affecting effects, and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A kranorn has darkvision (60-foot range).

