

THE BOOK OF alignment

THE BOOK OF ALIGNMENT

The Book of D20 Philosophy

Designers: Todd Crapper and Ronald King
Cover Artist: George Mitchell
and Todd Crapper
Layout: Todd Crapper
with George Mitchell

Thanks goes out to these guys (and a gal) who listened my constant ravings about alignment over the past two years: Kurt Wimmer, John Dwyer, Ray and Beckie Moulton (TC)

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A Note from the Authors

If you're reading this right now, then a miracle has happened. **The Book of Alignment** is finally finished.

Well, maybe not finished per se, but actually gone to production, finalized, and place on the market to buy. It's been over three years since the original words were put to the screen and the Book has seen plenty of rewrites in its day, beginning as a concept on expanding the extremely vague alignment system for d20 and growing into a universal theory on the role of Good, Evil, Neutral, Law, and Chaos on the actual worlds we play in. If anything, the greatest difficulty in a book like this is applicability: just how useful is a book like this to your campaign.

Therein lies the problem: every campaign is different. Each GM runs their own universe according to the rules that make sense to them and each player has their own role-playing style they are comfortable with. Some just prefer to engage in tactical combat, outwitting monsters without limitations set down by most video games; others turn to role-playing as use the game as an outlet for their creative energies, creating detailed characters with distinct voices, personalities, and inner turmoil. While the **Book of Alignment** is designed for the latter group, there is still some practical use for the former who do consider alignment in their actions.

For me, I'm definitely the role-player. RPGs are a means of expression, a route to act out a character and express yourself in ways I may find limiting in the real world. I like having my concepts tested and tried, my honour weighed and measured in ways that I might not be able to confront in my own life. I use role-playing as a way to tell a story, whether as the GM or as a player. To me, it's an art form through and through. But I've played in a number of group where the exact wording in the core rulebook is taken to heart and the minor explanation on each alignment is put to the test every game. It seemed that every publisher out there was dealing with every other rule in d20 except alignment... so I decided to step up.

We tried not to incorporate too much of our own viewpoint on the subjects covered here, but it's inevitable that personal opinion will occur. Still, we tried to consider each topic from the perspective of the standard role-playing adventurer and the context under which we defined each aspect of alignment, whether through the traditional opinion or via translations that made sense given the definitions as we understood them. However, there is nothing in this book that is solid. It is all interpretation and there will probably be a lot of disagreement on what we write. In all honesty, I'm expecting this book to be a complete and total flop. I'd like nothing more than for it to be THE reference to alignment and discussions on just how far a paladin can go will be concluded with "Let's check the Book of Alignment and find out!" but I doubt that'll happen. It'll be read, judged, and tucked away, never to be seen again. I'll lost money on this project and re-consider all the time I invested into it, but then realize that I did something no one else tried to do - provide a discussion for alignment and offer options for increasing the role of an abstract concept into a defined impact on the everyday world of the RPG character.

If it wasn't for my co-author, Ron, this book would never have finished or would never have become the pride that it is. His passion for the material was as deep as mine and his dedication to getting it right was as rewarding. If none of this ever takes off, I can take comfort in the fact that at least person read my words and felt inspired by them, then it'll all be worth it.

Regardless of how this Book is taken, there will be more. This addiction is far from over. There were so many ideas left behind and more that have yet to be thought up, so there will be updates. Even if they're only for one person.

Thank you for the taking the time to read my work and I hope it offers you something that can change your game and enhance the world you play in.

Todd Crapper
July 22, 2007

It was just another end-of-winter day when I loaded EN World and began surfing the boards. As opposed to my usual meanderings amongst the Story Hours, Rules, and House Rules forums, I delved into the section labeled Open Call. Within those yellow-on-black titles, I found a request for additional writers on the topic of **The Book of Alignment**. I greedily devoured the handful of messages posted in the thread and decided to apply. Hastily, I typed off a one-page submission and fired it to Todd.

I was not hopeful about hearing a positive response. I entered the world of *Dungeons and Dragons* late. Everyone else—I assumed—had years and years of experience ranging from the original game all the way to the current 3.5 incarnation while, at that point, I had only been submersed in this particular gaming genre for less than a year. Also, I had never had any writing published before.

I had wandered into gaming through a character-oriented d10 system. With my original gaming groups, I had been used to creating ten pages of typed history for each of my characters. We demanded personality reign supreme in this alternate system. When I began my journey into the dungeon, I thought personality and alignment heavily glossed over.

Surprisingly, Todd responded enthusiastically to my submission. My experiences elsewhere would aid in redefining the alignment system. A heavy personal background in philosophy and psychology assisted in my assimilation into the project. The original **Book of Alignment** file was sent out and we were given the task of reading and brainstorming.

Later, I gathered with Todd, Clay the editor, and a couple other prospective writers for the very first **Book of Alignment** meeting. We were to discuss our takes on the original work. A fountain of ideas erupted during that meeting. It seems the **The Book of Alignment** project, which had faltered and stalled suddenly found new life. Todd was excited, we were excited; we all went our separate ways to work on the project.

Much time passed between those early days of research and this publication. In the end, only Todd and I have contributed to this publication; the other writers dwindled into non-existence. We gained and misplaced or lost several artists. Still we persevered (despite the damned 'curse') in our battle to have this published.

This book is only the beginning though. A philosophical idea such as alignment can never be completely defined. This is just a first stepping stone for your characters. You can take the game as far as you want, probing all the depths of Good, Evil, Law, Chaos and Neutrality. With alignment, there is no solid end. Maybe, just maybe, you'll learn something about yourselves during your character's travels. Maybe, your inner courage will surface and you'll find your own strength. Maybe, you'll realize everyone has a dark side and it doesn't need to be repressed (so much as watched carefully and poked with a stick from time to time). Or maybe you come away knowing nothing new, just reaffirmed with what you already knew.

This book has been a daunting task. It has floundered once, because of the immense scope of **The Book of Alignment**; the infinite broad and minute details that could be delved into. I've told Todd several times about **The Book of Alignment**, "It's a good start." Yet, here we are, and we've finished it. Somehow, we've done it. Hopefully, you'll all enjoy. I know I've loved working on it.

Without further ado, turn the page and continue your journey down the rabbit hole that is **The Book of Alignment**.

Ronald King
July 24, 2007

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THE BOOK OF ALIGNMENT: INTRODUCTION



For as long as mankind has been able to tell stories, he has spun tales of good versus evil, spread the word of the oppressed victim overcoming the dominating villain, and cited to legend the path of the righteous against his nemesis of selfishness. This concept of man searching to attain his purpose in the world by battling against sin and villainy has been known for thousands of years and will likely remain that way for thousands more to come. The roleplaying game is an extension of this storytelling. The player is propelled into a situation in which he must take the right path to conquer the obstacles placed before him or brings about his character's death. To act as a guide to our characters, there are the nine alignments: lawful good, chaotic good, neutral good, lawful neutral, true neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil. Today, we take those alignments one step further.

The Book of Alignment is a book on morality in the RPG world. Clarity in our heroes and villains is a component of all stories but they can easily become as complex as they are in the real world. The evil sorcerer bent on world domination may not see himself as evil and even the good guys commit their own atrocities in the pursuit of purity. **The Book of Alignment** is a guide to expanding the characters that fill a campaign: adding depth to their personalities, tension to the plots that threaten to tear a world apart, and drama through the interactions that make the roleplaying possible. It is about breaking the concepts behind good, evil, lawful, neutral, and chaotic into smaller pieces and putting them back together in greater detail than ever before – to expand one-and-a-half pages of simple paragraphs into 150+ pages of major design. The goal of this sourcebook is to answer the eternally plaguing question: "Can I do that if I'm a lawful good paladin?"

This book is also an introduction into a higher level of existence within your campaign world. With epic characters and rules for ascension into godhood, the role of Life in the fantasy game begins to take on a higher meaning. Adventurers beyond the realm of 20th-level should have more to their quests than superbly powerful demons, it should offer meaning. Just as many religions teach that evolution imparts knowledge for those who are willing, and able, to learn it, the same can be said and done for epic level characters. **The Book**

of Alignment offers a higher understanding of your average campaign world and the multiverse that surrounds it, offering aspects such as Good, Evil, and Chaos as more than just beliefs, but actual forces that shape all of existence.

This book is divided into five main chapters, one for each of the major components of the alignment system. Within those chapters, each component will be explored in minute detail to provide the factors that are commonly viewed within that particular component (i.e. what makes a person good) and access a list of archetypes that can be introduced into any campaign as a guide for introducing an enhanced alignment to your game. Each component of these alignments will be stripped to its essentials and studied to great detail in the hopes of explaining its purpose within the average campaign world...and beyond.

A sixth chapter presents rules and concepts for using enhanced alignments in a fantasy campaign. Powerful spells that can change a hero from valiant good to wicked evil do exist and are presented here along with rules for handling those changes (in-game and in-character). Some of the core character classes are also revised to suit an open-alignment system or have been given templates to make some alterations that flow with a different type of alignment (e.g. a lawful rogue). Added to these revised characters are the creatures of existence that do more than just believe in the aspects of alignment – they are a part of them. **The Book of Alignment** takes on a whole new meaning for the planar races of outsiders, such as celestials of the Upper Planes and infernals of the Lower Planes. New subtypes, creature templates for those planars adapting their alignment to a new physical form, and other goodies are found here. Plus new spells and prestige classes round out the wide selection of alterations an enhanced alignment system can bring to your campaign.

What is Alignment?

Alignment is a gauge in which the character in the game world seeks to live his life. His opinions, code of ethics, and level of acceptable behaviour are all governed by his alignment. It is not a stated fact and there is no badge worn

The Nine Alignments

Provided below is the description of the core nine alignments from the System Resource Document (SRD) v.3.5 for the d20 system as of March 2004 to act as a reference and starting point.

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

Lawful Good, "Crusader": A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Neutral Good, "Benefactor": A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them..

Chaotic Good, "Rebel": A chaotic good character acts as his conscience directs him with little regard for what others

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expect of him. He makes his own way, but he's kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Lawful Neutral, "Judge": A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are paramount to her. She may believe in personal order and live by a code or standard, or she may believe in order for all and favor a strong, organized government.

Neutral, "Undecided": A neutral character does what seems to be a good idea. She doesn't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she's not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

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upon their chest to proclaim so – a paladin does not walk around stating: "I am lawful good. It is against my alignment to commit such an act." The use of alignments provide a packaged format for which players can start to present their characters. It is from these presentations that a character's personality is formed. In short, it is a role-playing tool.

Why Expand Alignments?

To answer this question, we must first explore why alignments exist in the first place. They are guides to character morality. What does your character consider right and wrong? The nine alignments are tools for role-playing a character with a specific viewpoint. A lawful character will live by a code of some kind, whether it is his own or, more commonly, one dictated to him by a larger group. A good character is protective of innocence and intent on keeping it from evil's reach. If you want to play a character with these personal guidelines, you will likely play someone who is lawful good. The original listing of the lawful good alignment was designed for players – particularly those who are fresh to the game or stepping into a character that may be vastly different from their normal personality type – who needed some advice. **The Book of Alignment** is a map of personality but just like a map of the world, it can only provide you with so much detail. To truly grasp it, you must explore it in full glory and walk the landscape. So here we are.

The goal of this book is to provide you with a higher concept of the alignment system and develop complex personalities that would mimic those of an excellent fantasy novel (or even the real world, should you wish to venture that far).

Alignments between Mortals and Planars

Mortals are raised by elders (either natural parents, guardians, or an entire tribe) and taught the values and lessons of their ancestors. An orc has been raised on the morals taught to all orcs for generations and hence will likely become neutral evil. An elf will be raised on a foundation

of generosity and responsibility to those less fortunate than themselves and will generally grow up to become chaotic good. Humans will cover the board as they are unrestricted in traditions and customs as an entire race but most of them will be good-aligned to some degree as it is typical of their kind. By this tendency, an orc can be raised by elves and grow up to become chaotic good while the reverse will exist for an elf raised by orcs. Sentient creatures that are born upon the Material Plane and affected by natural death – commonly referred to as *mortals* – are born totally impervious to judgment and decisions. They are raised into an opinion on life.

Creatures that are created on the planes – hence referred to as *planars* -- in which the gods themselves dwell and rule their portfolios, are composed entirely of their alignment. A deva is not good because he was raised that way or taught to do so by other devas, he is good-aligned simply because the Good alignment flows through his blood. The deva is lawful good by its very nature, not by conditioning. It knows no other way and can hardly change – its alignment is as solid as the colour of its skin, the number of fingers on its hands, and the eyes that view the universe from its perch on the heavens. Any alteration to its alignment will cause the deva to alter its very presence (while being able to accomplish such a feat without the planar's conscious knowledge can only be accomplished by the highest power of villainy). Planar creatures include outsiders, elementals, and any creature with the extraplanar subtype.

Animals, plants, and other creatures with an Intelligence score of 3 or less do not have an alignment – their sole existence depends on their own survival and total instinct. This alters the original standing that such creatures must have an alignment of neutral but that is not the case – neutrality is also a perspective and animals or creatures with low Intelligence do not have such a perception of the world and their environment. Of course, this is left to interpretation based on the style of world in which a particular game is played (see **Chapter Three: Neutral** for details on such determinations). Other creatures that do not have an alignment, regardless of Intelligence

Chaotic Neutral, "Free Spirit": A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn't strive to protect others' freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his ehavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Lawful Evil, "Dominator": A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal

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like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Neutral Evil, "Malefactor": A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up vil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Chaotic Evil, "Destroyer": A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him. †

score, are elementals, constructs, and vermin. At the GM's selection, any creature that is immune to mind-affecting spells may not have any alignment at all, with certain exceptions required.

Alignment Spells: Sensing Rather than Detecting

One of the great fail-safes of roleplaying are the detect (alignment) spells, with which the answer can be provided in plain writing on the wall. Ranging from *detect evil* to *detect chaos*, these magical character-sheet-readers can provide detail in the blink of an eye that an experienced player may wish to act out in a scene or focus an entire evening to develop. As all GMs know, the more technical information on opponents and assorted characters, the less option left behind the screen.

Provide a roleplaying element to the casting of these spells (or spell-like abilities). If a character casts *detect evil*, don't answer with a simple "yes." Detail a mental image for the player to allow him or her to make a judgement call. That same spell can now reveal an image of the suspected character finding a wounded bird at the roots of a tree and bringing it into the house to mend its broken wing. Such images can become a true event from the character's past or can be left as a mere interpretation of the suspected character. Altering the detect spells to become mind-reading projections of a character's past can become overpowering and must be used gently – minor events and descriptions should only be used. †

Races and the Alignments

If a dwarf and an elf both hold the same alignment dear to their hearts, how can their differences be displayed? Should both individuals mark neutral good on their character sheets, does that bind them together and make them

The Perception of Planar Creatures

While mortals are found to have a solid physical make-up, planars are formed by energies rather than flesh. They do appear physically real and can interact with the surrounding environments but their existence is beyond the scope of mortals, making them the benevolent or wicked creations that they are.

A planar appears to a mortal in a guise that his mind can comprehend. The true form of a planar creature such as an archon or a baatezu is far beyond the scope of a mortal brain in the same manner that humans cannot see how their food tastes or smell what a tree looks like – their senses were not designed to handle such methods of observation. It is for this reason that many planar creatures appear as representations of animal-humanoid hybrids. The mortal mind translates the residual energies of the planar into an understandable concept from which they can interact and communicate with the creature (whether that means to speak with it or kill it outright). A planar that is formed as a proud and noble warrior of good can appear as a lion's head with a man's body. Evil planar creatures are commonly seen with appendages of insects, reptiles, and other disregarded creatures, including bat wings.

Does this mean that a mortal who does not recognize the same representations as another can see a completely different appearance of a planar creature? Yes, but the odds are overwhelmingly impossible. Most of the representations that a planar assumes are universally common throughout existence and there are very infrequent races that cannot identify bat wings or horns. All the while, it is still possible and leaves room for interpretation to all GMs.

There are ways to comprehend a planar creatures in its "true form," but doing so requires an intellect that can handle the process of witnessing such an appearance without collapsing and possbily suffering a stroke. Some casting the *true form* spell (see **Chapter Six**) and were not prepared ever live to tell what it was that they truly saw. Yet it is undoubted that planars can witness themselves in their true forms and this leaves an interesting question: what do mortals look like to them? †

equals in each other eyes? Not necessarily.

Each race is a reflection of a developed viewpoint, the maturing of a culture that has had thousands of years to develop lifestyle, religion, etiquette, and societal law. The dwarven view of neutral good comes from a life commonly spent under the mountain, mining and honing their skills as expert craftsmen of metal and gems as symbolism for the skill in which the gods showed in their creation; the elves have turned to the forests as their livelihood and means of expression, showing their compassion for life by replicating the perfect harmony of all Life itself in action and in deed. They may be of the same alignment, but the elves cannot comprehend life without the shining sun or the wind in their face, and the dwarves cannot understand how one could live for hundreds of years and not perfect themselves as craftsmen of unlimited capacity.

There is no time or space enough to dedicate to interpreting every race and monster's view of each alignment so it is important to remember one concept: each culture defines themselves by their interpretation of their alignment. As the answer to all existence is not plastered on the heavens for all to see

Cultural Differences: An Elven Roleplaying Game?

To make a point of cultural differences, let's turn to an example that should be quite simple for us to understand and yet create a conundrum and myriad possibilities to set a point.

The roleplaying game for which this book supplements is based on human fantasies. Simply looking at the various races that are provided within the core books, you can see the human desire to overcome the obstacles that we are forced to live with. Elves, for example, are representations of perfection and longevity (whereas in some campaigns, they are truly immortal). Elves are a symbol for a means of purity that humans wish to achieve, but never can, so they are an aspect of the game created by humans. If that were the case, what kind of RPG would elves create? Would the elves want to play a game in which they are physically flawed individuals that must overcome these penalties in order to achieve their goals or would they dream of an even higher form of evolution in their fantasy and create a game that allows them to sample such absolution.

This question can never be answered, for elves are fictional breeds, but it does provide some thought on cultural perspective in the game world. If anything, taking the time to ponder such a question would provide the GM of any campaign with a clever moment in their next adventure as the party encounters elves gathered around a tree trunk to play the latest version of their favourite roleplaying game. †

and understand, each society – as a race or in smaller doses of culture – turn to their own teachings and interpretations in order to achieve unison with the world as they understand it.

Personal and Social Alignments

A character's alignment is provided as a grouping of two divisions: *personal and social alignments*. This grouping is commonly written as lawful good, chaotic neutral, neutral evil, or such. The **personal alignment** is the latter half of this pairing – it is a choice of path taken by the character himself to reflect how he has chosen to lead his life (good, neutral, and evil). A person who is neutral good is a good person at heart. While a personal alignment will always be encouraged by their upbringing (an evil priest is commonly the spawn of an evil parent), this is the reflection of the person's very nature.

The first alignment written in the pair is the **social alignment**, the designation of purpose determined by a person's surroundings (lawful, neutral, and chaotic). Social alignment is generally learned through interaction with their environment. For example, a person who lives in a community governed by laws enforced by police will likely be a lawful person. Someone else who has grown up in a "fight or flight" lifestyle will develop into a chaotic personality, while another person raised to stand firm on your beliefs and resist temptation will be raised as lawful. When a character's social alignment is paired with their personal alignment, you are able to achieve a better sense of this individual's personality.

So what is the difference between the two and why is there a need to group them? Simply because a character can easily change his social alignment to suit his surroundings while his personal alignment cannot without great difficulty. The personal alignment has been instilled within his psyche since childhood and is not easily thrown away – this is not to say that a character cannot change if he is focused enough, simply that it is much harder than changing their social alignment. See **Changing An Alignment** in **Chapter Six** for details.

Character Archetypes

Another tool provided in this sourcebook is **character archetypes**, listings of personality combinations that can be selected during character creation (or instilled upon battle-weary characters as the campaign continues).

Each character is allowed to choose three archetypes from your chosen personal and social alignment. These three can be selected in any order: you may take two archetypes to reflect your personal alignment and one for your social or vice versa or all three from just one category. These archetypes are divided into *traits* and *disabilities* – each character must have at least one disability upon creation. These disabilities are provided as flaws in personalities and defective reactions to situations which the character may face. They can range from mild cases of stubbornness to severe forms of psychosis. Traits are commonly found as healthy or common types of personality types that can either be expected or somewhat unique. In some cases, the selection of a strong trait may require the character to select an additional disability to compensate for such a powerful personality, should the GM feel it necessary or crucial to the campaign. As a whole, there are few game mechanics involved with these archetypes and they are merely presented as another tool for character development (though some archetypes do provide optional bonuses and penalties that can be inserted into some game mechanics).

As an adventurer's career continues, his personality may change over time as living in a world of constant danger may cause disabilities to occur as the character's psyche attempts to adapt to its surroundings. As an optional rule, the GM may allow the players to select a new archetype or replace one at every five levels. Certain spells can be adapted to cause temporary (or permanent) disabilities while others can enact the same with traits. For example, an *aid* spell can cause all those endowed with the magic to benefit from the confidence trait for its duration.

Each chapter provides a sampling of various character archetypes that can be banded together. While some of these archetypes present nothing more than role-playing suggestions and tips, others may include statistical bonuses and penalties that have effective outcomes in a game.

NOTE: If the campaign uses triple alignments, one archetype must be selected from each of those selections.

Rewards For Using Archetypes

While using the archetype system is certainly useful in creating a stronger roleplaying environment, the purpose of the RPG game is to reward players for their actions through the course of an adventure. Just as experience points are awarded to the players for slaying powerful monsters, so too can awards be handed out for character that play out their character.

The best method involves a standard XP award for a player that role-plays his character concerning their archetypes. If a character happens to have the charitable trait (found in **Chapter Two: Good**) and spends the day helping out to feed the poor at their local church, the player could be awarded no more than 100 XP for their actions. Disabilities can be handed out in a similar means, particularly if they cause the player grief or force a difficult decision, such as playing a hero suffering from a phobia that prevents her actions in battle – the GM can award the player 100 XP for sticking to character against her own judgement. Such awards should be limited to once per week (in game time, that is) and the GM is highly discouraged from handing out XP awards for disadvantages.

Triple Alignments

A possibility to enhancing the alignment system of the core rules is to introduce triple alignments. For example, instead of having a fighter who is lawful good, you can play one who is neutral lawful good or lawful neutral good. The difference between the two can be quite significant.

The use of triple alignments is for heavier roleplaying and deeper characters, offering players a chance to have personal conflicts within their decision-making process, primarily in the form of guilt should the right circumstance come along.

To explain triple alignments, we will

need to break down an example:

lawful neutral good

The first presentation of this alignment (lawful) represents the character's social alignment, as before. To best explain this facet of the alignment, it is the equivalent of Sigmund Freud's reference to the ego, the sense of an outside world and the need to please and conform to it. It is the reflection of the character's current social influence in his decision-making process.

The second is the character's *conscious personal alignment*, a representation of realised choices in which the character will make for himself. As it is commonly varied and opposed to the social alignment, this is generally the id of the character's personality, a more direct representation of personal choices. It demonstrates decisions the character chooses as important and bases his life around. The difference between this conscious alignment and social alignment is that the former has a heavier weight on the character's mind and will cause large doses of guilt should he choose not to follow it. Conscious alignments can only be selected from lawful, neutral, and chaotic. While a character that is lawful good evil may allow for extremely interesting roleplaying, it is not plausible for this system.

The final section of the triple alignment is the *unconscious personal alignment*. This is the inherent nature of the character that can never be changed without major psychological "re-wiring" or magical alterations and can only be selected from good, evil, or neutral. It is the equivalent of the standard personal alignment in the original, two-tiered alignment system.

Therefore, a lawful neutral good character will be a personal character that has a caring respect for life and is very protective of those who are close to him yet grows up in a place governed by rules and stoic judgments in which some individuals may have to be sacrificed or punished for the benefit and protection of a larger population. Such a character may be forced into serving a military unit through a draft but may feel obliged to avoid such service in order to stay with his family.

Any character whose social and conscious alignments are identical need not refer to them as part of a trio. A lawful good character is assumed to be "lawful lawful good" in the triple alignment system. A character that is "neutral neutral neutral" will actually be listed as neutral.

NOTE: If archetypes are used in the campaign, each character must choose one archetype from each of the alignment subtypes that he has selected. One of these archetypes must be a disability and can be selected from any of the three alignments.

Converting to Triple Alignments

When adapting your characters to triple alignments, it is simply a matter of selecting one additional facet such as neutral, lawful, or chaotic, to your character's overall personality. It is important to remember that the conscious personal alignment (good, evil, or neutral) does not change in this conversion. You must choose between adding a social alignment or an unconscious personal alignment.

To do this, you must ask yourself one question: does your character make choices of law, chaos, and neutrality based on his own feelings or by the whim of others? If you are playing a lawful good fighter, does he enforce the laws because they are handed down by the ancients and governed by a council of elders or does he do so because his own personal convictions guide him? If your character's action are governed by others and the choices they make, then lawful would become the social alignment and the player must choose an unconscious triple alignment (thereby converting it into lawful _____ good). If your character is guided by his own morals above those of his surroundings, then it is the social alignment that must be selected (thereby converting to _____ lawful good). Doing so requires a concrete understanding of the character that you have already been playing or that you want to play and hence explains the purpose behind using triple alignments for experienced role-players. If the social and unconscious alignments match, then your fighter will simply remain as lawful good.

True Alignments

To practise Evil in its purest form is something that is beyond the scope of mortals but it is not impossible to replicate as a player. The same can be said for Good. With the exception of a few, highly enlightened individuals that can only be counted by the handful throughout the entire universe, no mortal creature will ever be able to consider herself "true evil" or "true good". True neutral is more common, particularly amongst druids and certain clerics, but it is still just as unlikely within the general population.

A *true alignment* is one that is not swayed by society. They are not evaluated by the needs of a population or majority of rule. A creature that is true good will defend the matters of righteousness and freedom of life because it is in his very nature to do so, but his servitude to others is so extreme that he has no regard – or awareness – for himself above his cause. For a creature with a true alignment, known as a *true creature*, sacrificing its life in the name of its aspect can be done without question. The same can be said for a creature that is true evil: depravity and murder have been etched into their blood and they have pondered such actions since their arrival at creation, that even they would give up their existence to plague Life with Evil on a scale unseen. Only planar creatures are commonly found to have a true alignment and even they are very rare, as all races of the planes have taken some type of viewpoint that is agreed upon by all others of their kind.

Certain planar creatures can even be found to possess innate versions of Law and Chaos. True law and true chaos are better served as concepts rather than physical entities but it is entirely possible for creatures that are beyond the scope of the mortal mind to exist that would demonstrate such true alignments.

To have a true alignment can be extremely difficult to role-play as the alignment themselves indicate a level of omnipotence and clarity that

Triple Alignment:	Title:	Page #:
Chaotic Evil	Sadist	44
Chaotic Good	Crusader	24
Chaotic Lawful Evil	Brute	43
Chaotic Lawful Good	Lawmaker	25
Chaotic Lawful Neutral	Lobbyist	57
Chaotic Neutral	Explorer	57
Chaotic Neutral Evil	Dominator	44
Chaotic Neutral Good	Protector	25
Lawful Chaotic Evil	Hatemonger	44
Lawful Chaotic Good	Purist	23
Lawful Chaotic Neutral	Co-ordinator	58
Lawful Evil	Manipulator	42
Lawful Good	Noble	23
Lawful Neutral	Negotiator	57
Lawful Neutral Evil	Betrayer	44
Lawful Neutral Good	Enforcer	23
Neutral Chaotic Evil	Schemer	44
Neutral Chaotic Good	Rebel	24
Neutral Chaotic Neutral	Guardian	58
Neutral Evil	Possessor	43
Neutral Good	Peacekeeper	24
Neutral Lawful Evil	Profiteer	43
Neutral Lawful Good	Avenger	24

is unfounded in our mortal minds. Providing a written detail of each true alignment is just as challenging a task but commonly involves all aspects of the various branches of good, evil, neutral, lawful, and chaotic.

True Good – the total saviour; self does not exist, there are only others whose lives come before the admittance of your own
True Lawful – the absorption of all knowledge and experience without replicating it; an entity that can become the very environment in which it studies
True Neutral – the ultimate protectors of the Balance; creatures of vast scope and deepest thoughts, they are some of the most indecisive and insightful beings in all existence. ***All characters referred to as "true neutral" according to the alignment system in the core books must now be referred to simply as "neutral."***
True Chaotic – total change in its purest form; a constantly evolving creature that seeks to randomize all Life and revel in the purity of change
True Evil – all consuming hatred that is never sated; nothing is as it should be and should therefore end.

What is...the Balance?

All forces must have balance: a sphere must have a centre point in which it can support its own weight evenly. If that balance is broken and one side becomes heavier than the other, the sphere will roll towards that side and never remain perfectly still – it will be constantly in flux. **The Book of Alignment** must follow the same rule.

The Balance is a law of universal harmony (yet stating that it is a law does not lean it towards Lawfulness, simply that it is a requirement for all life to exist without collapsing in on itself – a recognized truth, as it were). It is not enough that there must be an opposite for one to exist but that one force cannot exist without opposition. As such, there cannot be Good without Evil, Law without Chaos, and nothing can exist without Neutrality to rest between them all. This is the Balance and it is more than a simple mantra of existence. There are those with access and power in the cosmic backdrop of the universe whose lives are dedicated solely to ensure the maintenance of the Balance and therefore, guarantee the survival of all life as it is found.

How does the Balance maintain itself? It is not a matter of population, particularly on the Material Plane in which the majority of campaign worlds exist. It is common for many worlds to have Good as the dominating population and Evil is the minority (and the same can be said for Lawful as the majority over Chaos). Yet this minority of Evil is an ever-present boon to all those who believe in Good that it will dominate their thoughts and beliefs – those who fight for the purity of Goodness are ever mindful of the presence of Evil even though they are likely to encounter Goodness no matter where they travel. So how is it that Evil can become an equivalent

The Truth of True Neutral

It is important to state that there is a difference between having true neutral and neutral for character alignments. The true neutral alignment represents a cosmic understanding of the ultimate balance in existence while neutral is a more localized understanding of the creature's immediate environment. A druid can comprehend the delicate nature of the forest around her but not the implications that may affect an Outer Plane should a single tree in her forest burn to ashes. Can such a simple event cause a catastrophe in such a distant setting? A true neutral character would find a way.

Neutral characters remain wordly, considerate, and wise, but their focus is localized. True neutral characters, using true alignments, ponder Life on a wide, all-encompassing scale. †

to Good when it is only a minority? The best example to explain this concept is to look through the mind of a child. How does a child know that something is wrong? If a little boy goes to the grocery store and steals an item, he will be punished when he is caught. He did not understand or appreciate that he was not allowed to simply take an item purely on the basis that he wanted it but he will quickly learn when his parents or the shopkeeper disciplines him. When the boy witnesses the opposing force to stealing – purchasing the same item with money – he will be able to understand that it is wrong to steal. The same can be said for alignments: when someone learns what is Evil, he will be able to be Good. Morality is often a case of learning what not to do and, as such, there is balance between these opposing forces even while the majority may seem to consume the entire circle of life. The presence and monitoring of Evil weighs as heavily on those who follow Good that it strikes an even balance.

The question of how to maintain this Balance is now more relevant than ever: if the minority is just as equal to a heavier majority, how does one ensure the survival of the Balance? The answer is quite simple: to avoid the total elimination or domination of one side. To many who stand within one concept of these eternal conflicts, eliminating or absorbing the opposing side is a likely strategy. The forces of Good are constantly seeking to wipe out all traces of Evil and a lawful kingdom can desire to conquer a chaotic society and teach them to adapt to their path of life. There are few societies that are able to understand and appreciate the full scope of the Balance and it is the self-imposed responsibility of those who do appreciate its value to ensure that such events will never occur (see Appendix I for an essay on the Collective, a gathering of like-minded and opposed figures that monitor the Balance on their world). There will always be single battles – both physical and otherwise – that will result in one side being defeated and that is fine. Conflict is a natural force to maintaining the Balance. If the armies of Chaos should defeat the friends of Law in one battle, it is inevitable that Law will retaliate and claim its own victory – even though this may take years (possibly hundreds or thousands, for that matter) or may not occur within the same world or the same plane of existence. This is the universal truth for maintaining the Balance: it is not decided within one location but throughout all of existence. An entire planet may be conquered by Evil but that will not affect the Balance of the entire universe. A few hundred worlds suddenly falling to the forces of Evil will cause those who

Classifying Alignments: The Differences Between Attitudes and Cosmic Forces

The five basic alignment components: Good, Evil, Neutral, Lawful, and Chaotic, are mentioned quite frequently in this product with good reason. These alignments are capitalized to represent a universal force of the Balance rather than a personal goal.

As discussed in the treaty on the Balance, the forces of Good, Evil, and all such others are more than perceptions of living; they are integral forces essential to the formation and continuation of all Life. They are provided with proper names not because they are a place that can be visited but because of their importance. Many who observe the Balance do consider these forces to be entities who should be observed with respect and hence use these terms in a capitalized fashion, just as a mortal worshipper would do so for his god – the deity is an entity that is beyond his own scope and the magnitude of power and influence over the mortal's life grants the entity a proper name. Using an un-capitalized alignment concept simply implies the term as an adjective. †

maintain the Balance to sweat, but nothing more as it is only fair since Good has had such a dominating factor in so many worlds for such a long period of time. Players participating in a Balance-themed campaign might only be able to focus on one world at a time, pondering the precarious nature of their own world.

This book is written from the viewpoint of Balance – all sides are considered equal to each other and cannot exist without the others. Good is just as important as Evil, Lawful is as much a necessity as Chaos, and Neutrality weighs as heavily as everything else. Once you can appreciate this truth, you will be able to utilize everything in these pages.

An Important Note...

This book will not answer every question. If anything, it is designed solely to ask more questions regarding the nature of Life, the Balance, and what it means to be a living creature in a universe built by forces that we do not, and possibly cannot, understand. So why write a book that does not provide answers? In honesty, it is impossible to predict all of those questions that might be circling around in your head as you read this sentence. A thousand monkeys on a thousand typewriters for a thousand years could not come up with all of the possible questions existing in the role-playing community. If it can direct your questions in the right path, however, you may yet find the answers that will allow you to understand the meaning of Good, Evil, Neutral, Law, and Chaos and supplant those into the form of a well-developed character and a fully realised campaign world. There are many references to real-world events, beliefs, and viewpoints within this sourcebook. They are used as a means of providing understanding to complex discussions (of which there will be many in this book). While there has been great effort to make use of as many fantasy references as possible, it is not always simple. None of the examples provided in this book are intended to be condoned or abhorred, no matter which they may be and for what purpose they have been provided. All aspects of morality have been considered and given as much equality as humanly possible – there are no personal messages given within this sourcebook. And by that, there will be much that will be disagreed upon, be they for historical or philosophical contradictions, and some (or maybe all of you) may be inclined to press delete and be done with this book before ever glancing over another page. There is nothing here, just as with any other sourcebook, that must be taken word-for-word as gospel. Any adaptation you feel is necessary to reflect your own viewpoints of Life, alignment, and their purpose in a fantasy campaign, are entirely up to you. It is the discussion and observation of these points, and others, that are more important than the exact words themselves.

The Alignment of this Book...

If all sentience carries an alignment of some kind, should not these pages as well? If anything, this book can be listed as lawful neutral in as much as a mortal writer can fathom. While true neutral would be the goal, it is somewhat ignorant and hypocritical to state that there are no social influences involved with the thought processes that have gone on during this writing phase. In as much as other materials covered off such topics as Good and Evil respectively, **The Book of Alignment** desires to cover all manner of beliefs with equal judgement laid towards them all and present them in an organized fashion – a truly lawful device.

Glossary

This book makes references to many new and altered terminologies repeated throughout. To gain an understanding of the possible undertaking a revival of the alignment system can involve, here are the various terms used throughout this book (originally presented as bold upon their first appearance).

Aggressive Neutrality: A viewpoint of Neutrality in which an active role is taken to avoid upsetting the Balance. These characters are known as "aggravators."

Alignments: A grouping of various aspects of Life (Good, Evil, Neutral, Law, and Chaos) to designate or suggest a personality type/motivation for a character. All alignments provided in this book are given in italics to separate them from the aspects or other references.
Aspect: The term for one of the five major components of the alignment system, referenced as a piece of the Balance and Life: Good, Evil, Neutral, Law, and Chaos.
Balance, The: A belief in which the five aspects of alignment are cosmic forces shaping the multiverse, each gaining dominion over all existence for a period of time. It is believed that should the Balance be upset by any of the aspects, all Life will come to an end.
Character Archetypes: Personality types designated to a character through their alignment combinations, divided into traits and disabilities. These archetypes can be used alongside or instead of the standard alignment system.
Conscious Personal Alignment: A piece of the triple alignment system, also known as the "id" of a personality. It is the dominant viewpoint of law, chaos, and neutrality beholden to a character, versus the social alignment that is dominated by a society's viewpoint. The conscious personal alignment causes conflict within a character should he take an action opposed to this component.
Disabilities: One type of character archetype that causes a social malfunction within the character. These can be presented as statistical penalties, role-playing opportunities, or both.
Life: A capitalized interpretation for all existence in the multiverse.
Mortals: A general term for any creature born within the Material Plane that must learn their alignment during childhood.
No Alignment: An altered version of the d20 system in which there are no alignments. Spells and classes are altered accordingly to fit the individual style of campaign.
Open Alignment: An altered version of the d20 system in which alignment is considered a personal viewpoint and does not have any power with magic or prayer.
Passive Neutrality: A viewpoint of Neutrality in which the potential actions of another party must be realised to see the dangers and threat they may cause. These characters are known as "pacifists."
Personal Alignment: The second component of the alignment system; the character's viewpoint on Good, Evil, and Neutrality, representing their own beliefs on their goals in Life.
Planars: A general term for any creature born outside the Material Plane, ones that are made of their alignment rather than raised towards it.
Social Alignment: The first component of the alignment system; the character's viewpoint on Law, Chaos, and Neutrality, representing their taught values on living within society.
Traits: One type of character archetype representing a honed social skill. These can be represented as statistical bonuses, role-playing opportunities, or both.
True Alignments: Absolute understanding of each aspect; creatures with these beliefs are always true creatures. They are known as true good, true evil, true neutral, true lawful, and true chaotic.
True Creatures: Beings with a true alignment; their power and understanding of the Balance places them beyond the scope of mortals and planars alike as they serve above the scope of gods.
Unconscious Personal Alignment: A piece of the triple alignment system, also known as the "ego" of a personality. This is the character's unwavering belief in Good, Evil, or Neutrality, which is equal to the personal alignment of the original two-tiered system.

CHAPTER ONE: GOOD

good – (adj.) 1. morally excellent; virtuous. 5. kind or friendly. 6. honourable or worthy. (n.) 20. moral righteousness; virtue.

Of all the components of alignment, good is the easiest to recognize. It is the basis for living a normal life that many of us have been taught by our parents, in churches, synagogues, temples, and by our governments. Our world exists in a means of achieving good and we pride ourselves on doing what is "right." But how do we know what is good and what is not? Surely, we know by example but what are the conditions for a character to be good? Stories of valiant heroes crusading in the name of good can be counted in the millions but to ask the question what makes them "good" can be quite difficult to answer directly.

The Role of Good in the Campaign

The standard fantasy campaign has two definitive concepts that are just as similar to all manner of storytelling past down through thousands of years in practise: heroes and villains. Obviously, the heroes are good-aligned, watching over the weaker and more helpless members of their kind against the ravaging brutes and torturous schemers that would seek to bring them harm and injustice. The heroes in any such story are a representation of an epic that we seek in all our lives – we respect those who are able to sacrifice their own lives for the sake of protecting others and grant them titles to honour such moments, regardless of whether or not they live or die while performing the deed.

It is this goal of heroism that drives all fans of the fantasy genre to roleplay and take up the quest for Good. As members of a society raised on a principle of Goodness, it is easy for us to recognize that which is good-aligned and strive towards it. A path helps define us and give us a position in the immense world we live in.

So what more can be achieved in this chapter then? If all of us have a clear definition of Good embedded into our psyches, what more needs to be said about it? Before answering those questions, we must ask another one: why should we be good? What purpose does Goodness serve in the grand scheme of the Balance? While this

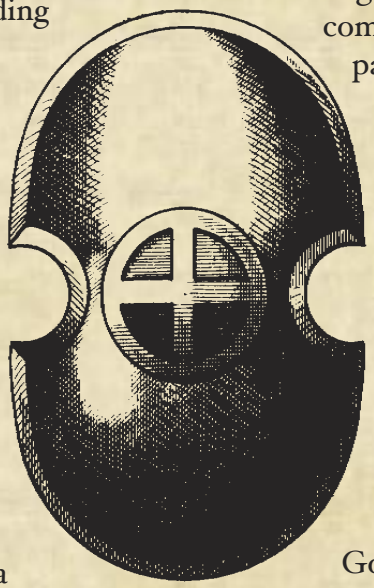
chapter does not seek to answer such questions, we must explore it further in order to open up our good-aligned characters into more than wanton protectors of the righteous. What are the flaws to being good aligned? How is it that Good has not prevailed over all others and become the absolute dominant force in the universe? And why should only the bad guys have all the fun?

The Basis of Good

Listed below are the individual conceptions of Good – these are the attributes to which this alignment is based. Each one is explained in detail to provide a greater understanding of what it means to be good.

Respect for Life

One of the most universal traits of goodness is care for living creatures: from the smallest animal to the most powerful humanoid. Good characters recognize that each living being is an entity that experiences life in its own capacity and will only consider claiming that life for their own needs as a necessity. It is, ironically, quite rare to find a good hero who is not willing to take a life despite the fact that he may cherish it and may take pains to think of consequences that may occur to a living being upon its death: for many good characters, those who would commit evil, and therefore show no respect for life, should hence be subject to death, a penalty that evil characters are also willing to dispense for their own purposes. Some good characters may even choose to avoid killing animals for food, swearing that all living creatures should be allowed to die of old age. The viewpoint for determining the appropriateness of death is always based on a character's social alignment.



For some, however, the preciousness of Life is not always recognized in other cultures, creeds, or races. Many good-aligned characters may not see the need for an orc to live another day, despite the fact that an orc experiences life in the same manner and with the same five senses as himself. Some good-aligned heroes would sentence an orc to death simply for being an orc, but that does not change his alignment. As long as the character has the capacity for understanding life and sentience in others, he may maintain his sense of goodness in the hopes that he may undergo a spiritual quest to learn the ways of others and gain an understanding of them. Bigotry is ignorance, not evil.

Righteousness

For a character to be righteous, he must have a strong moral centre and this is especially common amongst those who follow the path of Good. Righteous characters are aware of the affects of the opposing alignments and are certain that Good belongs on the highest pedestal above them all. Good characters are active crusaders in the fight of Good above all other alignments. Their opinion of Evil is rather self-evident and even Neutral is considered a lazy alignment in which the individual has decided not to take a stance at all.

Once again, this attribute of Good reflects a sense of others. Many Good characters are aware of their role in the entire universe but they see it as a means of achieving superiority above all others. They believe that it is in the interests of all life that Good rules above Evil and Neutrality and it is rare that they understand the true purpose of the Balance. In this sense, Good and Evil are both fighting for the same goal – conquest – but evil characters are commonly found doing it for themselves while Good sees it as a means of victory for all life as they believe it should exist for others. It is not uncommon for two forces of Good to war with each other as each takes an opposing standpoint on the achievement of that goal and looks to the other as "corrupt" or "tainted." Whether or not the masses agree with them, these creatures see fit to make such decisions for them and insist that all will see the "light" once they have received absolution.

Benevolence

Sacrificing their own lives, desires, and/or possessions in the defence of others is a sign of benevolence. Good characters are commonly found donating to the poor, giving up their own time to help unfortunates, and acting as valiant heroes who will stand between the innocent and endangered with their own lives. While righteousness is a sense of accomplishing victory over the opposing alignments as a higher goal for all life, benevolence can become a personal act in which only one individual is saved. There is an old saying that reads: "When you save one life, you save the world entire."

Society's Influence on Good

The above descriptors of Good are only a few of the possibilities for this branch of alignment but they are the only ones that are not affected by social alignments. As with all creatures, mortal and planar, society and upbringing bend the direction towards Good in which an individual will focus his or her life. These specific leanings towards Good are provided below in the form of character types.

Law and Good

Law is the weight-scale of life and seeks to have unison of all facets through order and compliance. When coupled with Good, the union seeks to create an orderly society for all to benefit.

NOBLE (LAWFUL GOOD)

This is perhaps one of the most commonly believed traits in the pursuit of Good and conquest over Evil. Following a code of honour is considered by many – including some of the most powerful forces of the planes of Good – to be a power in which no evil creature can overcome. Scruples, principles, and an edict to live by and die defending are the practises of a noble character. These codes can be practical or highly irregular, even contradictory to each other. A paladin who swears to never take a life but gladly slays evil creatures makes such a contradiction but falls upon his code of nobility to know that the elimination of Evil in all its forms drives his life and takes precedence over such oversights.

ENFORCER (LAWFUL NEUTRAL GOOD)

In a perfect society, an individual can strive to succeed at his own desires without fear of outside interference. He will succeed; he will achieve an existence filled with contentment and value.

In reality, forces constantly work against each other crafting a dissonant atmosphere that interrupts the individual's pursuit of happiness. When the dissonance spills over, the enforcer steps in to hold the destructive floodwaters at bay. The enforcer maintains peace by drawing a line in the sand that none should cross; at least, not if they care for their own safety.

This brand of good turns a blind eye to some aspects of a lawful society. They ignore slight offences recognizing that not every individual, even those good of heart, will agree about the proper way to lead a wholesome life. Still, there are details, acts, ideals that cannot be tolerated. When push comes to shove, the enforcer heaves.

Characters with a policing authority, such as a sheriff, in large or small communities, are the most common type of character to hold this viewpoint.

PURIST (LAWFUL CHAOTIC GOOD)

There are few in the worlds of the gods that can stand up to the measure that has been set to follow and it is a shame that so many must be left behind. By obtaining that highest level of abstinence and perfection, such a highly regarded good character may just be able to save his people from damnation and give the gods hope that these delicate mortals may yet rise to the challenge.

A purist mixes the strict edicts of the noble character with the saviour-without-request attitude of the crusader. His own inner journey is an example for others to follow and his sacrifices may prevent his people from being wiped out or tossed aside

in favour of another race that might yet gain favour of the gods of Good. He does not seek to preach his extreme beliefs but would gladly reveal the possibilities to anyone asking. Monks are the best examples of a purist.

Neutral and Good

Neutrality dictates all must exist equally in their own right and this outlook works well with Good...so long as it is towards the well being of all life.

PEACEKEEPER (NEUTRAL GOOD)

Neutrality is the aspect of peace and respect for all other creatures, while Good focuses on a respect for all life. Blending them is quite cohesive and will generally result in active peacekeepers, working hard to prevent acts of war and aggression that would see multiple sides spilling blood to win an argument or settle a dispute. While this type of good-aligned character would prefer to find the majority of the population follow the Good path, the Peacekeeper respects the right of individuals to hold differing viewpoints and revels in the diversity these viewpoints give the universe.

Being a peacekeeper does not always mean allowing Evil (or perhaps non-Good) to have equality. If a party of evil orc barbarians begins to sack nearby villages, pillaging as they go, they will not be offered a couple of hamlets on the outskirts of the kingdom's border for good measure so long as they do not proceed any further inland – the peacekeeper will attempt to find a non-violent means of sending the barbarians back from whence they came. If not, he will gladly stand at the head of the charge with his sword drawn to push them back...or bury them where they fall.

AVENGER (NEUTRAL LAWFUL GOOD)

Life exists as it must for years uncounted and beyond the scope of any mortal mind but there comes a time when an action cannot be accepted and shrugged aside. There comes a time when matters must be set right, even if they cannot change the course of time and the events that have already occurred. There must be punishment.

The slight difference between the enforcer (lawful neutral good) and the avenger (neutral lawful good) is timing: the enforcer works to prevents acts of evil while the avenger sets out to correct them after they have been completed. Not every deed is sought vengeance by this character type but there are some foul deeds that know no limits.

REBEL (NEUTRAL CHAOTIC GOOD)

No entity can dictate the needs and desires of every single individual – each person must find their own path and it may not be viewed the same as others. To some, the actions of a rebellious good character may seem unlawful or corrupt, but their actions serve the same purpose if not the same guise.

The use of the rebel character type is similar to that found as the original listing for chaotic good in core rulebook I: a hero who takes to the underground to achieve acts of goodness that are both desired and prevented by society and its self-imposed laws. In most cases, a rebel character set his sights on the very people who crafted such laws to work in their favour. Their methods may not seem enlightening, but their hearts are definitely in the right place.

Chaos and Good

Chaotic creatures are quick-minded and impulsive, sharp in their reactions and never doubting their actions in hindsight as they live out the moment rather than the perfect, learned reaction. Adding Chaos to Good creates a personal quest to create a fair world for all to live in.

CRUSADER (CHAOTIC GOOD)

The history of the European world is filled with over-ambitious clergymen, lords, and other men of power who used the words "heathen" and "infidels" with more frequency than some of the racial slurs that are used in our modern day. As Chaos resembles the energy of absolute impulse, it has resulted in the "Crusader effect" when mixed with the forces of Good.

In the eyes of these individuals, there is only one means to living a complete and decent life

and that is by practising Goodness. While many crusaders choose the peaceful path, using their knowledge of words and philosophy to persuade those with alternate beliefs to their flock; others resort to violence if words fail or before the words fail, choosing instead to use their writings to announce triumph over their enemies. To those of an opposing alignment (and particularly those who stare down this invading platoon), a crusading party of good-aligned knights and priests is just as dangerous as a horde of evil goblins rushing down the mountainside.

LAWMAKER (CHAOTIC LAWFUL GOOD)
The laws of an organized society are created by the needs of the people. In some cases, they are begun with the actions of one individual who saw the need for change and stepped forth to make his case heard.

A lawmaker is a character who sees the law as a system of democracy (even if the land should be ruled under a king) and sets out to make the lives of his fellow citizens better by changing the way these decisions are made. They use their passion and the law to convince others of needs and enact social change from within. They are highly charismatic with strong convictions and view Law as a means to a better lifestyle and invoke purity in their people.

PROTECTOR (CHAOTIC NEUTRAL GOOD)
Combine the individualistic attitudes of the chaotic character with the highest respect of personal choices of the neutral hero and you have created the protector, a defender of rights and champion of the trampled. The protector is a firm believer in the need for all individuals to live their lives in the manner that they see fit (so long as it adheres to an equal respect for others' lives as well – give and take). They are quick to pounce and passionate for their cause, highly charitable and commonly acting without concern (or sometimes, thought) for both personal and financial costs. In some cases, they fight for those who may not want their help but the pull of the downtrodden is too powerful for the protector to

Good Characters and Discrimination

The definition of discrimination is "making a distinction based on a prejudice." Loosely defined, if one person pre-judges a person based on their social collective, that individual is discriminating. So can good character discriminate? Yes. In fact, they do it all of the time, if not more than any other type of alignment.

Good-aligned characters will often act poorly towards evil characters and this reaction will always begin as soon as it is discovered that they are evil. A polymorphed sorcerer can appear as an innocent young woman and strike up a pleasant conversation with a noble paladin but as soon as the paladin detects the sorcerer's evil alignment, all gloves are off and the paladin's mood towards the "young woman" changes immediately. A disguised evil creature can only be up to evil intents, yet many good-aligned creatures use polymorph and shapechanging abilities all of the time and their actions are never viewed as evil simply because they have taken on another form. Two creatures of opposite alignments performing the same deed will be viewed in a vastly different light because of their allegiance to either Good or Evil – a good-aligned character will automatically assume that the evil shapechanger means harm and will consider him a threat. A good-aligned shapechanger must have a valid reason for their alterations: a selfless reason that will benefit many.

Some characters may be inclined to think that even neutral characters are "inferior" to themselves as they have

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not found the "true path" to walk upon and these characters can become just as dangerous as the demon lord perched upon his tower of infinite height. The most indignant heroes can even view those without an exact alignment as lesser beings and keep themselves to a highly exclusive crowd (who would still be viewed as ineligible to the character himself). Ignorance and the inability to understand the thoughts and desires of other creatures is a trait of discrimination and good-aligned characters are just as vulnerable to it as any other alignment. †

allow a few nervous rejections to turn him away.

The battles of the protector can vary as there are many ways for a good character to defend those who are unable to defend themselves against infringement: from physical battles to those in a courtroom, even to take them as far as the throne rooms of mortal kings and the chambers of powerful gods. The protector is willing to bend the laws of mortalkind in order to fulfill his mission, so long as they do not break the conduct of a good character. As always, certain questionable actions can always be condoned by purpose.

Symbols of Good

Mythological forms, representational objects, and revered abstracts are all used in their own way to represent signs of the presence of Good. Many of these symbols are integrated into holy emblems of various religions and adorned onto the armour of valiant warriors for who trips into the den of Hell is a common event.

Light

Those who worship the tenets of Good see their lives as open and proud, without secrets to hide. As light allows mortals to see all that resides in front of them, so, too, does Good grant the benefits of clarity in sight. Many clerics who turn undead will emit a varying degree of bright, white light from their holy symbol during such moments and many paladins of Good prefer to keep their armour shined to a perfect polish as a representation of light. The sun is commonly viewed as a source for such light and can be linked with the fire symbol (see below).

The irony is such a symbol is that a person can go blind or damage his sight should he stare directly into the light for too long but this has never deterred the strongest believers of the Good faith. The true path of Good is harsh and difficult to understand – only the purest of souls are able to comprehend its complexities and be able to look into the light without becoming blinded by its magnificence.

Neutral characters fighting for Good realise that light creates shadows by its very nature, a symbol used by Evil. This is a symbol of the Balance as well, for one cannot exist without the other. Remove the light, it could be said, and there will be no shadow, but overwhelming darkness.

Fire

Yet another interconnection with Evil, the forces of Good also respect the power of fire but for a different reason than their counterparts. Fire is seen as a purifier. While a forest fire may burn trees into ashes and leave nothing but a scarred wilderness behind, it allows for new growth to begin. Many practitioners of Evil who are captured and interrogated are sentenced to burnings in the belief that the fire will purify their soul, devouring the Evil that taints them and set them free...on another plane.

Birds

Soaring in the sky and looking down upon the mortal humanoids that step upon the rocks and tress, birds and other winged creatures have long been seen as watchers of the gods. Blessed with the ability to soar higher into the air than a man can see, we have long been envious of their ability and have taken great pains to join them in this vast region of fresh air and fluffy clouds. It is no wonder that these creatures are well respected by Good religions and the feather motif plays

frequently in many Good symbols. Most angels and celestials have large, feathered wings that carry them above the ground. As the view of Good commonly responds with a hierarchal view of the world, there should be no surprise that all good-aligned creatures see themselves as higher beings with a greater understanding of the universe and believe that they have an insight to their world similar to a bird looking down on the larger and deadlier land creatures beneath them.

Dragons

While just as many dragons are evil and have been considered foul creatures by the Europeans, many Asian cultures offer them as protectors and omnipresent figures of mythology and legend. In the fantasy world, there are two major types of dragons: good-aligned metallic dragons and evil-aligned chromatic dragons.

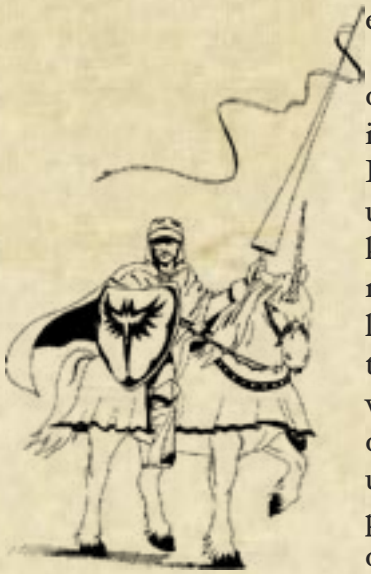
Why choose shades such as gold and silver for good-aligned dragons? The colours for the evil dragons are base and simple – red, blue, white, and such – that is symbolic to the Good view of Evil: simplistic. The colours of gold, silver, and other such metals are precious and rare, a highly sought and rewarding prize with multiple layers of beauty and brilliance that have come from thousands of years deep within the foundation of the earth. Such imagery plays similar to the light symbol that is the most common representation of Goodness. Good dragons are granted a dignity and proud pose while those of evil are considered nothing more than immense serpents.

The Sword

Paintings, murals, and ancient pottery all show the valiant hero standing against the tyranny of Evil with a sword firmly grasped in hand and this weapon is more than just a symbol of death to those who would commit foul deeds. All good-aligned characters are vigilant creatures keeping a sharp eye over their shoulder for signs of darkness and the sword is an excellent representation of such an eternal post. The sword can be used for both attack and defence and has become one of the most common and versatile weapons of the fantasy world.

Role-playing a Good Character

The large majority of players who draft up a character to travel the world with a sword or spell in hand generally does so as a hero, a good-aligned character who seeks to right wrongs and challenge the wicked from where they stand. To do so actually seems to have more of a roleplaying challenge than it would be to play evil and this is the obstacle with Good.



To all mortals, Good is not really defined in its own right. In fact, it is probably more dependent on the Balance than any other aspect of the universal alignments. Many mortals know what it means to be good by not being evil and they are very well learned in the aspects of Evil so that they will not fall into its grasp. But what does it mean to be good? Can you describe the traits of Goodness without using the words "not" or "don't?" Is it possible to be good without battling evil or keeping vigilance over its slipping grasp in any manner, no matter how small the effort? Yes, but doing so requires a complete revision of the concept of being good.

Take war as an example: they are declared in response to another party's actions or intentions. If one party decides to act in a manner that is threatening to another party, the second party may choose to retaliate by declaring war on the first. By changing the focus and having the second party declare war simply because they are opposed to everything the first party stands for, even though this party has taken no action – aggressive or otherwise – against the former that would normally be considered grounds for a war. It alienates the second party as "zealots" and "dominators" who wish for nothing more than merging all cultures to mask their own and thereby placing all others

parties under threat simply because they are different. Such actions by the warmongering party are still good in nature but are more upsetting and equally dangerous to those who may practise evil and attempt just such an action.

So perhaps this is what it means to be good – achieving a higher purpose through dedication and focus. Many Good religions require their followers to repent or deny certain deeds or thoughts, with many views and concepts on how this can be achieved: lawful good characters will keep score of their deeds; neutral good characters hold to an overall intent weighed throughout their lives; and chaotic good does not see any room for error. This is no single path leading to true Goodness and this is the ultimate aspect of being good aligned: improvement of life.

The evaluation of others weighs heavily on good-aligned characters (as most of them are extremely social creatures) since one of the main tenets of Good is the concern for others. If you take up the sword to protect those who cannot defend themselves, shouldn't their views on your actions lead to your evolution? This is not to say that a good-aligned person who performs an act that is frowned upon by his fellow members cannot gain attrition or still ascend into the next life (as per the decision of his god) but it is the easiest measurement for mortals to follow. The succession of a good-aligned character is easily measured by the view of his flock, as it were. Therefore, to be good is to be in front of an audience.

Good Clerics

Curing the sick, healing the wounded, and preaching the dignities of Good to the world: all these are the most common traits of a good-aligned cleric and in most cases, he is included in the party as a walking first-aid kit. So what is it about a good cleric that causes him to spend his life devoted to purifying the souls of others?

To consider this aspect of the character, perhaps it is best to turn to the greatest ability of all good clerics: healing. A quick prayer and the dead may live once again, a wound can close up, and limbs can be reattached. While a cleric is certainly capable of restoring his own life should he become wounded, he is more likely to cast these spells upon others before himself. So if the measure of goodness is weighed by sacrifice and consideration, how does healing magic work in the cleric's favour? Consideration is obvious and is the edict of all good-aligned clerics but sacrifice comes as nothing more than using up the time of his own life to summon a prayer and call forth energies blessed to him by his god(s). So where is the sacrifice? It comes from the deity itself.

Healing magic is a blessing of life endowed

Can Evil Characters Cast Healing Spells?

While this may seem to be an odd discussion for a chapter on Goodness, the subject of healing spells and their emergence in the hands of good-aligned clerics does bring up this sub-topic: why an evil cleric cannot cast healing spells? While it may seem implausible for an evil cleric to endow the life of a deity on another, why can he not cast such energies into himself? Does the evil cleric not want to live longer? In short, the choice is not up to him.

An evil cleric worships an evil god and the first trait of Evil is selfishness. The question does not pertain to an evil cleric wanting to heal himself but to an evil deity wanting to give up a fraction of his own lifeforce for the benefit of someone else, even a loyal follower such as a cleric. To do so would amount to a respect for someone else's life and this seems to be an epitome against the practise of Evil. A deity could not develop into a representation of a portfolio of Evil if he would ever consider granting life to another aside from itself. If anything, an evil god would believe that the sacrifice of an evil cleric is proof of their devotion to him. Clerics come and go, but the god wants to last forever. †

upon the subject of a spell – it is a portion of a god's own lifeforce transferred into the subject of the healing spell. A god surrenders a piece of his own omnipotent composition by request of the cleric to spare or aid the life of another mortal. It is for this reason that many gods will only allow so much of their lifeforce to be exchanged within a set period of time as an unlimited transference of hit points would eventually lead to an empty husk that once ruled over a church. It is for this reason that arcane spells are barely able to master the aspect of healing magic – such energies and casting are not spells but blessings and gifts and beyond the recall of arcane spellcasters.

It is therefore possible for a deity to refuse healing onto a subject of the cleric's hands, but there are few documented cases of such denials occurring. However, many clerics do not control the amount of life that is granted, only the size of the channel in which his prayer is answered (represented as a higher-level healing spell that allows for higher dice rolls). Some clerics speculate that a low-resulting healing spell may be the god's way of refusing to provide too much of its own lifeforce to the subject without outright refusing and turning against one of the major tenets of Goodness.

Paladins

While paladins are also blessed with the healing properties of a cleric, their renown comes from their own self-sacrifice and dedication to following a holier path not easily tread by most mortals. It is said that many angels are the transcended forms of paladins who had achieved pure goodness and evolved into these higher forms. This theory would then explain why there are so few angels in comparison to the forces of Evil in the Lower Planes.

The code of honour for a paladin is strict and unapologetic – even an unintended deviation from the path is not tolerated and will outcast the paladin and strip him of his powers. For those of us who make resolutions to lose weight, quit smoking, or give more money to charity, it is only a mere fraction of discipline and focus compared to the task taken willingly by the paladin.

It is in this sense where the respect of the paladin enters the mind of the public. Even evil characters cannot help but feel awe at the dedication absorbed into the character's very fabric of existence and this is why it is so tempting to corrupt them (see rules for Intervention and forcing alignment changes in **Chapter Six**). A paladin is unquestioningly loyal to his cause and may not understand it any further than: "I must do so because I must be good." While this may seem tripe and narrow, it is the

Do Good Gods Cast Healing on Evil Characters?

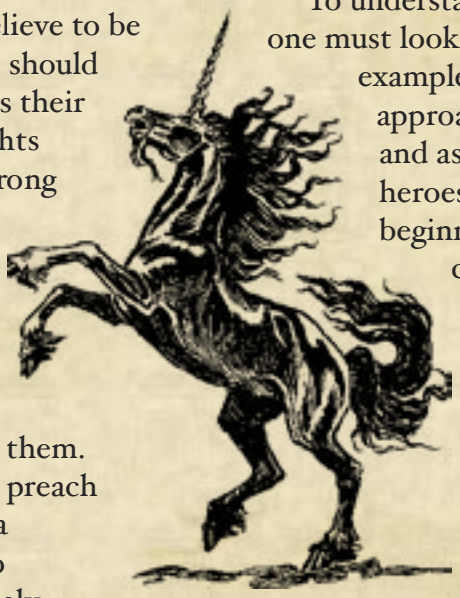
As a good-aligned deity is inclined to grant some of his own life energy into a wounded character, does the alignment of that subject matter? Would a good deity place his own life within the body of an evil sorcerer? Yes, but only if the character is mortal.

Mortal characters, as discussed in the Introduction, are shaped and crafted into their beliefs. They are like clay: they can be moulded into a desired form. Even if the clay has been left in its form for a long period of time, it can be re-shaped again with care and patience. There is always the possibility for an evil character to see the "error" of his ways and convert to Good (or at least step away from Evil). Planar characters are composed of their alignments and cannot be converted so easily. To place a good deity's life within an evil planar leaves little possibility for communion and repentance and there is no need for such an act to occur. In the eyes of the deity, the evil planar creature is best left to die. As a result, that same lifeforce could actually be used to submit damage against the planar, just as positive energy can harm the undead. †

firmest stance of belief for a paladin. The paladin has seen or felt energies and forces of the world that bend towards the forces of Good and desires to be part of that battle. A paladin defends his faith against the plight of Evil but strains even harder to show his devotion to Good, no matter how much of it he is able to understand.

Social Interaction

Just as in battle, a good character has nothing to hide or feel shamed over: they have chosen the "winning team" and there is no need to step back from it. At the same time, many good characters feel a struggle between what they believe to be good and what their initial reactions should want. Good characters may suppress their emotions or withdraw certain thoughts that may be seen as improper and wrong because they could be construed as evil or "un-good." Envy is a prime example – while a basic emotion of mortals, many view this kind of thought as a sin and take great pains to avoid thinking envious thoughts, let alone speaking them.



Above all others, good characters preach themselves as benevolent victors in a battle for moral supremacy. They do not hide their convictions and willingly reveal their discontent for the actions and choices of others that are against their liking. They are some of the most blunt and open individuals to be found and that has a tendency to make them some of the most unlikable.

Good-Aligned Villains

The party of adventurers enter the Keep of Abundant Terror, a powerfully enchanted fortress surrounded by a moat of serpents and man-beasts. With great courage and sharp swords, the heroes are able to penetrate the Keep into its heart, stepping into the throne room to find its host is...a celestial?

The role of a villain in a role-playing adventure is to act as the opponent, the figurehead for which the conflict of the adventure becomes the focal point. While most villains in a good-aligned campaign are evil- or neutral-aligned, some of the most offsetting adventures feature a good-aligned antagonist. This is entirely possible.

In the war against Evil, some creatures taken to the side of Good pursue their target with intensity and ferocity that blinds them against the needs of others. Chaotic good creatures make for the best good-aligned villains, as their motivations are more impulsive and individualistic, causing them to frequently believe that their task is best suited to success while others simply cannot understand the perplexity of its intent.

To understand this "moral blindness," one must look to their own characters for examples. If a 20th-level character is approached by a 1st-level character and asked to join their party, the epic heroes may laugh and brush off the beginning adventurer. Such a weaker character would surely perish against the dangers that epic heroes would stand against. Some blows that they would have to withstand could kill a 1st-level character three times over, so to travel with one is laughable. If you can agree with this statement, then you can understand the viewpoint of a good-aligned villain, particularly a planar one. How could mortals possibly understand the purpose behind his plans? He is a being who is composed of Goodness, while they must be taught it. It would be embarrassing to think that a mortal would know better than a planar being representing Good and yet endangers the lives of others. Such is the burden of power: with it comes great responsibility and the need to make decisions that require sacrifices from themselves and others, even if a population may not agree with them.

Dryads

A dryad is an example of a good creature of single focus: her forest is all that matters to her and she is willing to make certain sacrifices to defend it, even if those sacrifices have to come from someone else. To a dryad, the cause is

worth the sacrifice and these are excellent good-aligned antagonists. The life of a tree is more important than that of a mortal for the trees cannot defend themselves – that is her role.

Angels

Hierarchy can sometimes create blindness. Sitting high atop the smaller creatures of the world, an angel can be ignorant the plights of others, completely absorbed in a quest that he feels will be to the benefit of others and yet never investigating the results or desires he can protect. In other cases, an angel may be following the orders of an even higher power, such as a god, and refuse to consider any other aspect of the quest: what could a mortal understand about the desires of a god that would make this mission wrong?

In order to eat, weaker animals must be killed, plants uprooted, and water taken from rivers and lakes – survival of the fittest. Almost all good-aligned creatures consider the lives of a multitude over the survival of a smaller group or one individual – angels merely take this to a higher level. They come from a realm of after-life, where the good souls are rewarded for their deeds on the Material Plane through servitude on the Upper Planes of Good. Causing their deaths – while not directly, yet inadvertently – is not viewed as an end from an angel's point of view, but a new beginning. Most angels will ensure that those slain in the act of performing a greater deed will be granted asylum in the various heavens of the Upper Planes after their physical body dies. They view the mortal shell as we would look upon a tadpole: it is only an opening phase to a new and higher form of living. With this in mind, an angel would be inclined to eliminate the lives of good-aligned, innocent mortals in order to achieve a greater purpose of eliminating a threat of Evil and grant their future generations a chance to live without threat of Evil. All good creatures must make sacrifices and surrendering your life is the highest form so long as Evil is defeated.

Dragons

As a human being, do you feel guilt for stepping on an ant? Not likely, so why should we expect a dragon to feel bad for stepping on one of us in its pursuit to fight its own battle? As the old saying goes: "Two dragons at war equal three thousand dead humans".

Good dragons are kind and respectful of life but they engage their battles amongst dragonkind or powerful wizards of abilities that may reach beyond the scope of a humanoid adventuring party. As creatures of extreme longevity in comparison to most mortals, including elves, they view their actions with a much wider scope and easily offset certain actions that may result in innocent deaths as a necessity towards achieving an overall purpose. A battle with an evil red dragon that eventually wipes out a whole village is an acceptable loss as the death of a red dragon would eventually save five times as many lives lost as those slain within that fallen village. For dragons, life is not perfection and weaker creatures must fall for the greater result of life as a whole to continue on.

Just as with angels, good mortals may need to interfere with the plans of a good dragon should they result in the loss of innocent and/or unsuspecting lives. While a silver dragon may see such deaths as a viable loss to gaining victory over evil, the party might not.

Beyond Expectations: Evil Creatures Turned Good

As stated before, all mortal creatures are able to convert their expected beliefs to reflect the life that they have lived. In this case, many creatures that are commonly found to be evil-aligned may one day be encountered as a good guy. The first goal is to ensure that the standard heroes do not kill a "converted hero" on sight and allow him the chance to live long enough to explain himself.

For starters, certain types of creatures cannot alter their alignment by choice or social upbringing, even if they are mortal. These are generally those creatures that are created, summoned, or spawned. Constructs, mindless undead (meaning those without Intelligence scores), elementals, outsiders, plants, oozes, animals, vermin, or any

creature with an Intelligence score of 3 or less are automatic exceptions to alignment changes. Under the pretext of a good story, a GM is more than welcome to change this condition and leave it to say that such changes are not easy to come by. Magical alignment changes are a different story and are detailed with greater regard in Chapter Six.

Choosing a New Alignment

There are numerous possibilities as to why an evil creature may choose to become good and doing so is not simple. It is a long and difficult process, particularly for those raised by an evil-aligned society. Therefore finding a creature that is willing to undergo such a radical and dynamic switch in lifestyle is rare...but very possible.

Any changes inflicted upon such creatures are personal – none of the stats, ability scores, and other features of the creature will be altered in any way barring magical influence. An evil-born creature who injects a horrible poison into its victims may swear to never use such venom unless against other evil creatures or might even have the poisonous toxin or its delivering device (e.g. teeth, claws) removed as a symbol of attrition. Such symbols are quite common for those creatures that have sworn themselves towards the cause of Good, a sign that they have cast off their evil heritage and turned over a new leaf. It does not always make good-aligned characters comfortable to be standing close to a good-aligned vampire, but one that has removed his fangs does seem less likely to suck your blood.

The Mechanics of Good: The Use of Combat, Feats, and Spells

The measurement of a good character is tallied in the manner in which he carries himself: how he fights and faces his opponents, his mercy on the battlefield, and the swiftness in which he slays evil. All of those represent his nature and there are certain game mechanics (feats, spells, and combat techniques) best used to personify these traits.

Combat

Face your opponents head on. This is a direct approach to battling Evil and truly representative of the good character. Goodness does not hide, shift, or skulk; it is open and exposed, its intentions clear and plain to see. A good combatant will reveal all weapons just as the fight is about to begin and will normally hold true to them unless he is forced to change tactics. Should the character wield a long sword and medium shield, they will both be gripped firmly in hand as the battle begins. It is rare for good characters to carry a plethora of weapons, generally preferring a powerful magical weapon, armour, and other core resources such as amulets, potions, rods, and such. With this singular weapon, however, they will make tremendous displays of skill and ability, mastering the art of two-weapon fighting, parrying, and wielding these tools as if they were a third arm.

Feats

Their feats are a display of magnificence and power: Power Attack, Cleave, and Sunder are displays of broad strokes and highly visual actions that will strike down their enemies. Diehard and Endurance allow the good-aligned character to remain standing when all others would fall, indicative of Good's dedication to the fight. Metamagic feats are a display of gift and grace, casting spells at a level impossible to those who are not as dedicated to the task as they are. Finally, as many good-aligned crusaders are masters of a single weapon, they will take in such feats as Weapon Specialization and Weapon Finesse.

Magic

Good is often seen as a protector and many spells and magical items used and worn by these characters are representative of this aspect. Most magical armours and items worn by the good character radiate an aura around them so as to offer its benefits with others nearby or inflict them to a wider number of enemies. Such auras may defend the user from evil, fear, or other aspects commonly found and used by those who practise Evil. Others

may act as bane to evil creatures, particularly those from another plane of existence.

Healing magic is another obvious tool taken to good use by good characters and there is normally more than enough to share.

The fight against Evil means learning to trust one's own instincts and finding ways to look past the veil of deception commonly worn over its form. Divination magic is extremely common for good spellcasters to learn and they can penetrate illusions, witness events that occur in distant locations, and discern lies from the truth.

True Good: The Absolution of Others

The revelation of a true alignment comes from the analysis of the aspect in its purest form. Therefore, in order to understand true good, we must first remember the basic drive of Good: the need and care of others.

Beings who are listed as true good have no sense of self – they exist but to concern themselves with all other creatures in the world, each of whom must be looked after, cared for, and defended should the need arise. To say that a true good creature sacrifices itself for the defence of others is not accurate, for sacrifice requires an admission of self – if you do not know that you exist as your own entity, how can you surrender your own goals in order to think of someone else's? If a true good creature were to admit to its own existence, it would not be able to function as a true good creature and that is the paradox of such a being: to dedicate its life to the benefit of others with such benediction, it must be incapable of something so basic in those that it tries to defend.

True good is perhaps one of the most powerful and difficult of the true alignments to roleplay. How does one think and act like a creature that is not aware of its own existence? Can it even refer to itself in some form of tense in order to describe the actions that it will perform? Is it even conscious enough to understand that actions are being taken or is it similar to undead in the sense that it is unconsciously performing behaviors that are driven by simple or hidden commands? How can it know what actions are best taken to aid those in its need without having an understanding of what needs it has for itself? To use a true good creature, you must re-adapt your entire method of role-playing.

Creatures with a sense of self – including animals – know that they must eat, drink, sleep (in most cases), excrete, and survive. A creature without self does not consider these things and therefore does not eat, drink, sleep, excrete, or survive. It must have a physical form that is beyond normal comprehension or be devoid of physical form at all. Its form can be completely self-sustaining – it could draw food and energy from their air itself or its ability to live can even be drawn from the actions themselves. If a true good creature does not aid another creature in some manner, it will die (or, in this case, simply cease to experience). Existing purely as energy, as its own source of life, can remove the need for such base actions of life found in the creatures that it is dedicated to protect and nurture.

There is a flip side to this, however, in creatures that evolve to become true good, such as reformed infernals and puritans that have meditated long and hard to become a true creature. They have already begun with a sense of self-awareness, but have now motivated themselves into a state beyond such considerations. They are still aware that they exist within Life, but do not think of themselves: they never use terms such as "I'," "me," or possession and replicate themselves to act as those true creatures created in their forms.

True good creatures must have a limitation on their need to assist others above itself and since this programming is so ingrained into the creature's psyche (as it were), it would only make sense to have certain absolutes of assistance that it is capable of performing. A true good creature can be one that is summoned by the pleas of a battered citizen, praying for aid from their god in times of trouble or can be easily encountered tending wounded creatures found randomly in the woods. A true good creature without limitation would never be able to travel more than five feet as its compulsion to help others beyond itself

would incapacitate its actions or limit it to just one individual. Its desire to help everyone with everything would leave it incapable of helping anyone at anytime and so it would function at its best if only assigned to aid in certain tasks. With this in mind, a true good creature can only fathom concepts that it was programmed or created to assist with: an entity that exists solely to heal the wounded and sick cannot understand emotional trauma or psychological scars that may occur from such injuries.

So how is that such entities exist in the first place? Why would there be a need for giant ball of healing energy to hover around the world to cure ailments and close wounds? In most cases, it is to offset something that threatens the Balance or the cause of a much higher entity, such as a deity. The offsetting force that caused the need for the creation of a true good creature will depend upon the nature of the campaign played by each group but there are some basic foundations of travesty that may force a god to summon forth a true good creature.

- a god of death or war has left great suffering in the wake of a recent onslaught
- a true evil being has wrecked havoc on the physical world and the true good entity has been summoned in an attempt to right the wrongs made
- mortals within a good deity's domain may have been forced into experiencing great agony and anguish on a massive level
- a large amount of death magic has been cast recently – either small spells cast in multitude or a large summon of negative energy has been called upon – and there is a desperate need for a balancing effect.

On the other hand, such forces as a true good creature may not be called upon by the power of a god, they could also be a natural reaction of the universe in response to horrendous tragedies that have interfered with the core structure of life – it is the universe's way of fixing great tragedies.

A Brief Word on True Good

When contemplating the practically impossible existence of creatures of true good alignment and being, it may serve to envision a construct. Imagine a golem gifted with the ability to channel divine energy to heal. This construct has been instructed to go forth and heal wounded mortals. This creature while non-living is a good substitute for the true good creatures set forth in this book. It is a machine of pure goodness, not considering its own well being in any instance.

However, none of the other true creatures are held to this standard. Your world is what you make it. Quite simply, there could be two distinct types of true creatures: those that are selfless and those that are self aware.

A true good creature with self-awareness would act to defend its own life. Simply, if the creature were threatened with extermination, it would not be for the greatest good to end its mission before achieving its goals. Death would mean leaving its task unfinished. A true good creature would, within reason, refrain from slaughtering another being. Non-lethal damage attacks could exist to remove whatever obstacle the creature has encountered. The exception to this rule would be if the obstacle were a true evil being. The clash between these two powers would be epic in scale and should be left to the imagination though.

For a good example of true good creatures with self-awareness, see the Redeemed template provided in Chapter Six: Using Alignments.

Good Archetypes

Listed below are 10 good-aligned archetypes that can be selected to increase a character's depth and persona, provided as traits

(benefits) and disadvantages (penalties).

Charitable (Trait)

A charitable character is conscientious of others that may be financially less fortunate than himself and seeks to give a little of what he has in order to help "pitch in" with their plight. For the majority of them, they never give enough so that they would end up sharing the same shack as the poor and prefer to help out in small, measurable ways. This charity can come in the form of financial aid, physical labour, or volunteering time to teach others how to help themselves.

Condition: Must donate at least 10% of their monthly income to a charity or spend a minimum of 8 hours per month volunteering for a good cause, during a mission or on their own personal time.

Benevolent (Trait)

This trait takes the goal of the charitable trait and amplifies it to a new level: this character is more than willing to donate so much of their time and money that they are willing to live amongst the poor, as long as they are able to help those less fortunate live better lives. Their belief in the cause of Good is so strong that they are willing to undertake great financial strain and sacrifice in order to seek purity in light.

Condition: Must donate an average of 50% of their monthly income or a maximum amount to leave themselves with enough to eat and live in shelter. They must also live within a volunteer establishment, such as a soup kitchen or church. Doing so grants the character a 10% bonus to XP throughout their career, but will cease immediately during an absence from this lifestyle for more than a week.

Biased (Disadvantage)

This character's viewpoint of Good and other good-aligned creatures is so strong that any neutral- or evil-aligned characters are seen as "inferior" or "unnatural". A biased character will treat these individuals accordingly and will undergo a –2 penalty to all Charisma-related checks with them.

Condition: A biased character must perform an action that will aid any good-aligned character before seeking to aid any non-good character. Their belief in another individual to be good-aligned can be perceived or actual, depending on the situation.

Racist (Disadvantage)

As biased, except that the character is so fixed on their beliefs of Goodness that they are unable to accept any other viewpoint than their own. Anyone that does not share his or her exact social and personal alignment will be seen as "insignificant" and "damned." This character places a –6 penalty to all Charisma-related checks involving any non-good creature and a –2 penalty to individuals that do not share the character's exact alignment (including triple alignments).

Condition: A racist character must hinder the progress of any non-good creature, including members of their own race. Failure to do so will result in the character losing this disadvantage and substituting it with the biased disadvantage.

Empathic (Trait)

An empathic character is sensitive to the thoughts and concerns of others, leading them to become concerned towards their well-being. An empathic character does not have to be telepathic in any sense of the word, and relies on basic senses to perceive any emotions from people that they talk to. These characters gain a +2 bonus to all Sense Motive rolls by their very nature.

Condition: An empathic character must make a Sense Motive roll (DC 20) at least once per day as if rolling for a hunch as per the standard skill rules. Empathic characters maintain a vigilant watch on their comrades to ensure they are coping with the dangers of their career.

Honest (Trait)

An honest character is trustworthy and forthcoming with his answers. He believes that no good can come from a lie as it only creates more lies. When asked to tell the truth, his answer shall be: "You did not have to ask."

Condition: Obviously, this character must tell the truth at all times, but can refuse to provide an answer should he become uncomfortable with

the question or seek to conceal the truth from a person that is not required to know. If he fails to do so, he will suffer a –2 penalty to all Charisma-related checks for the remainder of the day (or the next 24 hours, whichever the GM chooses).

Proud (Trait/Disadvantage)

A proud character will loudly proclaim their affinity for Good and strongly believe that their actions are an example for others. This archetype can work both ways, however. As a trait, it grants the character confidence in whatever action they should take and receives a +2 bonus to any Will save. As a disadvantage, it makes them stubborn and can lead to rash decisions without thinking them through. They must proclaim their actions at the start of the round in less than 5 seconds and carry them out, no matter how the results may turn out or else take only a standard or move action in the next round. This archetype can be selected as either a trait or a disadvantage or as both.

Condition: The proud character must be verbally active in announcing their belief in Goodness and constantly provide their opinion on all matters, no difference to the size and importance of the conversation, even if they were not invited to participate.

Pious (Trait)

A pious character firmly believes in the intervention of the gods and that they watch and record all deeds performs by their followers. They are quick to praise the intervention of the gods in all matters, be they helpful or tragic. Those who do not comprehend the will of the gods must be shown the light.

Condition: The pious character must invoke the name of his god at any given opportunity, whether it is before, during, or after an event.

Studious (Trait)

A studious character follows the past and seeks out the actions of famous good-aligned characters as an example. He is forever conscious of the role heroes have played in the past and takes effort to teach others of their memories so that everyone can learn from their tales. For these characters, Knowledge (History) is considered a class skill.

Condition: The studious character must regale his comrades with stories of past figures at least once per day, when appropriate. This can include other members of the character's party.

Fearful (Disadvantage)

A fearful character dreads the possibilities of Evil placing a foothold on their lives and sees many signs as "ill omen" or "bad luck." They are particularly superstitious and preach against the laziness of others that do not keep as vigilant a watch as themselves. They can be extremely judgemental and quickly lead into biased or racist archetypes. However, a feaful character is only able to be surprised 50% of the time when they would normally be caught off-guard and flat-footed. In response, the character must make a Listen or Spot check at least once per hour within a dangerous setting (such as a dungeon). If he rolls a natural 1, he believes to hear or see something in the shadows and must act on it as a real threat.

Condition: The fearful character must lecture anyone that does not take excessive action against Evil, no matter how small or trivial it may be.

CHAPTER TWO: EVIL

evil – (adj.) 1. morally wrong or bad; wicked. 2. harmful; injurious. (n.) 4. wickedness or sin.

Evil is the universe's antagonist, the great enemy. The very word for evil itself is symbolized by numerous titles that connect it to a sense of wrong: villain, wicked, bad, twisted, and so forth. The name is used to imply a powerful sense of injustice and impropriety and has been used to describe many events of mortalkind's tragedies and horrific moments, sometimes doled out far too simply as a means to classify a position that stands in opposition to another.But this chapter is here to discuss the real form of evil as it can truly be seen, touched, and understood. The act of selfish depravity completed for the sheer sake of causing infliction, suffering, and pain for one's own personal goals, benefit, or enjoyment. Of all the alignments discussed in this title, it is evil that invokes the greatest fear and curiosity at the same time - perhaps this is why it shall never leave us, for we can never look away long enough to let it sleep.

To be evil or to appear evil...

For some, there is a fine line between Good and Evil and it is crossed on a daily basis. Take the holy Crusades of the Middle Ages: the purpose was to march into Jerusalem and release the Christians from persecution from the Muslims but there was so much slaughter and carnage in the process and all non-Christians were given reason to fear. As with any other call for war, there were numerous other factors involved with the Vatican's call for the liberation of the Holy Land, but it was the believed persecution of Christians that spurned the medieval Europeans into battle. The first step of the holy march was made in falsehood as historical documentation has shown that the Christians were given no ill will by their Muslim hosts and it was only speculation that non-Christians (hence "evil heathens") were inflicting unimaginable terrors and infractions of religious right. Death and mayhem were released on a massive – and perhaps fair to say, biblical – level with many evil acts committed in those times by those who swore to have taken to the cause of Good. But does this make the Crusaders evil? Only if that had been their intention all along, consciously or not.

An evil act is one committed by a character viewed to be evil by an opposing side – it is generally a descriptor for a horrific event. Yet an evil act does not make an evil character. There must be conscious

thought before the physical act is carried out and this is what separates the two. An evil character thinks and fantasizes about committing atrocities, plotting and scheming to do so for a length of time on end. A character committing an evil act simply finds himself standing over the results when it is over and done with.

On the flip side, there are many evil creatures that lie in wait, undetected by society and the world at large while having never committed an evil act on a largely noticeable scale. This is why thought is the main factor in determining whether or not a character is evil. As with all mortal creatures, willpower only lasts so long before someone will finally submit to their desires...

The Role of Evil in the Campaign

Someone has to start the fight and that role seems to fall upon Evil. Every society functions on a principle of majority – the needs of the many must be weighed against those of the few – and the actions of the evil-aligned antagonist are always self-serving and harmful to the overruling majority. Taking over the world and slaughtering creatures by the millions may seem fine and dandy to the bad guy who is committing such crimes, but as it would not bode well for those who would become his victims, it is a plot that must be put to an end.

This brings us to the true question in the battle against Evil: why? Why do these creatures seek out such destruction of others? Why do they perform such deeds and feel driven to commit their sins against all life or those to which they focus their attention upon? What is their true motivation and goal? Villains that are nothing more than evil for the sake of being evil become monotonous and dull, draining the vitality from the protagonists' exploits and leaving them as nothing more than repetitive, simple motions carried out in a succession until the villains are dispatched. Without a well-defined villain, the hero is left vacant.

Evil-aligned characters have a background just as any other character does. There are events in their past that shaped their history and formed them into the dastardly villains that they are today. The role of society and personal choices will also play a heavy factor in the structure of an evil-aligned creature and lay down the claim that all such individuals seek out: the right to be themselves. The importance is that becoming evil is a choice: two characters can have strikingly similar background, yet one chooses to redeem himself and others by turning good, while the other wishes for the world (or his immediate surroundings) to be shaped to his liking, making him evil.

The Basis of Evil

With an understanding of Good and the rule of opposing alignments in the Balance, it is only natural that Evil enters as the self-serving alignment, yet it is more than a representation of creatures with no consideration for anyone other than themselves. It is one thing to be selfish, but something else entirely to be evil. To take one's own needs and desires to a level in which they are willing to inflict harm, despair, and all manner of sins upon all others who stand in their way is evil.

The challenge in this topic is to consider Evil in its purest concept, not by the actions that are revealed through it. A villain carrying a mighty sword which causes excessive bleeding and can tear the soul from a man's body does not make an evil character, it makes for an evil sword carried by a person willing to use it. To define Evil, we must understand the thought processes of those who fall under this alignment and why they would resort to using such a weapon against others.

Immoral

To achieve one's own goal by causing disservice and harm to others in the process is to be immoral. But it is more than simply wanting something for yourself and making a conscious decision to step over others to gain it. If this were true, every adventurer who wished to claim a rare treasure in an abandoned dungeon for their own would be listed as evil because they would claim it for themselves rather than allow someone else to find it. Even if they were to sabotage another party's expedition,

that would not be evil, merely ambitious and greedy. Yet if the same adventurers should sneak into another party's camp and slit their throats while they slept, now they have breached the barrier between innocent competition and brutal desire. It is for this reason that motivation is not the source of Evil – there are many creatures in all existence striving for the same goals but resorting to different tactics in order to achieve them. An evil character is one who commits atrocities against other creatures to achieve his personal goals. In this case, the "how" is just as devious as "why" in that the evil character is willing to perform dispicable actions to succeed.

All creatures are raised to consider their own lives and survival – save for those who are mentally incapable of doing so, such as true good creatures – and many that are not deemed to be evil will take their own needs above someone else's. For example, a person who is broke and destitute is less likely to donate money to a charity as he must use those funds to feed, clothe, and provide shelter for himself. This does not make him evil. (Nor does it make a person who does have money and yet still does not donate to a charity an evil person – selfishness can be linked to any alignment.) But an evil character is willing to have others suffer for his own benefit and, in most cases, lay down the foundation for this misery and agony to begin and continue for his own purpose. In worse cases, these deeds are not even essential to the evil character's survival but are caused merely on whim and want. It is the equivalent of eating ice cream – we do not need to eat it, but we enjoy the taste and feel as if we can't live without it but will easily do so should ice cream no longer exist or we are forced onto a diet that forbids it. A truly evil character could carry on with his life without ordering ritual sacrifices of young virgins if he truly had to, but will continue to do so until there are either no more virgins left to butcher or his actions are put to an end.



Wicked

Many sentient creatures have a viewpoint of others, within and outside of their social structure. This is normal and is a facet of mortal existence. Evil characters, however, take this to a higher level – they have a huge disregard for everyone else save themselves. No one else is near as important or worthy to succeed in their goals as they are. All other life forms are ants in comparison to an evil character and, just as ants, they must be stepped on and crushed in order to gain what is desired. And sometimes, you want to pull out one of their legs to watch them squirm.

A wicked character will make it a point to harm others who would attempt to prevent him from obtaining his goals – directly or indirectly – in a manner that few others are able to digest. In many cases, the victim of a wickedly evil character is simply standing in the wrong place at the wrong time. The truly vile will bring harm and conflict to those who have never had the chance to offend or upset him: the agony that they must suffer are done simply because the evil character has the willpower and desire to do so. This aspect of evil does not endow the individual with any respect for life whatsoever and all creatures and life forms are merely playthings for the evil character to break and re-assemble as he sees fit. Only those whose lives are best put to use for the needs of the evil characters are suited to carry on and that will end as soon as the need has been fulfilled. Life must prove its case to the evil character and those who fail to pass the test must face the ultimate punishment.

Bitter

There is a good reason (no pun intended) why some individuals who sit atop dark towers that overlook a sprawling city are

viewed with suspicion: another trait of evil is resentment towards others and a need to prove their superiority through domination or strength of will. A powerful creature is worshipped by the number of slaves chained to his leash, says the code of Evil.

While many non-evil characters can feel envy towards others, those with Evil in their hearts allow it to consume them. Those who have greater achievements than their own surely do not deserve such accolades and possessions for they have not the power and raw capacity they have. None are equal to these characters and yet all others are granted higher stature. All must be shown who is truly powerful and proper and it must be demonstrated for all to see.

The irony is evil-aligned creatures are just as dependent on others as good-aligned creatures are, simply for different reasons. An evil-aligned creature is incapable of feeling or expressing confidence and self-proclamation without subjecting others to inferiority. How can anyone recognize an evil creature's importance if there is no one left to observe it? If an evil sorcerer should destroy an entire world and no one is there to see it, what purpose would there be in doing so? How can an evil-aligned creature have a sense of self worth without someone else to belittle? Despite the common depravity for life found in an evil-aligned creature, they are just as dependent on a society of some kind as any other and it is this reason that even the most depraved and resentful of evil characters (including planars) would keep a collection of weakened servants or supplicants close at hand.

The Sins of Evil

Numerous marks of Evil are recognized throughout the universe. These are telltale signs of an evil behaviour and their witnesses are quick to use them as a mark towards Evil. In short, they are the aftershocks felt in its presence.

Murder

Causing the death of another creature is not an automatic sin. Killing an animal for food, fur, and to craft various tools from its bones and

Is Evil a Defect?

There is a common belief and many documented, real-world cases of behavioural defects and brain deviations in people who display many of the symptoms and signs of an evil character as described above. People raised in abusive homes, or born with mental disorders, difficulties with perception, and other such abnormalities that make the question relevant for displaying Evil in your campaign: are evil characters simply abnormal creatures or is it truly in their personality?

This question can only truly apply to mortals and even then can be quite limited in scope: to say that the planes of Evil are populated by planars who grew up in a defunct plane is both difficult to digest and also inappropriate for a place that is called the Infinite Layers of Hell – a devil is not misunderstood, it is a powerfully evil creature because it was born of Evil. Planar creatures are representations of planar forces, including Evil, and their role is to physically manifest a variation of this force. A pit fiend was not abused as a child, he was created to be the abuser.

The same can then be said for many monstrous humanoids and other creatures with an evil alignment – is their outlook clouded by a malfunctioning brain or is it the result of their upbringing based on terrain and social structure? Many groups may wish to handle this sub-topic of the discussion differently but the most common denominator of creatures such as hobgoblins is that their view of pillaging and military force comes from the same foundation as the human's view of society: it is a cultural view, not a deficiency.

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So the third option is to explain the abnormal event of an evil elf, human, or dwarf, raised in a society of neutral- or good-aligned people. How does such a character develop into a self-serving proclaimer of evil? It is quite possible that such a character can be the result of an abusive childhood or a broken synapse in the brain waves, creating a more difficult conundrum for good-aligned character challenged to stop them: how do you punish an evil character if it is not his fault that he is evil? While his action must surely be stopped, can a paladin truly place such a pathetic creature under the same category as one who is evil by choice? As with all such conundrums, the answer lies in the seeker's social upbringing. Some cultures are inclined to believe that those who are broken should be fixed while others feel that such individuals should be destroyed in fear that their potential harm is too risky to allow loose yet again. In this scenario, the choice of punishment can be just as challenging as the road to capture the villain. †

muscles are essential towards another creature's survival – it is survival of the fittest. Murder, for the sake of this discussion, is the unnecessary act of ending another creature's life and the list that can fall under this category is rather large. Many lawful societies have spent ages drafting up edicts and punishments for the unlimited forms of murder that can be committed, intentional or not. The introduction of new technologies and magic can create difficult discussions for passing laws, making it quite possible for an extremely lawful society to have conditions for killing an individual with a magic missile spell.

Torture

While murder can be condoned by the edicts of law and society, torture is viewed as an unethical means of achieving an end, even if its results may benefit a just cause. For the purpose of a chapter on Evil, however, torture is considered to be the act of inflicting pain and agony on a massive level in order to invoke suffering on an individual for sheer pleasure rather than purpose. For mechanical purposes, torture can be considered the affliction of ability damage or draining, along with or excluding the lost of hit points. Some sadists use torture as an experimentation on the mortal body to gauge the amount of suffering that it can take before breaking, physically, mentally, and spiritually. For others, they tweak the flesh to hear a higher pitched scream as a bard would tune his lute.

Theft of Innocence

This is a rather broad category that can be clearly defined by a rash of acts. In many cases, it involves an event that causes an innocent person, normally a child, to lose their hopeful outlook on life and expose them to a harsh moment. These crimes are commonly sexual in nature, particularly when it involves victims that are physically unable to truly participate in the act.

Rape

Forcing sexual contact upon an individual is rape, no matter the means or the methods in which it is conducted and there are few, if any, societies that look upon such an act in a favourable light. Rape is a form of conquest over a victim for the attacker's own personal desire to achieve sex. For some, acknowledging that it is rape and treating it as a forceful event is the thrill, while others seem to believe that this is a pure moment that is simply achieved without the other person's permission.

Sins that are not Evil

Not every crime or sin regarded in worldwide doctrines is actually evil, or at least represents it in the subject of this chapter, though they are still frowned upon by those who generally raise their families in the name of Good or any other opposing force.

Theft

Taking an item that belongs to another creature is unlawful but not inherently evil. Barring theft

is a means to maintain an orderly society: if you woke up in the morning to drive to work and found out that someone else needed your car and took it with nothing more than a note on the garage door, you would not be able to function properly. As stated earlier, each creature must look to their own survival before they can view the needs of others and a proper society cannot operate when its citizens steal from each other. Hence, it is unlawful, but not evil.

Violence

There are many who preach against the need for violence and yet each moral creature is capable of it – even the most common tool can be used to harm another creature and can even go so far as to kill it. All moral creatures feel anger, despair, fear, and all of the emotions that swell inside to launch a moment of violence and all forces of the Balance use it to achieve their own end. It is fact that violence does lead to many evil attributes such as depravity, but it has a need that has allowed all surviving creatures to continue with their existence. The history of all mortal races is somehow seeped in violence to one degree or another and those who wish to step beyond it must learn not to act violently. It is because of its universal applications that violence is not truly evil until, just as with all actions in this subject, it is taken beyond the necessary means.



Hatred

While a commoner may not view the feeling of hatred as evil, there are those more devout and dedicated to the pursuit of Good that view this emotion as vile. Does an expression of hate equal a sign of Evil? This question is best answered by another question: does the hatred consume the person? If so, then it can point towards an evil creature but a single act or thought is not automatic. The fear of sharing traits with Evil is strong in most non-Evil cultures and it is this dread of link that causes characters such as monks or paladins to shed such emotions to the best of their abilities.

Society's Influence on Evil

Evil in its purest form is a terrible sight to behold and is barely conceivable to the mortal mind. Even the thoughts and dreams of the planar evil creatures are difficult to digest and can only be imagined by those without the ability to ponder those dark recesses. Just as with everything else in life, society leaves its mark on those who would break the world into pieces and remould it in their own image.

Law and Evil

Laws exist for others to follow and to prevent all-out mayhem to follow. Law and Evil make for an odd pair – the law is made to be interchangeable and those changes are best put into the pockets of the most powerful and corrupt.

MANIPULATOR (LAWFUL EVIL)

Someone must stand atop the rest and lead them, make their decisions for them, and set down a foundation for all to follow – Law is an aid to order and flow, there is no question about that. But someone who stands in a such a position needs to be rewarded properly, certain favours must be taken into account, and sometimes the rules need to be changed to suit the moment. Laws are flexible and they can be bent or broken if you know how.

The manipulator is a sly creature that uses his position of power to shape events and other creatures into his favour. He is a believer in the need for contract and handshakes but a loophole is a loophole. Taking something in broad daylight is not his style, but convincing someone to give them something that they never wanted to surrender in the first place is a

victory for the manipulator. Conquest by means of sly wit and intelligence is reward enough and there is a rather large grin upon his face as he stands back and observes his own work.

Some lawful evil characters may respect those who are able to cheat them out of their own goals, commending their superior skill at twisting facts and words...but not likely. If a character respected someone else's skill and abilities, he would not be evil, would he?

PROFITEER (NEUTRAL LAWFUL EVIL)
With so many opposing forces out there, someone should be able to squeeze in and make a little profit before everyone has wiped themselves out and the last one standing rules all. The profiteers are mercenaries of suffering, contracting themselves to the highest bidder in service of whatever evil deed needs doing. Sides and opinion do not matter, just the reward. No objective is too vile, no target is too large, so long as the mission does not require them to sacrifice their own life in the process.

For some of the most intellectual profiteers, they scheme and plot in the darkness behind the darkness to force the hand of other evil creatures in their favour. They are the shadows unseen where light never shines and their existence is known only to themselves, save for the rumours and legends that they allow to exist and be told.

BRUTE (CHAOTIC LAWFUL EVIL)
Some evil creatures are not as ambitious as others and want nothing more than a fresh victim to torment and pick on. They offer their services or pledge allegiance to another evil creature (or sometimes from someone of a different alignment that does not mind the tactics an evil creature may resort to) in exchange for having a steady supply of victims for its own sick pleasures. All they need is enough to get by and new bodies to put to their experiments. Sometimes they are given objectives to obtain from their victims, other times they are simply given a body to do with as they please so long as it is painful – this choice is always left to the employer.

Beings such as these are rarely found in a leadership position and they have no need to share their experiences with others, generally making them loners in deep places unfound to those who have not been escorted. Their only motivations are to have another subject delivered to their door, as a patron would order another drink from a waitress. When they have had their share, they look towards the next.

Neutral and Evil

Opposing forces are the make-up of all existence and that is perfectly fine, so long as it is all serving the needs of the evil character. Neutrality only works if Evil gains from it. A lot of take with very little give, except time and thought.

POSSESSOR (NEUTRAL EVIL)
Lands can be owned, materials claimed, mortals can be enslaved – everything has a right to ownership, even a creature's soul. The neutral evil character is a control freak, seeking to lay claim to anything and everything that is not yet his. If the gods created the world in their own image, they got it wrong and the possessor seeks to correct that to suit his own image.

Possessors generally have a favourite form of currency or trade and understand that an exchange of some kind must be made so long as they gain more than they have to surrender. It is for this reason that Good is such a foreign concept to neutral evil creatures, particularly the planar ones: the idea of sacrifice and donation is solely one-sided and not even in the giver's favour. This makes polymorph spells one of the key elements of deception for a neutral evil character, deceiving the good-aligned hero in the guise of a pathetically needy weakling into granting a deed or item . Deception is half the fun of the challenge, they always say.

BETRAYER (LAWFUL NEUTRAL EVIL)
Sometimes it is the quiet ones that you have to watch out for. A combination of greed and patience is the backbone of this character type and is heavily influenced by Shakespearean ploys. The individual spends a great deal of time working into a position of power within a regime, gaining the trust and admiration of those higher in command than himself, and

corrupts that confidence in his favour when the moment is just right. Such tactics of the betrayer are lying (such as spreading rumours of another individual's transgressions that force their dismissal and place the betrayer in their old position) and murder. Even another evil-aligned character is not protected from this schemer, so long as he has something that the other wants.

DOMINATOR (CHAOTIC NEUTRAL EVIL)

The universe is made of the strong and the weak, hunter and prey, cause and victim. While some may wish to be a part of existence, there are others with a desire to become its focus and a handful of those few want nothing more than to become the central need for a collection of others. Forcing the will of another underneath their foot gives them pleasure and a sense of purpose, granting them a sense of power and dominion over all others.

This level of domination is generally on a more personal level: one-to-one rather than from atop a high perch, looking down on his oppressed subjects. The role of superior master punishing his subjugated victim instils pleasure within this type of evil-aligned creature and there are few limits to which the torment will stop.

Chaos and Evil

Chaotic evil is perhaps the most feared alignment combination due to its utter disregard for life. This alignment mating dictates that blood was not meant to be kept within the veins, but shed on the walls and smeared along claws and fangs for the universe to see and delight in. These creatures are masters of infliction, suffering, and murder. There is no negotiation or treaty that can be made to slate their appetites. If they want it, they will have it or die trying.

SADIST (CHAOTIC EVIL)

A chaotic evil creatures lives for nothing more than the pain of others. Despite the term "sadist," this does not imply that the creatures takes delight and satisfaction in it, but that they are driven and compelled to inflict as much harm as possible. All life will be laid to waste by their whim and power – destruction is their hobby. Such creatures are generally torturers, rapists, and homicidal maniacs of the highest degree. They fully understand what they are doing but have no sense of cause to their actions. It is not that they cannot process the fact that someone else's life is subjected to their plans, but that they do not care what another creature thinks or feels about their motivations. If you don't like it, you can be impaled on a red hot poker for all they care...and they would still stab you even if you did not care.

HATEMONGER (LAWFUL CHAOTIC EVIL)

Not all evil-aligned creatures are mass murderers and pillagers. Some develop a hatred and loathing towards another race of creature(s) that borders on a superiority/inferiority complex that leads to acts such as violent attacks, burnings, and possibly genocide. That is the role of the hatemonger, a character that focuses his aggression and evil tendencies towards a particular breed of creatures (sometimes even a sub-race of his own kind).

While this level of hatred can be developed into murderous plots and devices against the despised race, it can also remain at a subtle level in which the evil-aligned creature conspires against his hated breed and hatches machinations against them from the sidelines, perhaps while appearing as a defender of their way of life. Picture a ranger with an evil alignment and you will have an idea for the hatemonger.

SCHEMER (NEUTRAL CHAOTIC EVIL)

Turning the tide of battle into your own favour is both evil, selfish, and manipulative, the traits of the schemer. Such a character has his own goals in mind and his greatest assets are his mind and his charisma to bend others to enact events that will benefit his own goals, particularly if the targets are unaware of the results that they are creating. Deception is the greatest tool of the schemer, who takes great delight in twisting the world to his own devices through the actions of others.

Symbols of Evil

Witnessing Evil seems to be a much easier task than to define it and there is much finger pointing in the vigil against these wicked forces. While it may branch off into various directions, these are the core symbols of Evil in its many forms.

Darkness

Evil-aligned creatures prefer to remain hidden, never stepping out into plain view and making their intentions public, mainly due to the fact that good-aligned creatures will swoop down on them before these plans can be hatched in their full glory. Rather than sneak into the shadows of society and shake their fist at Good for putting them into such a position, they revel in their scheming and successful exploits that are fulfilled right under Good's nose. Perhaps if Evil were allowed to exist publicly, so many evil deeds would not be committed in the universe. It is for this reason why darkness is perhaps the key symbol for Evil.



Many evil planar creatures have characteristics of underground or night-dwelling creatures, such as bat wings, and this too is linked to darkness. Creatures that reside in dark settings are considered malicious even though they are nothing more than simple animals that have taken to such surroundings as a means of survival.

Fire

Before it can resurrect – as is the belief for those who call upon the forces of Good – it must burn. Many evil rituals involve the rite of fire and ashes because of their raging, destructive properties, killing with impunity as the wind carries it. Even the slightest touch can burn and cause severe pain and disfigurement. Its thirst is unquenchable and will burn for an eternity or until there is nothing left to consume. Fire is a more accurate symbol for rage and hatred, both of which are common behaviours in those who call themselves evil.

Daggers

It is difficult to picture the dagger as a symbol of evil when viewed on its own, but the historical references and depictions of this tiny weapon in mythology are highly suggestive. The dagger is commonly viewed as a tool of betrayers and murderers: its relatively small size makes it perfect for sneaking into courts and requires close contact in order to slay your target. The "evil" dagger is commonly shown as curved like a snake (see Serpents, below) and is commonly found tucked out of sight of others in paintings or engravings but in full view to the observer of such artwork. The dagger is the weapon of choice for assassins, along with poison (see Poison, below) and these connections to Evil leaves little doubt that a guard discovering a dagger hidden in someone's possession will be twice as sceptical as finding a club tucked under someone's belt.

Poison

These liquid concoctions are viewed just as poorly as daggers in correlation to Evil, though generally for good reason. Poison is generally undetected until consumed and begins to affect its victim. It is a commonly treacherous device that kills its target from inside, rather than through direct confrontation as is the choice of combat for good-aligned characters. Many poisons cause ability score damage, a result that can be as damned as torture itself (see the considerations of torture above). While there are poisons that cause unconsciousness or paralysis, it is those killing their consumers that classify their crafters as evil.

Serpents

Snakes are viewed by many cultures as representatives of evil, although the creature themselves are considered just another piece of the natural world. They are the source of temptation and lies because of nothing more than their appearance.

Can non-evil creatures still use poison and not be evil?

The use of poison is a delicate situation in many societies and there are few – less than a proverbial handful – which use poisons for good intent. When two opponents face each other with blades or spells, it is rather obvious what their intent shall be and decisions on defeating or defending against this opponent are made by such visual references. But if one of the blades should be coated with poison, the odds are changed in the poisoner's favour and can turn the tide of the battle without the victim discovering this tipping effect until it is too late (take the final scene in Shakespeare's Hamlet as an example of poison effect on a fight). That is the similarity between poison and Evil: both prefer the tactic of deception in order to achieve their goal.

But can a non-evil character use lethal poisons without fear of becoming evil himself? While some variations on this belief can be made according to an individual's social conscience, it is unlikely that a good-aligned or even most lawful-aligned character could use a lethal dose of poison without repercussions. Chaotic- and neutral-aligned creatures base their victories on a "win at any cost" basis, so long as the goal is achieved. Lawful neutral characters may use poisons unless the use of them is strictly and plainly forbidden by their own personal code or in negotiations prior to the battle.

Many animals, particularly small ones, use poisons in order to hunt and they are not evil (in fact, they do not have an alignment at all). A thief can use a sneak attack – a tactic that relies on an unsuspecting target – without being considered evil. Certain spells create the same effects as poisons and yet do not require a sorcerer to carry a wicked scowl on his lips. Therefore, why should the use of poison cast a creature as evil? For the same reason as all else that is truly evil: intent. Using poison to assassinate a king who sips on a glass of wine is evil for it is committing murder for personal gain. Applying poison to darts during a battle is not evil since your opponents are expected to face the risk of death in combat. †

Serpents are more alien in biology than most animals and humanoids. They have no appendages to walk upon, sliding over the terrain on their bellies. They eat their food whole, bloating themselves into enormous sizes with jaws that can extend to three times their original size and digest the meal once it has been fully engulfed. The fact that many of them use poisons to paralyse, or even kill, their prey simply adds to the subjective representations that non-evil races use to pinpoint the serpent as representatives of evil. The serpent is a strange creature, unlike all others, and that is why they are linked to Evil. Non-evil mortals, particularly good-aligned ones, cannot understand the compulsion for another mortal to kill and scheme aimlessly, just as an evil-aligned mortal cannot comprehend the need for a good-aligned person to focus so much time and attention aiding others than himself. This sense of alienation is what links the symbol of the serpent to Evil.

Nature vs. Nurture: Evil Borne or Evil Bred

As discussed in the **Introduction**, there are two types of recognized creatures in the whole of existence: mortals and planars. To branch into the more defined topic of Evil, it is important to understand the inner workings of such creatures,

as they are vastly different from each other.

Mortal creatures are raised in an evil society, for one reason or another, and society does not always refer to a collective of elder creatures in a close-knit location. If a single elder raised an evil creature, that individual's influence is strong enough to act as a societal education. To understand how mortals can be raised to follow the edicts of evil – or, at the very least, practise traditions that fall under the Evil category – we must be able to sympathize with them.

Look to your own moral code and then compare that to the hobgoblins. It can be quite difficult to comprehend their way of life without simplifying it to the extreme, but the reason for their upbringing is identical to that of all other aligned creature: they were taught to act that way. In most real-world societies, aggression is viewed as a barbaric response to a situation that could easily be solved with discussion and courtesy, but it is recognized as a final means once those other possibilities have failed to resolve the situation. For hobgoblins, violence is the first course of action and they are raised to delight in their victory over another to the point of humiliating their foes. Murder is a means of claiming rightful property and position and there are very few acts viewed as improper by these creatures. A hobgoblin would kill you for sitting in his chair. This law of "right by might" is introduced to their young as soon as they are capable of understanding speech (and even before as infant hobgoblins can view such actions from the crib). A hobgoblin child might even grow up knowing three or four sets of parents as disputes are made over the right to raise the child as their own and previous parents might be slain in such matters. The only reason the hobgoblins have not risen to immense power in the majority of worlds in which they can be found is that they are unable to co-ordinate themselves into an immense army that would bury all the good-aligned races under their feet. They simply have not been taught these advanced tactics so woe to the campaign that should suddenly find hobgoblins massing into armies by the tens of thousands.

While evil mortals are raised to believe in the practises of murder and mayhem, planar creatures drink these concepts like mother's milk. All evil planars come from the departed souls of evil mortals, arriving on the Lower Planes in the form of larvae, a Medium-sized worm with a face that matches that of their mortal form. While most larvae are simply dispensed as currency, a select few of these larvae - those that radiate a true malevolence - will be taken and transformed into evil planar creatures such as a demon or a devil. Now, bear in mind that the numbers in which these larvae arrive can count in the millions per day as they are the souls of uncounted worlds in the mortal realm so even a tiny fraction of these larvae (say 1%) that are chosen to become planar creatures would be massive.

As we mortals are bound in flesh, an evil planar is sewn from the very fabric of Evil. They understand no other means and do not see the need for any other way of life. They are evil mortals promoted into immortality because of their past evil deeds – while the good races said that they would be damned forever and suffer immense pain, these particular creatures were rewarded with a chance to carry on their work in a stronger and viler form. There is no stopping them now.

As always, however, there are exceptions to the rule and Evil does not like to be classified as definitive. There are evil planars who break away from their wicked ways and seek to redeem their existance by turning to Good for one reason or another. After all, they are free willed creatures in most instances. In many cases, they have been wronged by their masters and see switching to Good as a means to spite them or achieve a power to eliminate them, or they are formed from the essence of a guilt-ridden mortal and cannot completely abide to the whims of Evil as their brethren. Needless to say, while conversions are possible, they are exceedingly rare (and discussed in detail in **Chapter Six: Using Alignments**).

A View From the Inside: How Evil Sees Itself

What does an evil character think of his own actions? Is he aware of his wicked ways and simply does not care? Is he haunted by his actions and would turn over a new leaf were it not for the lack of willpower to do so? Or does he simply do so for the same reason as a good character would feed the hungry – because he feels that it is the source of attrition and advancement into the afterlife?

All of these questions are possible as Evil is just as complicated a force as Good, Law, Chaos, and Neutral. An evil being may be conflicted by his need to crush others, as many serial killers express remorse over their deeds, seemingly helpless to control their urges to dominate and destroy. This allows for a sympathetic villain against the typically good-aligned adventuring party that places great pressure on the heroes to make the "right decision" regarding the villain's fate. Yet a truly despicable character who is fully aware of his actions and takes them in stride with full knowledge of their possible consequences can also become just as interesting for his convictions are just as powerful as a paladin's.

All beings are judgemental and view the actions of others in relation as to how they would perform them should the same event be thrust upon them. An evil character views the steps that he takes as the angle best taken to ensure his place in existence. If anything, an evil character does not feel as limited as a good-aligned character would be. If he does not take a certain action, it is not because of a code or sense of higher authority; it is because he chooses not to or simply does not have the means to do it. An evil creature can kill with impunity or simply allow another creature to live. His actions are not restricted by the conduct deemed important by others. While a typical group of heroes may try to save a hostage without taking her life in the process, an evil character would not restrain himself and consider the option in slaying the hostage-taker by going through the hostage herself. If he does not take such an action, it is because he chooses not to, not because he is not allowed to. A lawful evil

The Use of Terrorism

In our modern, real world, terrorism is considered a global threat and the actions that have been taken by terrorists have been condemned the world over for the innocent lives that have been lost. People with no involvement in the cause for which the terrorists proclaim they are fighting for are slaughtered without having a means to defend themselves. Yet, when you strip away the actions, you find a noble cause. Many terrorist organizations fight for freedom and liberty, a cause that has been taken up by other cultures and developed nations from them. With the guideline that intent makes a person (or, in this case, an organization) evil, what happens with terrorism?

Consider this aspect: does intent reflect only the broad perspective or the intent of the act itself? Seeking an escape from oppression for a people is by no means an evil act for its intent has others in mind and Evil is revulsion of those beyond oneself. But is the use of a terrorist act – commonly defined through suicide bombings and acts of sabotage that result in death – a sign of evil intent? On its own, yes. The intent to kill innocent people uninvolved with the conflict – other than to be associated indirectly with the source of their purposed oppression – is murder. Can the same end be achieved without killing people merely shopping for groceries in a market or going to work in an office building? Yes, even if that means is still aggressive. If murder is committed against an individual or group of individuals that are unaware of the hostilities and unable to defend themselves and the perpetrators are aware of this, then the intent of the act is evil. It is possible

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for Good to be masked in front of Evil.

Beware such a concept: an individual need not be labelled a terrorist in order to be considered evil. There are many actions performed in past times that are similar to terrorism but were performed under a Good cause. World War II was done under the banner of Good – to remove the German army and its forceful occupation of Europe – but the bombing of Japan with two atomic bombs, knowingly slaughtering innocent civilians in the process with the intent to do so, was evil. One cannot point without understanding where the finger comes from. †

character chooses to stick to an agreement and will then select a means of a loophole to break that arrangement as it thrills him to do so. A neutral evil character seeks personal advancement by any means necessary because there are others who are not as willing. And chaotic evil creatures do exactly as they please because it just feels so good...as the expression goes.

The majority of evil beings see their means as one of freedom (and it is perhaps one of the reasons why chaotic evil is the most feared). Many of them look at the remaining followers of opposing forces as oppressors who cannot handle their liberty and would alienate them simply because they cannot understand how someone could perform such deeds for their own sake and desire. While others look towards the overbalancing factor in all life, Evil sees its own needs first. This is not to confuse it with chaotic characters, which are commonly impulsive and rash. Evil characters can be crafty and hatch long, extended plots but they are to their own needs and desires whereas a chaotic character can quickly act in the interest of aiding others. Chaotic characters can search for their own purpose in life; evil characters want what's coming to them.

If there is one viewpoint that they refuse to share with their good-aligned nemesis, it is that they are maniacal defects simply waiting for the right hero to strike them down. Consider this viewpoint: the world of the common fantasy adventure is one in which the heroes always win and Evil is held at bay...but this is not the way for every world. In some worlds, Good hides in the shadows after suffering a horrible defeat, one individual with the need has conquered entire civilizations, and power to enforce his will against all others. This is the possibility that drives evil characters to victory and draws fear from all others.

A Strange Ally: Evil Comes to Your Aid

There is an extremely familiar saying that goes: "Strike a deal with the devil and you risk losing your soul." While this may be true, there are some cases when turning towards Evil for help may be your only option.

If anything, making a barter with an evil creature is simple – give it something that it wants. The challenge comes in making sure that the offer is not something you would be unwilling to provide, such as the head of a young virgin. And in some cases, this wicked ally may just ask for something so vile as it would please him only to have such non-evil characters retrieve such an item for him.

Evil characters have very few, if any, allies, but they do have associates and most of them are evil as well. The majority of these associates are just as power-hungry and malicious as the former, so would gladly offer their services to any non-evil characters looking to take the "bad guy" down. Who would believe that a party of good-aligned clerics took help from a fiend in order to slay the lich? The truth may be that such stories may be more bountiful than shall ever be admitted to. Evil characters would need to keep such an association as quiet as good-aligned ones would for the same amount of shame that may come. Remember that Evil is just as dependant on the masses as Good is. How can you be feared if you aid the cause of Good (in one shape or another)?

Standing on Evil's front porch is always an excellent side quest or sub-plot for good-aligned heroes to encounter, particularly extraplanar adventures that occur on the Lower Planes of Evil where asking for directions to the bathroom require the aid of a fiend. Morality and conviction are put to the ultimate test in moments such as these, for both Good and Evil.

The Mechanics of Evil: The Use of Combat, Feats, and Spells

Evil is the oppressed force in the whole of Life – no one wants it to come forth or sprout its head into view. But it always exists and waits for its turn to strike.

The tactics, spells, and other selections of the evil characters represent this hidden threat. They believe in means of conquest that cause the most amounts of physical harm and destruction and overpower their foes in a very short period. Deception is also a valued tool of Evil and is one of the major reasons why its followers are never trusted.

Combat

There are two tactics that Evil prefers in battle: swarming and surprising.

Many evil creatures in the mortal world enter battle in the hundreds, if not thousands, against a more organized and dedicated group of opponents. They might attack a wagon trail by outnumbering its defenders twenty-to-one. Without the benefit of training and mastering the art of war in open view, as all other creatures can be allowed, evil creatures rely on mass hordes to gain victory and, as such, are willing to lose many lives on their own side as they are going to take – not surprising as they practise the will of Evil.

An explosion that shatters a peaceful day in the park is another perfect tactic used by evil creatures. The unexpected is their device and it can be used in many unsuspecting ways. So long as the intended targets are caught unprepared, Evil has already gained the upper hand and forced its opponents to fight an uphill battle from this point on. When combined with a swarming attack, their opponents will never know what hit them until they are dead.

A sneak attack is common within many evil prestige classes because of the benefits that it can provide. Just catch your opponent off-guard and unable to defend himself so that the accuracy of the attack is greater and more damaging than most. Many other evil characters use hidden daggers and other concealed weapons to perform the same effect.

Weapons that cause massive damage, bleeding, or ability score damage are favoured among evil creatures. Some also prefer to coat their tools in poisons or merely leave them filthy and rusted so that the wounds may never fully heal or even result in an infection that would eventually take the wounded hero to the grave.

Feats

Feats such as Blind-Fight allow the evil character to maintain an upper hand in situations that would normally hinder another combatant. The Unarmed Strike and Improved Initiative group feats can present an unsuspecting foe with a situation that he was not prepared for (such as a single punch that deals normal damage or a creature with surprising speed against a more trained opponent).

Magic

Explosions, lightning strikes, balls of fire, and all other spells that unleash death on a massive level are fantastic spells for evil casters. The greatest villains in the fantasy world are spellcasters because they have turned to the "dark arts" when the rest of the world shunned them and pushed them aside. These kinds of spells are the ultimate cheat: mortalkind was not born with the ability to shoot fireballs from their fingertips and so it only becomes a natural fit for this kind of Evil representative.

The manipulation of undead is a perversion of Life itself. When a creature dies, its body is meant to rot and become one with the earth while the soul passes into the afterlife but Evil does not care for such trivial matters. If an evil sorcerer needs an army and needs it now, he will summon a flurry of undead simply because he can. The interruption to their eternal rest is

inconsequential to the sorcerer's pursuit of world domination. In some cases, the evil caster will turn to undeath as a solution for their weaknesses, hence the appearance of liches and mummies.

True Evil: Never-Ending Damnation

There is something powerfully frightening about Evil without guidance: entities that deal in destruction for the sheer sake of laying waste to all Life. They are hollow, wanton creatures with an appetite that can never be sated or put to rest. All sights in front of it must be ruined for reasons that it cannot comprehend. Their very touch is pain, their breath is agony, and their tracks are made in rubble. Yet these creatures of pure Evil are victims in their own right, unable to control or quench their unwanted desire to destroy.

The irony is that while true good creatures have no emotion or acknowledgment of self, a true evil being is filled with thoughts of rage, anger, bitterness, and dissatisfaction – considerations of a creature with only thoughts of itself. All of the thoughts and processes that manufacture an evil creature are balled into these entities that express them in means that they cannot control. A true evil being is just as much a victim as those whose lives are snuffed out by their touch, making their presence the greatest satire in all existence.

So how does an entity exist? As with most true creatures (see **Chapter Six** for details on this new breed – or threat – to the universe), their existence is brought on by powerful cosmic forces that have become singularly personified in a being of massive destruction. Their anatomy feeds upon its self but is never full: they do not eat, sleep, or complete other vital physical compulsions as with most mortal creatures. Their existence is measured by their purpose.

Most true evil beings use possession as a tool of wreaking havoc on the physical world or to endow their misery upon the psyches of their targets. Their goal is to spread the worst that all life has to offer and since they are subjected to the feelings that they must release, they will force others to live with the reprisals that they face every day.

If anything, true evil entities may be the only true creatures with an individual motivation. Their drive to ruin all life and lay siege to all societies is never-ending and the torment they feel for being forced into such a task is monumental but there is a sign of hope for them and this is what makes a true evil creature most pitiful: if everything is destroyed, perhaps then they can rest or die, as it were. To have a being that exists for nothing more than to destroy experiencing the sensation of hope is truly warped and should only make sense to occur in a true evil being.

Evil Archetypes

Not all aspects of Evil are drawbacks, as might be believed. Many evil characters are driven and focused individuals with qualities that would make them successful members of most common societies were it not for their need to exterminate them.

Provided below are a list of 10 archetypes for the evil alignment.

Treacherous (Trait)

A treacherous character is deceitful and dangerously untrustworthy. He uses his guile and influence to manipulate the situation to his own accord and is willing to sacrifice others unwillingly or unknowingly in order to achieve his goals, which are truly meant to benefit himself and no others. **Condition:** The treacherous character must use another character to carry out his deeds. This can involve one character to appear as the major instigator, or a large number of them to blur the trail back to the real source. Any creature killed by a manipulated character in this manner grants the evil manipulator 25% of the fallen creature's experience points.

Greedy (Disadvantage)

A greedy character is power-hungry to a point of obsession, an archetype that is considered a disadvantage because it constantly leads to their downfall. When the greedy character has earned a victory, he will gamble it away for two more. **Condition:** The greedy character must never remain satisfied with their conquests. Greedy characters must re-roll any percentile dice for determining discovered treasure and accept the second roll, whether it is better than worse.

Bloodthirsty (Disadvantage)
A bloodthirsty character strives to inflict more carnage than necessary, a disadvantage that is quite similar to greedy in that he is never satisfied with anything that has already been accomplished. Why kill an opponent when you can have their head cut off?
Condition: The bloodthirsty character must reduce all opponents to lower than –10 hit points in battle, no matter if they are already dead.

Sadistic (Trait)
A sadistic character gains confidence from the misery of others, be it inflicted through physical or mental torment. The pleading of another brings great satisfaction and a promise will not be fulfilled until this ego has been stroked.
Condition: The sadistic character cannot perform an action for another until they have been begged for assistance through any form of demeaning action from another character.

Abusive (Disadvantage)
An abusive character is similar to sadistic, but they receive their pleasure from enacting physical punishment on others. They are not satisfied until they have inflicted some harm on another and cannot be confident in their own actions until they have demeaned others physically.
Condition: The abusive character must cause at least one point of non-lethal damage to another individual once per day. With each passing day they do not, they must inflict that amount of lethal damage against a single target.

Biased (Trait)
This character's viewpoint of Evil and other good-aligned creature is so strong that any neutral- or good-aligned characters are seen as "inferior". A biased character will treat these individuals accordingly and will undergo a –2 penalty to all Charisma-related checks with them.
Condition: A biased character must perform an action that will aid themselves before seeking to aid anyone else. Their belief in another individual to be evil-aligned can be perceived or actual, depending on the situation.

Racist (Trait)
As biased, except that the character is so fixed on their own pursuits that they are unable to accept any other viewpoint than their own. This character places a –6 penalty to all Charisma-related checks involving any non-evil creature and a –2 penalty to individuals that do not share the character's exact alignment.
Condition: A racist character must hinder the progress of any other creature, including members of their own race. Failure to do so will result in the character losing this disadvantage and substituting it with the biased trait.

Secretive (Trait)
A secretive character understands that the forces of Good seek to undermine their work and would easily take away their accomplishments before understanding what it is that they are trying to achieve. They have mastered the art of privacy and gain a +2 bonus to all Bluff checks against all good-aligned characters.
Condition: A secretive character must keep their plans hidden at all times and can never reveal their intentions until it is hatched or else lose their circumstance bonus provided above.

Suspicious (Disadvantage)
A suspicious character finds conspiracies against them at every turn, whether they are real or imagined. As such, they are impaired in their evaluations of others and suffer a permanent –2 penalty to all Sense Motive checks.
Condition: The suspicious character must conspire to thwart all "plots" against him and must include each person he interacts with and has failed a Sense Motive roll with.

Impatient (Disadvantage)
An impatient character wants his tasks completed immediately. He does not have time for delays and demands swift satisfaction, blocking his sense of judgement and propriety, meaning that he cannot take 20 on any action ever.
Condition: The impatient character must act quickly and decisively, regardless of how the outcome should turn out.

CHAPTER THREE:

NEUTRAL

neutral – adj. 1. not taking part in either side of a dispute or war

This is no accident that the chapter on Neutrality is located at the centre of the book. It is the force of existence that respects the fact that all other forces exist for a reason. But this does not make it a force of acceptability - so long as the other forces all strive to stake claim over all life and upset the balance, so too will Neutrality step forward to make sure that none of them shall win, and that includes Neutrality itself. With some creatures, Neutrality is a force of peace; for others, it is the binding power that dominates all others to submission for their own well-being.

Neutrality is not the "last resort" alignment that many others may consider it to be. If anything, being neutral may be one of the most difficult alignments to maintain, as it is the viewpoint of acceptance. There is no right or wrong, there is only perception. If there has to be a wrong, it is ignorance.

Neutrality comes in pairs, one of two sides. For a case in point, Neutrality sits between Good and Evil then Law and Chaos. There are two types of Neutrality: *aggressive* and *passive*. And Neutrality is weighed from two perspectives: social and personal. It is for this reason, from its perch between two disputing angles of warring sides, that many turn to Neutrality to measure all decisions in the pursuit of fairness.

The Different Faces of Neutral

Neutral has a rare standpoint in the greater scheme of the Balance: it plays two parts. While the most common alignment combinations (e.g. lawful good) are presented as social and personal alignment, Neutral has the honour of taking up either of these two positions. Neutrality can be both a social and a personal alignment. This presents a unique challenge for this chapter and hence is another reason in which it is presented as the central component of this sourcebook.

The chapters for Good and Evil then Law and Chaos are each written in slightly differing formats,

each group considering that they are designed for either a personal alignment or a social alignment type. In order to meet the needs of both types of alignments, this chapter takes on the form of both formats mixed together.

The Role of Neutral in the Campaign

Most secondary characters in a role-playing world are assigned a neutral alignment for one simple reason: they are not intended to have a point. Should the heroes stop off at a farmhouse nestled in the forest to ask for directions and a night's shelter in his barn, they won't care about his stance on the monarchy, Good vs. Evil, or the Balance as a whole unless they are searching for information regarding their quest (adventurers can be so close-minded that way). If the farmer hears a knock at his front door and answers, the conversation will generally proceed as follows:

"Good evening, sir. We are lost and looking for shelter on this rainy night. We would be willing to pay you for the use of your barn or perhaps you have some wererats that need removal."

"Well, I suppose it couldn't do any harm..." replies the farmer.

If the GM had bothered to roll up stats for the farmer, he would have been assigned neutral good for the sake of it: he should be good-aligned so that he is kind-hearted enough to offer shelter to lost travellers but there's no need to have them sign a waiver (lawful good) or to pamper them and spend an entire night serving them at no charge (chaotic good). Therefore, the farmer will be neutral good.

While this is a rather simplified example, it is very often the case for many secondary characters in role-playing games. Neutral is considered the default alignment because these people do not have a stance. Wrong.

Many commoners may view adventurers as flighty and dangerous people, watching them pass by with coins dropping from their purses in pursuit of death and glory while never understanding why these seemingly ordinary people could not settle for a simple life in a village and settle down with someone nice. The farmer in the example above just might see things the same way but they do serve a purpose. There is great danger in the world and not everyone can pack up their bags and step forward to do battle. So long as the adventurers sleeping in his barn do not bring trouble, there is no harm in putting them up for the night. The farmer's small deed may allow them a good night's sleep, which will help them slay a dragon in the morning. If the dragon was allowed to live, it might fly over the farmer's house that very next day and burn it to the ground. That is an opinion disguised as indifference and it is a common misconception towards neutral characters. The farmer accepts the presence of adventurers in the world and while he does not understand their reasoning, he is willing to put them up for the night as it seems to be the right thing to do. That is the commoner's view of neutral good.

Adventurers, villains, and planars may not have as simplistic a view of Neutral as the common farmer but the core of their beliefs does not stray far: events happen for a reason beyond the scope and control of an individual and each must be dealt with as a unique set of circumstances as it occurs. That is Neutrality.

Defining Terms: Neutral and Neutrality

There are two terms used throughout this chapter: Neutral and Neutrality. The former is the title of the cosmic force to which many creatures, both mortal and planar, practise from one degree to another. Neutrality is the art of practising the doctrines of the Neutral force. †

The Basis of Neutral

It takes incredible dedication and conviction to have a neutral alignment and can lead to many

an unpopular decision regarding certain events. There are three main cores to Neutrality: acceptance, understanding, and passion.

Acceptance

The vast expanse of Life is larger than anyone can possibly imagine or comprehend and there are likely immeasurable counts of terrain, planes, and realities that have yet to be discovered before it all comes to an end. With this extreme amount of space come unlimited viewpoints from an infinite collection of cultures and individuals. In order to all of these differing opinions to coexist peacefully, there must be acceptance. They do not have to agree with everything except for the fact that the other side is entitled to its own opinion.

Neutral-aligned characters accept the admission of others and do not feel compelled render a verdict against them. Every life develops in its own manner and these creatures would not appreciate having someone else crashing down on their way of life simply because it was different than their own. Being neutral is a decision to remain at peace with others. Even two individuals of the same upbringing will develop differences of opinion but they are still able to live their lives within the same community and that is how a neutral-aligned character views such matters: all existence is just one very large community and everyone has to get along.



Understanding

Neutral-aligned characters have a greater ability of absorbing information of other cultures and beliefs in order to promote a peaceful coexistence. Differences are much smaller and insignificant when a person understands the why of an opposing opinion.

It is more than just curiosity that drives the neutral-aligned individual to understand their neighbours. Neutrality merely requires an individual to ask the one basic question: why? The answer results in a comprehension of all other concepts. Great discoveries and accords have arisen from neutral individuals, absorbing the trends and information of various cultures – be they good, evil, lawful, or chaotic – improving the lives of their own brethren. The scepticism that was met before will slowly fade away into acceptance.

Passionate

Despite the misgivings viewed upon Neutrality, there is one undisputable fact: neutral-aligned characters are the first to proclaim a call-to-arms when there is a violation that even they cannot stand for. These types of characters believe in the connection between the words “neutral” and “neutralize.” All neutral-aligned creatures have a threshold of their acceptance and understanding, be it either personal or social. When this threshold is breached, they are the first ones to stand up against the infraction. While it is only possible for a true neutral character to be unseated by emotions taught by their cultures or personal ethics (for even a neutral character will believe in some limitations to their tolerance), these thresholds are generally held by the majority of cultures. The neutral-aligned character does not feel as bound to possible consequences or aftershocks as followers of the other cosmic forces might. Lawful characters may concern themselves with treaties and agreements between other cultures; chaotic characters may not feel themselves personally affected by such consequences; good-aligned character do not see everything as wrong;

and evil-aligned characters would only seek to correct such infractions should it ruin their own plans. It remains to Neutrality to step forth with the sword in hand to lead the charge.

The most common crusade taken by neutral-aligned characters are those of infringement: challenges to freedoms and acts that record and monitor the actions of others, such as the real-world dilemma of security cameras on street corners. Those who believe that all life should carry out as it has developed firmly stand by this for all others and dread a time in which their own personal choices will be directed or observed by another, higher force.

Aggressive and Passive Neutrality

Two stances are taken by neutral-aligned characters when they feel that action should be taken in the view of life as a whole rather than by views taken from specific societies: aggressive and passive.

Aggressive

When two parties threaten each other with conflict, an aggressively neutral-aligned character will push back and offer harmful consequences to each opponent in these disputes if they should turn on each other. *Aggressive neutrality* believes that all cultures must be looked after and disciplined as a parent would with their children. These neutral-aligned characters believe that they have been enlightened or gifted with a greater sense of the world in which they live and must use this knowledge and foresight in a responsible manner that will guarantee their survival by forcing them to seek other options than war and strife...even if it means using force.

Aggressively neutral-aligned characters (hereby referred to as *aggravators*) do not see a conundrum as those outside of their viewpoint might loudly express. In the majority of cases, these figures have seen the horrors and consequences of battle and have taken up the cause of prevention under any means necessary. In such events, many aggravators may go to war in order to prevent it. Does this still make them neutral? Yes, for just as a good character can commit an evil deed, it is the intent behind the action that dictates alignment. So long as the aggravator does not choose a side on the conflict and presents a third option, he remains neutral-aligned.

Passive

Disagreements are as common as love and can both lead to arguments brought about by hatred and disappointment. All creatures learn from their mistakes and prosper in the future. Those that do not will perish in an existence that relies on survival of the fittest.

This is the view of *passive neutrality*. This is not to say that they will never intervene in a conflict between two sides but they will ensure that it remains focused on the situation at hand and work to prevent any innocent bystanders from getting stuck in their path. Aggressive neutrality carries a sword; passive neutrality uses the skill of language to negotiate peace treaties between disputes. There are many neutral-aligned character that will make a passive approach and only fall back on an aggressive tactic when all verbal negotiations have failed.

Those of this viewpoint (commonly referred to as *pacifists*) will dedicate themselves to avoiding the damning effects that Life has to offer through dialogue and fairness but there are other means of achieving this goal. While aggravators are willing to take a few lives to prevent the loss of many, some pacifists are focused on taking their own lives to save others. Some pacifists have been known to take their own life in a wickedly public demonstration to shock and appall those involved in a dangerous dispute, hoping their final act will pause tragedy just long enough to encourage the dialogue and treaty that other pacifists long to achieve.

Society's Influence on Neutrality

It's not easy being neutral and it is practically impossible for a mortal character to achieve absolutely impervious thoughts that are untouched by emotion and social upbringing (that can lead to the only true alignment

achievable by mortal creatures: true neutral). As such, these are the recognized personalities found amongst those who practise Neutrality.

Law and Neutrality

Many practitioners of Neutrality feel that Law is a means of achieving unison but it is not the sole source of salvation. Developing a sense of order and focus to the pursuit of balance is a common theme amongst these character types.

NEGOTIATOR (LAWFUL NEUTRAL)

Balance through order has become the motto of the peacekeepers, setting down guidelines to enforce the edicts of Neutrality for the benefit of all. They believe that the will of many set down guidelines of acceptable behaviour for the masses, be they spread across a village, a country, a continent, or an entire globe. They are dedicated individuals banded together in the pursuit of tranquility and understanding, striving to make the world a better place.



These negotiators can sway towards aggravators or pacifists. They can call upon peaceful dialogue to convince a destructive party to cease their tactics but it is with the sword in hand that they will easily step forward to ensure that such dangers are never brought to light.

LOBBYIST (CHAOTIC LAWFUL NEUTRAL)

A truce must be settled, there is no disputing that for this character type, but someone has to make the deal and ensure that it is set "right." They are a combination of lawmaker and negotiator with a twist of the chaotic inclination for personal viewpoint. A person that believes in a law forcing all citizens to be drafted into the military will use the system to draft and pass such a law, using his powers of persuasion to convince others of its importance. In many cases, it is their power of speech that is used to convince the land's officials to do the dirty work while they stand in the background and oversee its completion.

PERSUADER (NEUTRAL LAWFUL NEUTRAL)

The rights of others are worth defending, whether through communication or on the battlefield, and it is the persuader that stands ready to defend those rights of choice, even if they should not agree with them. By their viewpoint, what if someone tried to trample over my rights? If it can be condoned once, it would only be a matter of time before all opposing viewpoints will be diminished against a powerful antagonist.

Chaos and Neutrality

Understand the laws of existence? How can that be possible? For some mortal creatures, there are only a few that can possess heart, care, caution, and other such beliefs and each of them come from the soul, not the brain that dictates each mortal's understanding of law. Chaos tells those of Neutrality that one must follow their "gut feeling" and go where their impulse instructs. In the end, they will find their answer to understanding the Balance.

EXPLORER (CHAOTIC NEUTRAL)

These individuals are just that – individuals. While they may tie themselves together with likeminded characters, they are about discoveries. Wandering the countryside in search of answers and living experiences that others simply read about. For them, all is fair game to experience for oneself. All wines are to be tasted, all trails to be walked, and all cultures are to be savoured.

Such characters are free-willed and refuse to be tied down but that does not make them flighty and unreliable. As with all neutral-aligned characters, there are aggravators and pacifists. An aggressive explorers acts quickly to prevent repressions and destruction of those areas which the world has yet to understand and pacifists use their abilities with the written word to show the unknown for what it truly is.

CO-ORDINATOR
(LAWFUL CHAOTIC NEUTRAL)
If existence is a combination of numerous factors, each of them striving to be heard amongst the shouts of the others, there must be someone to listen to their arguments and catalogue them for comparison. Decisions must be made for peace to exist between these factions and someone must gather the information needed to allow the decision-makers and judges to make an informed decision.

A co-ordinator is much like a reporter of the modern era, accepting a mission of fact collection to report to the masses so everyone can make an informed decision. In the fantasy world, such individuals may be a bard travelling the landscape with stories of unique cultures, sharing their tales so that all may understand the nature of Life itself. They are a peaceful people believing in the rights of others, and yet compelled by a need to learn more about the world in which they live.

GUARDIAN
(NEUTRAL CHAOTIC NEUTRAL)
The far-reaching cultures and locations of existence are beautiful for their uniqueness and amalgamation is the enemy. Protecting the individuality of Life is the role of the guardian, whether or not it is by making the standing watch over its domain or masking its presence from the eyes of others. It is rare, however, for a non-Good creature such as a guardian to actually make a sacrifice for these domains, and he therefore uses his abilities to teach those under his ward to defend themselves against an opposing force that would threaten their way of life.

Neutrality Combined

A character that believes in Neutrality as both a personal and social alignment – thereby classified as neutral – takes on the largest juggling act known to mortalkind. To do so means to accept all cultures and the actions in which they take, even intolerance and persecution, as a facet of Life and carry on as they would have without knowledge of it. The actions of a single individual do not change the world so you are left with all that matters – make an impact on self.

The Alignment of Animals

Does an animal choose to be neutral or does it simply exist so without understanding why? Does an animal know its place in the world and accept its fate or purpose? Does an elk run from danger because it seeks to protect itself, thereby granting the gentle creature a sense of self or does it flee as simple reaction to a situation that it does not understand?

For a fantasy world, this answer can be either one. In a world in which all living creatures have spirits and magic is a powerful force that blends with every leaf and drop of water, it is very likely that animals would have the neutral alignment. In another world, however, in which the animal kingdom is nothing more than a source of food and raw materials, the decision can be made that all such creatures are no different than a tree or a rock and have no alignment. The answer to this question should be based on the viewpoint of mortal life in each campaign world.

A third option may be to have both at the same time, but the secret of discovering the alignment of animals is given to those that have tapped into the natural world, such as druids. Any character with the ability to cast speak with animals or similar type magic can find themselves learning to read the behaviours of animals with greater intensity, while the rest remain ignorant to their surprising intelligence. On its own, this may seem inconsequential, but there are animals in the world listed as evil or good (and can also be made to include some magical beasts). Knowing its intentions, or alignment, can make a big difference to the characters and the animals. †

For a wholly neutral character, the world will continue to revolve long after his departure and was doing so long before he was brought forth. There is purpose and intent to the working of existence but it is not one that can be understood nor was it meant to. Does that make it pointless? No, for it that was the case, there would be no memory or emotion. All life would simply exist as slaves or amusement to a higher power that could not be comprehended. So why live life if you won't look at the picture from either angle? Easy, you look at it from all sides at the same time. A neutral character has chosen to be neutral in both mind and body and will therefore live his life with a desire to be nothing more than happy. Threaten that happiness and the neutral character will act with greater purpose than anything other individual known to mortalkind. They do not ask for much and will vigorously defend that which they do have.

There is, however, a vast difference between neutral and true neutral. For that, see the section on **True Neutral** below and true alignments in **Chapter Six**.

Symbols of Neutrality

There are markings that personify the cause of Neutrality, whether they are intentional or abstract in form. They are designations of the Neutral alignment: even-handed and fair, centred in the whole of the Balance.

Circle

By its very definition, the circle has no beginning or end. It is a completely contained unit with no edges and remains perfectly balanced when composed correctly. This is perhaps the most common symbol for Neutrality, considering itself as the central portion of the circle while all other opposing forces – Good, Evil, Law, and Chaos – are housed along its outer rim, thereby suggesting that Neutrality holds them all together without breaking apart and collapsing the circle.

But for those with a greater understanding of the Balance, they prefer to use a sphere – the 3-dimensional cousin of the circle – as a more appropriate representation. The sphere contains depths that the circle is lacking and is a common source for many worlds' most ingenious inventions. In the lifetime of existence, each aspect has a chance to roll towards the focal point of Life, while the others twirl around within the inner void until they are able to have their turn close to the surface for all to see.

The Number One

All numbers are divisible by one. While this may seem more scientific, and hence lawful, than a Neutral symbol should be, it is the basis of division central to the point of this focus. To translate this formula into a linguistic point of view, all sides can understand fairness and equality while still remaining themselves. Any number that is divided by one can remain as the core number without any change to it, therefore stating that one does not threaten the core number, a firm belief amongst the neutrally aligned. This symbol is the most common for pacifists.

Trees

A tree is at peace with its environment. It drinks from the soil, produces air to breathe, and creates shelters for many birds and animals. A tree does not anger or invoke emotion; it is content with its existence and has learned to adapt with its surroundings. If it does not, it will die. A tree that falls over from a lightning storm or winter gust remains a part of its surroundings, slowly breaking apart to become merged with the soil that cares for its brothers. This is the viewpoint of the aggravators.

From a mortal standpoint, it is quite difficult to truly understand the life of a tree beyond standing still for eternity soaking up the sun and rain. For neutral characters, this is how they feel when explaining their concepts to others – no one really understands and takes them for granted.

Fighting for All Causes: Enforcing Neutrality

The guaranteed condition of Neutrality, no matter how that position is taken by lawful or chaotic, aggressive or passive means, is a daunting task

that requires as much discipline and dedication as those who enforce the goals of Good, just like the paladin, or the will of Evil, as the lich.

To do so, there must be a set guideline and limit on acceptable behaviour from the neutral-aligned character or group. While it is possible for an organization to literally step in on every possible conflict that occurs within their marked territory, it is not exactly feasible without crossing the rather thin line into a totalitarian society that is more lawful than neutral. For most aggravators, it is war or crimes of genocide that spark their arrival into a conflict, while for pacifists, it is the encroachment of expression and liberties that stir them to act.

Some of the most successful aggravators are actually lead by pacifists that call upon other nations or cultures to force the situation should it become necessary. This tactic at the negotiation table is normally very handy and useful: "If you do not agree to this treaty, there might not be much that we can do to hold back the Kingdom of Rom from launching an attack that will force you to retreat." At many times, the leaders of this movement may have a variety of cultures to call upon, based on the situation at hand and for which some of these allies may not always agree to participate.

Should the aggravator step into the aggressive phase, however, the aura of Neutrality becomes blurred and can easily become mistaken or drift into the realm of Law (by invading and occupying outright) or Evil (conquering and committing acts of mass murder). To this end, the aggravators accept that they cannot be viewed favourably all of the time and this is what separates them from the pacifists – they are willing to make enemies in pursuit of their goals. While they may be accused of crimes for which they were working to prevent, so long as the intent remains to forcibly prevent the crimes for which they are sworn to guard against, the aggravator remains neutral.

For the pacifists, they are more inclined to accept the defeat they view as an equal end to a qualified whole. The Balance can also be measured in victories and losses and even Neutrality must step aside, or be pushed, to make room for another force to assume domination for a period of time. They are less inclined to make enemies in doing so, yet more often found to frustrate or annoy those they deal with.

Role-playing a Neutral Character

One thing is certain: a neutral-aligned character is willing to sign up with just about anyone in order to get the job done.

The average neutral-aligned character is a representation of the common individual. They are not drawn to the adventuring lifestyle to gain victories, complete a quest, or achieve power and status in the world. For most of them, adventuring is a lifestyle and the pursuit of perfecting self. They have seen the path of the druid, the monk, and the bard not as a means to acclaiming outer power and control, but inner strength and acceptance. Theirs is a goal that is purely spiritual and driven in recognition of the common folk more so than evil the most glorified paladin.

It is for this reason that some of the most beloved heroes of any good-aligned society are actually neutral-aligned. The story of Robin Hood has remained so dear to the populace not because he saw the actions of the Sheriff as evil and vile but he was compelled to aid the people who were suffering under tyranny. Modern-day analogies to "Robin Hood" are made to those people that come to the aid of others, not take the fight against the oppressor. It is very important to notice the difference between these two aspects: if Robin Hood was chaotic good, he would have been likely to launch direct attacks on the Sheriff's forces and remove him from his throne as quickly as possible, but it was because he was neutral good that he saw it crucial to aid the commoners against the brutal taxes and care for them as best as possible by stealing from the rich and giving to the poor. It was only after this had been established that Robin Hood would make a direct move against the Sheriff of Nottingham.

But that example reflects a character with a social tendency towards Neutrality; it is those who lean towards it as a personal choice (lawful

neutral, chaotic neutral, and neutral) that tend to alienate themselves with their choices in life. These individuals are commonly the black sheep of every community, following their own code and paths from those of their peers and they will end up disagreeing with their fellow adventurers from time to time. As mentioned below, it is quite rare to find a neutral society of any significant size but there are events within a common upbringing that may cause such an alteration to one's personal beliefs. Children who have grown up in hardship may grow up to develop a neutral perspective on life that borders on harshness and indifference. A young man who has seen his father die on the battlefield may grow up to believe that the only mistake you can make in combat is the one that costs your life – all bets are off when the sword is drawn and honour is left with the last man standing. Others may yet turn to themselves. A young woman forced to live on the streets as a child may turn to the wandering ways of a bard or a rogue, relying on their own skills to survive and not caring about the thoughts of others, particularly their views on possession of property. However, in times of great turmoil, these are the characters that step from obscurity to become sources of legend.

Druids

As self-appointed guardians of the wildlands, yet untouched by civilization and its trappings of streets, buildings, and government, the druid is an example of the neutral-aligned character charged with the security of land that cannot defend itself against those who would be willing to claim it in their own name and image. This is the upsetting factor for which the druid will not allow and is willing to remain peaceful with society until these areas are threatened.

By doing so, the druids are granted powers to mimic and merge with the lands for which they protect; shapechanging into the animals that live harmoniously within the forests, marshlands, or hillsides under their guard; treading through these terrains without ever leaving a trail or being encumbered by the thick foliage or blustering winds; and eventually living the almost elf-like existence with the natural world. To druids and other neutral-aligned believers, this is proof that their deeds are required and essential to the natural order of the world and the Balance as a whole – their actions are rewarded just as those of the cleric and the paladin serving the forces of Good.

Druids attune themselves to nature, forsaking the trapping of most societies and taking the offerings that are available naturally, and this is far from simply refusing to ever live in a city or town. Druids call this evidence that Neutrality is a true force chosen by its followers and not simply wandered into. To live the life of a druid is just as harsh and focused as a paladin's, but the druids proclaim that a paladin does not have to worry about atonement just for putting on a piece of metal armour.

But just how far is a druid willing to go to protect his ward? That is where the aspects of Good, Evil, Law, and Chaos come into play. Some druids have been feared in whispers of murder and severed heads told by children at campfires while other druids have been known to lay down a simple, if not brutal, smacking to the first person caught chopping down an old oak tree. Considering their livelihood spent in the wilds of untamed woods and deserts, even those with a tendency towards Good are viewed suspiciously and feared in their "savage ways." For all druids, if it keeps civilization out of the forest, so much the better.

Life in a Neutral Society

Most neutral societies live on the outlands of most civilizations. They are the farms, tiny villages, and trading posts living on the outskirts of the towns and cities in which laws are made by governments of all kinds but they are not entrenched in the chaotic rabble of thieving and banditry. They are the common citizens, living on the frontiers of the land working a hard living to make a comfortable life for themselves.

It is here that people are content to live a simply life far from any national rule, yet stir to disruption should that same government begin to work against their lifestyle. The American Colonies of the 1700's, for example, are a

perfect example of a neutral society. Content to take to the New World in their own way, they were driven to rebellion when the British Empire began to intrude on their lifestyle with "taxation without representation." Many such collections of people are able to remain mostly unnoticed by the large cities and laws, particularly those regarding taxes, unless they start to become large enough or start producing a service that begins to take great notice abroad.

The life of a neutral society is one of tranquility and, as such, they are the most threatened to dangers that commonly find wandering adventurers racing to their rescue.

The Role of the Loner

Not every neutral-aligned character stomps into the heart of battle seeking its end. Some simply want to live out their lives in peace, leaving their lives parted from the deeds and words of others. They are the quiet loners, keeping to themselves, never bothering others, and wishing to be left to their own vices.

They are characters looking to escape from errors or fears of their past and have become an intriguing piece of fiction. They can act in ways that are either good- or evil-aligned or merely misinterpreted. In some cases, such characters are known as anti-heroes.

These are figures that take to the open road in many forms: spurned lovers or warriors that have turned away from their bonds of society to live a quiet life in pursuit of themselves, yet never able to leave behind their sense of right and wrong; adventurers looking for nothing more than coin for profit; or a blackened sorcerer searching for means to gain power for domination and finds himself coming to the aid of a secluded community offering a reward that cannot be refused. Sometimes these lone figures can offer quite a surprise when the task is presented to them.

Convincing such characters to enter into an adventure is more difficult than others for the goal must be more personal, particularly those on the redemption quest. It is not quite enough that the bad guy is evil and that his actions are harmful to the village – what's in it for him and how does that enter into play without turning the villagers away in scorn? The use of such characters is best lead by those provided with triple alignments, highly conflicted and in search of an identity and purpose.

Neutrality and the Balance

If the Balance is a representation of harmony throughout existence, then it would be assumed that Neutrality is its best friend and partner. At least, that is what Neutral would have you believe.

Too much suppression of the other forces – Good, Evil, Law, and Chaos alike – will upset the Balance just as much as if Evil was allowed to assume too much control and this is where most mortals are unable to comprehend the Balance on its core level. Consider Neutrality to be the referee of a boxing match: if the referee stands between the two fighters for too long, the fight will cease to continue and unrest will occur within the crowd. If the referee ends the fight before a single punch is thrown, the crowd will become upset and trouble is likely to occur. Think of the crowd as the foundation of Life and imagine Life itself becoming upset and unstable if Neutral prevented the Balance from being maintained, even though it was under "good" intentions.

There is no scorecard to keep track of equal timing within the Balance, for that would become too lawful. But perhaps there is a means for Law to mark the time of control for each opposing force and yet pass the selection of the next force to Chaos, in which control is simply handed over at random. Does this allow for true Balance? If either opposing side is able to gain some level of control in the process, then yes, it is. Would either side vie for a better grasp of the situation? Of course, but it is because neither side was able to gain all that they wanted and yet still walk away with something is what has garnered the true power of the Balance – it is the ultimate negotiator.

For a mortal to comprehend the power of the Balance requires an understanding of Life – from all of the planes of existence to the creation of

every world in the Material Plane – that even most planars cannot acknowledge. In truth, it is perhaps even harder for a planar to truly take in the comprehension of True Balance and their entire shells are composed of Good, Evil, Law, Chaos, and some combination of them. Even those planars that come from the only wholly Neutral plane to exist are rarely found to be true neutral. In short, only 1% of the population thinks about it, 1% of them are considered for the task, and then 1% of them are actually able to achieve true neutrality. Yet the forces of Neutrality will ever attempt to work towards the Balance and only those with the incredible insight to see the Balance for what it truly is will be able to learn that Neutrality lies under its guard and not at its side.

The Mechanics of Neutral: The Use of Combat, Feats, and Spells

For the average neutral-aligned character, success in battle is actually simpler than it is for most others. They are not limited in tactics and do not seek to inflict any particular harm on their opponents – they just need to take them down and be done with them, even if that means just knocking them out or stabbing them in the crotch. So long as they are still alive when the fight is over, that is all that matters in the end. A victory is a victory and a life taken is a life taken, no matter how it came about. Mark one in the win column or die trying.

Combat

Weapon selection is wide open to the neutral-aligned character: swords are just as good as maces as equally as useful as a quarterstaff. Their choice of weapons is based on the deed required and the enemy that must be taken down. If one type doesn't work, this combatant will simply switch to another that might work a little better.

They are just as likely to be versatile in defence as well and commonly rely on devices and tools that might provide them with an upper hand. Bolas and caltrops restrict movement and work excellently when combined with a reach weapon. Thunderstones or other similar devices that prevent or restrict the senses provide stunning penalties; smoke sticks are handy for adding a concealment bonus to the defender.

Feats

Combat Expertise is a favourite amongst those of Neutrality for same reason as their choice in weapons: versatility. Anything that allows them to switch between attack and defence bonuses is always an asset. Related feats that follow the selection of Combat Expertise, such as Improved Disarm and Improved Trip, can easily tip the scales of battle to anyone unsuspecting. The same goes for neutral-aligned spellcasters with metamagic feats – a spell that flies farther and hits harder than expected grants the upper hand in battle.

Spells

Whether an opponent is tied up in an *entangle* spell or put out with a *sleep* spell, the enemy is still taken care of. Spells can sometimes be used as a quick fix to the problems caused by unwanted opposition, a way to remove the problem without resorting to too much violence. A *fear* or *command* spell of some kind to startle or force the opponent to leave is also just as good. Such spells do not make the spellcaster particularly popular with those who have been "cheated" of a good fight, but if the character is not planning on staying too long, it does not matter if that same villain comes looking for them later on.

Aid, *bless*, and other such endowments are also popular with neutral-aligned spellcasters. Perhaps one of the most common to find in use is *magic missile* (for its automatic hits and guaranteed damage) and *true strike* (for the sudden burst of power that can leave an intimidating impression if timed just right).

True Neutral: Guardians of the Balance

True neutral is one of the rarest of the rare: it is the only true alignment that is capable for a mortal mind, while it is almost impossible to maintain without divine aid. The main

reason for this possibility is that it is granted to those who wield such an honour.

A true neutral creature is one that has followed the edicts of Neutrality to its purest form, meaning that they have been neutral and followed its course with ease. Their actions, made with great personal sacrifice and little reward, gain the attention of other purveyors of the Balance and are offered a role as member of the Collective (see **Appendix I** for details on this organization).

Creatures of the true neutral cause are blessed with an insight to the working of existence unlike any other and it is for this reason that all such creatures must have massively intellectual levels of Intelligence and Wisdom to sort through all of the logic and information that must be crammed into their physical brains. With an ability that they call foreshadowing, they are able to visually comprehend the furthest consequences that can occur from the simplest actions, no matter which plane they stand upon and where else the reaction may occur. Absolute control is required in foreshadowing for those without proper maintenance will become blinded by the sheer limitless possibilities as every reaction to every event is played out in their minds. Tuning this ability to focus only on those events that could scar the face of the Balance is all that matters to them for there is no telling what could happen to all Life should the Balance crumble. Unlike most other societies, there is no apocalyptic legend spread amongst their ranks for the thought of such a time is barred from their ranks – they must focus on the Balance's continuation and not the possibility of its end.

Those who have met a true neutral character have found them to be erratic and baffling, a sign that they might be more chaotic than neutral but it is because this behaviour is intentionally achieved for the sake of a higher goal is why it is... well, balanced. True neutral creatures respond to their personal lives as they do with all existence as a whole: every force must have time in power for the Balance to be maintained. This means that a true neutral character will save a child from a burning building one day and then slay an old man the next. They will arrest a known criminal wanted for prosecution and then free him that very night. If this does not seem to make any sense, it does not have to for anyone else other than the true neutral creature itself. It is for this reason that such creatures keep to their own domain and avoid integrating into others unless absolutely necessary. Their task as guardians of the Balance requires them as observers more than anything else. Whenever they do act, it is through the guidance of others, and never over something as simple as the birth of a single child or the imprisonment of one individual.



Neutral Archetypes

Neutrality is the alignment of conflict, particularly within oneself and so each of these archetypes reflects that battle for inner meaning, be they good or bad.

Accepting (Trait)

An accepting character understands the rights of all living creatures and respects their viewpoints, no matter how different they might be from his. He is able to re-roll any failed Charisma-based check that involves interaction between himself and another sentient creature once per day.
Condition: The accepting character must absorb all information provided to him or else suffer the penalties of the biased disadvantage (see **Chapter One: Good**) for the remainder of the day or the next 24 hours (GM's choice).

Knowledgeable (Trait)
A knowledgeable character partakes information about other cultures and viewpoints willingly and has a curious nature to learn as much as he can about the ways of others. For this character, all Knowledge skills are class skills.
Condition: The knowledgeable character must spend at least one skill point per new class level on a Knowledge skill or else lose the benefit of this trait until his next class level is gained.

Hesitant (Disadvantage)
A hesitant character has become too dependent on possibilities that he is unable to make a solitary decision without input from others. Without advice, he will suffer a –1 penalty to any action that is undertaken on his own determination. Attack rolls, saving throws, and other combat-related rolls can be immune to this penalty at the GM's discretion.
Condition: The hesitant character must ask for the opinion of at least one other character before making his own decision.

Adaptable (Trait)
An adaptable character can easily fit into any situation and blend in without much effort. They easily attune to learning new things that they gain an additional skill point per level, similar to a human character (and will gain two skill points per level if they are already human). This bonus skill point must be spent on adding a new skill to their repertoire or else it becomes unavailable.
Condition: The adaptable character must be curious and interest himself in new territories and lessons when they are presented to him.

Cautious (Disadvantage)
A cautious character is different from a hesitant character in regards to killing, even in self-defence. If the character is able to disable a foe without killing them, he must take that action whenever possible, but not at the risk of losing his own life in the process.
Condition: The cautious character must be unwilling to take someone's life unless it is an absolute last resort. In combat, the character must have subdued his opponent by knocking him unconscious or tying him down prone first. If the opponent attacks within the same battle again, then the character can kill him.

Solitary (Trait)
A solitary character does not fit in well with others and desires nothing else but privacy. While they are able to go out in public to run errands (unlike the secluded disadvantage), they will avoid such tasks if necessary. When they accomplish an important task on their own, they gain an additional 10% bonus to XP awards.
Condition: The solitary character must find other ways of completing simple goals, such as shopping, without going out into public or large crowds as best as possible. If he must venture into crowds, he can only roll 1d10 on any Charisma-based checks, instead of the standard 1d20.

Secluded (Disadvantage)
A secluded character is an extreme version of the solitary trait – going out into public is not an option, but does not have to be a phobia. Interaction with others is never positive and this character will not venture out into an area that is populated by more than four people at one time. If he does, he will automatically fail all Charisma-based actions for as long as he remains within that situation.
Condition: The secluded character must avoid situations as those described above at all costs unless it is completely impossible to do so.

Respectful (Trait)
A respectful character may not necessarily agree with the choices and lifestyles of others, but he does understand that choice is a sign of freedom and would not want someone else to verbally denounce or question their choices. This trait allows the character to gain trust with others easily and reduces the DC to any Charisma-based checks with another sentient creature by 2.
Condition: The respectful character cannot express any dissatisfaction with the choices or actions of others, at least not without a qualifying statement that demonstrates the respect that he has chosen to employ.

Compliant (Trait/Disadvantage)

A compliant character accepts the world as it stands around him and will not step forward to protest unless he is instigated into such an act. For example, if the local taxes are considered high, the compliant character will pay them without fuss unless he is confronted by the tax collector for paying an incorrect amount. This character does not seek to cause trouble and has faith that the actions of others are made for a purpose, but he will speak his mind in his own defence when asked or confronted.
Condition: The compliant character cannot instigate a confrontation, even a fight, unless it is in reaction to another character's actions.

Conditioned (Trait)

A conditioned character seeks to perfect his own skills as a definition of himself. The monk that practises his techniques in order to attain purity of mind is an example of a conditioned character. His actions are done to hone his skills and define himself in the world – his successes are measured in comparison to others that have accomplished great feats, be they physical, mental, or competitive.
Condition: The conditioned character must accept all challenges or contests designed to measure him against another, regardless of whether or not they are present for the challenge.

CHAPTER FOUR:
LAW



law – noun. 2. the condition of society brought about by the observance of rules. 5. any rule or injunction that must be obeyed

Law is comprehension and without it, the mortal mind would be unable to fathom the inner workings of existence to even the most basic level the brain is able to wrap itself around. The understanding of Law is recognition of two factors: cause and effect. Should an event of a particular manner unfold, we, the residents of this known existence, should expect a predicated reaction from the universe. This calculation applies to all levels of life, from the smallest insect to the inner workings of the multiverse. All those unfathomed concepts beyond the understanding of mortality are commonly deemed chaotic.

The knowledge of Law is extremely common and could be one of the easiest to understand, aside from Good, and yet the force is likely unnoticed and taken for granted. The average mortal humanoid in a typical fantasy world lives a governed life: elders are designated by descendents or democracy into positions of importance; edicts are passed down prohibiting unwanted behaviour with suggested punishments for those who fail to comply with the need of that unique society; and it is ever expanding with the passage of time. Law does not recognize Good or Evil and does not lean towards either force: a vicious tyrant is still Lawful in its eyes, just like the appointed council chosen by its people.

The Role of Law in the Campaign

Review the character classes provided in any rulebook for this game system and what do you notice? Steps, listings, levels, mathematical modifiers, and measurements. If the classes they choose define a person's life in a fantasy world, then it is by Law that an adventurer shapes and moulds himself into this form. Even the growing pains of your average mortal humanoid are measured by rules of Law – a child of a certain age will be expected to have certain characteristics without finding them in an older child. For example, a newborn human will not be able to make words and communicate verbally with language like a four-year old might.

Law is a process and guide for us to gauge our performances on. If you are caught stealing or lying, you are scolded and reprimanded for such actions are incorrect in society. If you should jump from a high cliff, you will strike the bottom and suffer severe pain (so long as you are able to live), thereby teaching you the consequences of such actions. Imagine if Chaos was the foundation of mortal existence rather than Law. If you were to jump off the cliff again, you might land gracefully on your feet without any pain or discomfort; or you might suddenly fly through the air like a bird; or you might suddenly explode into a cacophony of pink honeysuckles before even lifting your feet from the ground. Law allows us to function and carry on our lives within a set of guidelines, conscious or unconscious.

Adventuring is heavily set within the foundations of Law. All abilities and spells have limitations on frequency, duration, power, and other such factors of a character class. The rules of Law allow an adventurer to know their limitations and prepare for them, using his abilities as they have been discovered to their most effective potential in order to best opponents and gain wealth and infamy. The more an adventurer knows of his power, the better equipped he will be to gain victory. Hence, Law is knowledge and, as the saying goes, knowledge is power.

The Limitations of Law?: Lawful and Chaotic Events

Consider all of the "random" events that happen in one world, let alone all of existence. From the passage provided above, the power of Law sounds absolute and definitive; an entity that can be grasped and mastered by the common mortal dedicated enough to the cause. But why do sudden occurrences and unexpected events happen? Is this an act of Chaos maintaining its hold on the Balance? Or is it a calculation of Law that is beyond mortal understanding?

To understand this topic better, we require an example. A person opens the front door to their house and suddenly becomes electrocuted. Were there events leading up to this harmful act (defined as Lawful) or was it pure happenstance (being Chaotic)? Even with an investigation performed after the fact in which a continuation of smaller moments could be linked together to show why the person was electrocuted simply by opening the front door, if there is a possibility for such a mathematical formula that would account for the odds of this moment. Or is it sheer coincidence? The answer is perhaps quite simple: the lack of certainty is Chaotic and thereby distinguishes the events as such because it is practically impossible to predict the exact moment in which the person would be electrocuted upon contact with the front door (unless it was intentionally planned by another individual, then it becomes Lawful).

The only limitation of Law is the understanding of those who live within its rules. A dog cannot learn math and would simply look at our counting as some sort of game in their favour, thereby making math a Chaotic event for a dog. What lies on the opposite side of our existence when we die? In the fantasy world, this may be answered, but the reality is uncertain and hence, it is considered a Chaotic event. So, by definition, a Lawful event is one in which its understanding and purpose can be comprehended by a conscious figure, while a Chaotic event is one that is beyond such comprehension. This equation of an event is not required at the moment and can be something that may yet be learned by the mind in order to be a Lawful event.

Types of Law

The use of the word "Law" is not always identical and it has taken on three forms throughout existence: societal, functional, and universal.

Societal law is made up of rules and regulations passed down within a physical race of creatures, commonly discovered as a village, city, or other communal classification. While many societies follow a core belief in Law that is unchanged over long periods of time, it wavers according to the needs and goals of the current generation. Aborting a fetus may be illegal

Infinity: Lawful or Chaotic?

An infinite space is one that is not limited by measurement and reaches out across all known existence. Or is this an excuse to not measure something that our mortal brains cannot understand and weigh?

To classify infinity as a Lawful or Chaotic event, we must understand if this concept is to our capacity and we must, therefore, know our limitations as physical beings, seeing as infinity is the ultimate expansion of physical space.

Look at the room in which you are seated: you are surrounded by walls, windows, a ceiling, and a floor. If you move past the room that you currently reside within, you may find yourself in yet another room or a hallway that is part of a collection of interior structures or could possibly lead outside. Aside from the limitations of sight in the outdoors, this exterior view is measured by ownership, landmasses, and overall world shape. Eventually, anywhere that a mortal being finds themselves, they will reach an end of some sort or find themselves right back where they started. For us, this is a universal law (see **Types of Law** below).

An infinite space, however, is one in which a physical creature could walk in a straight line and never reach an end nor find themselves back in a similar position (such as a positional range, i.e. longitude) as where they started. The creature will travel until it dies, the only limitation that hinders the creature, yet since it is not in the capacity of the infinite space to cause the death of the travelling creature, it cannot be considered a limitation inflicted by the infinite space itself.

Now for the real brain twister: the multiverse consists on numerous infinite spaces known as planes all occurring within the same infinite space and yet remaining separate. To reach an Outer Plane (an infinite space), you must travel by the Astral Plane or the Ethereal Plane (both infinite spaces that never connect directly, meaning that you will not see an astral traveller from the Ethereal Plane). How is this possible? As we cannot understand such a concept, infinity is Chaotic. Applying the term "infinite" is simply a Lawful means of terming an incomprehensible concept. †

within a society at one point but can be changed should a future generation find a need to do so, such as addressing a massive population crisis. Societal law is the most adaptable, versatile, and conflicting of the three formations of Law and is generally heavily influenced by Good, Evil, and Neutral with Law as a guide.

Functional law dictates the requirements of living creatures and objects to exist. The fact that a human being needs to breathe is a functional law and is, at its very core, unwavering. It does allow, however, for a creature to alter itself so that it must follow a new set of functional laws. Spells are the most common way of "cheating" functional law so that the creature no longer requires air. However, the creature must now follow a new set of functional law that is placed down for those who do not breathe air, such as underwater creatures. If the creatures suddenly becomes a water breather, he must remain immersed in water in order to breathe, thereby following a new set of functional rules. The laws themselves were not changed, simply the creature who wished to follow them or make an attempt for others instead.

Universal law is the truest concept of Law known to living creatures. It is solid and must be followed by all masses within existence,

physical or not. There is no bending, no changing courses, and no loopholes which occurs for two reasons. First, existence has perhaps had uncountable time to calculate and predicts all possible matters that would cause a break in universal law and, as such, has made a concerted effort to avoid such events from ever occurring. Second, there are few creatures that would dare challenge such laws for the possibility of finding these loopholes may yet cause a collapse of all existence...and that would be a very bad thing.

There may be only one deviant to universal law: magic. Spells can creak the very foundation of universal law and alter the purest tenets of this belief. For this reason, spells are seen as chaotic by followers of Law for its ability to twart the uniersal truths. (See **Chapter Five: Chaos** for details on magic as chaotic.)

The Basis of Law

Because of Law's indifference to Good and Evil, their combinations can swing in either direction: they can beneficial and highly attributed towards the most diligent paladin or discovered within the craftiest wizard. They can act as a boon and a disability with only the slightest alteration and that is just the way that Law wants it.

Organized

Cause and effect is the ultimate form of organization and has become one of the most basic tenets of Law. Those who follow it are co-ordinated creatures gauging themselves and working to make themselves better, to function as more of a whole than as they began. This property of Law states that it is divided into categories and subsections that branch further and further away into a massive deluge of regulation.

Knowledgeable

As it was said before, Law is knowledge. Guidelines and foundations of Life cannot be made without understanding first. One of the main reasons for societal law to vary over the course of multiple generations is because they are unable to understand, let alone foresee, future events. Universal law does not shift because many

Religion vs. Government

There are two formations of rulership within the majority of fantasy societies – which are not always limited to humanoids – in the form of church and state. How these two facets of leadership work with, or against, each other can set down a foundation for an entire campaign world.

In truth, the two are very similar means to an end. Each one provides its population with a guideline for a proper lifestyle in the hopes of creating a unified society of likeminded individuals. Religion seeks to provides its followers with a means to achieving purity in the afterlife by guiding in actions that are taken in the mortal world here and now. Governments set down laws that allow for a cohesive community in the present time, maintaining as much of an equal society as is deemed necessary. Both forms of societal law proclaim themselves against varying forms of choices or actions: many religions forsake the goals of other religions or against particular lifestyle choices by calling them "damned" and cursed by the will of their god; governments commonly pass their laws to prevent many different types of criminal actions in order to have a relatively peaceful town or city to live in. For their own reasons, both of them work identically the same.

Yet many cultures make it a point to keep these formations of societal law separate for fear that one may have too much influence over the other. The question that normally appears in such matters is why and the answer can commonly be traced back to a historical event that was normally the cause of

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the church/government's development in the first place. Some cultures break away into their own nation in a revolution and make out constitutions and proclamations that would restrict those qualities of their former homestead that caused them to enter into war in the first place. The United States of America, for example, created a clause for separation from church and state in their Constitution after defecting from England and its monarchy, believing that rulership is best left in the hands of its citizens, not in those of a select, privileged few, including those of the Church.

Many fantasy societies strike a balance between separation and unity by having governments that take advice from high clerics of varying faiths. Other worlds still would have their governments and churches be one and the same, with city ordinances restricting those actions that would be prohibited in bibles and ancient scrolls handed down by the gods themselves. Such a simple decision can have a very overpowering change to any campaign world. †

believe that time is not a factor in creation and is only a concept designed for the mortal mind to comprehend its surroundings, thereby allowing the creation of Life to witness beginning and end simultaneously...if Life can have a start and a finish, that is. A simpler way to explain this is that if time is nothing more than a regulation for the mortal mind to comprehed its surroundings, than Life does not see the need for time. It can underrstand everything as it begins and ends simultaneously. Life knows exactly how it will all come crashing down from the moment it was born because it is capable of handling this incredible calculation and foresight. Not only that, Life can deal with it. Would you be able to handle the knowledge of exactly how you will die?

Constant

To those who feel that they have begun to wonder at the structure of the Balance, it might seem odd to refer to Law as the constant force in existence. What about the others, Good, Chaos, and so on? Don't they remain in the Balance as well because failing to do so results in the failure of the Balance itself? Yes, but it is the shape and form in which they appear that alters over time and space.

The role of Good and Evil shift with the passing of one mortal generation to another, suited towards the dangers and plights that threaten society at the moment, only to be remoulded again when the next threat bears down. Neutral turns its gaze towards any force that has caused an infraction in the Balance and re-adapts itself to suit the swing of the universe at any given time. Chaos, by its very definition, is ever changing simply so that it can be ever changing. Yet Law always remains the same, by the same foundation that is applied to Chaos. It would not be Law if it didn't.

Change does come to the followers of Law and worlds under its guidance do change, but it is the results of compliance with the force of Law that changes and not the residual beginning itself. A world that is obliterated by a natural disaster will still be comprised of the same universal laws that created it, it will simply appear different and remain much less hospitable than it was before. Change does not come to Law but to its effects.

Symbols of Law

Defining a force such as Law with visual symbols is a sign of its influence on our culture. In order to greater understand a concept that could be vastly beyond our comprehension, we require an example to summon and acknowledge as evidence of its influence. And so, without any further delay, here are three examples of symbols for Law.

Mathematics

The numerical system and its formula for addition, subtraction, multiplication, division, averages, percentages, and all of the numerous effects that can be completed with mathematics are the ultimate symbolization of Law. While it

is possible that the concept of all Life was made with a system above and beyond mathematics, it is the means for which mortalkind is able to understand its existence and calculate the possibilities in the hopes of proving them for fact.

Entire mortal societies are built upon a foundation of mathematics and inventions of forward progress (based on your outlook, that is) are impossible without it. For every wheel that is carved, building that is erected, and coin that is exchanged, there is a mathematical formula behind it, making it a universal language for mortal comprehension.

The Number "3"

Those who have taken on the task of defining existence for mortal understanding have found a strange bond in the function of Life: the number 3 seems to play an important role, aside from being a piece of a mathematical whole. Some of the most basic foundations of existence are found in triads, including those of the forces within the Balance itself. Law, Chaos, and Neutral; Good, Evil, and Neutral; Material Plane, Inner Planes, and Outer Planes; and so forth.

Many lawful philosophers also look at the triangle, a three-sided object, as another perfect representation of Law – no matter which side it is tipped onto, its shape remains in absolute balance and is sturdy, relying on its other two sides to counterbalance the weight.

Language

Take the three bases of Law: organization, knowledge, and constancy. The use of language, as a verbal communication and a written recording of fact, translates each of these into an attainable goal, allowing existence to continue in an understandable manner. It is primarily used as a source for sharing knowledge, which is catalogued and filed in one manner or another so that it might be passed down to others within the same community or beyond, and its basic alphabet is a constant frame for every spoken word or written parapraph. A person that cannot read is unable to comprehend the core structure of a language and thereby cannot communicate with it. In order to learn a new language, you must know each letter – how it is spoken and how it is written. Without language, Law, the other forces of the Balance, and all higher ideals could not be philosophized; the races would remain too focused on the basic struggle for survival. Language allows a culture to learn. Language allows a society to develop. Language allows a culture to learn.

Quests of Law

Within the confines of a lawful character, not all of them are merely obedient and live a life of servitude. Others follow the path of Law to interpret its meaning and create a deeper understanding of matters unknown to them. They look to past discoveries, such as magic, as a source of inspiration. There was once a time in which the creation of fire without a physical source of ignition was impossible, but now it is achievable to anyone who learns and practises. For some, this leaves their minds without a ceiling to cap their thoughts as they attempt to decipher...everything.

Knowledge of the Gods

In an age of magic and science, many of the hardships once known to mortals has been put aside by the works of progress. While this does not always reflect on the common folk, there is an almost certainty of benefit for those within the "upper class" of any predominant society – a title that is commonly reserved for humans, elves, dwarves, and other major races. Without having to worry about diseases, poor quality of meat, and damp chills in the midst of the night, the privileged have time and energy to look across their world and wonder. Those who do so are commonly referred to as philosophers.

For an age that is ripe with magic in which the gods themselves take action on the mortal worlds, the viewpoints that develop can be much more tangible than within our own world. A cleric can actually pray and receive a response from his deity; visions are not considered signs of insanity by the masses; and sometimes, the gods will send down an avatar just to make a point. It is not unlikely, with these focal points in mind, that many fantasy philosophers work

their minds into the evolutionary cycle of life and attempt to decipher just how the gods came to be. More importantly, they want to find out just how they can get a hold of such power.

In technical terms, achieving divine absolution requires more than 40th-level as a fighter or a *wish* spell with enough clause to reach down ten feet of paperwork in fine print. There are many throughout the known worlds in the Material Plane and the Outer Planes that have come to believe the quest for knowledge as one that will attain the holy chalice of divinity. The precise nature of this question is left up to interpretation and so many who look to this goal as an active pursuit consider the search for only one: the Final Question. Why are we here? While the gods are never keen to make a comment on this matter, those mortals who wish to stand at their side believe that all gods have achieved their level and status by either answering the Final Question or coming much closer than before.

The Final Question is rather open to precise interpretation but basically comes down to one point: the meaning for all Life and how it came to be. Why do we all experience Life only to expire and pass on? How did the multiverse come into being? How did the laws of existence shape themselves? Is there a much higher power of pure omnipotence that controls the show and did he create Life? Why? These are questions that branch into more than one simple answer and there is no way to discover whether or not any of the immeasurable guesses are ever right. Some fantacists (see **Chapter Six** for details on this prestige class) believe that those who have come close to solving this master riddle are now known as the gods of the mortal worlds. Others, however, believe that the solution may yet bring about the end of all Life faster than one could snap their fingers together.

The debates that continue on within fanatic guilds and deeply hidden libraries are long and winding but it does all lead to a common goal: power. Knowledge, these figures say, is power. The advancement of many humanoid races is due to their brains and the capacity to think and invent that comes with such a blessing. You will not find a turtle ruling over the world unless it suddenly develops a working mind and finds a way to craft a sword or cast a spell. If such a fact applies within the evolution of mortal life, then such a basis must be a universal law that also applies to the evolution of the gods.

Creation Unto Itself: Theories of the Source of Life

With the discussion of Law and its quest to create limitations and boundaries, comes the search by others for its offerings. In doing so, many philosophers of Law have brought themselves to the one question that may answer all others by remaining eternally out of reach: What is the meaning of Life?

It is a mission that all living, sentient creatures strive for as it is widely believed (as mentioned above) that even the gods themselves seek out the answer to the vaguest question of all. Could the answer to the Final Question bring about the greatest prize – access to the foundation of Life itself?

Theoretically, it is possible, but there are many instances of past interpretations that could sway this thought in the opposite direction. If you should learn why the sky is blue (should that be the case), does it give you dominion over the air? No. There are many answers to many questions of scientific fact that are common knowledge in both fantasy and reality. In our world, we know all about space, universes, and galaxies. In most fantasy worlds, they are able to travel into realms that are residences of the gods themselves or the planar range of the elements themselves. While either example does indicate more unanswered questions than its share of answered ones, it does make a point by stating that knowledge has never granted dominion before.

So perhaps it is that the answer to the Final Question, that which solves all other queries, would do so. If we know that the sky is blue because of the atmosphere, do we know why there is atmosphere? And for anything responsible in the creation of atmosphere, do we truly understand why this is. In our own scientific world, we refer to an event known as the Big

Bang created the world, but there are still two components that are not understood to this day: why and how. The answer reaches far beyond the simplicity of "Just because." It is here in which the Final Question may yet provide the solution and there are many who seek it out. The search has lead to many interesting, and simultaneously dangerous, discoveries, including the access to alternate realities known as **dimensions**.

Role-playing a Lawful Character

A lawful character looks at their surroundings, within the world and society, and makes themselves comfortable. There is a will and power far beyond their own that has chosen a life for them and they must fit in or perish in the process. Everything has purpose.



Lawful creatures are commonly very social and this trend will always create a sense of complacency. Certain individuals within the community are best suited for leadership, others for battles, and the rest for provisions. There is always room for improvement, however, and very few lawful character will simply lie down and die on a belief that states their purpose has already been destined.

In a rulership controlled by the whim of a single individual, the lawful character will consider that rulership to be just and intentional – it is custom and has been so for times gone by and should be for years to come. Those who live in a land of mass government, the process of voting and choosing the wish of the majority over the needs of the minority is accepted. Once again, there is purpose to all such things.

While the edicts of Good, Evil, and Neutrality will always define a character's view on how to survive within the guidelines of their surroundings, they are never static. The need for change and adaptation is a strong instinct within all lawful creatures and they will follow the mandates of their laws – personal and social – to set about those revisions to the fullest extent allowed.

A lawful character can be considered wise and stubborn at the same time, depending on the position of another, as always. For those who are deeply rooted in the concepts of their community and way of life, its loss may be deeply disturbing. Even those who live a life of farming and survival may become confused and suffer should their system collapse and that is one of the weaknesses of Law – its sudden absence, or an unforeseen shift, can be devastating.

Life in a Lawful Society

Just as the lawful individual must fit in and adapt to his community, the community itself must take great pains to ensure that all its individuals will survive. If that is not possible, then there must be preparations for as many as possible. Within a lawful society, there is always an acceptable level of loss that they are willing to accept.

Law that is created with a sense of Good will make great efforts to avoid as much of that loss as possible and will only accept it so long as a larger majority is able to benefit or carry on because of it. Those societies that bend towards Evil consider these attritions and figures that if you cannot survive, it was not meant to be (even if no one survives at all once it is all said and done). Neutral groups devise rules and settings for survival for as long as it is possible. Should defeat strike them, then it is time for a new plan and a second attempt.

Law is not possible without purpose (as that is part of its very definition) and all those within a lawful society must have goals and meaning. If the local baker should pass away, someone else must step in as the baker or else there will be no one left to bake bread. It does not matter whether or not someone takes up the exact same shop so long as the smell of fresh baked bread drifts over the community and provides them with peace of mind.

Lawful Behaviour: Healthy and Obsessive

There is a side effect to a rigid lifestyle: compulsion. Certain individuals cannot live without structure and collapse – literally – in its demise. Their lives are a daily repetition of daily repetition's daily repetition. The irony is that this pursuit for perfect balance strives such a lawful character, coming from a lawful, and thereby, social community, to become isolated and restrictive.

Recognition between a cycle of purpose and a dependence on repetition requires a very close look – the line between them is thin. For all lawful behaviour to begin within a mortal creature, there must be fear. For a healthy lawful creature, it is commonly the fear of death within a difficult world: the difference between finding food and becoming it must be conquered and there must be ways to avoid it. To these individuals, safety comes in the form of others and a reliance on teamwork as a collective.

Fear also strikes the obsessively lawful character, obviously, but this anxiety stems from the belief – misguided or not – that this system of sustenance and protection will collapse with nothing but the slightest shift in order. If wolves cannot break past the village's defences, then will not something else try to get at them? The smallest overlooked item can become the next danger to the obsessively lawful character and it never takes much for that line to be crossed over... carefully.

For some, particularly those who bend towards Evil and its teachings, there is a fear so deep that they must root control for themselves. Or such fear can come to those after they have achieved power. Such paranoia stems from success --- a hungry person never worries about germs in their food. The achievement of that success is fraught with peril and there are stories and historical accounts of leaders who were overthrown over exceedingly simple matters. A powerfully obsessive character is a truly dangerous opponent and will quickly turn upon those who have placed him in power for fear that they will take it away.

So is it possible for an entire society to develop anxiety? When dealing with fantasy, anything is possible so long as it can be believable. The witch hunts of the Colonial Americas is proof enough of that...

Law on the Planes

It has been established already that all Life has an order of laws that it follows in order to survive and all planar creatures obey it (even the chaotic ones, though they might not realise it or do and curse it). Many gods, in the formation of their realms of power, see the route of similarity and constancy as an attraction to their followers should that be the type of believers they wish to attract. To encourage mortal followers to believe in a certain deity, they must have a vision of a prosperous afterlife to aim for and it has to sound the same all over or else no one will believe it. The word of the god must remain the same – even though it is commonly left to interpretation and translated into different languages that may not follow the same edicts of linguistics as others – or else the message becomes lost. Without any sense of Law in the Outer Planes, no one will know what is going on. Lawful planars have a saying at the expense of the chaotic ones: "Even Chaos is predictably chaotic." So while gods of Good, Evil, Neutral, and Chaos may not always agree with the edicts of Law, they use its methods to present their case to the masses. And this is how Law maintains its place in the Balance.

The Mechanics of Law: The Use of Combat, Feats, and Spells

When any creature's way of life is threatened, they will defend it by any means necessary, and lawful creatures are equally prone to that. They may be some of the heartiest and best trained combatants to be found (as practised is surely a trait of a lawful creature). When push comes to shove, here is what a lawful warrior might do.

Combat

An organized battle is a greater advantage for the lawful combatant and they will make attempts to observe their opponents, the

surroundings, and other features of the upcoming fight to study weaknesses or find room and opportunity for any unexpected moments. They are also firm believers in ranged assaults, launching a flurry of arrows or bolts at their opponents to dwindle down their numbers or weaken them before rushing in for melee.

Training becomes a powerful asset as many lawful warriors make it a habit of practising against larger, stronger, faster, and better trained opponents. Such lawful combatants will commonly have certain tricks up their sleeves that are well prepared in advance for just such an emergency. A typical lawful character might carry a certain item in his possession for years without every truly using it until suddenly encountering the right situation that made the space in his backpack all worth it. An example might be a blindfold just in case he should encounter a medusa, a potion that masks body odour in case he should run into a creature that can track by scent, or a magical item that binds a spellcaster's hands in a sticky web to prevent somatic preparations.

Feats

There are many feats which can be deemed as "manoeuvres" as they allow a character to perform a follow-up action so long as a prerequisite was successfully preceded. Blind-fight and Cleave are prime examples.

Lawful combatants are also masters of one-on-one encounters and tend to choose their feats to reflect this choice in combat: Dodge, Improved Disarm, Improved Grapple, and Improved Sunder are a few.

Finally, a lawful combatant will take any opportunity to seize a particular moment in battle and turn it to his advantage. Many feats capitalize on attacks of opportunity by expanding on its limits per round or even preventing them from occurring against a character in the first place. Combat Reflexes, Improved Trip, Improved Unarmed Strike, and Mobility are some examples.

Spells

Spellcasters do not have one of the main advantages of a melee warrior – they cannot cast *magic missile* as much as they please until everyone is dead. The power that they can inflict, however, is the counterbalance and a lawful spellcaster believes in taking down as many opponents as possible with as few spells needed.

Any adventuring party or army with lawful spellcasters will commonly use area effect spells or those that can inflict damage over more than one individual, such as *acid fog*, *lightning bolt* , or *fire storm*. As soon as this first wave is fired, archers will fire into the survivors and melee warriors will march in to finish off the rest.

Charms and commands are also a favourite of the lawful spellcaster. Whether or not to cause fear into their enemies, command legions of undead to advance upon their foes, or even use an *aid* or *bless* spell on their fellows to encourage, all are highly used by the lawful magicians as they can also affect more than one target.

True Law: Highest Adaptation

Should Law be the force that beckons order and understanding, then its purist representative, following the path of True Law, should somehow symbolize this basis.

A true lawful creature is the ultimate student, a collector of facts and knowledge gathered solely for the fact of learning the undiscovered. Its physical attributes are completely based on its surroundings, acting as a highly intelligent chameleon that reaches beyond altered skin tones. It adapts to its surroundings at such a radical degree that it becomes impossible to detect its presence. A true lawful creature could be the air itself, passing into your lungs and bringing you life before shifting into the exhumed breath from your nose and journeying back on its path of discovery. While some physical creatures use invisibility and concealment to blend with the background and observe, the true lawful creature is the background.

To imply such an ability is to recognize that it must be able to learn at a microscopic level, literally sucking in knowledge of everything in its surroundings by contact alone. Simply entering a new plane endows the true lawful

creature with information that is processed with a speed that is faster than light and become one with the plane instantly, while still remaining detached from it enough to accomplish its mission of deciphering. If this is the case, it must know everything. It must cast aside a constant physical shell in order to achieve the quantity of mind to understand all information at breakneck speed. This is yet another irony of true creatures as one would expect such a being to be the strictest formation conceived, never altering, never changing. But that is an idea for those that do not understand Law.

The purpose of such a creature, only known to those with an intelligence superior enough to transition into a True role, is beyond comprehension but not past the limits of speculation. Some true lawful creatures may work for the powerful forces of the universe itself, such as the gods, in seeking out new souls and domains to conquer or that they may yet be gods-in-waiting, having tapped into their potential to become another power-to-be. But most fantacists believe that if there is an entity beyond cranial capacity which created, or currently monitors, the whole of existence, such a creature that follows true law must be its observer, reporting back on its finding to this ultimate master.



Lawful Archetypes

Lawful behaviour is one to live by, but that might be because they don't know how to live otherwise. Listed below are some examples of lawful archetypes for the average character.

Confident (Trait)

A confident character takes satisfaction that Law ensures stability in their world and that they have enough understanding of it to proceed ahead of the pack. This character can shrug off doubt when confronted by an opposing belief by re-rolling any opposed Charisma checks against another individual. **Condition:** The confident character must not waver in their beliefs and must find satisfaction in whatever the outcome develops.

Compulsive (Disadvantage)

A compulsive character has developed a "twitch" or "knack" since childhood that can be as simple as checking the lock on a door three times or as serious as polishing a sword with exactly 100 strokes on each side from a cloth. While the choice of compulsion is best left to the player, his character will suffer a –2 penalty to all saving throws for the remainder of the day (or the next 24 hours, depending on the GM's decision) until he is able to complete the compulsion properly. **Condition:** The compulsive character must enact their specific ritual at all times or else suffer the -2 penalty to saving throws as described above.

Knowledgeable (Trait)

A knowledgeable character partakes information about other cultures and viewpoints willingly and has a curious nature to learn as much as he can about the ways of others. For this character, all Knowledge skills are class skills. **Condition:** The knowledgeable character must spend at least one skill point per class level gained on any Knowledge skill or else lose the benefit of this trait until his next class level is gained.

Dependent (Disadvantage)

A dependent character has relied so heavily on their understanding of Law and history within their own culture that they are unable to exist properly outside of it. Whenever a dependent character is confronted with an unfamiliar viewpoint or environment, he must make a Will save (DC 15) or else become stunned for 1d4 rounds. The frequency of this roll is left to the GM and the dependent character can gain an immunity to particular situations with a successful save.

Condition: For the dependent character, there is no other way of life and he must not be easily accepting of other viewpoints.

Studious (Trait)

A studious character follows the past and seeks out the actions of famous characters and lessons as an example for himself to follow. He is forever conscious of the role famous heroes and infamous villains have equally played in the past and takes effort to teach others of their memories so that everyone can learn from their tales. For these characters, Knowledge (History) is considered a class skill.
Condition: The studious character must regale his comrades with stories of past figures frequently, possibly even to the point of annoyance.

Skilled (Trait)

A skilled character uses their understanding of their world to learn new lessons quickly. They require only half of the study time for a new skill, class feature, or any other similar aspect of a character class, should this optional rule be used.
Condition: The skilled character must constantly express interest in learning new things and invoke an interest in all matters of knowledge.

Observant (Trait)

An observant character takes notice of their surroundings and uses them to their advantage. Once per day, an observant character can re-roll any failed Listen, Spot, or Search check and substitute the new result as if it had been his original roll, no matter what the new roll should become.
Condition: The observant character must remain constantly aware of his surroundings and will lose his re-rolling ability if he should be attacked by surprise or any other method that causes him to lose his Dexterity bonus to AC during the first round of combat.

Dedicated (Trait)

A dedicated character is focused on their pursuit in the world and seeks to complete the tasks that they set out to finish. His aim is so complete that he is able to shrug off a single penalty (not higher than –2) for one round once per day in order to accomplish his purpose.
Condition: The dedicated character must pursue his goal undeterred and will be unable to gain this benefit should he morally falter even once for that day.

Inspired (Trait)

An inspired character is driven by success to achieve more, either by the actions of their predecessors or by their own results. If an inspired character is able to achieve a task by rolling a natural 20, they can gain a 10% bonus to XP.

Condition: The inspired character is a positive influence to others, citing examples to drive others to achieve similar goals.

Keen (Trait)

A keen character has a sharp memory and is quick to recall information that they have learned. These characters will always gain an additional piece of information from a successful Knowledge check.
Condition: The keen character must keep themselves well-studied in order to recite such information quickly and must spend at least one hour per day involved in a book related to any of their Knowledge skills.

CHAPTER FIVE:
CHAOS



chaos – noun. utter confusion or disorder

Chaos is the absense of order and the absolute of uncertainty. It is the uncontrollable, the unfathomable, and the uncertain. It is everything that we live against and strive to avoid. But just how much chaos is reflected in everyday lives? This may yet be the most difficult chapter in the entire book as it is one that is expected to defy description. How does one determine attributes for something that cannot be truly classified because it is not seen? Could this be the solution to interpreting the function of all existence? And how is it that something so obtuse and mortally abstract as Chaos can have followers, creatures that willingly believe in its very essence that they are willing to live and die in its name?

The Role of Chaos in the Campaign

The remaining four forces in the Balance are all measurable essences of choice known to existence, so the fact that Chaos cannot be easily measured makes it a likely fit. Its very role is to be the black sheep of the universal family, an undefined foundation of cataclysm.

If Evil is the mortal's dread, then Chaos is its planar cousin. The idea of all existence converting back into the cosmic soup that had once existed, as many theologies export, and sentience going out of style like fashions, is a disturbing dream that might yet become reality. Those who embrace the concepts of Chaos believe that the Balance is not about an even share, but a distribution of turns as the commanding power for how the world functions. Everything used to be Chaos in the very beginning until its time was up and another force took over (more than likely it was Law, these chaosticians denounce, and it is for this reason that they despise the force of Law and all its beliefs) and beautiful Chaos was left to sit in the background...for now. Soon, the time will return for Chaos to grab existence by the reins and turn it back into the dominant absolute in the multiverse. When that happens, it is likely that all Life will end.

The Basis of Chaos

Chaotic creatures do not designate symbols and representations for Chaos as it defeats the purpose to do so. Such depictions are too constant to

truly define it anyway. Yet those that do not relish under it and fear its presence as the Great Unknown do find a way to picture it through words and diagrams.

Fog

If you find yourself standing within a thick fog at the dead of night, you are almost blinded. It is too thick to see through, the moisture blocks all traces of scent, and everything else seems to stop moving until it fades into a eerie stillness. That same feeling is expressed by those who have ventured into those realms of the universe in which Chaos reigns supreme – you are completely blinded and have no idea where to go.

Evolutionary tales of the creation of worlds and universes normally begin with all Life as nothing more than a chaotic soup or mist, a swirling mixture of gases and energy with no purpose or precision. The creation of Life was a mere accident, the random collision of cosmic forces that just happened to create the multiverse. The slightest difference in such an impact could have resulted in a vastly different set of universal laws...or none at all.

Everything

On one hand, Chaos is considered to be the mass collection of all living matter simultaneously existing as a whole, slipping in and out between different substances that may be solid one minute and gaseous the next.

Demonstrating this visually is rather difficult but the verbal description of this "all-encompassing glob" does send across the message to those who view Chaos as the foundation of all Life.

Nothing

Extreme anarchists see things differently and with must less optimism: Chaos is a pure void. There is absolutely nothing. Not even death, for it is used as a reference of a state of being, the next step in the evolutionary process. It is a vacuum of Life. End of story.

Chaotic Forces: Mysteries of Magic

As each alignment force has an impact on existence somehow, what has Chaos touched to become an integral part of Life? There are many different theories on that one but there does appear to be a consensus amongst them all: magic.

By all common logic, a human was not meant to fly, eject balls of fire from his fingertips, nor was he expected to walk upon the soil of the gods without having died first. But there they are, performing deeds that were once considered improbable feats of power, all accomplished by magic spells. The casting of a spell will bend almost every known universal law: gravity, anatomy, chemistry, and every other solid basis of fact can literally be thrown right out the window for the duration of a spell's activation. While the means to achieve these unnatural abilities has been reasonably determined, there are few that have bothered to ask where this power to corrupt Life comes from and why it is allowed to happen.

Many gods have taken credit for the introduction of magic and some have made their portfolios around it but chaosticians like to point out that it seems to offer a certain level of control to a mortal creature that is still limited. If the gods wanted humans to fly, would they not have just granted them the ability naturally and be done with it? Why are only some able to cast spells and others are blessed with the ability naturally? To them, Chaos provides the answer.

Magic breaks the rules that were firmly set in place to keep everyone on an equal playing ground. (Anyone who is, or has been, a Game Master can attest to the number of times that a spell has thrown a wrench into his plans for a group of players.) Magic is Chaos' way of slipping through unnoticed and causing trouble by allowing mortal casters the capability of changing colours, teleporting across vast open spaces, and raising elementals from the ground. Death is considered to be an absolute

in the universal plan, so why would they allow undead to exist or a resurrection spell to be cast? The answer is that it was not supposed to happen and it is for this reason that Chaos made it so. Factors such as power, duration, and range are only limited by the opposing force, predominantly Law, suppressing the magical energy and eventually bringing it to an end.

But some have seen the spellcasting components of any spell – verbal, somatic, material, and otherwise – as a ritualistic means of casting magic and a ritual is far too organized and repetitive for Chaos. There is an answer for that one too: Law can be cheated and there is always a means to pass through the cracks. Gravity, considered to be a definite of all universal laws, can be postponed or thrown aside altogether in one degree or another. Birds are a testament to that, so long as they flap their wings and carry on in a forward motion. If they stop, Law catches up and forces them to drop. Magic works the same way: eventually, the rules of Law will step in and the magic subsides.

So with magic defined as an extension of Chaos, this leaves the power of a spell sorely weakened. If Chaos did create all Life as we know it, as vast and creative as it is, there might be no limitation to its power. Perhaps that will be the determining factor that will allow Chaos to assume control once again, according to chaosticians. It might only take the right spell.

This, on its own, does not necessarily brand magic as a destructive power, even with the casting of healing spells and the like. As with all other forces in the Balance, Chaos must be included to one degree or another and if magic is one of its tools, than it is how Chaos keeps a grip on the others. It is a facet of existence, just as everything else in our lives.

Role-playing a Chaotic Character

Believing in Chaos means a selection of self. A chaotic creature is one that believes in its own pursuits and dreams, whether they be alongside Good, Evil, or Neutral. When combined with Good, the chaotic character finds himself to be a valiant warrior with a definition that is his alone; Chaos and Evil serve the creatures itself in its destructive frenzy, bringing itself pleasure and sustenance through death and pestilence; while Chaos and Neutrality mate for a character that just wants to do whatever he wants to do, even if it borders on insanity.

The path of the chaotic character is a lonely one, even when amongst other chaotic individuals, but it is one that brings the individual a sense of right in its own special way. Many see their personal beliefs as one that works best for themselves. They simply want to be able to have their viewpoints without being crushed upon by others (and this also applies to chaotic evil ones, too). Doing so is not abstaining as some neutral characters might select, it is active and contested. A chaotic character will fight to be the individual that he is and does not seek change to fit in and will gladly take credit and attention for his actions, no matter which side they sway towards. Their trials are the individual against the masses and there are many legends in which the little guy has triumphed over impossible odds.

Followers of Chaos

Although chaotic individuals are just that – individuals – they can band together for a joint cause. For some, it means linking to form a faction that not only relishes Chaos, but promotes it and seeks to let it regain power. So how does a creature come to embrace Chaos at such a level of piety, particularly when the prospect could lead to the end of all Life?

Those who call upon such a time are *arnarchists* and they are not always chaotic evil (but they are never chaotic good). The mass destruction believed to occur at a moment such as the conquest of Chaos is highly appealing to the chaotic evil individual but there are those in the path of chaotic neutral that seek such an end as well. Extremely depressed individuals that have learned of the continuous circle of passing and resurrection in Life believe that their meager existence must be a clone of a former one. Thus, their souls must be doomed to an eternity of repetitive gloom. There is no choice in the matter

either for there is no means for one to request total annihilation instead of resurrection or a life within the realm of a god. Even a proposed god of Chaos cannot offer complete annihilation, for without souls to populate their realms, a god would be powerless and unable to function. Life cannot exist in Chaos, they figure, so let it make a comeback and bring an end to their life for all time. If it does not happen now, it will happen in another lifetime. The idea is crazy and that makes perfect sense for just such an individual.

Such motivations are extremely difficult for many mortals and planars to understand as it implies a life without reward. What they do not realise is that these anarchists are still fighting for a reward: the destruction of all Life. They want it to happen. When Life stops existing, they will have received their reward. An end.

There are others, however, that view Chaos not as a destructive force, but a representation of independence. Different colours of hair, unique races, realms of infinite spaces mixed on top of each other in totally improbable fashions are all signs of individuality that prevents the other aligning forces from taking dominance over existence. Chaos is liberation for it does not allow itself to be predicted and will never be seen the same ever again. An individual for every second that it exists, never duplicated and never impersonated. Chaos is individuality in an existence of plurals.

In this regard, these anarchists, secretively known as liberators, view Chaos as the single force in the universe holding back all others simultaneously. Many aware of the Balance view it as a war between all sides and wars create allegiances. If Law and Good were to band together to beat out Neutral and Evil, it would be for a common goal as the two are seen as equals by many. Law is a force of semblance and Good is a force of integration. Chaos is the inidividual force and calls upon the freedom of choice for all creatures and would step in to oppose such a forced union.

Liberators are champions of choice. A world that chooses to accept the dominance of Law is accepted and their rights protected, even if their personal views are contested. Many lawful societies turn to governments to protect them from wandering hordes and vengeful environments when a small band of villagers cannot, so this is perfectly normal. But an invading army forcing Law upon a society is a call to arms for liberators. "You can twist my arm, but all that's needed is a kind word," goes the liberator phrase. It is here that Chaos finds its place in the universe.

Life in a Chaotic Soceity

This subject is a bit of a misnomer – a chaotic character is an individual working to complete their own goals while a society is a collection of individuals. Is it possible for chaotic creatures to live as a society? Yes, but not for long.

The main purpose of a society is commonly protection, but also child rearing. Many chaotic creatures may band together for the sake of security and shelter from predators and various dangers of the elements but this will not be an organized community as found by lawful creatures. An elder creature will hunt for its own food and possibly bring some back for its young but will have to fend off others within the community that will try to take their "share" of the spoils.

Most chaotic creatures raise their young in a forceful manner and, in most cases, that means tossing them into the cruel world and forcing them to fend for themselves. In the case of chaotic monsters, this results in rather large litters or batches of young that are abandoned at birth – only those that are left over, and therefore strong enough to survive, become adults. A chaotic character (hence, a humanoid) will be born into a very loose community and forced to fend for itself, even against its own parents, should they survive. An example is an orc community: once an orc is born, it will be cared for up to a certain point and fed by various orc females. Once the child is able to eat solid foods and walk, it is left to fend for itself. If the child is not able to survive, it is considered for the best as it would not have grown up to become a strong orc. It is for this reason that the large majority of chaotic creatures are extremely tough and aggressive – their childhood demanded it.

Some chaotic characters can look back to a comfortable childhood, particularly one that was better than most of their kind, if the elder that raised them did so for their own purpose. The same child in the orc community described above can take a particular youth under its care and raise the orc child solely as its own, training it to fight and forage so that it will work under its guidance in the future when it becomes big and strong. This is extremely chaotic as the purpose of the caregiving was for individual needs.

Chaos on the Planes

Instability is the key feature of any chaotic plane and they each take full advantage of their infinity - or the perception of infinity they create. Many chaotic planes create worlds and realms so massive in scale that mortals cower before these sights as an extention of the plane's overall power. If you witness a realm filled with countless dangers spread over an eternal field, surely this place must be more powerful than anything belonging to your own god. Those that are truly chaotic are never found the same again, with planar explorers filling pages upon the thousands with descriptions and exploits of encounters that all occur within the same realms (or so it would seem). Many levels or realms within a plane are so vastly different that it has become impossible for scholars to catalogue all of them – so long as they seem to share a single trait with another known plane, it is assumed to have been from there.



Chaotic planars are greatly feared within the multiverse, no matter if they are formed by planes of Good or Evil. They are physical formations of energies without purpose or consideration and they are extremely forceful of their cause. A chaotic good angel will step into the fray without invitation or even past knowledge if it so much as suspects that the cause of Good has not been championed properly (which normally means that it was not done exactly as that creature would have completed it). Chaotic planars are commonly found battling with each other just as much as they will other planars for they are more individualistic than any other creation in the multiverse.

Chaotic evil planars will kill another simply for the sheer thrill of it: their entire lives are dedicated to the slaughter and torment of others. While many prefer to say that this is what makes them so predicatble, try to find two victims that have met with the exact same fate. After millennia of death and destruction, these planars have become quite adept at the art of murder.

Chaotic neutral planars, however, are true mysteries of the planes. They are the very shape of Chaos and constant physical forms are as unknown to them as breathing sulphur is to us. Their attachment to Chaos is like a contagion that can spread to others and cause unspeakable levels of torture for no reason whatsoever.

The Mechanics of Chaos: The Use of Combat, Spells and Feats

Creativity is the skill of the chaotic warrior: they like to use as many weapons as possible for as many uses and means as they can dream up. At one point, they will wield massive polearms that inflict maximum damage or cast spells that target a dozen creatures, while shifting to another device that injects a slow acting poison or causes their victim to simply scratch an impossible itch that prevents them from fighting back. And they're not adverse to a little humour in their battles: pulling down someone's pants, turning their armour bright pink, or dropping an opponent's face into someone else's crotch is just another interesting, and amusing, means to an end.

Combat

Any weapon with multiple uses is a prized asset to a chaotic combatant, particularly those such as the dwarven urgosh or the spear (that can be used as a piercing or

bludgeoning weapon) that have different ends for delivering different types of damage.

Tools that deliver an unexpected result are also handy, particularly magic weapons that administer an additional dose of damage in the form of fire, electricity, or any other energy form.

Feats

Chaos is the combination of individuality and conflict from a simplified perspective, and so it is only likely that feats designed to take away leverage from an opponent are best suited to a chaotic warrior. Mobility takes away some of the edge from the deadly attacks of opportunity and all metamagic feats bend the rules of spellcasting just enough to throw your opponents into a frenzy of confusion.

Spells

Confusion, prismatic wall, and other similar spells create just that...confusion. Messing with your opponent's minds is the key to creating chaos on the battlefield, whether it is against a platoon or a small handful of bandits. All illusion spells, in a sense, can be considered chaotic, for they create the perception of matter from nothing, with some of them real and interactive to bogus in all definition of the word. Anything that causes the target to believe something that is not real is considered a chaotic spell.

True Chaos: Total Randomness

Chaos is the most difficult aspect of the alignment system to truly understand for we are creatures bound by laws, even by our own physical nature. Since Chaos is the direct opposite of Law, we would have to shed ourselves of our bodies in order to begin a basic study of this force and this may not be as simple as it may seem. Spend just half-an-hour living out your life and reflect on how much your actions in that timeframe are dependent on having a physical shell to live within and carry out these tasks. Even then, such thoughts are far too focused to be chaotic.

True chaos exists beyond the scope of a creature that is not truly chaotic. In fact, it is likely that should any being exist as a representation of this alignment, they are beyond the scope of our senses. Theoretically, they are everything at the same time in no particular order, but what role would they have to exist. If Chaos is designed to be an equal aspect of the Balance, then a creature of true chaos would also have to have a function, and so it would only seem likely that such a being would exist simply to make our lives confusing. Lawful beings such as ourselves seek out control in our lives, no matter how small that should be, and we become frustrated when decisions are beyond our grasp. The common phrase used involves "Murphy's Law," a group of fates that proclaim should you wish for one thing, something completely different shall occur. So what if Murphy's Law was the act of Chaos, or an agent of Chaos sent down to cause such grief simply because it installs havoc within our society? If Good seeks to supplant the role of Evil and cause it misery and failure in achieving its quests, then why can't Chaos do the same to Law?

Nothing says that Chaos can't have a little fun once in a while and it is likely that if a true chaos creature should exist as a residual form of chaotic energy, it would be the messenger sending us a reminder that Law is not completely in charge.

Chaotic Archetypes

Individuality and self-appreciation comes with both ups and downs, just like any other aspect of the Balance. Here now are some traits and disadvantages to sharing a chaotic alignment.

Passionate (Trait)

A passionate character is driven by their belief in individuality and the drive of one over the masses. When outnumbered in any given situation, this character gains a +1 bonus to any saving throw required at the moment.
Condition: The passionate character is a constant proclaimer of the rights of one and must make eternal proclamations of their beliefs at any given chance.

Adaptable (Trait)

An adaptable character can easily fit into any situation and blend in without as much effort.

They are so adept at learning new things that they gain an additional skill point per level as a human (and will gain two skill points per level if they are a human). This bonus skill point must be spent on adding a new skill to their repertoire or else it becomes unavailable.
Condition: The adaptable character must be curious and interest himself in new territories and lessons when they are presented to him.

Hesitant (Disadvantage)

A hesitant character ponders on the wide availability of choices laid out before him and falters in his decision. Without advice from another, he will suffer a –1 penalty to any action that is undertaken without the consent from another. Attack rolls, saving throws, and other combat-related rolls can be immune to this penalty at the GM's discretion.
Condition: The hesitant character must ask for the opinion of at least one other character before making a decision of his own.

Free-Spirited (Trait)

A free-spirited character revels in their independence and does not allow themselves to be restricted by governing laws and expectations. Their enthusiasm is strong enough that they are immune to any 1st-level charm or compulsion spells.
Condition: The free-spirited character must engage in some form of expression, commonly in the form of art, poetry, or any other similar activity that allows them to share their attitude with others.

Interfering (Disadvantage)

An interfering character revels in an anarchistic nature with their fellow kind and seeks to step into the midst of any situation they are involved with. During a round, the interfering character is encouraged to copy the actions of another character, such as attack their particular opponent, in order to break their concentration or mettle with their plans.
Condition: The interfering character is almost expected to disturb others for the sake of amusement.

Aggressor (Disadvantage)

An aggressor believes in instigating a situation before someone else has the chance to do so. If a fight should ever break out, this character is likely to be the first one to start it and is able to take the first action in combat once per day, regardless of his initiative roll.
Condition: The aggressor's desire to act first and disregard the wants of his fellow comrades in important to this character and he will lose this ability for three additional days if he does not take advantage of it within a particular situation.

Proud (Trait/Disadvantage)

A proud character will loudly proclaim their affinity for Chaos and strong believe that their actions are an example for others. This archetype can work both ways, however. As a trait, it grants the character confidence in whatever action they should take and receives a +2 bonus to any Will save. As a disadvantage, it makes them stubborn and can lead to rash decisions without thinking them through, and therefore they must proclaim their actions at the start of the round in less than 5 seconds and carry them out, no matter how the results may turn out. This archetype can be selected as either a trait or a disadvantage or as both.
Condition: The proud character must be verbally active in announcing their belief in Chaos and constantly provide their opinion on all matters, no difference to the size and importance of the conversation, even if they were not invited to participate.

Experienced (Trait)

An experienced character thrives on first-hand knowledge of feelings and sensations. While never one to outright risk their own life to experience the "ultimate rush," they will immediately step forward and become the first person nearby to try out a new experience.
Condition: The experienced character must be the first volunteer for any new experience and must always be found at the head of any formation, unless there is a valid reason for him not to do so (i.e. the rogue should lead the party in order to search for traps).



CHAPTER SIX: USING ALIGNMENTS

If the first five chapters represent anything, it is theory. They are discussions on the beliefs, motivations, and goals behind the cosmic forces and mortal interpretations of good, evil, neutral, law, and chaos. Now it is time to put theory to practise.

This chapter contains some ideas for practical uses of the topics discussed in the earlier chapters of this book, commonly referred to as the "crunchy bits." New spells, monsters, prestige classes, as well as suggested revisions to the original material adapted to these new alignment guidelines. Rules for dealing with triple alignments, open alignments, or no alignments at all; changing alignments from a roleplaying and statistical aspect; and how these guidelines can reshape the entire planar structure of your campaign.

So let's get to work.

Of all the Book, this chapter is the largest and by far the most intricate in mixing the theories of each aspect and your campaign. This is the key element to remember: all of this information is designed to introduce creatures, storylines, and player devices that can slowly or quickly introduce your players to the Balance and the true role of alignment in Life. As much effort as possible has been put into maintaining equal attention to low-level characters as much as high-level characters, but as with all material found in any d20 sourcebook, these designs are offered as a basis for GMs to alter according to their own campaigns.

1. Alignment Changes:

Altering existing alignments in individual characters through mundane and magical means...

In our first section, we deal with perhaps one of the most fundamental design functions of alignment: changing alignment. While latter sections on spells and physical effects to alignment changes do follow, this section involves roleplaying these moments for player characters. Rules for voluntarily changing your alignment to altering it through spells are found here.

Changing an Alignment

Characters change with time. Those that don't are dead or boring. Such a fact is universal in the role-playing world and alignments are able to change with them. In a realistic campaign, what would the odds be that your character begins the game with a set of beliefs and ends the game with that same set completely unaltered? The need for changing an alignment can result in effects on the character in the game itself or as a need for the player to switch into something different and gain a new angle to play from. Doing such a change in a realistic fashion will keep such characters as believable as they have always been (for a fantasy campaign, that is).

Social alignments can change easily and require nothing more than a character to be surrounded by a new lifestyle. A lawful neutral character who suddenly finds himself adrift at sea for three months can soon become a neutral character as he becomes forced into a situation of total survival – he may toss aside personal codes that had once dictated his life in order to stay alive. Such changes are best done with the player's consent and it is never recommended to force it upon the character with a save throw or any other such technical means. However, if the GM does notice that the character has slowly drifted into a new social alignment, an open discussion with the player is best advised. A round-table discussion with all players of the campaign is also an excellent idea to allow input from multiple angles.

Personal re-alignment is much harder by an even greater magnitude than for social ones. While magical changes to a character's personal alignment are readily available, there may be times in which a player has taken his character in a direction that may switch his character from evil to good (...it is possible...). Such a switch is best discussed well in advance by the player towards her GM and integrated into the campaign in a believable method. Dramatic shifts should be handled gradually: a neutral good character might be better suited to slide into chaotic neutral before becoming neutral evil rather than leaping from one end of the spectrum into another.

Story elements for personal alignment changes are crucial to making the transformation believable. A lawful good hero loses a loved one in a needless and easily preventable death caused by the limitations that he was "forced" to live by and has since found himself unwilling to practise the doctrines of protection, servitude, and dedication within the ranks of Good. Bitter and hostile, the characters shifts towards a more neutral alignment and becomes bitter towards those who would act as heroes to the common populace. "Life is harsh," he now says. "Take what you need before it is stolen from you." The character is now chaotic neutral.

Some of these story elements can be integrated as gradual sub-plots throughout multiple adventures or can be written as an entire adventure unto itself.

Creatures with true alignments cannot change their alignments without magical intervention, and even that comes with consequences. Planar creatures can possibly change their alignment, using these guidelines, but they will eventually alter their physical essences (see New Templates below).

Unexpected Alignment Changes

Some characters, while likely all characters, take actions that can be disputed regarding the truth and honesty in their alignments. While the player may feel that torturing an orc to learn of

his squad's location is a good act as his mission is to protect the farming village under his care, he might disagree with the other players when they abhor his tactics. This may lead to conversations outside of the game to change the character's alignment and the GM has a decision to make.

First and most importantly, it is the player that should make the final decision on any such changes to their characters. Unless change comes as a result of in-game consequences (i.e. spells, attacks, etc.), any changes to a player's character sheet should be done with their consent. If the player mentioned above feels that his character should not have to lose his good alignment, then so be it. But the rest of existence doesn't have to agree.

If the character is a cleric and wishes to cast a spell with a good subtype, his god may choose to ignore the request and deny the casting. The character might pick up a good-aligned weapon and suddenly suffer damage or become unable to use the special powers granted to the sword. The player still believes his character to be good, but slowly begins to learn that other forces do not agree with him.

The theme throughout this book regarding the interpretation of alignment is intent: did the good-aligned character intend to perform an evil deed for an evil purpose? Or did he do with good intentions, mainly to spare the inevitable invasion bearing down on his charged village? If the group, or just the GM, wishes to convince a player of any alignment change, it is through intent that their case must be made. If the player can prove that his intent matches his character's alignment, then it should be left intact.

Voluntary Alignment Changes

Another possibility is the player actually decides to change alignment. Be it from neutral to good or good to evil, the player needs to make an active attempt at casually sliding toward her new personality. It is unrealistic to go to sleep one night as good and wake up the next morning refreshed and utterly evil (unless a spell was involved). Again, the GM should monitor the character's progress and inform the player when the alignment has shifted. There are no set measurements for these intended alignment shifts. It could be unreal to attempt to set them. Each action should be measured separately based on their own merits.

Intervention: Forcing An Alignment Change

These above examples of alignment change leave one avenue uncharted: the forced alignment shift, also known as an *intervention*. Magic is not the only method for another character to force a change. Mundane techniques are proven to work quite effectively in reality. These methods will work just as well in a fantasy setting.

For example, a child grows up in a loving household. Tragically, his family dies. He's shuttled off into foster care. The foster parents will be different from his natural parents. Perhaps the foster parents are abusive or neglectful. This misfortune elicits quite a personality change with the child. Relevantly, the child's alignment could change as well through the mundane forces of abuse and neglect.

To elicit a forced alignment shift, several factors come into play. Everyday the two characters involved (known as the Adjuster and Victim for simplicity's sake) make one opposing Charisma or Charisma-based skill roll of their choice, such as Diplomacy. If the Adjuster succeeds on the roll, the Victim receives one point of temporary ability damage to his Charisma score. For every five points above the opposing roll the Adjuster succeeds, the Victim gains another temporary ability damage point. If the Victim succeeds at the roll, no ability damage will be induced and no damage of any kind is forced upon the Adjuster.. If the Victim succeeds by five or more, she may recover one point of temporary Charisma damage up to her original score.

Ability damage typically heals 1 point of ability damage per day. In this instance, the Victim may not heal that point during an intervention. If no intervention takes place on the following day, the character heals the Charisma damage normally. If the Victim ever manages to escape the Adjuster, the Victim heals her ability damage normally at a daily rate.

Once the Victim's Charisma score is effectively halved by ability damage, her social alignment adjusts to that of her Adjuster. For a neutral Victim held by a neutral evil Adjuster, she would remain neutral because they share the same social alignment. If the Adjuster was lawful evil however, the Victim could become lawful neutral. This first shift shows the variable weakness prominent in the social aspect of the alignment. Always easily changed, the social aspect shifts first.

Once her Charisma is completely reduced, the Victim's personal alignment shifts to match that of the Adjuster. Because of the difficulty involved in changing the personal alignment, this event only occurs at an effective Charisma score of 0. At effective Charisma 0, per the standard rules for ability damage, the Victim becomes unconscious. When she awakens, her psyche is so scarred (or healed) that her alignment has been changed and her personal alignment now matches her Adjuster's. This process, by it's very nature, is a particularly long one that would take even the most influential and charismatic Adjuster at least five days to convert a normal Victim with an average Charisma score of 10 to his "side."

While the above intervention was based on a captor-captive situation, a PC or NPC may subject herself to an intervention. In this event, the character chooses who the Adjuster is. The rolls described above are still necessary to the adjustment. The rolls are an expression of the difficulty of changing oneself.

If working within the triple alignment system detailed within this book, the character's conscious personal alignment must be considered. The conscious personal alignment only changes if the Victim fails an opposed Charisma score by more than five. This added alignment aspect allows some variability in the changes wrought by the Adjuster. The character manages to hold onto one aspect of her personality while throughout the turmoil that bombards her psyche, allowing her to make a change back to her original alignment at a later time.

Whether using triple alignments or dual alignments, the Victim may also need to adjust the archetypes chosen originally by the player. The victim loses the archetypes attached to the alignment aspects that changed. If there is a new archetype that matches the lost archetype, this substitution should be made. If, however, there is no matching archetype then the Victim assumes the Adjuster's archetype for that aspect. If the Adjuster has no archetypes, then choose an appropriate replacement based on the method of reconditioning the Victim received.

A Victim can be reverted back to her original alignment, but it involves a similar process as her captor. A new Adjuster, who carries the Victim's original alignment, must use the same intervention process to revert her alignment back, but only requires half of the difficulty than her original Adjuster, meaning the new Adjuster only needs to reduce the Victim's Charisma score to 10 to revert her back to her original alignment. GMs are encouraged to force new Adjusters to follow intervention rules to the letter and reduce the Victim's Charisma score down to 0 to succeed. If the new Adjuster is an old comrade, family member, or close with the Victim, he gains a +2 bonus on all Charisma rolls in the intervention.

The Aid Another action can be used by others in the intervention. For each additional character aiding in the intervention, they must make a Charisma check (DC 10) to provide the Adjuster with a cumulative +2 bonus to his own opposed Charisma checks. These additional characters must participate in the intervention for at least 4 hours per day or else their efforts will not grant any bonuses to the Adjuster.

An Example of an Intervention

The charts below help demonstrate the invention process and can be used to determine and illustrate an intervention in your own campaign.

Using Table 6-1, find both the Adjuster's and Victim's alignment. The Victim will be represented by "V1" and the Adjuster by "A1". Our Victim will be a Chaotic Good hero. The Adjuster will be a Lawful Evil villain.If triple alignments had been used, this chart would not be applicable. The conscious personal alignment aspect only changes if the Victim fails a roll by more than five. This change is instantaneous and only needs adjusting on

the character's sheet. A new archetype must be chosen if the archetypes are being used.

Fig 6-1: Starting Position - V1 and A1

	Good	Neutral	Evil
Chaotic	**V1**		
Neutral			
Lawful			**A1**

If the Adjuster's alignment above had been chaotic evil instead of lawful, the Victim would have adjusted to chaotic neutral at the halfway point. A character cannot survive half of her reconditioning without any change whatsoever. If their social alignments match and their personal alignments are two steps apart, the unconscious personal alignment will shift one step toward the Adjuster's.

Once the Adjuster has successfully halved the Victim's Charisma score, the Victim's social alignment matches the Adjuster's. This halfway point is represented by the "V2" in Figure 6-2.

Fig 6-2: Halfway Point - V2

	Good	Neutral	Evil
Chaotic	V1		
Neutral			
Lawful	**V2**		**A1**

But, the Adjuster has not finished yet. The Victim is only partially retrained by the experiences they have been forced through. The final adjustment occurs when the Victim's Charisma score reaches zero. At this point, the Victim adapts the alignment of the Adjuster. The final position is represented by "V3" on Table 6-3.

Fig 6-2: Final Position – V3

	Good	Neutral	Evil
Chaotic	V1		
Neutral			
Lawful	V2		**A1, V3**

Raised by Alternate Creatures: Changing Alignments at Birth

As discussed in the **Introduction**, some individual creatures may have been raised by good-aligned parents, separated by their tribe of base creatures and brought into an entirely different lifestyle. This re-adaptation of nurturing can alter the creature in numerous ways beyond a simple alignment change. For example, if a goblin is raised by human parents, the goblin may be larger than his standard kin-folk as he was well-fed; educated and granted a higher Intelligence score; and their posture may be completely altered when taken away from the dank caves and dreary atmosphere generally ingrained on a typical goblin child. A goblin that is raised out of the standard environment may appear to be a smaller version of a hobgoblin combined with some unique human traits. Therefore, handling such deviations from normality can result in numerous variations of a core racial structure, blending a combination between natural characteristics and nurtured traits.

Almost all creatures that are susceptible to non-magical alignment changes can be born into a new alignment, except for dragons, which are born into their role from the moment they hatch.

Natural characteristics of a race are those that cannot be altered over the course of a single generation and will remain linked to a creature raised outside of the typical environment for its kind. Leaping back to the goblin child, its darkvision will remain as this is a hereditary ability passed on through blood and lineage. While an entire family raised out of the normal breeding ground for its type over the course of multiple generations may result in a new sub-race of the creature, this topic only deals with single-generational exceptions. Natural characteristics include:

- **Creature type and sub-type**
- **Size category** (while creatures raised by a race smaller than themselves will always be smaller than other base creatures of their

kind by 10% and the reverse for those raised by larger creatures than themselves)
- **Hit dice**
- **Speed**
- **Vision types** (i.e. low-light, darkvision)
- **Space/Reach**

Nurtured traits, on the other hand, are those taught and bred within a creature by his guardians. These are flexible and will vary based on living conditions and upbringing of the creature. A list of possible changes that can occur from a creature being raised by non-similar parents include:
- **Ability scores** – a creature can be granted a better education, taught to manipulate objects as another creature type, become weaker than others of his kind, and such. As a general rule, ability score bonuses based on race should only be altered by +/- 2 points at the final discretion of the GM.
- **Natural armour** – a creature with a natural armour rating has received part of this bonus due to their environment as well as hereditary gifts. Creatures born in extreme cold or strong winds will have tougher skin but this will grow soft should the adopted version of the creature become raised in a house with a fireplace. A creature's natural armour bonus is reduced by 20% if raised by creatures not born with natural armour of their own.
- **Natural attacks** – creatures with claws, horns, or any other natural attack form and raised by creatures who do not have these characteristics will have a permanent –2 penalty to all natural attack rolls using those weapons.
- **Special Attacks and Qualities** – a creature raised by parents who do not have a similar special attack or quality of their own will have a difficult time teaching their adopted offspring how to use them. Therefore, there is a slight possibility of them failing at any moment. When the adopted creature attempts to use one of these abilities, he must roll a d20: a result of natural 1 will automatically cause the ability to fail and cost the character as if it had been used successfully.
- **Skills** – the standard skills listed for each creature are those taught to the creature rather than ones that are innate to its kind. Only skills that are provided as a racial bonus to the creature are maintained and do not alter. Otherwise, the number of skill points available based on creature type and Intelligence score remains the same and best reselected by the creature upon creation.
- **Feats** – just as with skills, the core feats provided for the standard creature are taught to typical members of the breed. The adopted creature may begin with the same number of feats (as suited for creature type) but most creatures in this situation will find themselves choosing new feats instead to reflect their altered heritage.

For every penalty that may be inflicted upon this adopted version of the creature, there should be a corresponding bonus. A minotaur raised by human parents may not have tougher skin, might not be able to make a charge as well as his brethren, and could possibly get lost every now and then should be offset with better Intelligence and Charisma ability scores, a wider range of skills to choose from, and so on. As with all such changes, these alterations are best finalized by the GM.

Magical Alignment Changes

Developing a spell that would alter a creature's internal beliefs and core values is not as simple a task as it may seem. Conjuring balls of fire, bolts of lightning, and raising the dead from the ground are mere feats of impressive display in comparison, but there were spellcasters daunting enough to conjure up a few spells that would change a creature's alignment.

From the weaker *remove evil* spell to the more powerful, and permanent, *change alignment*, magical alignment changes are a challenging roleplaying tool that must be handled appropriately or else lose their intended effect.

Players of mortal characters that abide by the alignment changes and act out their personas appropriately will suffer no penalties; if not, they risk a 50% reduction in XP until their character begins to behave and match their new alignment. For example, a lawful good hero subjected to a *change alignment* spell switches to

True creatures cannot have their alignment changed by a non-true creature. The purity of their alignment is beyond the scope and understanding of any mortal (even planar creatures), particularly in how many true creatures are residual forms of an essence rather than a living form consisting of anatomy, impulses, and instinct. It is possible for a true creature to use magic to change another true creature's alignment, but finding two true creatures in the same physical space is rare enough to state that such changes have never been known to occur.

2. ALIGNMENT MAGIC:

A LIST OF NEW SPELLS TO MODIFY THE IMPACT OF ALIGNMENT IN THE CAMPAIGN...

neutral evil. For the remainder of the spell's duration, the character must act evil and be willing to commit evil acts to make those gains. If not, should his actions still reflect a lawful and good-natured heart, the character will receive 50% less XP throughout the adventure until he begins to become manipulative and greedy. In some cases, the player may need to explain the reasons for his actions to the GM to avoid an unnecessary XP penalty and such actions are left to the GM's final decision.

As a twist, the character can knowingly be committing atrocities but find himself helpless to stop them, perhaps suffering from memory lapses or suffering from a schizophrenic complex during these moments. The alignment change can even be suited to react to a particular situation. If an alignment spell is cast as a spell one level higher than its original designation, the caster can program the target to become his new alignment at a particular stage, moment, or reaction to any given situation. As an example, a paladin can be programmed to kill the first virgin he encounters. These programmed spells can be limited to repeat incidences or just one, after which the alignment change becomes lasts for the duration of the spell.

Planar characters cannot have their alignment changed through most spells, but *change alignment* can affect planars – it simply destroys them should the casting be successful. As mentioned before, planar creatures are built from the alignment in which they represent. To compare, changing the alignment of a deva is similar to stopping a human's heart – the human cannot live without a beating heart and therefore dies. The deva cannot exist without the essence of its alignment flowing through his body, causing the prevention of this belief to exist to prevent the deva from living any further. (A planar can voluntarily change their alignment, just as a human can find a way to learn to breathe underwater. Since doing so without a mechanical apparatus is near impossible, it becomes easy to understand the frequency at which a deva will change its alignment.) The greatest risk, however, comes from the inevitable resurrection of such a creature into its new alignment (see **New Templates** for details). Those few with an ultimate understanding of the Balance have taken their abilities with magical manipulation to use its energies in their battle to keep everything even. Then again, other spells were created by those without any understanding or acknowledgement of the Balance at all and finalized spells that could have damning consequences if used fraudulently.

Alignment Aura

Divination
Level: Clr 2
Components: V, S, DF
Casting Time: 1 standard action
Range: 60ft
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min/level
Saving Throw: None
Spell Resistance: Yes

By collecting the resources of the various detect alignment spells originally presented in *core rulebook I*, *alignment aura* reveals the coloured aura

Table 6-4: Alignment Auras

Alignment	Aura Colour
Chaotic good	Sparkling gold
Neutral chaotic good	Dull gold
Lawful chaotic good	Yellow
Neutral lawful good	Tan
Lawful good	Silver
Chaotic lawful good	Lavender
Lawful neutral good	Yellow-purple
Neutral good	Purple
Chaotic neutral good	Plum
Neutral lawful neutral	Purple-blue
Lawful neutral	Blue
Chaotic lawful neutral	Dull blue
Neutral	Gray
Lawful chaotic neutral	Sky blue
Neutral chaotic neutral	Indigo
Chaotic neutral	Dark blue
Lawful neutral evil	Lime
Neutral evil	Emerald green
Chaotic neutral evil	Dark green
Neutral lawful evil	Orange-green
Lawful evil	Orange
Chaotic lawful evil	Fire orange
Lawful chaotic evil	Red-yellow
Neutral chaotic evil	Crimson red
Chaotic evil	Blood red

of a creature simply by making eye contact with it. This is not a gaze attack, however, and merely requires the caster to have a clear line of sight of the target being viewed. Any target with even the slightest use of cover, concealment, or any other means of blocking a clear view between himself and the caster cannot be subjected to this spell.

Use the chart on page 97 to reveal the colour of the aura projected by the target of this spell. The aura that is projected is symbolic only and does not offer any light source during the use of this spell. At the GM's discretion, these colours can be either solid or visualized as a swirling mass contained within the target's form.

A planar's aura will always project twice as bright as a mortal's, an indication of their closeness with the alignment being observed. True creatures will always project an aura of brilliant white light, for which the caster must make a Reflex save (DC 20) or else go blind for 1d4 rounds.

Change Alignment

Transmutation
Level: Clr 5
Components: V, S, M
Casting Time: 1 round
Range: Close (25ft + 5ft/2 levels)
Target: One creature
Duration: Special
Saving Throw: Will neg.
Spell Resistance: Yes

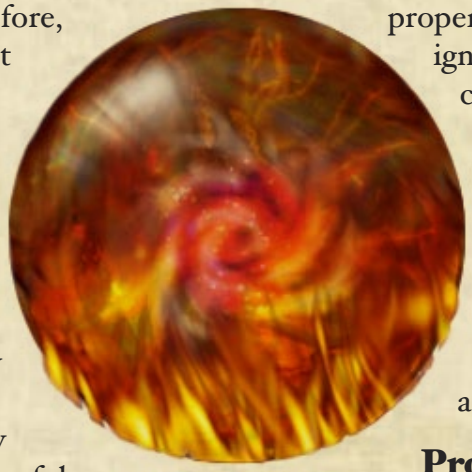
A powerful spell indeed, *change alignment* allows the caster to do exactly that: alter the target's alignment for a specific period of time.

The spell is only able to drift the target's alignment in one direction, meaning that a lawful neutral can be altered into chaotic neutral or lawful good, but not chaotic evil (as that would change two components of the target's alignment). Once it has been cast, it cannot be used against the same target until a full day has passed.

When cast upon a mortal creature that fails its saving throw and spell resistance (if applicable), the caster may choose one of two options. First, he may choose to alter the target's social alignment (and/or conscious personal alignment, if triple alignments are being used). This change is instantaneous and causes the target to be stunned for a full day until he succeeds at a Fortitude save. For each day in which the target fails the save, he will remain stunned. The new alignment will remain until the character is able to surround himself in a new environment that can change his social alignment. Second, the target may choose to alter the target's personal alignment (or unconscious

personal alignment, if triple alignments are being used), but to much more difficulty and confusion on the target. The change is dramatic enough that the target will gain one negative level until a similar Fortitude save is made once per day. Afterwards, the target must now act as the new alignment dictates. This change is more permanent and can only be reversed by casting this spell again, or casting remove curse or wish.

For planar creatures, the casting of this spell can be fatal. They receive a +4 bonus to their saving throw, one for each HD or level, suffering a negative level after each failed roll. In effect, the spell causes an energy drain as their essence is being sucked out of their body in an attempt to alter their alignment (and therefore, their entire existence) that will last for one hour per negative level inflicted. Afterwards, the planar can recover one negative level per hour until fully restored. If a planar is reduced to 0 HD, he dies in an evaporative pool of coloured liquid. Should the planar survive, he will remain only a shell of his former self and will lose all racial abilities permanently until the spell is removed. A successful spell resistance negates the entire spell and is not required for each HD of the planar target.



True creatures cannot be affected by this spell unless it is cast by another true creature, in which case they are treated as planars.
Material Components: A handful of soil or any other solid matter from an Outer Plane that opposes the target's alignment.

Project Chaos
Transmutation
Level: Clr 2, Wiz/Sor 2

This spell functions as *project evil*, except that it projects an aura of chaos.

Project Evil
Transmutation
Level: Clr 2 Wiz/Sor 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 10 minutes/3 levels
Saving Throw: None
Spell Resistance: No

This spell projects an aura of evil from the target that is powerful enough to fool any detection spell or spell-like ability and magic items. Any spell, spell-like ability, supernatural ability, or magical item property that affects only evil characters will function for the target under this spell, even if his true alignment is not evil. Any spell, spell-like ability, supernatural ability, or magical item property that ignores evil creatures will ignore the target of this spell and consider him to be an evil creature. Any divination spell that reveals alignment will project the target as an evil creature.

The use of this spell grants a +4 magical bonus to all Bluff checks if the target attempts to blend into a setting of evil creatures.

Project Good
Transmutation
Level: Clr 2, Pal 3, Wiz/Sor 2

This spell functions as *project evil*, except that it projects a good-aligned aura..

Project Law
Transmutation
Level: Clr 2, Wiz/Sor 2

This spell functions as *project evil*, except that it projects a lawful-alignment.

Project Neutral
Transmutation
Level: Clr 2, Wiz/Sor 2

This spell functions as *project evil*, except that it projects a neutral alignment.

Remove Chaos
Transmutation
Level: Clr 3

This spell functions as *remove evil*, except that it removes the presence of any chaos alignment by projecting a lawful essence onto the target.

Remove Evil
Transmutation
Level: Clr 3, Pal 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25ft + 5ft/level)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will neg
Spell Resistance: Yes

Any spell, spell-like abilities, supernatural ability, or magical item property that benefits a creature of an evil alignment will not function under this spell. The creature is still considered evil, but will not be revealed as one as the spell coats the target in a light essence of good. For all purposes, he is considered a non-evil creature and will suffer any detrimental effects caused by any of the above abilities that can harm or hinder any non-evil creature.

Remove Good
Transmutation
Level: Clr 3

This spell functions as *remove evil*, except that it removes the presence of any good alignment by projecting an evil essence onto the target.

Remove Law
Transmutation
Level: Clr 3

This spell functions as *remove evil*, except that it removes the presence of any lawful alignment by projecting a chaotic essence onto the target.

Describing True Planar Forms

For a GM, the true form spell could become a very crucial moment in the campaign. Now that the players have discovered the reality behind planar creatures, their anticipation behind finally witnessing their true form can built up to a climax. So how to describe this indescribable shell without disappointing?

If anything, it depends on whether or not the player chooses to remember the moment (thereby suffering the level drain in the process). If the player chooses to wipe the memory clean, then simply rely on the "bright white light emanating from the planar creature," only to cause a blackout from which the character awakens minutes later.

But if the player wants to remember the description and become immune to the impact of a true planar form, then the trick begins. While all GMs have to cater to the needs and desires of their own group, some type of description will have to be given. Therefore, there are two trains of thought on this topic.

One says to use every single piece of anatomy known to mortalkind: a mass of tentacles, swirling colours, thick hides, etc. A mashed form of indescribability should help to make the point that the true form of a planar creature is beyond comprehension.

The other device, however, is to let the player trust you as the GM. Offer no physical descriptions whatsoever, merely use your verbal repertoire to create the impression of an alien formation that lies beyond the scope of man. This is a means that is similar to the off-camera view of a valued treasure in a movie, while the audience is left with the image of the stunned onlooker, gazing at its beauty that is beyond imagery. †

Remove Neutral

Transmutation
Level: Clr 3

This spell functions as *remove evil*, except that it removes the presence of any neutral alignment by projecting any other essence onto the target (caster's choice).

True Form

Divination
Level: Wiz/Sor 8
Components: V, S, F
Casting Time: 1 full-round action
Range: Close (25ft + 5ft/level)
Target: One planar creature
Duration: 1 round/level
Saving Throw: Special
Spell Resistance: No

As discussed in the **Introduction** to this book, all planars project a form to mortals that is simpler for them to comprehend, not so much because planars are courteous to their "lesser" witnesses, but that the mortal mind, unable to truly experience a planar's actual formation, reassembles the information processed by their senses (particularly sight) into a easily digestible form. This spell forces the mortal senses to view a planar creature in its true form, thereby causing terrible harm to the mortal creature.

First and foremost, this spell will only function on a mortal target, or any creature that does not have the extraplanar subtype. The mortal must have full view of a planar creature (anyone that does have the extraplanar subtype). Effects such as cover, concealment, or any other means of blocking view will apply to the spell, but the mortal target will be unable to process the rearranged information forced upon by this spell. If a planar creature within eyesight of the mortal is surrounded in a mist and has 50% concealment, the spell will fail if the mortal target rolls less than 50%. Other conditions that could negate the effects of this spell are left to the discretion of the GM. This version of the spell requires the mortal target to have visual view of the planar creature.

If the spell does reveal the planar creature's true form, the effects to the mortal target are deep and foreboding. First, the mortal target must make a Will save against 10 + the planar creature's Hit Dice – the largest and more powerful forms are more incomprehensible for the mortal mind. If the rolls fails, the mortal target will suffer 1d4 points of Intelligence damage in the first round and become unconscious for 10 minutes, after which a second roll must be made against half of the original DC to avoid translating the Intelligence damage into a permanent drain.

Second, the mortal target must make a Fortitude save (using the DC of the spell) to avoid going blind from the unwanted energies that are projected into their eyes. In the event of a failed roll, the mortal target will be blind for 1 hour per result under the DC. For example, if the DC of the spell is 20 and the mortal target rolls an 18 on his Fortitude save, he will go blind for 2 hours.

Finally, the mortal target's mind will begin to force the memory of the image from his mind. This requires a conscious decision from the player: if he chooses to accept the revisualized interpretation of the planar creature, his character will lose permanent level and remember the event vividly. Such memories could cause long-term psychosis, nightmares, and/or any other mental disorder deemed appropriate by the DM, but the mortal character will hereby become immune to this spell as he is now able to view the true planar forms of all planar creatures. If the player chooses to forget the image and the corresponding level drain, then the entire incident, along with any other events that happened during the casting of this spell, is wiped from his character's mind and can become a victim of this spell again.

3. Character Classes:

Options for existing character classes to fit in a variant alignment campaign and new prestige classes to gain in pursuit of the Balance...

The thirteen original character classes were designed for the simplified alignment system given in the core rulebook of the game, but things have changed now. These optional character class revisions allow your characters to join the war of the Balance, or simply create greater options for those characters normally thought impractical.

Alternate Classes

Some classes provided in the core rules of the game are dependent upon a certain alignment in order to play them. A bard shouldn't be law-abiding, while a paladin should be able to write them out from memory. But if your campaign transcends into an open-alignment style of play, some changes may be required to your classes.

Provided below are examples of alternate-alignment classes: the barbarian, bard, monk, and the paladin. Some of the changes are simply revised versions of the same class abilities, alternate methods of producing similar effects, or a total overhaul to the existing version of the class based on their alignment.

Barbarian

The nomadic lifestyle of the barbarian is commonly found to be nonlawful, as these tribes of raging warriors follow their own spirit calling upon their innate and thoughtless reactions in battle. At the same time, however, they are honourable believers in ancient spirits and elder guardians, therefore leaving some barbarians as shining examples of this concept.

A lawful barbarian is one who follows a code of honour within his tribe, guiding others within his colours to the path of purity in the eyes of the belief that they practise. A barbarian tribe that practises worship to past generations to guide and protect them will find a lawful barbarian leading the prayers on the field of battle, looking to the sky for warriors of a bygone era to lead them to victory.

The lawful barbarian's class features remain exactly as they are found in *core rulebook I*, except for the following:

Spirit Fight (Su): This ability functions exactly as the rage ability of the common barbarian, except that the barbarian must spend one round prior to the activation of this ability in prayer. This prayer does not have to come exactly before the first round of battle, but must occur before the encounter occurs and will remain at the ready until the encounter is complete as the spirits of the barbarian's beliefs are infused into his sword arm, guiding him in battle. For example, if the barbarian and his party prepare to enter the chamber of an evil wizard, the barbarian spends a round in prayer to his elder spirits, asking them for aid to vanquish the evil waiting in the next room. However, the ability does not begin until a moment of the barbarian's choosing within the encounter, thereby granting him time to explore the chamber before the wizard appears to activate the spell. During the time, the barbarian cannot be surprised and call summon forth the rage-like enhancements at any point in the encounter.

Any future class features, spells, or spell-like abilities that enhance a barbarian's rage will also enhance this special class ability.

Bard

Artistic characters are considered chaotic by their very nature; calling upon their internal energies, sometimes against the popular norms of society make them daring individuals always seeking to stand on the edge of expression and test them further. Art is never motionless and always in transition. There are some, however, that look towards the past masterworks and seek to bring them back to the forefront of civilization, returning them to their glory days. In some cases, these unique forms of expressions may come from an ancient age or from a far-away land in which it has never reached the

Exotic Expression (General)

Choose a unique art form (such as a long forgotten instrument or a manner of prose from an undiscovered land or time). You are a rare master of this art form and use it in your exploits as a bard.
Prerequisite: Bardic music ability
Benefit: This feat grants the user access to a rare and widely unknown art form in a successful manner, allowing him to use this to perform all bardic music abilities as per the standard description in the bard class.
Normal: While such an instrument or presentation can easily be demonstrated to people, it is too foreign and misunderstood by the common population to inspire or encourage them and cannot be used with the bardic music ability.
Special: This feat is granted as bonus feat to any bard that sacrifices one of the following bard weapons: longsword, rapier, short sword, sap, or whip. It can also be purchased multiple times, granting a successive +1 bonus to any bardic music ability roll whenever the art form is used.

ears of the masses. In this sense, they become lawful, prestigious practitioners of a lost art.

The lawful bard's class features remain exactly as they are found in *core rulebook I*, except for the following:

Weapon and Armour Proficiency: The lawful bard requires extensive research and dedication to the mastery of his unique art form, and must therefore surrender his proficiency with any of the following standard bard weapons: longsword, rapier, short sword, sap, or whip. This selection is permanent and the lawful bard must use a proficiency feat in order to learn that weapon in the future.
Exotic Expression: To replace the sacrificed weapon proficiency, the bard gains knowledge of an exotic art form, as mentioned above, through the Exotic Expression feat (see below). Consider this as a feat of sorts, similar to the Exotic Weapon Proficiency feat for weapons. This feat can be purchased multiple times, but it requires the bard to spend one of his feat slots. The original feat is granted to the bard as a bonus feat at no cost at 1st-level.

Monks

Dedication, practise, and perfection are the common tools of the monk, a seasoned master of the unarmed battle. Their life is generally one of strict regulations and ethics, a means of external scrutiny designed to achieve inner purity, and is heavily influenced towards the side of Law. Yet there are those who seek the mastery of hand-to-hand combat as a means of inner drive and expression, calling upon the same drives as the barbarian's rage and the bard's music to call forth great power and stamina when the rest of the world carries weapons and devices of design. To this end, even the chaotic and neutral can take to their own path of inner enlightenment.

The chaotic or neutral monk's class features remain exactly as they are found in *core rulebook I*, except for the following:

Will Strike (Su): Replacing the ki strike ability of their lawful equivalents, these monks use their own internal willpower to overcome damage reduction and creatures with immunity to all non-magical attacks.

At 4th level, the chaotic or neutral monk's unarmed strikes are treated as magical weapons, so long as the target is able to make a Will save against the monk's attack roll. If the save succeeds, the target is immune to the brunt of the attack and suffers only half damage. Any target with fewer levels or Hit Dice than the monk will suffer a penalty equivalent to the difference (meaning that a 10th-level monk facing against a 4 HD demon will cause a –6 penalty to the demon's Will save to avoid damage).

At 10th level, this ability translates all unarmed attacks so that it avoids all hardness points. At 16th level, the monk can ignore any damage reduction granted to a target creature by using the same method.
Powerful Blow (Su): Replacing the quivering palm attack of the standard lawful monk, this ability is granted at 15th level and allows a chaotic or neutral monk the chance to unleash their full fury on any particular target to a maximum of

once per day. The monk must state that she is using the powerful blow attack before making the attack roll and will expend its use even if the resulting roll should fail. After the monk makes her powerful blow attack roll, her target must make a Fortitude save against the monk's attack roll. If the save should fail, the monk is now able to roll damage as if the attack was a critical hit, even if the roll was not. In addition, the monk is able to roll damage as if she was a creature one size larger than her actual size category and gains the Improved Critical feat for this specific damage roll (normally enhancing a x2 critical modifier to x3).



Paladins

Of all the classes provided in the core rules of the game, the paladin is the most specific. He must be lawful good and nothing else, for even drifting in the slightest way will cause him to lose his abilities and fall from grace.

But while "paladin" stands to represent the ethics of Law and the absolution of Good, it can also represent a vision of any other alignment, thereby creating chaotic evil, lawful neutral, and neutral good paladins simply by redefining the term of this title. An evil paladin, however, cannot restore hit points to any other person, including himself, as that ability goes against the foundation of Evil, the edict in which this particular paladin is trying to represent. In order to have a variant-alignment paladin, there must be a wide-ranging alteration to the class.

A variant paladin's abilities, in truth, are defined by their representation of Good, Evil, and Neutral, while their viewpoints of Law, Chaos, and Neutral (as a social alignment) merely dictate how they mean to achieve such a goal and do not grant any alterations to their class features. A chaotic paladin follows his own understanding of Good, Evil, or Neutral, while a neutral one seeks an overall balance to the pursuit of his faith in the greater scheme of things. With that in mind, the only aspect to be considered for this variant class is the aspect towards Good, Evil, and Neutral in the paladin's alignment.

As the very nature of the word "paladin" indicates a fondness and loyalty to Law and Good, an open-alignment version of the class is presented below as the templar.

NEW CHARACTER CLASS: THE TEMPLAR

The dedication of years of training, physical and mental, the strength of an organization backing similar if not equal goals, complete unwavering faith --- these are the traits of the templar. They often travel a trying and razor-thin path between devotion and obsession. Only the strongest of body can travel their path. Only the most faithful of those dare to even try.

Adventures: Templars are similar to paladins in their attitudes toward adventuring. Adventuring is just another personal and spiritual quest. Unlike paladins, a templar has sworn allegiance to a church of ideals and to an Aspect. Good Templars may work knowingly with evil Templars if it solves the task. They may never get along, but they function well together when the need calls. A templar will always be most comfortable leading a "crusade" against an opposing Aspect.

Characteristics: Each templar begins training under the supervision of a church. The templar is given the choice of a path following one of the alignment aspects of the deity. In the event the

Table 6-5: The Templar

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aspect Worship, Aligned Aura, detect foe, divine favour	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, Positive/ Negative Touch	—	—	—	—
3rd	+3	+3	+1	+1	Divine health, Shield of Faith	—	—	—	—
4th	+4	+4	+1	+1		0	—	—	—
5th	+5	+4	+1	+1	Divine Strike 1/day, special mount	0	—	—	—
6th	+6/+1	+5	+2	+2	Foe's Bane 1/day (+1d6)	1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+3	+3	Foe's Bane 2/day	1	0	—	—
10th	+10/+5	+7	+3	+3	Divine Strike 2/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Foe's Bane 3/day (+2d6)	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Foe's Bane 4/day, divine strike 3/day				
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Foe's Bane 5/day (+3d6)	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite evil 5/day	3	3	3	3

templar is a follower of the Collective of Balance (see Appendix: The Collective), the templar may choose any Aspect to follow. The templar then gains divine abilities from their training as well as combat and theological training. The divine abilities may be used both for their own good as well as to the detriment of their opposition.

Alignment: A templar can be of any alignment as long as it corresponds with the aspect the templar gathers its power from. A templar blessed with divine abilities from the Evil aspect or an evil deity must be of an evil alignment. If the templar deviates from its path, they lose their abilities. A templar may worship the particular aspect itself and gain an understanding of the Balance, becoming a champion of his aspect's cause in the struggle against all others.

Religion: A templar does not have to devote itself to a deity. Just worshipping an aspect of the Balance is enough to gain divine abilities. Templars that do worship deities are often the most dedicated of followers and take special care

to know every facet of their chosen religion.
Background: To become a templar, religion is not necessary, but faith is. The character must believe completely in the aspect from which she derives her gifts. To lose faith, even for an instant, could cost the templar her life.

Templars do often begin training early in life, similar to paladins. They may even train beside paladins during their adolescence, especially if they are a member of a church. However, the dedication required to follow the path of a templar exudes close-mindedness beyond even the paladin's cause.

Life is nothing without their aspect's influence. And so the Templars take it upon themselves to assure their aspect is recognized each and every day. This recognition can be found in their holy (or unholy) rituals and even in the very methods they use to destroy their foes.
Races: A mortal creature of any race can be called to the path of the templar. The call does not discriminate amongst the common races.
Other Classes: A templar will do anything, within her means as long as it does not violate her faith, to accomplish a task. This includes working with a variety of classes that flesh out her inadequacies. A templar will also gladly work with others of differing alignments. There is much to be learned from how others view reality and the templar is apt to absorb all of this knowledge.
Role: The templar holds the same chief role as the paladin: A melee combatant. Her divine abilities aid her in this role and in filling out secondary roles. Sometimes Templars find themselves leading parties because their fierce determination is unmatched.

Game Rule Information

Templars have the following game statistics.
Abilities: Charisma empowers the templar's divine abilities. Charisma not only makes her abilities stronger but also determines their duration. Strength fuels her combat power making her a devastating damage deliverer. Wisdom allows her to tap into her divine gifts more than once a day.
Alignment: Any.
Hit Die: d10.

Class Skills

The templar's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis).
Skill Points at 1st Level: (2 + Int modifier) x4.
Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the templar.
Weapon and Armor Proficiency: Templars are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).
Aspect Worship: At 1st level, the templar must choose one aspect (i.e. Good, Evil, Law, Chaos or Neutral) to worship. The templar gains all her abilities from the aspect she worships. If she worships Good, then her abilities will be focused against Evil. If she worships Law, then her abilities will be used against Chaos. If the templar chooses the Neutral aspect, she is opposed to all of the other aspects.
Aligned Aura (Ex): The power of a templar's aura (see the detect good/evil/law/chaos spells) is equal to her templar level.
Detect Foe (Sp): At will, a templar can use detect foe to find enemies of an alignment that opposes their worshipped aspect. This spell-like ability functions similarly to the detect evil spell. Neutral Templars choose which aspect to detect, as she must concentrate this power to determine the presence of a particular breed of opponent. Once this choice has been made, it cannot be changed.
Divine Favor (Sp): Once per day per Wisdom bonus (minimum of one), a templar may call upon her the divine energies of her aspect to bless her weapon. This blessing adds a +1 bonus per every three levels of templar on attack and weapon damage rolls. The blessing lasts for a number of rounds equal to her Charisma bonus (minimum of one). Otherwise, this

ability functions as the divine favor spell.
Divine Grace (Su): At 2nd level, a templar gains a bonus equal to her Charisma bonus (if any) on all saving throws.
Positive/Negative Touch (Su): This ability functions identically to the paladin ability lay on hands (heal hit points up to the class level x Wisdom bonus, multiple uses per day) for templars worshipping the Law or Good aspects. For templars worshipping Chaos or Evil, the templar uses the negative energy version, dealing damage instead of healing with a successful melee touch attack. A Neutral Aspect templar may use both the healing/damaging powers, so long as she remains within the limits set by the lay on hands ability.
Divine Health (Ex): At 3rd level, a templar gains immunity to all diseases, including supernatural and magical diseases. At 12th level, a templar can absorb one of these diseases into her body and expel it at any time, upon an individual or into the air, however the disease is best effective. The templar may also destroy the disease internally. She can only absorb one disease at a time and cannot do so again until the following week.
Shield of Faith (Sp): Once per day per Wisdom bonus (minimum of one), a templar may call upon her the divine energies of her aspect to increase her own defense. This blessing adds a +2 deflection bonus to her Armor Class. The bonus increase +1 for every six additional levels of templar to a maximum of +5. The blessing lasts for a number of rounds equal to her Charisma bonus (minimum of one). Otherwise, this ability functions as the shield of faith spell.
Spells: Due to the unique make-up of templars, they cast divine spells as a cleric equal to their templar level –3, thereby making a 4th-level templar the equivalent of a 1st-level cleric for spellcasting levels. Templars do not gain access to domain spells or domain abilities, but they cannot cast a spell belonging to their opposing aspect's domain. For example, a Good templar cannot cast spells available in the Evil domain. Neutral templars cannot cast spells from the opposing domains until the following day, meaning that if a neutral templar casts protection from law (in the Chaos domain), he cannot cast any Law domain spells until the next day.
Divine Strike (Sp): Beginning at fifth level, the templar gains the option of channeling divine energy directly at her foe once a day. The templar targets a 5' square and a divine pillar of energy strikes. This is an aligned energy attack (bypassing damage reduction) that can only harm creatures of an opposed alignment. Neutral Templars' divine strike targets only the aspect they chose at 1st level (i.e. Lawful or Evil, not both). The target must make a Will save of 14 + the templar's Charisma bonus (if any) to avoid half of the damage. This divine ray deals 1d8 of damage per 2 templar levels against opposed alignment creatures. Damage dealt against outsiders is 2d6 per templar level. The templar's Caster Level is considered 1/2 of her templar Level. The templar may use this ability one additional time at 10th and 15th level. Each time usage increases, the target area for the divine blast also increases (10' radius at 10th level, 20' radius at 15th level and 40' radius at 20th level). For example, a 15th level templar with a Charisma score of 19 may use this ability four times per day. The will save DC would be 18. Her Caster level would be 7. The amount of damage she would deal an opposed alignment creature would be 7d8. The damage dealt to an opposed alignment Outsider would be 16d6. This templar could target any number of creatures within a 20' radius.
Special Mount (Sp): This ability functions identically to the paladin's ability, but the mount must either be neutral or share an alignment with the templar.
Foe's Bane (Su): Beginning at 6th level, a templar gains the ability to imbue her weapon with divine energy. Once per day, the weapon temporarily becomes a bane weapon specifically targeting enemies of her aspect (i.e. enemies she can search out with detect foe). The chosen enemy does not need to be outsider. At 6th-level, this ability does an +1d6 damage alongside the templar's regular weapon damage. The templar receives no bonus to her attack roll. The templar may use this ability one extra time a day for every third level after 6th. The extra

Table 6-5: The Anarchist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	*Protection from law* 1d2/day, chaos' whim	-
2nd	+2	+3	+0	+0	Sneak attack 1d6, *invisibility* 1d2/day	+1 of existing divine spellcasting class
3rd	+3	+3	+1	+1	Smite law 1d3/day	-
4th	+4	+4	+1	+1	*Protection from law* 1d3/day	+1 of existing divine spellcasting class
5th	+5	+5	+2	+2	Sneak attack 2d6	-
6th	+6	+5	+2	+2	*Invisibility* 1d3/day	+1 of existing divine spellcasting class
7th	+7	+6	+3	+3	Smite law 1d6/day	-
8th	+8	+6	+3	+3	*Protection from law* 1d6/day, sneak attack 3d6	+1 of existing divine spellcasting class
9th	+9	+7	+4	+4		-
10th	+10	+7	+4	+4	*Invisibility* 1d6/day	+1 of existing divine spellcasting class

damage dealt increases to +2d6 at 12th level and +3d6 at 18th. For example, a 15th level templar may use Foe's Bane four times a day, incurring an extra 2d6 damage (assuming she hits). This ability functions for one round and must be declared at the start of the player's turn.

Code of Conduct: A templar must be true to her own aspect. While the unrelated half (or two-thirds) of her alignment may vacillate, she must never stray from the path she has chosen. A templar worshipping the Neutral aspect may change from lawful to neutral to chaotic, but at least one half of their alignment must be neutral.

Associates: While she may adventure with characters of any alignment, a templar will never knowingly associate with anyone that constantly offends her aspect. A templar may accept only henchmen, followers, or cohorts who are of the same alignment.

Ex-Templars

A templar who changes alignment, or commits an act incompatible with her alignment loses all templar spells and abilities (including the service of the templar's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a templar. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description), as appropriate. Like a member of any other class, a templar may be a multiclass character as long as that class does not violate her alignment in any form.

Prestige Classes

It is rare for characters to begin their journey in Life with total, or even partial, awareness of the Balance. Consider your own understanding of it: there is a great likelihood that you have already played this game with alignments written on your character sheet and never pondered the possibility of the Balance until you read this book. Therefore, some who have truly begun to grasp its possibilities turn to abilities outside of those offered in the core classes of the game.

Provided below are four new prestige classes specifically designed for use in a Balance-oriented campaign.

ANARCHIST

Anarchists are the true "heroes" of society. They step into the fray when a society becomes frighteningly stagnant. A lawful society does not change. Evolution is the key to survival. Evolution is the drug anarchists push onto the world.

The anarchist's may fear is of the Law aspect. If Law were to claim domination over the world, imbalance would result. This imbalance would lead to one of two things: First, a never changing hell of existence. The second possible result would be non-existence. Both choices are despised and feared, giving Anarchists their role in the great scheme.

Rogues and fighters make the best anarchists. Any initiate will have to have some spellcasting ability though to meet all of the prerequisites.

Adaptation: This prestige class is designed to represent an unpredictable opponent. Anarchists come out of nowhere, attack quickly and disappear just as quickly.

Hit Die: d6.

Requirements:

Alignment: Any non-law.
Base Attack Bonus: +5.
Skills: Move Silently 7 ranks,
Knowledge: Religion 7 ranks.
Feat(s): Dodge, Combat Casting
Spells: Must be able to cast 1st level divine spells.

Class Skills:

The anarchist's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Gather Information (Cha), Hide (Wis), Intimidate (Cha), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).
Skill Points at Each Level: 6 + Int Modifier.

Class Features:

All of the following are class features of the anarchist prestige class.
Weapon and Armor Proficiency: The anarchist gains no weapon, armor or shield proficiencies.
Spells per Day/Spells Known: An anarchist continues advancing in divine spellcasting ability, although at a slower rate. Every two levels, the anarchist may increase one of her existing divine spellcasting classes. If the anarchist has more than one divine spellcasting class, she may choose which class increases.
Chaos' Whim: The anarchist is so tied to the whims of Chaos, that each day is different for

Table 6-6: The Gavel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	*Protection from chaos 1/day*	-
2nd	+2	+3	+0	+0	Bonus feat	-
3rd	+3	+3	+1	+1	Smite chaos 2/day	-
4th	+4	+4	+1	+1	*Protection from chaos* 2/day	-
5th	+5	+5	+2	+2	Smite chaos 3/day	+1 of existing divine spellcasting class
6th	+6	+5	+2	+2	Bonus feat	-
7th	+7	+6	+3	+3	Smite chaos 4/day	-
8th	+8	+6	+3	+3	*Protection from chaos* 3/day	-
9th	+9	+7	+4	+4	Smite chaos 5/day	-
10th	+10	+7	+4	+4	*Dictum*	+1 of existing divine spellcasting class

her. She may be able to use her abilities only once or she may be able to use these abilities six times. At the start of each day, she must roll to figure out the number of times she may use her abilities with limited usage. The die type she rolls is dependent upon her anarchist level.
Protection from Law (Sp): At 1st level, the anarchist can use *protection from law* 1d2 times per day as a spell like ability. Treat the anarchist's caster level for this effect as equal to her highest divine caster level. At 4th level, the Anarchists' usage of this ability increases to 1d3 times per day. At 8th level, the anarchist can use this ability 1d6 times per day.
Sneak Attack: Beginning at 2nd level, the anarchist accrues 1d6 sneak attack damage for use in combat. This damage is identical to the rogue ability of the same name. This is the only ability that is not subject to Chaos' Whim. The extra damage increases to +2d6 at 5th- and +3d6 at 8th-level.
Invisibility (Sp): At 2nd level, the anarchist may use *invisibility* as a spell-like ability 1d2 times per day. Treat the anarchist's caster level for this effect as equal to her highest divine caster level. At levels 6 and 10, the anarchist may use these abilities 1d3 times and 1d6 times per day respectively.
Smite Law (Su): Beginning at 3rd level, an anarchist can attempt to smite law 1d3 times per day with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per her anarchist class levels. Daily usage increases to 1d6 times per day at 7th level. This ability functions like the Smite Evil paladin ability.

THE GAVEL

Gavels are the enforcers of law within the world. They hold back the damaging hordes of chaos wherever they may rear their head.

All gavel members need to have combat training. Divine spellcasting is required to enter this class. However, the character need not be the most powerful of divine spellcasters. Druids and clerics make perfectly acceptable Gavels. Monks and fighters are better equipped for the combat-heavy role the Gavels may be forced to endure. Paladins could make an acceptable gavel, if they are able to turn their focus from evil to chaos.
Adaptation: This prestige class is designed to represent a solid, unbending wall upon which chaos breaks. The members need not be lawful as long as they understand the threat total Chaos poses.
Hit Die: d10.

Requirements:

Alignment: Any non-chaos.
Base Attack Bonus: +5.
Skills: Knowledge: Religion 7 ranks and any other Knowledge with 7 ranks.
Feat(s): Endurance, Diehard
Spells: Must be able to cast 1st level divine spells.

Class Skills:

The gavel's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis).
Skill Points at Each Level: 2 + Int Modifier.

Class Features:

All of the following are class features of the gavel prestige class.
Weapon and Armor Proficiency: The gavel gains proficiency with all simple and martial weapons, with all types of armor, and shields (excluding tower shields). Druids that earn this prestige class are still prohibited from wearing metal armor.
Spells per Day/Spells Known: A gavel continues advancing in divine spellcasting ability although at a diminished rate. Every five levels, the gavel may increase one of her existing divine spellcasting classes. If the gavel has more than one divine spellcasting class, she may choose which class increases.
Protection from Chaos (Sp): At 1st level, the gavel can use *protection from chaos* once per day as a spell like ability. Treat the gavel's caster level for this effect as equal to her highest divine caster level. She gains one more daily use for this ability at 4th and 8th levels.
Bonus Feat: At the indicated levels, a gavel

Table 6-7: The Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus domain, poison use	-
2nd	+2	+3	+0	+0	*Inflict mass wounds*, +2 saves vs. poison	+1 of existing divine spellcasting class
3rd	+3	+3	+1	+1	Smite good 2/day	-
4th	+4	+4	+1	+1	Fear aura 2/day	+1 of existing divine spellcasting class
5th	+5	+5	+2	+2	Smite good 3/day	-
6th	+6	+5	+2	+2		+1 of existing divine spellcasting class
7th	+7	+6	+3	+3	Smite good 4/day	-
8th	+8	+6	+3	+3	Fear aura 3/day	+1 of existing divine spellcasting class
9th	+9	+7	+4	+4	Smite good 5/day	-
10th	+10	+7	+4	+4	*The Fires of Contempt*	+1 of existing divine spellcasting class

may take a bonus feat. These feats must be drawn from the fighter's bonus feat list.

Smite Chaos (Su): Beginning at third level, a gavel can attempt to smite chaos twice a day with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per her gavel class levels. Daily usage increases by one at 5th-, 7th-, and 9th- level. A 9th level gavel can smite good 5 times per day. This ability functions like the Smite Evil paladin ability.

Dictum (Sp): At tenth level, the gavel may use *dictum* as a spell-like ability once per day. Treat the gavel's caster level for this effect as equal to her highest divine caster level + her gavel level.

THE SLAYER

Slayers are the elite destroyers of good. Whenever the Good aspect (or those serving good-aligned deities) crusades to rid the entire world of Evil or Neutrality, a band of Slayers will be in place to prevent the unbalancing. All Slayers need to have at least a minimal amount of divine spellcasting capability. Slayers also are required to be combat trained in both casting and melee. For these reasons, cleric/fighter or druid/fighter multi-classes make the best Slayers. Clerics or druids will eventually qualify for the prestige class, as long as they do not mind losing a few metamagic feat choices. Druids will not benefit from some of the training due to their inability to use metal armor.

Adaptation: This prestige class is designed to represent an elite task force placed between the minions of Good and the Balance. They are never good, although they may work toward the greater "good". Slayers often travel in bands of like-minded individuals, keeping a wary eye directed toward those of good intent.

Hit Die: d10.

Requirements:

Alignment: Any non-good.
Base Attack Bonus: +5.
Skills: Bluff 7 ranks, Intimidate 7 ranks.
Feat(s): Cleave, Combat Casting.
Spells: The ability to cast any 1st level divine spell.

Class Skills:

The slayer class skills (and the key ability for each skill) are: Balance (Dex), Bluff(Cha), Climb(Str), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis).
Skill Points at Each Level: 2 + Int Modifier.

Class Features:

All of the following are class features of the slayer prestige class.
Weapon and Armor Proficiency: The slayer gain proficiency with all simple and martial weapons, with all types of armor, and shields (including tower shields). Druids that earn this prestige class are still prohibited from wearing metal armor.
Spells per Day/Spells Known: A slayer continues advancing in divine spellcasting ability. Every two levels, the slayer may increase one of her existing divine spellcasting classes. If the slayer has more than one divine spellcasting class, the slayer may choose which class increases.
Bonus Domain: At 1st level, the slayer gains access to the Destruction domain.
Poison Use: At 1st level, the slayer is trained in the use of poison. Just like the assassin, the slayer never risks accidentally poisoning themselves when using poison.
Mass Inflict Wounds (Sp): At 2nd level, the slayer can use *mass inflict wounds* once per day as a spell like ability. Treat the slayer's caster level for this effect as equal to highest divine caster level.
Smite Good (Su): Beginning at third level, a slayer can attempt to smite good twice a day with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per her slayer class level. Daily usage increases by one at 5th, 7th, and 9th level. A 9th level slayer can smite good 5 times per day.
Fear Aura (Su): Beginning at 4th level, the slayer can create an aura of fear in a radius of twenty feet twice a day. This aura lasts for a number of rounds equal to the slayer's class levels. Foes must make a Will save (DC 10 + slayer's class level + slayer's Cha modifier) or act as if affected by the fear spell. At 8th level, the slayer may use this ability three times per day and at a radius of forty feet.
The Fires of Contempt (Su): Upon attaining

Table 6-7: The White Hand

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Bonus domain	-
2nd	+2	+3	+0	+0	*Mass cure light wounds* 1/day, *remove disease* 1/week	+1 of existing divine spellcasting class
3rd	+3	+3	+1	+1	Bonus feat	-
4th	+4	+4	+1	+1	*Remove disease* 2/week	+1 of existing divine spellcasting class
5th	+5	+5	+2	+2	*Mass cure light wounds* 2/day	-
6th	+6	+5	+2	+2	*Remove disease* 3/week	+1 of existing divine spellcasting class
7th	+7	+6	+3	+3	*Mass cure light wounds* 3/day	-
8th	+8	+6	+3	+3		+1 of existing divine spellcasting class
9th	+9	+7	+4	+4	Bonus feat	-
10th	+10	+7	+4	+4	*Mass heal*	+1 of existing divine spellcasting class

10th level, the slayer can manifest her inner fires in reality. Her body becomes wreathed in damaging flames. These flames do not harm the slayer but will cause 8d6 points of damage to any individual that comes into physical contact with the slayer. The slayer may use this ability a number of times per day based upon her Wisdom bonus (minimum of 1).

THE WHITE HAND

White hands are the elite healers of the world. Whenever the Evil aspect (or those serving evil-aligned deities) causes destruction and malady, the white hand steps in to tend the masses. white hands are protectors and healers. They're role is minimal in combat, although they do have such experience just in case. But, every world is filled with warriors trained to handle threats. Instead, the white hand turns their skills toward healing accepting their role as the secondary saviors of the world.

All white hands need to have at least a minimal amount of divine spellcasting capability. Without divine assistant, healing administered on such a grand scale would be impossible. White hands also are required to be moderately combat-trained so as to defend their charges if and when the need arises. For these reasons, Cleric/Fighter or Druid/Fighter multi-classes make the best white hands. Clerics or Druids qualify for the prestige class as well but could end up lacking in the abilities of defense. This role is a good method for druids to improve their minimal healing ability.

Adaptation: This prestige class is designed to represent healers that care strongly for life and seek to ensure its stability. Instead of causing death, the white hand focuses on healing primarily and protection secondarily.

Hit Die: d8.

Requirements:

Alignment: Any non-evil.
Base Attack Bonus: +5.
Skills: Heal 13 ranks, Diplomacy 13 ranks.
Feat(s): Self-Sufficient, Brew Potion.
Spells: The ability to cast any 1st level divine spell.

Class Skills:

The white hand class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft
Skill Points at Each Level: 4 + Int Modifier.

Class Features:

All of the following are class features of the White hand prestige class.
Weapon and Armor Proficiency: The white hands gain no weapon or armor.
Spells per Day/Spells Known: A white hand continues advancing in divine spellcasting ability. Every two levels, the white hand may increase one of her existing divine spellcasting classes. If the white hand has more than one divine spellcasting class, she may choose which class increases.
Bonus Domain: At 1st level, the white hand gains access to the either the Healing or Protection domain.
Remove Disease (Sp): At 2nd level, the white hand can use *remove disease* once per week as a spell like ability. Treat the white hand's caster level for this effect as equal to highest divine caster level. She gains one more weekly use for this ability at 4th and 6th levels.
Mass Cure Light Wounds (Sp): At 2nd level, the white hand can use *mass cure light wounds* once per day as a spell like ability. Treat the white hand's caster level for this effect as equal to highest divine caster level. She gains one more daily use for this ability at 5th and 7th levels.
Bonus Feat: At the indicated levels, a white hand may take a bonus feat. These feats must be drawn from the Fighter's Bonus Feat list to improve their battle capabilities.
Mass Heal (Sp): At 10th level, the white hand may use *mass heal* as a spell-like ability once per week. Treat the white hand's caster level for this effect as equal to his highest divine caster.(Int), Spot (Wis), and Survival (Wis).

4. Creature Options:

New subtypes and templates for creatures undergoing physical changes as a result of alignment choices and gaining the path to becoming a true creature...

Characters are not the only subjects to change with alignments. Monsters, villains, and NPCs are just as likely to adapt when the Balance creeps into your campaign. This section provides options for revising even the most mundane creature into something new and interesting.

New Subtypes

After a thorough discussion of alignment as a universal force, rather than a mere series of personal beliefs, the use of various alignment-based subtypes becomes irrelevant. Provided below are updated drafts of these subtypes, which are encouraged to replace those found in the original rules.

These subtypes are standardly accorded to planar creatures composed of their alignment. A creature with one of the following subtypes gains a +2 bonus on their save throw to resist magical alignment changes.

Balanced: The Balanced subtype is applied to outsiders composed of a neutrally aligned energy. These beings are filled with the same equilibrium that permeates the universe. They are not evil; they are not good. At the same time, these beings are both evil and good. This seeming paradox of being can be expressed only as Neutrality. At least one part of their alignment must be neutral for the creature to have this subtype. Oftentimes, creatures with the Balanced subtype reside on neutral planes. True neutral creatures loose all other aligned energy subtypes while retaining the Balanced subtype. If a Balanced outsider's alignment changes it is a reflection of the loss of the Balanced subtype and the acquisition of another aligned subtype.

Any spell or spell-like ability affecting a creature with a neutral alignment will affect a creature with the Balanced subtype. If a creature is affected by a *change alignment* spell, it will lose the Balanced subtype and gain the new subtype according to its new alignment.

Defiled: The Defiled subtype is only applied to outsiders composed of evil aligned energy. Typically the worst of the worst, the Defiled subtype is found on demons, devils and even fallen angels. Creatures with the Defiled subtype must have an evil alignment. Most Defiled Outsiders reside on evil aligned planes but take an immense joy in visiting the other planes to push their agendas of hatred, pain and terror. A true evil creature looses all other aligned energy subtypes while retaining the Defiled subtype. If a Defiled creature ever looses its evil alignment, the Defiled subtype also is lost. Typically the energy within their forms will adjust and they will assume another aligned subtype. The Defiled subtype is a replacement for the evil subtype offered in the SRD.

Any spell or spell-like ability affecting a creature with an evil alignment will affect a creature with the Defiled subtype. If a creature is affected by a *change alignment* spell, it will lose the Defiled subtype and gain the new subtype according to its new alignment.

Evolving: The Evolving subtype is only applied to outsiders composed of a chaotic aligned energy. Chaos seeps into every aspect of their existences: from personality and actions to even their appearances. Creatures with the Evolving subtype must have a chaotic alignment. Some Evolving creatures reside on chaotic-aligned planes while others choose to spread their chaos across the many worlds of the multiverse. A true chaos creature looses all other aligned energy subtypes while retaining the Evolving subtype. If an Evolving creature's alignment becomes any non-chaotic, they will loose the Evolving subtype and often replace it with another aligned subtype. This subtype is meant to replace the chaotic subtype offered in the SRD.

Any spell or spell-like ability affecting a creature with a chaotic alignment will affect

a creature with the Evolving subtype. If a creature is affected by a *change alignment* spell, it will lose the Evolving subtype and gain the new subtype according to its new alignment.

Pure: The Pure subtype is reserved for outsiders composed of good aligned energy. These beings are helpful to those in distress or in need of aide. Examples of Pure outsiders would be angels and redeemed devils or demons. Pure outsiders typically reside on good aligned planes. True good outsiders loose all aligned energy subtypes except for the Pure subtype. The Pure subtype replaces the Good subtype offered in the SRD.

Any spell or spell-like ability affecting a creature with a good alignment will affect a creature with the Pure subtype. If a creature is affected by a *change alignment* spell, it will lose the Pure subtype and gain the new subtype according to its new alignment.

Static: A Static outsider is fueled by the demanding essence of Law. All Static outsiders have a lawful alignment. Most Static outsiders live on lawful aligned planes but travel to other planes to spread law much like their Evolving adversaries. True lawful outsiders loose all aligned energy subtypes except for the Static subtype. This is a reflection of an energy shift within the outsider's soul. The Static subtype replaces the Lawful subtype offered in the SRD.

Any spell or spell-like ability affecting a creature with a lawful alignment will affect a creature with the Static subtype. If a creature is affected by a *change alignment* spell, it will lose the Static subtype and gain the new subtype according to its new alignment.

Pain and Retribution: Accepting Planar Alignment Changes

Outsiders, particularly demons, devils and angels are usually described as having a set alignment. Unwavering values and desires held in check not by free will but by the very energy that fluctuates within every particle of their being. It seems they are built to serve; robots in beautiful and horrifying guises enacting the decrees of their patron deity or infernal master.

As discussed earlier, outsiders are created of aligned essence. Typically, this essence is referenced within the creature stats. Angels are described as: *Outsider (Angel, Extraplanar, Pure)*. Pure is the subtype of the Good alignment residing in an angel's body at the cellular level. Good is what the angel must do. However, in the real world, mythologies and religions are littered with events that counteract this idea. Judeo-Christian mythology in particular tells a tale of the angels rebelling under the banner of the Morningstar and challenging the Supreme Being. These angels were cast down into Hell. These angels had a choice; they chose to fall.

In your fantasy cosmology, maybe the angels and devils are just movers and shakers or dues ex machina that do not have personalities or personal goals. These lifeless automatons proceed along the same course of action they were created for and have completed for millennia. There is after all no wrong way to run outsiders.

What if a group of angels did rebel against their deity in your world? What effects and affect would that stir within the universe? And what would happen to the over-arching balance? All of these are excellent questions that would need to be resolved but are only the tip of an alignment iceberg. An angel protagonist can be terrifying. Angels are recognized for their dedication and steadfastness. If an angel turned those traits toward a destructive scheme the results could be catastrophic. What if a demon or devil turns from its own kind, seeking peace and retribution for its sins? Turning from its damned path to seek enlightenment, she could request amnesty and aid from a small band of heroes.

Both are poignant examples of storytelling at its best. Either could draw your characters into plots and intrigues among the heavens and hells. Each offers an unforgettable series of events that may forever change the face of the universe. Morals and alignments will be called forth to be inspected and redefined and explored.

This variation would allow for a more open campaign; a campaign that confronts the issues of alignment and morality head on and offers

limitless opportunities to role-play as well as roll-play. It is a variation that should be considered heavily before being employed so possible resulting consequences can be anticipated.

Falling From Grace and Redemption

What does it take to fall from grace? How does an infernal creature redeem itself? The answers are beyond simple alignment definitions because it involves the personalities of the individual creatures in question. Each outsider is different although made of the same essence and so for each being the causes for a fall may be different. However, the phases that occur during the alignment shift are similar for both types of creature.

To fall, the commission or completion of an evil or selfish act is a necessity. To be redeemed, a devil would have to commit a selfless act. Nevertheless, there is more to the transition than those two simple parts. If a paladin errs, he gains the opportunity to atone for his sins. The same logic should be applied to any outsider. Also, if a player character begins to transition to a different aspect of alignment then the change occurs in steps: Good to Neutral and Neutral to Evil or Evil to Neutral and Neutral to Good. This also should hold true for outsiders.

Because of these opportunities of atonement, transitions occur in three distinct steps or phases.

Step 1 - Doubt

The first stage of transition is known as Doubt. Doubt is the catalyst for a fall or for redemption. The outsider is physically and mentally indistinguishable from any other of its type at this point.

Doubt is both the longest and shortest phase of the transition and can assume each creature to be in this stage from its moment of creation. Most outsiders will never leave this stage and the statistics used for celestials or infernals are the ones typically used in encounters. However, doubt is also the shortest phase because once the being experiences it the creature slips into the second phase: pain.

For an angel, doubt approaches the being like a big cat stalking prey. Silently and unknowingly, doubt pounces upon the creature causing a re-evaluation of reality. There are billions of possible ways this doubt inhabits an angel. The most obvious and common would be disbelief in the angel's deity. If the angel loses faith in the methods of its deity, then doubt has successfully pushed the being into the second phase.

Doubt behaves differently for an infernal. It actually requires a great act of willpower for the beast to deny its existence. The demon or devil actually has to decide that it no longer wants the craven and tortured life it lived for. This aspiration toward a greater meaning in life and thus doubt in its current position occurs even less often than the doubt that angels suffer. It is more difficult for an infernal to claim redemption.

There are no specifics for this phase of the transition. Nothing mechanically occurs to the base creature. It is a phase wholly consisting of an event or series of events to either be experienced through role-playing or through the GM's own creative processes.

Step 2 - Pain

Once doubt has forced the outsider into a re-evaluation of its reality, doubt muscles the creature into the second phase of the transition. Although this stage is entitled pain, it does not require agony in a necessarily physical sense. The base creature may experience some physical discomfort from the alignment transition to Neutral. This discomfort is due to the very substance of their beings clashing with their changing personalities.

The actual pain this phase is named for is the mental instability and discomfort the creature is undergoing. Its reality has subsequently lost all logic and consistency. The outsider becomes certifiably insane. Perception runs askew and the creature may flee from its natural plane to find some peace. This escape not only allows the creature to delve deeper into its purpose in existence but also to flee the overwhelming amounts of aligned energy found in its home plane.

The mental stress experienced causes the creature to adapt the Lost template. Lost

effectively describes the being and begins to reveal its torment through minor physical changes. In some cases, grand abilities once associated with the outsider's kind are ineffective or weakened. Not only is the outsider effectively lost mentally by its incomprehension but also the creature feels unwelcome in its home and every other aspect of its life. Alienation is forced upon the being. There are both descriptive and mechanical changes resulting from the state, as dictated in the new templates provided below.

Descriptive Changes

The maelstrom of insecurities inside lost celestials and infernals boils and churns extrinsically morphing the very appearances of the creatures.

A lost astral deva looses its normally radiant beauty becoming a lackluster shadow of its former self. While constant measurements such as height and weight would not change, its radiant color would fade from its body. Wings normally pearly white would fade to varying shades of gray. The feathers may keep luminescent white tips but the rachis and even near the quill will turn to an inky black hue. Eyes would become dull and nearly lifeless. Even the skin of the deva would slightly gray causing her to look more like a living statue than her former holy self.

A lost erinyes changes comparatively just like a lost astral deva. Her essence seems to dull in hue, the normally fierce glow dimming and fading. Her wings would lose much their luster and her eyes their hatred. Muted grays and browns would replace vivid whites, reds and blues.

Any common mortal would have a hard time distinguishing between the lost variations of each being. The only true way to differentiate would be to detect the particular aura of the individual creature.

The changes in appearance are of importance to note because it adds to the alienation of the being. She no longer fits in with her own species. For that matter, a lost erinyes may be hunted down and slaughtered as an aberration to her species. A lost deva may be caught and forced to turn back toward her deity... or worse. Ambivalence is not a quality tolerated by many deities.

Mechanical Adjustments

While the descriptive changes to the base creatures are a dead giveaway to their turmoil, even more astounding are the physical or mechanical changes to the creatures. Each creature loses the special abilities and qualities tied to its heritage. For both examples, this includes but is not limited to spell-like abilities. This loss of skill does not apply to any class skills the creature may have unless the class is restricted by alignment as well.

Again, this increases the frustration and alienation of the beings. They can no longer do what they were created to do. This loss of power is reflected in a Challenge Rating adjustment making both entities less effective than before. The loss of power is also another reason for self-exile from their home planes.

Once the creature has acquired the lost template and, as such, a neutral alignment, their combat techniques change dramatically. Lost creatures are so preoccupied with their intrinsic conflict that they will usually abstain from battle. The one exception to this seems to be if they are confronted by either celestials or infernals in which case they will lift their weapons in retaliation and sometimes preemptive attack.

Step 3 - Liberation

The final stage of alignment transition for infernals and celestials involves the acceptance of their position in existence. Either Outsider type can choose to return to its original alignment, having passed a test of faith, but each type could also become the polar opposite of their original state and embrace their new life with vigor and dedication.

The liberated stage has as much to do with role-playing as statistic revision just like the preceding stage, pain. All of the mental turmoil involved within the previous steps has passed. An angel returning to the fold may have to swear allegiance to her deity and perform tasks to prove she is worthwhile again. A returning devil however may have to unseat any successor or begin a campaign of treachery so as not to be destroyed. The debts for a returning devil would be great.

If the outsider accepts the opposite alignment,

she will inherit either the fallen or redeemed template to describe her new position in the cosmos. With the template comes the restoration of many of her abilities, although modified for her new alignment. Physical changes also occur with the new alignment.

With her place decided within the universe, the outsider's appearance adjusts accordingly. A fallen astral deva is atrocious to behold. Her once beautiful and radiant form is shrouded by the hatred burning within her essence. Her flawless skin becomes broken and pockmarked with barbs protruding in random locations eternally oozing fluids. Feathers are now pitch black and possibly seem wrapped in flame. Her wings actually look twisted and torn, nearly broken. A flaming red iridescence reveals her malicious nature. To find a fallen deva not bathed in the blood of innocents would be rare indeed.

A redeemed erinyes, on the contrary, has become a holier version of her previous self. Radiant and pure energy surrounds her form, bathing all nearby in a calming aura. The malignant glint in her eyes has passed, leaving a surreal peaceful glow. Her wings stretch outward in great arcs; proud to display their perfect white feathers. Her hair and eye color become more vivid than ever and almost difficult to look upon.

The redeemed erinyes has probably sworn her allegiance to a deity and serves as loyally as any of the original host. A fallen astral deva however finds herself vying for a position in the hierarchy of the hells.

Mechanical adjustments occur with the liberation of the individual creatures. As has been stated, an outsider returning to its original position will regain the abilities it has lost. An outsider switching to the opposite alignment will either regain the abilities it lost (if there is no alignment conflict to the ability) or adapt new abilities that are comparative.

Again, the base creature's class abilities will not be affected from a mechanical standpoint unless the class is alignment restricted. Subtypes do not typically change out of the blue. Instead, it is an affirmation of the Outsider's new existence and place within the cosmos.

Introducing Pain and Retribution to the Campaign

The pain and retribution required for outsiders to change alignment types is not for the light role-playing crowd. The challenge of confronting morals, alignments, the ability to trust an Infernal, and the unthinkable distrust of a celestial will require great strides on the part of all players and the GM alike. Nevertheless, if attempted, the benefits to creating a lasting impression and unforgettable memories are more than worthwhile.

Alignment Templates

The impact of alignments on the soul of a creature can be remarkable, particular those planars that have taken to fighting for the "other side." While especially rare, it is possible for a planar creature to change its alignment voluntarily and adapt into something entirely different. These altered planars commonly appear as warped version of their former selves, such as an angel with its feathers burned off, or a devil basking in a heavenly glow. These creatures have taken the role of the Balance literally and find themselves so drawn to another alignment, they risk all means of evolution to make their point.

Absolute Outsider

Have you ever made a choice that was so right, so perfect, you could not be swayed by it? Take that certainty and multiply it by the size of the multiverse, and you'll gain a minute of understanding into a mind of an absolute creature. These entities have already shifted their alignment and gained one of the proceeding aligned templates below, and have now transcended into something more than ever before. It is said that the only way to be certain is to understand the other side's point of view, which is the theory of how an absolute creature is able to evolve into a true creature.

Creating An Absolute Outsider

"Absolute" is an acquired template that can be added to any outsider or extraplanar being with an aligned subtype and an aligned template.

The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6. This template stacks with any aligned template already applied to the creature to become a mixture of all its adaptations (i.e. Absolute Evolved, Absolute Ordered, etc.).

The absolute outsider is a physical manifestation of a true alignment. They are the best of the best, the worst of the worst, complete chaos, unbending law, or perfect balance. To achieve the absolute template, the base creature's life is spent on a quest of enlightenment, whether realized or not. These creatures have changed alignments and as such the aligned energy that permeates their bodies, often multiple times, trying to track down their own unique purpose in existence. At the end of their spiritual journey, a select few embrace one aspect of alignment. These creatures become true creatures with the application of the absolute template. The base creature becomes a combination of the absolute outsider and alignment template to which he has dedicated himself (i.e. abolute pure outsider).

The absolute outsider uses all the base creature's statistics and special abilities except as noted here.
Size and Type: The creature's type does not change, but loses all previous subtypes to gain the true subtype (see **True Creatures** below). Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.
Hit Dice: All current and future Hit Dice become d12s.
Speed: Absolute outsiders have a minimum Speed of 30 feet, unless the base creature has a higher rate of speed. Other methods of movement, such as climb, fly, or swim, do not change.
Attack: An absolute outsider retains all the attacks of the base creature.
Full Attack: An absolute outsider retains all the attacks of the base creature.
Damage: Damage from the absolute outsider is the same as the base creature and is considered aligned for the purpose of overcoming damage reduction.
Special Attacks: An absolute outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons. The absolute outsider also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 absolute outsider's HD + absolute outsider's Charisma bonus + absolute outsider's Intelligence bonus, unless otherwise noted.

For an absolute outsider, any alignment that does not contain its own true alignment is considered opposed, meaning those creatures will suffer the full effect of its special attacks and qualities. If a creature shares a partial alignment with the absolute outsider (such as a lawful good mortal meeting up with a true good creature), the creature will only suffer half of the effects of the absolute outsider's abilities. In certain cases, creatures with the balanced subtype are immune to the increase energies of the absolute outsider.
Aligned Aura (Su): Any creature of an opposing alignment or opposing aligned subtype suffers if it is within the effects of the absolute outsider's bend reality special quality. While within 20' of the creature those subjected to this ability suffer a -2 penalty to all rolls unless they succeed at a Will Save of 10 + 1/2 absolute outsider's HD + absolute outsider's Charisma bonus + absolute outsider's Intelligence bonus. They also suffer 2d6 of non-lethal damage within this radius of effect unless they succeed at a Fortitude save of the same DC. Any opposing alignment/subtype creature grappled by the absolute outsider automatically fails both of these saves.

An absolute balanced outsider's aligned aura affects any creature with an extreme alignment or an aligned subtype, except the balanced subtype. This effect can be dispelled with a Spellcraft check of 10 + 1/2 absolute outsider's HD + absolute outsider's Charisma bonus + absolute outsider's Intelligence bonus but can be re-instituted by the absolute outsider on its next round as a free action.
Create Aligned Servant (Su): Any creature destroyed by an absolute outsider suffers a fate worse than death. The dead being is reborn 2d4 days after its death as though *resurrection* were cast upon the creature by a 20th-level caster. If the creature was an outsider or extraplanar being, the creature adopts an aligned template and corresponding alignment of the absolute creature

that killed it (i.e. defiled, pure, evolving, etc.). The creature remembers its prior existence(s) but is subjected to an eternity of servitude to its killer. The only way the reborn creature can resist the commands of its master is if the amount of its total Hit Dice is greater than its creator's.

If the slain creature is of the mortal races, it will be reborn into a form appropriate for its new task.

Table 6-8: Resurrected Aligned Servants

Absolute Outsider Type:	Resurrected Servant:
Absolute Evolving master:	Dretch
Absolute Defiled master:	Dretch or Imp
Absolute Pure master:	Archon
Absolute Static master:	Imp or Lemure
Absolute Balanced master:	Any mortal race incluing Native Outsiders.

These are just examples and final decisions are per each individual GM's discretion. The only mechanical requirement of the new race is an alignment that corresponds to the absolute outsider's alignment. In the event of a new race with an increased Challenge Rating or Level Adjustment, this amount is subtracted from the creature's class levels (if any), to avoid creating a servant more powerful than its new master.
Maximum Damage: An absolute outsider does maximum damage against any creature of an opposed alignment or opposed aligned subtype. This applies to melee or ranged damage as well as spell damage. All spells cast are considered to have the subtype of the absolute outsider's alignment. Creatures with a shared alignment to the absolute outsider (as described above) will suffer damage normally, using dice rolls.

An absolute balanced outsider's maximum damage affects any creature with an extreme alignment or an aligned subtype, except the balanced subtype.
Spell-Like Abilities: While the absolute outsider's repertoire of spell-like abilities does not increase, the absolute outsider's DC for saves does increase. The absolute outsider's new caster level is 12th or the creature's Hit Dice, whichever is higher. If this does not change from the base creature's original result, add +4 to the absolute outsider's current caster level for all spell-like abilities. All DCs are Charisma and Intelligence based.
Special Qualities: An absolute outsider retains all the special qualities of the base creature. The base creature also receives the qualities described below.
Absolute Immunity: An absolute outsider represents just one aspect of alignment. The dedicated purpose of their existence lends extra strength of will and mind to the creature. In a word, the absolute creature is a fanatic. This fanaticism gives the absolute creature an edge above creatures of opposing alignment aspects. The absolute outsider is immune to all aligned spells such as the protection spells that would normally affect beings of their alignment or subtype. An absolute balanced creature is immune to every aligned spell. However, absolute immunity does not apply to aligned spells cast by other absolute outsiders but the absolute outsider does receive an additional +2 bonus on their saves verses other absolute or true creatures.
Know Alignment: An absolute outsider automatically knows the alignment of any creature within 60 feet of itself if that creature is of an opposed or same alignment aspect, as if casting *alignment aura* at will. Absolute balanced creatures recognize creatures of any alignment or aligned subtype. This sense cannot be tricked or foiled in anyway and is always working.
Bend Reality: The absolute outsider emanates a radius of aligned energy (20' beyond the confines of their own body). This aligned energy causes reality to bend to the whims of the alignment aspect the absolute outsider serves. Possible examples are provided below.

Table 6-9: Bend Reality Examples

Absolute Evolving creatures:	Dirt and debris resting upon the ground fall upward (gravity is reversed)
	The sky becomes magenta in hue
	Plants' leaves become human-like in appearance, with elbows and possibly digits
Absolute Defiled creatures:	A shroud of impenetrable (by sight) darkness fills the area
	The air becomes choked with the scent of brimstone and the sound of creatures screaming in agony
	Wicked Black flames fill the area, caressing the Defiled being
Absolute Pure creatures:	Every creature or plant radiates a bright, holy aura
	Temperature within this area is always comfortable and perfect for each being within the radius
	Serenity seems to emanate within the radius calming all non-defiled (evil) creatures.
Absolute Static creatures:	All edges become razor sharp in appearance with curves replaced by angled lines
	Colors do not vary depending upon lighting, red is always true red and any previously shaded color is black.
	Gravity seems to increase ten-fold, forcibly pulling even dust particles toward the ground
Absolute Balanced creatures	Reality does not seem to bend at all, but can be adjusted using any 0-level cantrip spell, such as ghost sound or prestigidation at the whim of the absolute outsider

These effects are purely visual and subject to GM discretion.
Abilities: Same as the base creature.
Skills: Same as the base creature.
Environment: Any, but usually a Plane corresponding to its alignment.
Organization: Solitary.
Challenge Rating: Same as the base creature +4
Treasure: Same as the base creature
Alignment: Any true alignment.
Level Adjustment: Same as the base creature.

Fallen

The Bible speaks of an angel that sinned against the will of God and was cast down into Hell to become the Devil. Imperfection is not restricted to mortals, and even those angelic creatures of the good planes can falter, or find fault and disillusionment with their loving ways and turn towards the path of Evil.

Creating A Fallen Outsider

"Fallen" is an acquired template that can be added to any outsider of a good or neutral (non-evil) subtype as well as the corresponding alignment. The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6. In the event this template is being added to a creature with the lost template, this template replaces the lost template.

The fallen uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Subtype changes from Balanced or Pure to Defiled. Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d8s.

Attack: A fallen outsider retains all the attacks of the base creature.

Full Attack: A fallen outsider retains all the attacks of the base creature.

Damage: Damage from the fallen outsider is the same as the base creature.

Special Attacks: A fallen outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons. The fallen outsider also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 fallen outsider's HD + fallen outsider's Charisma modifier unless otherwise noted.

Tainted Aura (Su): Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the fallen outsider. Otherwise, it functions as a magic circle against good spell and a lesser globe of invulnerability with a radius of 20 feet cast as a cleric equal to the fallen outsider's HD. This aura can be dispelled, but the fallen outsider can create it again as a free action on its next turn.

Repulse Outsider [Good] (Su): Any fallen outsider gains the ability to turn outsiders with the Pure subtype. The fallen may attempt to turn good outsiders a number of times per day equal to 3 + her Charisma modifier. The fallen outsider gets a +2 bonus on turning checks against her own previous race. Otherwise, this ability functions just like a cleric's turn undead class feature.

Unholy Blight (Su): A fallen outsider can smite any creature of good alignment. This ability can be used 1/day for every 3 HD. The fallen outsider adds its Charisma bonus (if any) to the attack roll as well as 1 extra point of damage per hit die. If used upon an evil or neutral aligned character, the use has been wasted.

Spell Like Abilities: At Will -- *detect good*, *invisibility* (self only), *dispel magic*, *dispel good*, *bane*; 5/day – *inflict light wounds*, *see invisibility*, *protection from good*, *cause fear*, 1/day -- *harm*. Caster Level is 12th or fallen outsider's HD, whichever is higher. All DCs are Charisma based.

Special Qualities: A fallen outsider retains all the special qualities of the base creature, except damage reduction 10/evil but gains damage reduction 10/good (or modified if the base creature's damage reduction was higher). The base creature also receives the qualities described below.

The Devouring Shadow: A fallen outsider's physical appearance has warped and twisted along with the aligned energy fueling its existence. A nearly tangible aura of evil floods the area surrounding the fallen outsider, bathing it in constantly shifting shadows. These shifting patterns of shadow give the fallen a +2 profane bonus to Hide DCs when standing in shadowy areas. This quality applies to all fallen outsiders.

Cast from Heaven: Any fallen outsider possessing the ability to fly (whether supernatural, natural, extraordinary or spell-like) loses this ability. The only way for the fallen outsider to overcome this handicap is through the use of the *fly* spell or an item granting the ability. If flight was a natural ability, the wings shrivel into useless appendages, and all the feathers fall out. The appendages become useless; they are just scarred reminders of their previous lives.

Alignment Subtype Shift: The fallen outsider's subtype changes from Pure or Balanced to Defiled.

Abilities: Same as the base creature.
Skills: Same as the base creature except for a +2 unnamed bonus to Hide DCs from The Devouring Shadow.
Environment: Any non-good, but usually an evil plane.
Organization: Solitary.
Challenge Rating: Same as the base creature
Treasure: Same as the base creature.
Alignment: Any evil.
Level Adjustment: Same as the base creature.

Sample Creature: FALLEN ASTRA DEVA

Medium Outsider (Angel, Extraplanar, Defiled)

Hit Dice: 12d8+48 (102 hp)
Initiative: +8
Speed: 50 ft. (10 squares)
Armor Class: 29 (+4 Dex, +15 natural), touch 14, flat-footed 25
Base Attack/Grapple: +12/+18
Attack: *+3 heavy mace of disruption* +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Full Attack: 2 *+3 heavy mace of disruption* +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, stun, repulse outsider (good), unholy blight, tainted aura
Special Qualities: Damage reduction 10/good, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, spell resistance 30, resistance to electricity 10 and fire 10, spell-like abilities, uncanny dodge, cast from heaven
Saves: Fort +14 (+18 against poison), Ref +12, Will +12
Abilities: Str 22 (+6), Dex 18 (+4), Con 18 (+4), Int 18 (+4), Wis 18 (+4), Cha 20 (+5)
Skills: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19 (+21 in shadows), Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings)
Feats: Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack
Environment: Any evil-aligned plane
Organization: Solitary
Challenge Rating: 14
Treasure: No coins; double goods; standard items
Alignment: Always lawful evil
Advancement: 13–18 HD (Medium); 19–36 HD (Large)
Level Adjustment: +8

This beast looks as if it was spawned in the deepest, darkest crevices of the Abyss. Eyeless sockets grimace from a face beset with jagged scars and wicked barbs. Impressively toned muscles barely show through the seemingly constant blur of dancing shadows across its skin. Long, black fingernails stained with blood sprout from its monstrous hands. Seductively it motions for you to near. As you step closer, you note the malformed stubs curling off the thing's back. What once could have been wings is nothing but useless flesh spasmodically twitching impotently. The creature leans downward, its massive bulk shifting disgustingly and gives you a front row view of its one broken horn. Out of the corner of your eye, you see the flash of metal as its mace rises into the air.

What could be more terrifying than a demon or devil? Even the most holy of creatures may fall from grace. When an angel falls, that question can be answered.

Some of the most horrific creatures roaming the hells and abyss are fallen astral devas. Once beings of purity and safety in the universe; these creatures have become the worst of the worst. Horribly scarred physically and mentally, they often resort to mindless violence against anyone

in the vicinity. Others are quite tactical in their plots however, seeking to cause the most amount of pain methodically to its chosen enemy.

No matter the variations in individual style, all fallen astral devas agree on one premise: Any divine agents they have the pleasure of meeting, will not share the same sentiment.

Combat

Fallen astral devas are rage and hatred epitomized in battle. All of their dirty tricks will be pulled to assure their success and domination over the opponent. Despite appearing mindlessly brutal, as lawful creatures, the fallen devas can and do utilize vicious tactics to take down an enemy.

A fallen astral deva's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.
Stun (Su): If a fallen astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.
Uncanny Dodge (Ex): A fallen deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.
Tainted Aura (Su): Against attacks made or effects created by good creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the fallen outsider. Otherwise, it functions as a *magic circle against good* effect and a *lesser globe of invulnerability,* both with a radius of 20 feet (Caster Level is 12th). This aura can be dispelled, but the fallen outsider can create it again as a free action on its next turn.
Repulse Outsider [Good] (Su): Any fallen astral deva gains the ability to turn outsiders with the subtype Pure.

The Fallen may attempt to turn good outsiders seven times per day. The fallen gets a +2 bonus on turning checks against astral devas. Otherwise, this ability functions just like a cleric's turn undead.
Unholy Blight (Su): A Fallen Deva can smite any creature of good alignment or has the Pure subtype. This ability can be used four times per day. The fallen adds its Charisma bonus (+4) to the attack roll as well as 1 extra point of damage per hit die. If used upon an evil or neutral aligned character, the use has been wasted and no extra damage dealt.
Spell-like Abilities: At Will -- *detect good*, *invisibility* (self only), *dispel magic*, *dispel good*, *bane*; 5/day – *inflict light wounds*, *see invisibility*, *protection from good*, *cause fear*, 1/day -- *harm*. Caster Level is 12th. All DCs are Charisma based.

Lost

Not all planar alignment changes are sudden and dramatic: some find themselves questioning the orders of their benevolent masters and deific rulers to ponder the meaning of Life and examine their own purpose. In doing so, an outsider takes the first steps into moving onto another alignment, but at great personal pain and torment.

An outsider cannot be magically forced into the lost outsider template provided below, but can be intervened through another outsider, using the forced alignment shift rules provided earlier to adapt the base creature into this template and nothing more. A mortal cannot perform an intervention on a planar creature.

Creating A Lost Outsider

"Lost" is an acquired template that can be added to any outsider of a Pure, Defiled, Evolving or Static subtype as well as the corresponding alignment. The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6.

The lost outsider uses all the base creature's statistics and special abilities except as noted here.
Size and Type: The creature's type does not change. Subtype changes from Pure, Defiled, Evolving or Static to Balanced (see Transcendence below). Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.
Hit Dice: All current and future Hit Dice become d8s.
Attack: A lost outsider retains all the attacks of the base creature.

Full Attack: A lost outsider retains all the attacks of the base creature.
Damage: Damage from the lost outsider is the same as the base creature.
Special Attacks: A lost outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons (i.e. smite abilities). The lost outsider also gains special attacks as described below if the base creature has attained Transcendence (see below). The save DC against a special attack is equal to 10 + 1/2 lost outsider's HD + lost outsider's Charisma modifier unless otherwise noted.
Confusing Touch (Su): A lost outsider that hits a target with a touch attack infects the creature with some of its own confused energy. The effect is per the *confusion* spell and lasts for 1d4 + the lost outsider's Charisma bonus in rounds. This attack is only available three times per day. Every lost outsider has this ability.
Smite Extreme (Su): A lost outsider can smite any creature of an extreme alignment (chaotic good, chaotic evil, lawful good and lawful evil). This ability can be used once per day for every 3 HD. The lost outsider adds its Charisma bonus (if any) to the attack roll as well as 1 extra point of damage per hit die. If this ability is used against a neutral character, the use is lost for that day and no extra damage is dealt.
Spell Like Abilities: At Will -- *detect good*, *detect evil*, *detect law*, *detect chaos*, *invisibility* (self only), *dispel magic*; 5/day – *inflict light wounds*, *cure minor wounds*, *protection from good*, *protection from evil*, *protection from law*, *protection from chaos*. Caster Level is 12th or lost outsider's HD, whichever is higher. All DCs are Charisma based.
Special Qualities: A lost outsider retains all the special qualities of the base creature except damage reduction to any aligned attacks (i.e. damage reduction 10/evil). The base creature also gains the qualities described below.
Mystified Existence: A lost outsider acts as if under the effects of a permanent *confusion* spell unless it has accepted its neutral role in the universe. Whenever faced with a decision, roll randomly on the Behaviour Chart under the *confusion* spell description. The creature will continue acting per the roll until it is faced with another decision or is left alone to ponder its course.
A Touch of Gray: A lost outsider's physical appearance has lost the aligned spark that had fuelled its spirit along its previous course. This loss mutes the base creature's original colouring and seemingly kills the spark of life that had burned within its eyes. Varying shades of gray conquer once vivid colorations. The lost outsider also speaks in a nearly monotone voice. The base creature effectively suffers a -2 penalty to its Charisma score but not lowering the score below one.
Transcendence: Once a lost outsider has decided to accept a path of neutrality, its current and future hit dice become d8s. Its subtype also shifts to Balanced as explained in the Size and Type description.
Abilities: Same as the base creature except a Charisma score decrease from A Touch of Gray.
Skills: Same as the base.
Environment: Any, but usually a neutral plane.
Organization: Solitary.
Challenge Rating: Same as the base creature.
Treasure: Same as the base creature.
Alignment: Neutral, lawful neutral, chaotic neutral.
Level Adjustment: Same as the base creature.

Sample Creature: LOST LANTERN ARCHON

Small Outsider (Archon, Extrplanar, Balanced, Lawful)1

Hit Dice: 1d8 (4 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: +1/–8
Attack: Light ray +2 ranged touch (1d6)
Full Attack: 2 light rays +2 ranged touch (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, confusing touch

Special Qualities: aura of menace, damage reduction 10/magic, darkvision 60 ft., immunity to electricity and petrification, teleport, tongues, transcendence
Saves: Fort +2 (+6 against poison), Ref +2, Will +2
Abilities: Str 1 (-5), Dex 11 (+0), Con 10 (+0), Int 6 (-2), Wis 11 (+0), Cha 8 (-1)
Skills: Concentration +4, Diplomacy +2, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats: Improved Initiative
Environment: Any neutral-aligned plane
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always lawful neutral
Advancement: 2-4 HD (Small)
Level Adjustment: -----

A dull flickering sphere of light dances through the air. It seems to blink in and out of existence.

Lost lantern archons are dull versions of their previous glory. They tend to resemble a will-o'-wisp and most ignore them as much.

Combat

Lost lantern archons (just like typical lantern archons) avoid melee combat. Rather, the lost archon hangs back using its spell-like abilities and light ray to combat any foes. Any spell-like ability requiring a touch attack is made with a ranged touch attack instead.

Teleport (Su): Lost 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 lost 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 12 negates.

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

Confusing Touch (Su): A lost archon that hits a target with a ranged touch attack infects the creature with some of its own confused energy. The effect is per the *confusion* spell and lasts for 1d4 rounds. This attack is only available 3/day. Save DC is Charisma based.

Spell Like Abilities: At Will -- *detect good*, *detect evil*, *detect law*, *detect chaos*, *invisibility* (self only), *dispel magic*; 5/day – *inflict light wounds, cure minor wounds*, *protection from good*, *protection from evil*, *protection from law*, *protection from chaos*. Caster Level is 12th. All DCs are Charisma based.

Ordered

The rigors and individuality of Chaos can make some outsiders feel betrayed and abused, thriving for the sense of completion their lawful opponents seem to express, Turning to Law from Chaos is treated as a mortal switching from good to bad, yet with as little understanding. Ordered creatures like the sense of belonging that comes with Law, knowing where their place in a scheme should be, and gauging their efforts against the actions of others.

Creating An Ordered Outsider

"Ordered" is an acquired template that can be added to any outsider of a Evolving or Balanced subtype as well as the corresponding alignment. The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6. In the event this template is being added to a creature with the lost template, this template removes the lost template.

An ordered outsider uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Subtype changes from Evolving or Balanced to Static. Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d8s.

Attack: An ordered outsider retains all the attacks of the base creature.

Full Attack: An ordered outsider retains

all the attacks of the base creature.
Damage: Damage from the ordered outsider is the same as the base creature.
Special Attacks: An ordered outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons (such as damage reduction 10/chaos). The ordered outsider also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ordered outsider's HD + ordered outsider's Charisma modifier, unless otherwise noted.
Mimicry (Su): An ordered outsider obtains the ability to mimic spells and spell-like abilities of her enemies. This ability can be used 1/day per three HD. Through the observant eyes of its lawful nature, the ordered perfectly mimics a spell or spell-like ability used by any other creature from the previous round. If a wizard drops a *fireball* for 8d6 of damage, the ordered can on its next turn create an 8d6 *fireball* for any target of its choosing. When using this ability, the ordered needs no material components but any XP costs for the spell must be paid. There must be a visual spell preparation method viewed by the ordered outsider, including verbal and/or somatic components, or else this ability will not function. Spells prepared outside of the ordered outsider's vision or area of perception (i.e. a spellcaster prepares a spell in the previous room and hold it until later) cannot be mimicked by the ordered outsider. When a spell requires more than a standard or full round action to be cast, the ordered outsider must spend the same amount of rounds studying the procedure to mimic the ability. The ordered outsider's caster level is equal to the caster level of the original spellcaster.
Repulse Outsider [Chaotic] (Su): Any ordered outsider gains the ability to turn outsiders or extraplanar creatures with the subtype Evolving.

The ordered may attempt to turn chaotic outsiders a number of times per day equal to 3 + her Charisma modifier. The ordered outsider gets a +2 bonus on turning checks against her own previous race. Otherwise, this ability functions just like a cleric's turn undead.
Restore the Natural Order (Su): An ordered outsider unleashes an *antimagic field* to restore the natural order of a place. This field does not travel with the ordered outsider but remains fixed upon a set location. This ability can be used 1/day per every 5 HD. Duration is 1 hour per caster level for this spell and the range is a 20-foot radius. Aside from those minor changes, this ability functions as the spell *antimagic field*. Caster Level is 12th or ordered outsider's HD, whichever is higher.
Spell Like Abilities: At Will -- *detect chaos*, *invisibility* (self only), *dispel magic*, *dispel chaos*, *detect thoughts*; 5/day – *hold monster*, *see invisibility*, *protection from chaos*, *forcecage*; 1/day – *dictum*, *geas*. Caster Level is 12th or ordered outsider's HD, whichever is higher. All DCs are Charisma based.
Special Qualities: An ordered outsider retains all the special qualities of the base except damage reduction 10/lawful. The ordered gains damage reduction 10/chaos and the qualities described below.
Ordered Knowledge: An ordered outsider's lawful nature allows her to better perceive reality and measure its rules and limitations. This heightened awareness is the result of a +2 bonus to the creature's Wisdom score.
Reality's Razor Edge: The ordered outsider receives a -2 penalty on all Hide, Bluff and Disguise checks. Reality starkly emphasizes the edges of the outsider's form. This makes it harder for an ordered outsider to Hide or disguise herself. The penalty to Bluff checks is due to her straightforward manner. When following Law, there is no need for deceit.
Subtype Alignment Shift: The outsider's subtype changes from Balanced or Evolving to Static.
Abilities: Same as the base creature except for a +2 bonus to Wisdom (see Ordered Knowledge).
Skills: Same as the base creature except for a -2 penalty to Hide, Bluff and Disguise checks (see Reality's Razor Edge).
Environment: Any, but usually a lawful plane.
Organization: Solitary.
Challenge Rating: Same as the base creature.
Treasure: Same as the base creature.
Alignment: Any lawful.
Level Adjustment: Same as the base creature.

Sample Creature: ORDERED TITAN

Huge Outsider (Extraplanar, Static)

Hit Dice: 20d8+280 (370 hp)
Initiative: +1
Speed: 40 ft. half-plate armor (8 squares); base speed 60 ft.
Armor Class: 38 (-2 size, +19 natural, +11 *+4 half-plate armor*) touch 8, flat-footed 38
Base Attack/Grapple: +20/+44
Attack: Gargantuan *+3 adamantine warhammer* +37 melee (4d6+27/x3) or *+3 javelin* +22 ranged (2d6+19) or slam +34 (1d8+16)
Full Attack: Gargantuan *+3 adamantine warhammer* +37/+32/+27/+22 melee (4d6+27/x3) or *+3 javelin* +22 ranged (2d6+19) or 2 slams +34 (1d8+16)
Space/Reach: 15 ft./15 ft.
Special Attacks: Oversized weapon, spell-like abilities, restore the natural order, repulse outsider [chaotic], mimicry
Special Qualities: Damage reduction 15/ chaos, darkvision 60 ft., spell resistance 32
Saves: Fort +26, Ref +13, Will +23
Abilities: Str 43 (+16), Dex 12 (+1), Con 39 (+14), Int 21 (+5), Wis 30 (+10), Cha 24 (+7)
Skills: Balance +7, Bluff +17, Climb +22, Concentration +37, Craft (any one) +28, Diplomacy +11, Disguise +5 (+7 acting), Heal +22, Intimidate +32, Jump +38, Knowledge (any one) +28, Listen +34, Perform (oratory) +30, Sense Motive +34, Search +28, Spellcraft +17, Spot +34, Survival +11 (+13 following tracks), Swim +16
Feats: Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Quicken Spell-Like Ability (Protection from Chaos)
Environment: A lawful-aligned plane
Organization: Solitary
Challenge Rating: 21
Treasure: Double standard plus *+4 half-plate armor* and Gargantuan *+3 adamantine warhammer*
Alignment: Any lawful
Advancement: 21-30 HD (Huge); 31-60 HD (Gargantuan)
Level Adjustment: -----

A huge human-like creature stands ahead. For a moment, the edges of its flesh seem to be created from lines impossibly straight, parallel and angled. It walks nearly mechanically forward, eyes dedicatedly searching for its query. The flat expression on its face never once quivers or changes.

Ordered titans seem an anomaly to most scholars. The usually chaotic titan race has produced few of the lawful variety. But the few that have been noted were unquestionably fierce. Rebelling against the society within which they were raised, the ordered titan sets out into the universe to enforce its laws.

Often, they are viewed as cold-hearted, calculating beings. Unfortunately this is usually the case. Law is their only recognized deity. They place its care taking above all else: love, friends and even family included.

Combat

The ordered titan, when confronted with battle, will not hesitate. The titan is not above allowing its opponent the first swing to better understand its strategy. This seeming hesitation though may allow the ordered titan to use its mimicry to quickly dispatch the foe.

An ordered titan's natural weapons, as well as any weapons it wields, are treated as lawfully-aligned for the purpose of overcoming damage reduction.

Oversized Weapon (Ex): A titan wields a great, two-handed warhammer (big enough for Gargantuan creatures) without penalty.

Mimicry (Su): An ordered titan has the ability to mimic spells and spell-like abilities of her foes six times per day. Through its observant eyes and its lawful nature, the ordered titan perfectly mimics a spell or spell-like ability used

by any other creature from the previous round. If a wizard drops a *fireball* for 8d6 of damage, the ordered titan can on its next turn create an identical 8d6 *fireball* for any target of its choosing. When using this ability, the ordered titan needs no material component. Conversely, any XP cost for the spell must be paid. When a spell requires more than a standard or full round action to be cast, the ordered titan must spend the same amount of rounds studying the procedure to mimic the ability. Caster Level 20th. Save DC is Charisma based.

Repulse Outsider [Chaotic] (Su): An ordered titan can turn outsiders or extraplanar creatures with the subtype Evolving.

The Ordered may attempt to turn chaotic outsiders 10 times per day. The ordered titan gets a +2 bonus on turning checks against her own previous race. Otherwise, this ability functions just like a cleric's turn undead.

Restore the Natural Order (Su): Four times per day, an ordered titan can unleash an *antimagic field* to restore the natural order of any location. This field is stationary and fills an area with a 20-foot radius. The field remains in effect for 20 hours before dissipating. Caster Level is 20th.

Spell Like Abilities: At Will -- *detect chaos*, *invisibility* (self only), *dispel magic*, *dispel chaos*, *detect thoughts*; 5/day – *hold monster*, *see invisibility, protection from chaos*, *forcecage*; 1/day – *dictum*, *geas*. Caster Level is 20th. All DCs are Charisma based.

Redeemed

Depravity has its place in Life, contrary to the wishes of everyone non-evil. From an Evil standpoint, the world would overflow if everyone were allowed to carry on, and lesson would never truly hit home if they did not carry tragedy as an ally. Yet all sides can take the war too far, and some turn their back on Evil to embrace the will of Good, a guaranteed bounty of massive fortune on that creature's head.

CREATING A REDEEMED OUTSIDER

"Redeemed" is an acquired template that can be added to any outsider of a Defiled or Balanced (non-good) subtype as well as the corresponding alignment. The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6. In the event this template is being added to a creature with the lost template, this template replaces the lost template.

The redeemed outsider uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change. Subtype changes from Balanced or Defiled to Pure. Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d8s.

Attack: A redeemed outsider retains all the attacks of the base creature.

Full Attack: A redeemed outsider retains all the attacks of the base creature.

Damage: Damage from the redeemed outsider is the same as the base creature.

Special Attacks: A redeemed outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons (i.e. treating natural attacks as evil-aligned weapons). The redeemed outsider also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 renegade outsider's HD + renegade outsider's Charisma modifier unless otherwise noted.

Repulse Outsider [Evil] (Su): Any redeemed outsider gains the ability to turn outsiders with the subtype Defiled.

The Redeemed may attempt to turn evil outsiders a number of times per day equal to 3 + her Charisma modifier. The redeemed outsider gets a +2 bonus on turning checks against her own previous race. Otherwise, this ability functions just like a cleric's turn undead.

Holy Smite (Su): A redeemed outsider can smite any creature of evil alignment. This ability can be used 1/day per every 3 HD. The redeemed outsider adds its Charisma bonus (if any) to the attack roll as well as 1 extra point of damage per hit die. If used upon a good- or neutral-aligned character, the use has been wasted.

Spell Like Abilities: At Will -- *detect evil*, *invisibility* (self only), *dispel magic*, *dispel evil*, *bless*; 5/day – *cure light wounds*, *see invisibility*, *protection from*

evil, *remove curse*, 1/day -- *heal*. Caster Level is 12th or redeemed outsider's HD, whichever is higher. All DCs are Charisma based.

Special Qualities: A redeemed outsider retains all the special qualities except damage reduction 10/good (if applicable). The redeemed gains damage reduction 10/evil and the qualities described below.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the redeemed outsider. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability,* both with a radius of 20 feet (caster level equals redeemed's HD). This aura can be dispelled, but the redeemed outsider can create it again as a free action on its next turn.

Divine Beauty (Ex): A redeemed outsider's physical appearance has beautified during its alignment shift. A bright aura of good floods the area surrounding the redeemed outsider, bathing it and its companions in comforting light (as a torch). The divine energy flowing through the soul of the redeemed outsider give a +2 bonus to the Charisma score. Horns, scars and any unattractive features previously present have faded to nothingness.

Wings of Faith: Any redeemed outsider not possessing the ability to fly (extraordinary or natural) gains this ability. Beautiful, multi-coloured wings sprout from the back of the redeemed outsider. If the outsider previously had wings that were useless, a new set does not sprout. However, new feathers rapidly grow, returning functionality to the appendages. The redeemed outsider gains a flight speed of 100 ft. with good manoeuvrability.

Subtype Alignment Shift: The Outsiders subtype changes from Balanced or Defiled to Pure.

Abilities: Same as the base creature except for a +2 bonus to Charisma (see Divine Beauty).

Skills: Same as the base.

Environment: Any, but usually a good plane.

Organization: Solitary.

Challenge Rating: Same as the base creature.

Treasure: Same as the base creature.

Alignment: Any good.

Level Adjustment: Same as the base creature.

Sample Creature: REDEEMED BARBED DEVIL (HAMATEL)

Medium Outsider (Baatezu,Pure, Extraplanar, Static)

Hit Dice: 12d8+72 (126 hp)
Initiative: +6
Speed: 30 ft. (6 squares), fly 100 ft. (good)
Armor Class: 29 (+6 Dex, +13 natural) touch 16, flat-footed 23
Base Attack/Grapple: +12/+22
Attack: Claw +18 melee (2d8+6)
Full Attack: 2 claws +18 melee (2d8+6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Holy smite, spell-like abilities, repulse outsider (evil)
Special Qualities: Damage reduction 10/evil, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft., protective aura, wings of faith
Saves: Fort +14, Ref +14, Will +12
Abilities: Str 14 (+2), Dex 13 (+1), Con 12 (+1), Int 10 (+0), Wis 17 (+3), Cha 18 (+4)
Skills: Concentration +21, Diplomacy+8, Hide +21, Intimidate +21, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks)
Feats: Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (Protection from Evil)
Environment: Any good-aligned plane
Organization: Solitary
Challenge Rating: 12
Treasure: Normal
Alignment: Always lawful good
Advancement: 13-24 HD (Medium); 25-36 HD (Large)
Level Adjustment: -----

New Creature Type: Rebuilt

A rebuilt creature is an animated object or artificially constructed creature that has gained sentience through any means. Once sentience is bestowed upon the creature its type changes from Construct to Rebuilt. All Rebuilts were at one time Constructs but now have forms that have been modified to support living matter as well as the un-living matter they were originally created with.

Features: A construct has the following features.

—10-sided Hit Dice.

—Base attack bonus equal to 3/4 total Hit Dice (as cleric).

—No good saving throws.

—Skill points equal to (2 + Int modifier, minimum 1) per Hit Die, with quadruple skill points for the first Hit Die. All Rebuilts have an Intelligence score.

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

—Constitution score of 3d6 if originally lacking a score.

—Intelligence score of 3d6 if originally lacking a score.

—Low-light vision.

—Darkvision out to 60 feet.

—A Rebuilt can heal damage naturally albeit at a slower rate than humanoid creatures. The Rebuilt heals damage at a rate of 1/3 HP per HD per night of rest. A Craft: Construct check will also assist the Rebuilt in repairing damage. A Rebuilt with the fast healing special quality still benefits from that quality.

—Subject to critical hits 50% of the time. Not subject to non-lethal damage.

—Immediately destroyed when reduced to 0 hit points or less.

—Since it never had a completely living body, the Rebuilt cannot be resurrected although it may be reincarnated.

—Because its body is an amalgam of un-living and living matter, a Rebuilt is slightly harder to destroy. It gains bonus hit points based on size, as shown on the following table.

Rebuilt Size	Bonus Hit Points	Rebuilt Size	Bonus Hit Points
Fine	—	Large	15
Diminutive	—	Huge	20
Tiny	—	Gargantuan	30
Small	5	Colossal	40
Medium	10		

—Proficient with its natural weapons only, unless generally humanoid in form, in which case proficient with any weapon mentioned in its entry.

—Proficient with no armor.

—A Rebuilt creature does need to eat, sleep and breathe.

This creature is heavenly in appearance with a soft white down covering all of its body except the face. Perfectly loving green eyes peer outward. Overly large ears stand perfectly straight, towering above its blonde hair. Behind its angelic, trim, seven-foot frame flutter enormous wings which radiate a multitude of color in the light. A long tail swishes along behind as it walks.

It takes a keen eye to spot the differences between a redeemed hamatel and a normal member of the Angelic Host. Every aspect of their being radiates love and protection. But a few distinct traits remain: a tail, razor sharp talons and the abnormal ears. Soft down has replaced the torturous barbs that once pierced their skin. Combined with their protective aura, the redeemed hamatel has left its horrific past behind.

Most redeemed hamatel spend their endless lives trying to correct the wrongs they had committed. They travel the universe protecting and defending those that cannot do so themselves.

Redeemed barbed devils if asked their race will reply hamatel, a variation of their true race name showing their evolved status. The variation allows a new identity while maintaining the truth of their beginnings.

Combat

Redeemed hamatel still revel in using their natural weapons during battle. The ease and experience of their talons make them a useful asset, despite the lack of barbs on their bodies.

A redeemed barbed devil's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, a redeemed barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold.

Repulse Outsider [Evil] (Su): A redeemed hamatel gains the ability to turn outsiders with the subtype Defiled.

The redeemed may attempt to turn evil outsiders seven times with a +2 bonus on turning checks against devils. Otherwise, this ability functions just like a cleric's turn undead.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the redeemed hamatel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (Caster Level 12th). This aura can be dispelled, but the redeemed outsider can create it again as a free action on its next turn.

Holy Smite (Su): A redeemed barbed devil can smite any creature of evil alignment. This ability can be used four times per day. The redeemed adds its Charisma bonus (if any) to the attack roll as well as 1 extra point of damage per hit die. If used upon a good- or neutral-aligned character, the use has been wasted and no extra damage is dealt.

Spell Like Abilities: At Will -- *detect evil*, *invisibility* (self only), *dispel magic*, *dispel evil, bless*; 5/day – *cure light wounds*, *see invisibility*, *protection from evil*, *remove curse*, 1/day -- *heal*. Caster Level is 12th. All DCs are Charisma based.

Renegade

Chaos would likely call Law "programmed." Its believers are unable to function independently, relying solely on the precedence and approval of others of a higher rank to determine their own successes. Chaos points to the renegade outsiders as proof that Life cannot be contained without a bit of independence leaking free. These are lawful beings breaking the bonds of Law to make their own stretch in existence, and the fact they don't fit it makes them right at home with Chaos.

CREATING A RENEGADE OUTSIDER

"Renegade" is an acquired template that can be added to any outsider of a Static or Balanced subtype as well as the corresponding alignment. The creature (referred to hereafter as the base creature) must have an Intelligence score of at least 6. If a construct, change the creature to rebuilt (see the sidebar below) and roll randomly for Intelligence. In the event this template is being added to a creature with the lost template,

this template removes the lost template.

The renegade outsider uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type does not change unless it was a construct, in which case type becomes rebuilt (see the **Rebuilt Creature Type** below). Subtype changes from Static or Balanced to Evolving. Do not recalculate the creature's base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: All current and future Hit Dice become d8s.

Attack: A renegade outsider retains all the attacks of the base creature.

Full Attack: A renegade outsider retains all the attacks of the base creature.

Damage: Damage from the renegade outsider is the same as the base creature.

Special Attacks: A renegade outsider loses all the special attacks of the base creature while retaining any special attacks associated with weapons. The renegade outsider also gains special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 renegade outsider's HD + renegade outsider's Charisma modifier unless otherwise noted.

Polymorph (Su): A renegade outsider obtains the ability to *polymorph* herself per the spell of the same name. This ability can be used five times a day. Caster Level is 12th or renegade outsider's HD, whichever is higher.

Repulse Outsider [Lawful] (Su): Any renegade outsider gains the ability to turn outsiders or extraplanar creatures with the subtype Static.

The renegade may attempt to turn lawful outsiders a number of times per day equal to 3 + her Charisma modifier. The renegade outsider gets a +2 bonus on turning checks against her own previous race. Otherwise, this ability functions just like a cleric's turn undead.

Chaos Explosion (Su): A renegade outsider unleashes energy to smite any creature of lawful or neutral (non-chaotic) alignment. This ability can be used 1/day per every 5 HD. The renegade outsider deals 10d6 of chaotic damage in a 20 ft. radius burst centred upon their position. This energy explosion passes harmlessly through any chaotic creature within its radius. For each 3 points of damage rolled, the renegade and any chaotic creatures within the burst heal one hit point. A successful will halve the damage dealt but does not affect the healing attribute of the ability. Caster Level is 12th or renegade outsider's HD, whichever is higher.

Spell Like Abilities: At Will -- *detect law*, *invisibility* (self only), *dispel magic*, *dispel law*, *aid*; 5/day – *baleful polymorph*, *see invisibility*, *protection from law*, *freedom of movement*; 1/day – *word of chaos*. Caster Level is 12th or renegade outsider's HD, whichever is higher. All DCs are Charisma based.

Special Qualities: A renegade outsider retains all the special qualities of the base creature except construct traits and damage reduction 10/chaos. The renegade gains damage reduction 10/law. If the renegade had construct traits, the creature now has rebuilt traits. The renegade also gains the qualities described below.

Chaos Mutation: A renegade outsider's physical appearance has mutated and evolved with the essence fuelling the being. Casting off the shackles of Law, the chaotic essence slowly modifies the creature at a faster rate than normal evolution. Clockwork creatures, for example, actually develop an energy source akin to a mortal soul. Many also grow layers of flesh or hair over parts of their body. In the most extreme of cases, new useful limbs grow seemingly overnight. These physical manifestations of chaos increase the renegade outsider's Constitution score by +2. For creatures without a Constitution score, they immediate generate a score of 12 (10 base +2 for the mutation) and are susceptible to illnesses and injuries that would affect any mortal creature. This quality accounts for the loss of the Construct Traits the base creature may have originally had.

Chaotic Will: The renegade outsider receives a -2 penalty on all Will saves for transformations. They're unceasing desire to evolve has lowered their resistance to this particular type of spell.

Subtype Alignment Shift: The Outsiders subtype changes from Balanced or Static to Evolving.

Abilities: Same as the base creature except for a

+2 bonus to Constitution (see Chaos Mutation).
Skills: Same as the base creature.
Environment: Any, but usually a chaotic plane.
Organization: Solitary.
Challenge Rating: Same as the base creature.
Treasure: Same as the base creature.
Alignment: Any chaotic.
Level Adjustment: Same as the base creature.

Sample Creature: RENEGADE KOLYARUT

Medium Rebuilt (Extraplanar, Evolving)

Hit Dice: 13d8+23 (81 hp)
Initiative: +1
Speed: 20 ft. in banded mail (4 squares); base speed 30 ft.
Armor Class: 27 (+1 Dex, +10 natural, +6 banded mail) touch 11, flat-footed 26
Base Attack/Grapple: +9/+11
Attack: *+2 longsword* +13 melee (1d8+5/19-20) or slam +11 melee (1d6+3)
Full Attack: *+2 longsword* +13 melee (1d8+5/19-20) or slam +11 melee (1d6+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Chaos explosion, spell-like abilities, repulse outsider (lawful)
Special Qualities: Rebuilt traits, damage reduction 10/lawful, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22, chaos mutation, chaotic will, polymorph
Saves: Fort +6, Ref +7, Will +7
Abilities: Str 14 (+2), Dex 13 (+1), Con 12 (+1), Int 10 (+0), Wis 17 (+3), Cha 16 (+3)
Skills: Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks)
Feats: Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (Protection from Law)
Environment: A chaotically-aligned plane
Organization: Solitary
Challenge Rating: 12
Treasure: Normal
Alignment: Any chaotic
Advancement: 14-22 HD (Medium); 23-39 HD (Large)
Level Adjustment: -----

A creature of metal and mutated flesh approaches. An open brain-case displays both clockwork mechanisms and organic matter. Attached to the metallic skull by random grafts of skin are strands of cascading black hair. One pristine blue eye glares out toward you; the other eye hidden by the oily hair. Veins, muscle, and sinew wrap outside and inside its crafted frame. It stops directly ahead and throws back the tattered red cloak that covered much of its body. Behind a breastplate, scarred and worn in battle, a thick, muscled heart pounds resonantly inside a silver cage.

Renegade kolyaruts are a combination of both metal and flesh. Originally forged and designed as clockwork creatures, the renegade has been gifted with a spark of life, sentience, and the free will common to the humanoid races. Sometimes the gift is accidental; a mechanical malfunction could spark the mutation. However, some are forced into a chaotic state through ritual.

The renegade kolyarut has a yearning desire to experience all that life has to offer. They ignore their original programming; instead, they actively explore and search the universe both for others of their kind and the experiences they had been denied as constructs.

Because of the metamorphosis experienced by the renegade, the creature is deemed an aberration by their own kind. Often, they are hunted down and destroyed or taken back to their original plane to be 'repaired'.

This outlaw status causes some renegades to be offensive in what they term 'the coming war'. They take the fight to their own race seeking to destroy the essence of Law carried by each. Other renegades go one step further by merely capturing the lawful kolyarut. Once the prisoner of war is confined, experimentation occurs to force the same chaotic mutation upon the lawful.

Other renegades simply do not care about the brewing conflict. If threatened, the renegade will fight for its survival. But otherwise, she goes about tasting the emotion and experience that was withheld.

Combat

Unless their very existence is threatened, renegade kolyaruts focus completely upon whatever task is at hand. A Renegade might attack anyone who hinders its progress, but only long enough that it can be left in peace. If the combat requires the death of an opponent, so be it. They take their survival seriously. A renegade kolyarut realizes the preciousness of their life and will protect it at all costs.

A renegade kolyarut's natural weapons, as well as any weapons it wields, are treated as chaos-aligned for the purpose of overcoming damage reduction.

Chaos Explosion (Su): Twice a day a renegade kolyarut can loose an explosion of chaotically aligned energy as a 20' radius burst centered on its self. This explosion deals 10d6 worth of damage to all lawful- or neutral- (non-chaotic) alignment. Any chaotically-aligned individuals in the radius of the burst heal 1/3 of the damage dealt, including the renegade itself. Caster Level 13th. DCs are Charisma based.

Polymorph (Su): A renegade kolyarut has the ability to *polymorph* herself per the spell of the same name. This ability can be used five times a day. Caster Level is 13th.

Repulse Outsider [Lawful] (Su): A renegade kolyarut gains the ability to turn outsiders or extraplanar creatures with the subtype Static. The renegade may attempt to repulse lawful creatures six times per day. The chaotic kolyarut gets a +2 bonus on turning checks against lawful kolyaruts. Otherwise, this ability functions just like a cleric's turn undead.

Chaos Mutation: A renegade kolyarut's physical appearance has mutated and evolved with the essence fuelling it. Casting off the shackles of Law, the chaotic essence slowly modifies the creature at a faster rate than normal evolution. Layers of flesh or hair grow over parts of their body. A few have grown fully organic And so we come to it: every single the introduction of this book, the discussion on true alignments and beings that actually represent such a concept have been discussed and the very nature of true alignments have been detailed. Now, it is time to provide such beings for your campaign. extra limbs. These physical manifestations give a Constitution bonus of +2. This living growth however makes the renegade kolyarut susceptible to poisons and other physical ailments they were immune to previously.

Chaotic Will: The renegade kolyarut receives a -2 penalty on all Will Saves for transformations. They're unceasing desire to evolve has lowered their resistance to this particular type of spell.

Spell-Like Abilities: At Will -- *detect law*, *invisibility* (self only), *dispel magic*, *dispel law, aid* ; 5/day – *baleful polymorph*, *see invisibility, protection from law*, *freedom of movement*; 1/day – *word of chaos*. Caster Level 13th. DCs are Charisma based.

Skills: A renegade kolyarut retains the +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

5. TRUE CREATURES:

SAMPLES OF THE ABSOLUTE IN TRUE ALIGNMENTS, DESIGNED FOR LOW-LEVEL AND EPIC CHARACTERS ALIKE...

Provided below are examples of a true creature, along with a description of the true subtype that can be applied to any outsider. These creatures are rare and epic in design (if not in statistics) and should only be used lightly unless the campaign is focused on exploring the inner meaning of existence by travelling the known multiverse.

The True Subtype

"True" is a subtype that can be applied to any outsider with a true alignment (true good, true evil, true neutral, true law, or true chaos). On rare occasions, it can be granted to a mortal creature that has gained the means and thought to gain the true neutral alignment and will gain the benefits described below.

All true creatures gain a +20 inherent bonus on all saving throws against alignment changes and a failed roll will destroy them. Any spellcaster or creature with an alignment-detecting spell-like ability who attempts to discern a true alignment must make a Will save (DC 15) or else become stunned for 1d4 rounds.

True creatures are immune to any mind-affecting spells or conditions, meaning that any effect (magical or otherwise) requiring them to make a Will save will automatically succeed to the benefit of the true creature. Their viewpoint and determination is so strong that nothing can sway them. Therefore, it is impossible for a spellcaster to dominate a true creature. Spells or effects that require the true creature to make a Will save in order to maintain any physical presence or to resist any physical threats made against them can still be rolled as normal.

Additional traits can be found amongst specific true creatures, based on their complex alignment.

True Good: These beings have no sense of self and have no Charisma score. They cannot defend themselves in any manner and therefore only require a melee or ranged touch attack to strike and inflict damage. Attempts to alter their composition (such as alignment changes or polymorph spells) can be defended against as normal true creatures. They cannot make any saving throw that will save their own life or prevent from suffering damage, meaning that they will automatically fail any saving throw or such kind.

True Neutral: All true neutral creatures have the foreshadowing ability, a feature that may allow omnipotence to a limited degree. By concentrating for one full round, a true neutral creature can focus their energies and receive a telepathic image of any number of possibilities that can occur as a result of an action that they undertake. This action does not need to occur at the present time or have happened at all for these projections to be witnessed. For ease of use in the campaign, a true neutral character is limited to one possibility per hit dice. At the same time, these projections are not the only possibilities and the GM is still free to use any other consequence to the foreshadowed action. For example, if a true neutral characters foreshadows the death of a king, he could see such possibilities as the kingdom falling into internal collapse, a neighbouring nation conquering the king's lands, or his son taking to the throne and bringing the land into greater prosperity.

These possibilities cannot be interacted with and are not images, illusions, or any other spell-like phenomena – they are implanted thoughts brought about by their connection to the Balance.

Xhax (pronounced *zaks*) - True Good

Plight and misery are the summoners of this unique creature of pure positive energy. Times of massive suffering brought about by the actions of any sentient creature bring about actions from these true good creatures, that can only be described as living essences due to their capacity to recognize their need for the particular cause they are called to.

A xhax is invisible to the naked eye until it appears before the affected target that it seeks

to help. As the victim of a ravaging disease or detrimental wound lies with only a few breaths in them, a vision of a bright, white light at the end of a tunnel appears before them. While this had commonly lead to the belief that such visions were the actions of the gods as they called upon their followers to either pull them into the afterlife or call upon them to live once more, it has been found to be the actions of the xhax that have caused these visions. Casting see invisibility during such times will reveal a long, cylindrical, hollow tube hovering over the victim. Luminous tentacles spin across its form and appear to create its propulsion, but its rear side is never visible, fading into oblivion.

Xhax are never called into action by the gods, prayer, or any other form of interaction from any other creature – they react by their own accord, and this is proof that such beings are intelligent. They are singular in purpose and will only make their presence known in reaction to a singular event created by the actions of any intelligence being (including the gods) that has caused death, disease, or any other form of suffering on a wide scale. Commonly, it is only conditions that result in the loss of hit points, ability scores, or any other statistical effect to which the xhax will respond – they have never been known to answer to psychological trauma alone. When the xhax emerge, there is nothing that will prevent them from achieving their goal except destruction. They never attack any other creature and have no well-being for their own existence because they are not aware of their own existence as true good creatures.

Xhax

Medium Outsider (True, Good, Incorporeal, Extraplanar)

Hit Dice: 2d8 (10 hp)
Initiative: +0
Speed: Fly 30 ft (perfect)
AC: 10
Base Attack/Grapple: N/A
Attack: N/A
Full Attack: N/A
Space/Reach: 5ft/5ft
SQ: Healing, hover, incorporeal, outsider traits, true good traits
Saves: Fort +2, Ref +2, Will +6
Abilities: Str --, Dex 10 (+0), Con--, Int 14 (+2), Wis 10 (+0), Cha –
Skills: Concentration +5, Heal +4, Search +5, Spellcraft +6,
Feats: Hover, Wingover
Environment: Any realm of positive energy
Organizaton: Solitary, band (4), or legion (up to 200)
Challenge Rating: 2
Treasure: None
Alignment: True good
Advancement: None

Fading from nothing, a soft eerie glow hovers over the sickened person, bobbing up and down. As the entity comes clearer and clearer into view, the brilliant white light consumes everything else in sight until there is nothing save the white light and the person underneath it... who appears to become healthier by the second.

Combat

Xhax do not engage in combat under any circumstances. The details provided below are for special abilities used in the process of saving lives.

Healing (Sp): Any creature affected by the plight to which the xhax have answered can be uniquely healed by its powers. To function, the xhax apparently requires the victim to gaze within its hollow tube, allowing the entity to projects its positive energy upon him or her. This radiance will automatically restore the victim to 1 hit point, even if the victim was deceased. Any diseases, poisons, or other conditions that caused the affliction is removed instantly as the positive energy dissolves its source. The xhax will only cure the direct affliction harming the victim and will never restore any additional hit points beyond that amount provided above. It

will only react to those that are dying of the particular event to which they have responded.
Hover (Su): Xhax hover above the ground and are completely independent of physical objects for movement. It has the Hover feat as a bonus feat.
Invisibility (Su): All xhax are invisible unless they are detected by a *see invisibility* or other similar spell or spell-like ability or until they endow their targets with their healing ability.
Incorporeal (Su): All xhax are incorporeal and have no physical body. It can be harmed by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all non-magical attack forms. It has a 50% chance to ignore all damage inflicted from a corporeal source, including spells and magical weapons. It can pass through solid objects and can sense the presence of creatures adjacent to it's location. Since the xhax does not attack under any circumstances, rules regarding natural armour are disregarded. It moves silently and cannot be detected by scent.
Outsider Traits: The xhax has darkvision to 60 feet and cannot be raised or resurrected.
True Creature Traits: Has no sense of self, it cannot defend itself or make a save throw against harm, and only requires a melee or ranged touch attack to hit. Any attempts to detect the xhax's alignment requires the caster to make a Will save (DC 15) or become stunned for 1d4 rounds. Xhax gain a +20 bonus against alignment changes and are immune to any mind-affecting spells or spell-like abilities.

Roleplaying a Xhax
To be honest, there is no means of interacting with these creatures: their sole purpose is to aid those that have fallen to a great man-made catastrophe. Without any sense of self, they are incapable of understanding that they have the ability to interact with their surroundings. They are single-minded in that they come to the rescue of the dying and use their abilities to heal them – nothing more and nothing less.

Drjeds (pronounced dreads) - True Evil

If true evil is beyond the scope of the mortal mind, then the best means of observing it is to ask the following question: what would be evil for Evil?

Drjeds are a demon's nightmare, an essence of absolute malevolence on an uncountable scale. Their very breath is annihilation and they live only to serve one purpose: lay waste to reality and cause all Life to cease existing or else be eternally damned to never succeed.

A drjed appears as a huge, massively bloated corpse suspended atop two tiny legs barely able to support him. Its belly is so abnormal that its skin is torn as it fails to maintain the residual energies that the creature absorbs into its being as it passes through existence. The creature has a perpetually wide mouth that is never closed, does not have any teeth, and devours all life like a vacuum.

The number of these creatures are rare indeed, for they are only found on the planes of Evil tormenting devils, demons, and other evil planars. They seem to have no interest in the mortal worlds and take great delight in causing destruction to those that would believe themselves to be the very makeup of destruction. Everything that comes into contact with the drjed are sucked into its being and destroyed, converting it into a void that works to sustain its very being. But, it's curse is what causes the misery of this creature: it absorbs more than it can digest and is forced to expel all that it has destroyed, preventing it from completely removing all Life that is encounters. Make no mistake, buildings are still levelled, lives are lost and never able to be returned again, but the foundations of Life that are sucked into the drjed's being cannot be contained forever, so that is why this creature can be seen constantly emiting a red mist from its pores as the essence of Life is ejected from the body of this truly evil creature.

Drjeds prefer to savage areas of powerful depravity on the planes and commonly target some of the most powerful princes and deities on the evil planes in the hopes of removing their

aspects from existing. It is all for naught, however, and causes the drjed great anguish at its eternal failure to destroy all Life. It is because they wish for some satisfaction in their devastation that they target evil planar creatures: if they cannot achieve the perfect apocalypse, why should they?

Drjed
Gargantuan Outsider (True, Evil, Extraplanar)

Hit Dice: 20d8 +100 (280 hp)
Initiative: +0 (Dex, Improved Initiative)
Speed: Fly 30 ft. (poor)
AC: 24 (-4 Dex, +15 natural, +3 feats)
Base Attack/Grapple: N/A
Attack: Disintegration
Full Attack: Disintegration
Space/Reach: 20ft/special
Special Attacks: Disintegration, eject undead
Special Qualities: Aura of annihilation, bloated life, DR 20/+2, outsider traits, SR 25, true creature traits
Saves: Fort +45, Ref +4, Will +25
Abilities: Str 35 (+12), Dex 3 (-4), Con 29 (+9), Int 11 (+0), Wis 12 (+1), Cha 10 (+0)
Skills: Balance +12, Concentration +14, Intimidate +24, Knowledge (arcana) +15, Knowledge (architecture and engineering) +10, Knowledge (planes) +10, Listen +20, Search +15, Spot +20, Survival +20
Feats: Heighten Spell*, Hover, Improved Initiative, Improved Natural Armour x3, Widen Spell*
Environment: Any evil plane
Organization: Solitary
Challenge Rating: 18
Treasure: None
Alignment: True evil
Advancement: None

** the drjed will use these feats on its disintegration ability at any time it chooses*

The blur of random, wanton destruction clears and the source becomes revealed. Rising to the height of a watch tower is a bloated corpse, its mouth agape beyond reason as the debris it creates is sucked into the gaping maw. Open sores leak across its swollen body, all which are carried on tiny legs seemingly incapable of holding erect such a mammoth force of death.

Combat
The drjed does not have to concentrate on active combat against an opponent and views any attempts to injure it as a minor inconvenience compared to its ultimate goal of total annihilation. To battle a drjed is to attempt to breach its incredible defences.
Disintegration (Su): Anything within a 100 ft radius of a drjed suffers from a *disintegrate* spell as cast by a 20th'level wizard, reducing the physical object or creature into dust that is then propelled towards the drjed's mouth and absorbed into its being. Any creature that is destroyed by this ability cannot be raised or resurrected.
Bloated Life (Su): For every point of damage that is caused by the drjed's disintegration ability, the creature gains that number of hit points for three rounds, afterwhich it is ejected through the open wounds running along its deformed belly. This requires the creature's total hit points to change on a round-by-round basis and defines the creature as incapable of reaching maximum hit points. The hit points defined above do not reflect any additional hit points gained through this ability. Any damage inflicted against the drjed (that is somehow able to bypass its aura of annihilation) must overcome these bonus hit points first, which can also be treated as a buffer against all attacks.
Aura of Annihiliation (Su): Because of the absolute destruction that is literally absorbed into the drjed's physical body, it is almost impossible for any melee or ranged attack to make contact with the creature before it is disintegrated and absorbed into its body. However, any weapon that is protected with a *globe of invulnerability* or *antimagic field* can pass through this aura and make contact with the drjed's physical form.

This same aura, however, also creates a blur of devastation that completely surrounds the drjed at all times, granting it a 30% concealment chance.

Eject Undead (Sp): As Life is ejected from its open wounds, there is a 10% chance per round that some of this essence will be corrupted and create 10d6 zombies. Just as with any other lifeform, these zombies will be absorbed into the drjed's body again if they enter its disintegration radius and, therefore, they will rise from the ashes until after the drjed has passed more than 100 feet of them.
Outsider Traits: The drjed has darkvision to 60 feet and cannot be raised or resurrected.
True Creature Traits: Any attempts to detect the drjed's alignment requires the caster to make a Will save (DC 15) or become stunned for 1d4 rounds. Drjeds gain a +20 bonus against alignment changes and are immune to any mind-affecting spells or spell-like abilities.

Naszural - True Neutral

The Balance is not just a statement or belief: it is a basis for reality. Without the Balance, there is no Life or even Death. There is only Nothing. It is this fear of Nothing that drives the naszurel (pl.) in their pursuit of maintaining the Balance.

The origins of how creatures such as the naszurel came into being is just as unknown and mysterious as the fiends that populate the evil planes or the angels that dominate the good planes, but there are some unique differences between the naszurel and these other planars. Planars such as the fiends and angels were created as a result of residual energies of the gods, raised as physical representations of the realms that spawned them. The naszurel do not come from a particular plane, nor owe fealty to any deity known to exist. In fact, to proclaim that their work is done in the name of a god is to insult them. As far as the naszurel are concerned, even the gods must answer to the Balance.

Accounts of naszurel activities are as rare as witness accounts of a plane collapsing and, in most cases, it is only those that become directly involved in the pursuit of the Balance that come into contact with these mysterious creatures. There is no reason to believe, however, that those who have fallen victim to the naszurel and viewed them in their true form would account to their existence, if it wasn't for the fact that they have ceased to exist.

As representations and champions for the Balance, a naszural appears exactly identical to each of its brethren. Grey-hued skin and a featureless body – without any visible bone structure, muscle mass, or any discerning qualities like any other humanoid creature – are wrapped behind black and white cloths, each colour equally proportioned to another. They have no facial features either, interacting with their environment without eyes, mouths, ears, or a nose of any sort. The handful of creatures that have interacted with the naszurel speak of an unusual fluctuation in their presence: they do not physically move in the normal sense, but rather they "pop" into various positions, even for those as simple as closing their boneless fingers into a fist. In the blink of an eye, a naszural can suddenly be standing at the far side of the room and suddenly appear directly before you as quickly as the passing of another millisecond. Such bizarre movements are a strong indication that the naszurel come from a place where physical laws are completely different.

Naszurel will only intervene with the actions of the "reality in question" (as they seem to refer to our existence) when the Balance is in extreme jeopardy of collapse. As one can imagine, these are times of great turmoil indeed, but their actions are never documented and will occur as if nothing had ever gone wrong. To maintain the Balance, there must never be evidence of any strain in the Balance to begin with. They are experts at not only keeping reality alive and continuing existence as planned, but altering reality to suit the outcome of their intervention.

But all creatures fear something, and for the naszurel, it is Nothing. The collapse of the Balance, they say, will not result in an apocalyptic multiverse with demons in Heaven and squirrels granted the power of the gods – all Life will cease to exist any more. "The reality in question will fail and all will end," a naszural will say. Their life's work is to prevent that time from ever occurring.

Naszural

Medium Outsider (True, Extraplanar)

Hit Dice: 10d8 (unlimited hit points)
Initiative: +3 (Dex)
Speed: 30 ft.
AC: Special (see Perfect Actions)
Base Attack/Grapple: +10/+14
Attack: Life drain (1d8)
Full Attack: Life drain (1d8)
Space/Reach: 5ft/5ft
Special Attacks: Perfect actions, alter reality
Special Qualities: Existential movement, shared existence, unlimited knowledge, true creature traits
Saves: Fort +8, Ref +9, Will +12
Abilities: Str 20 (+5), Dex 17 (+3), Con 14 (+2), Int 25 (+7), Wis 23 (+6), Cha 20 (+5)
Skills: Special
Feats: Special
Environment: Unknown/any plane
Organization: Any even number
Challenge Rating: --
Treasure: None
Alignment: True neutral
Advancement: None

A humanoid figure stands before you, wrapped in vertical stripes of black and white. Its blank, grey face bears no physical features: no eyes, nose, mouth, or ears, but you can swear its full attention is focused completely on you. It's as if the world around it pauses and moves slower than the rest of reality.

Combat

Naszurel see themselves as above and beyond combat, yet there is always a need to "disengage" a target interfering with the Balance. When these times occur, they are fast and thorough to remove the target, using their perfect attacks and alter reality ability to change the situation to their favour.

Existential Movement (Su): Naszurel do not move in the common sense of the word – they "pop" from one physical position to another, even for extremely simple actions such as picking up an object, closing their fists, or passing through a door. If a naszural decides to move his entire speed in a round, it simply appears 30 ft. from its original starting position.

No one knows how the naszurel attack an opponent as it is never seen. They carry no physical weapons and do not appear to cast spells of any sort. All that is known is that the target of a naszural's attack will suddenly feel pain and lose hit points. There are never any physical signs of the damage inflicted.

Perfect Actions (Su): Their ability to alter reality to suit their tasks transfers to their attacks. A naszural will always succeed in any action that they undertake, including attack rolls, saving throws, skill checks. Bending time and reality to suit their needs, the naszurel will retry a failed action over and over again in a fraction of a second until they have succeeded, at which point they decide to maintain this latest attempt as their final result. So long as an action can be completed by a natural 20, the naszurel can use their perfect actions ability to succeed at it.

For those actions, such as skill checks, that do not allow for natural 20s, add 20 to the HD of the naszurel as a maximum DC the naszurel can make with a skill check.

Alter Reality (Su): Any physical aspect of reality, including laws of gravity and other basis of physics, can be altered to suit the whims of the naszurel and their goal of maintaining the Balance. They can turn a creature into stone, remove the floor from underneath his feet, or convert the air into a poisonous gas. Due to their perfect actions ability, there are no saving throws available for the target of this ability, causing each aspect altered by the naszurel to automatically succeed. In extreme cases in which a creature is found to have threatened the Balance, that creature is simply removed from existence.

This is perhaps one of the toughest abilities for a GM to utilize in a game, but must be left open-minded considering the extremely rare frequency

any player characters would encounter a naszurel.
Shared Existence (Su): No one naszural exists without a connection to the others, and this is the main reason that a single naszural cannot be slain without divine effort. Their life force is interconnected to each other and so their total hit points are impossible to catalogue. To strike one naszural is to strike each one simultaneously, with the damage being shared amongst an uncounted number of these unusual creatures. Even if there were only 1000 naszurel in existence, an opponent would have to inflict 1000 points of damage in order for a single naszural to suffer the loss of one hit point to their own physical body.
Unlimited Knowledge (Ex): Due to their connection and interactivity with the Balance, the naszurel have access to every skill at any time, borrowing knowledge from any other individual naszural to seek the answer they require. For this purpose, any naszural is considered to have each skill with a +15 modifier, including all Knowledge, Craft, and Profession skills.

Naszurel can also have access to any feat, but they must designate these feats prior to interacting with reality. Therefore, the GM can select up to six known feats for any individual naszural encountered.
True Creature Traits: Any attempts to detect a naszural's alignment requires the caster to make a Will save (DC 15) or become stunned for 1d4 rounds. Naszurel gain a +20 bonus against alignment changes and are immune to any mind-affecting spells or spell-like abilities. Naszurel have unlimited access to the foreshadowing ability of true neutral creatures and are not restricted by their hit dice (since they share their hit dice with every member of their race).

Using Naszurel in your Campaign
To describe the naszurel in short order is to use one word: invincible. Creatures that share their hit points with every other member of their species simultaneously, can redirect reality so that they can automatically accomplish any action, and share an unlimited telepathic bond to impart all knowledge between each individual creates a truly unique, and impossible, creature.

The naszurel, in all honesty, should not become ordinary opponents in any campaign. If these creatures should suddenly appear before the party, it is because judgement has been passed and they are forced to take action to protect the Balance and prevent Nothing. While it is possible for a situation to occur in which characters in a game can battle against the naszurel, the use of these particular creatures should be limited to moments of incredible danger against all of existence – they are the final defence against Nothing.

Blink - True Chaos

True chaos, in its highest form, does not have a physical shell in any sense of the word – it is only an essence, a spiritual construct, as it were, developed within the planes of chaos. To describe the blink for mortal minds is too confusing to understand, and that is exactly what Chaos would prefer, if it could make up its mind and truly make decisions. The name "blink" is merely provided to classify this "eventuality" in the context of a creature.

A blink is a curse inflicted by spellcasters to remove control from the target's ability to interact with his environment. A blink is a special connection established by casting the *curse* spell against a target for 1d4 rounds per hit dice of the target (and requiring the 1d4 to be rolled once per hit dice of the target, resulting in a random number of rounds in which the spell must be cast for each time that a blink is summoned and attached to the target) – it goes without saying that such a spell is commonly reserved for epic level spellcasters, particularly against high-level targets. If the target is able to succeed in their save throw against the spell enough times to reduce the number of successful castings below their hit dice total, the blink is unable to attach itself to the target. If it is successful, however, then the blink will bond with the target and cause their life to become miserable.

The curse of the blink forces the bonded target to have all dice rolls re-rolled by the GM every time, with the new roll superseding the original, no matter what the new result should be. This chaotic intervention can result in a critical hit when one was not rolled before or an automatic

failure should the GM roll a natural one for the bonded target. In short, a blink removes the option of choice and control from their bonded target. To break the blink's curse, the bonded target must enter any lawful plane of existence or perform a ritual of any type that results in the bonded target performing a repetitious action for as many rounds as the *curse* spell was cast on them – this ritual can be as simple as saying a prayer for these particular rounds. For each round of the ritual, the bonded target must make a successive Will save (DC 15) with the blink continuously re-rolling their saves in the process. If the bonded target is able to make these saves with the chaotic re-rolling, the blink is expelled from the bonded target and he is free of the curse.

So how can such a curse come from a living entity and not come from the actions of a spell? If the blink cannot be seen because it does not have any physical shell that can be understood by mortal (or even planar) minds, how can such a creature be known to exist? Those that have suffered from a blink's curse report that they have felt a presence following them throughout the duration of the blink's activities, an undeniable feeling looming over their shoulder everywhere they go. Such feelings are not found to come from a spell and lead epic scholars to believe that such a curse can only result in the summoning of an immeasurable creature.

Divatar - True Law

Omnipotence is not an automatic attribute of a true lawful creature – having the ability to know and understand all aspect of Life's functions and how they correlate with each other does not always grant that creature power if their purpose is limited. Take the divatar as an example: a creation designed to collect data on the known (and possibly unknown) portions of existence in order to ensure that all is well.

The only creature that could possibly know what the divatar truly looks like is the one that built it, but that does not refute the existence of this construct. It has incredible polymorph abilities that keep it forever unique and blended with its environment. In some cases, it will appear as a humanoid and walk through the city streets unnoticed, while in other worlds, it will assume the form of an animal or bird and carry along stealthily while releasing its pores into the atmosphere. Either way, there is never anything discernible about the divatar to make it stand out. It is only by discovering the pores that it releases to gather information that the creature can be found.

The divatar's pores are released from its body as microscropic, invisible organisms that pass through the air, water, rock, or whatever cellular object they must integrate with in order to collect their data. While the divatar patiently waits for their return, these pores investigate their way through as much of the world's terrain as possible, learning about their surroundings on an extremely detailed level through interaction. After they have discerned as much information as they can, they return to their host and become absorbed back into its body, releasing their information into its shell and provide the divatar with the data that he requires. This information is then processed and compared to previous information that was collected during its last visit to the same environment with any vital changes noted for future reference.

The discovery of such investigation was done quite simply: the divatar's pores are sensitive to divination magic and cause them to glow a soft pink light. Casting any spells such as *detect magic*, *know alignment*, or *clairaudience* will attract the pores and cause them to detour from their path, aroused by the calling of the spell being used. The divatar will immediately sense the corruption of the pores and summon them all back, but the illumination will continue for quite some time. From there, the caster can trace the pores back to their host and discover the truth.

One thing that is for sure is the divatar is not collecting this information for its own purposes. The question now becomes: who is it collecting for? The odds on favourite are the naszurel, who may seek to use such comparison to garner the nature of the Balance within the existence of that world. The divatar, however, is an extremely crafty creation and will take great measures to ensure that its purpose are not discovered.

Divatar

Medium Construct (Shapechanger, True)

Hit Dice: 8d10 + 20 (74 hp)
Initiative: +2 (Dex)
Speed: 30 ft.
AC: 20 (Dex, +8 natural)
Base Attack/Grapple: +6/+10
Attack: Slam +9 melee (1d6+3) or weapon
Full Attack: 2 slams +9/+4 melee (1d6+3) or weapon
Space/Reach: 5ft/5ft
Special Attacks: Study opponent
Special Qualities: Dissolve, polymorph, spores, gain knowledge, DR 10/+1, SR 24, true creature traits, construct traits
Saves: Fort +3, Ref +5, Will +7
Abilities: Str 17, Dex 15, Con -, Int 20, Wis 18, Cha 10
Skills: Bluff +8, Concentration +8, Decipher Script +6, Diplomacy +4, Disguise +10 (+20 when polymorphed), Gather Information +12, all Knowledge skills +17, Listen +6, Search +6, Spot +6
Feats: Combat Expertise, Power Attack, Skill Focus (all Knowledge)
Environment: Any world
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: True law
Advancement: As character class

(Insert a description of the divatar as the form it appears in.)

Combat

Divatars rarely engage in combat unless they must complete a particular objective. Otherwise, their programmed orders to avoid detection cause them to destroy themselves before they can be engaged and subdued.

Gain Knowledge (Ex): Due to the information that the divatar gains from its spores, it has maximum ranks in all Knowledge skills and can speak every known language. It is also capable of gaining a character class, thereby enhancing its versatility in adaptation.

Spores (Su): Once it has arrived on a new world/plane/other location and has assimilated into its polymorphed form, the divatar will eject spores from its body as a free action. As described above, these spores are invisible, incorporeal, and microscopic in size, but they will illuminate with a bright pink glow when any divination spell is cast within 60 ft. of their presence. This glow will continue for one hour after the spell has been cast, and does appear to attract the spores until they are summoned back by the divatar.

As these spores pass through their environment, they collect information by sampling everything they come into contact with. For example, whenever they encounter a creature (possibly including the players), they will enter their body through their mouth, swim amongst their blood stream, dart around their nervous system, and come out through their nose. The spores will then hold onto their information they have gathered until they have returned to the divatar host.

Study Opponent (Ex): While the divatar is on a mission of discovery, it is always prepared to defend itself against others that seek to gain the information is has collected. Before combat begins, the divatar will release additional spores (it will always keep a reserve number for just such an occasion) to specifically study its opponents for one round. Afterwards, the divatar will know the following facts about his opponent(s): current hit points, base attack bonus, class and character level, AC, SR, known and/or memorized spells, and any special defensive abilities that it may have, such as damage reduction or immunity to fire damage. From this point on, the divatar will be able to adapt its body to perform any one of the following options with its attacks against those opponents: *Infliction* – the divatar gains one of the following

energy types as bonus damage to each of its attacks: fire, cold, electricity, magic, or sonic. This specific damage is chosen according to the specific weakness of the opponent studied.
Counterspell – with advanced knowledge of the opponent's spellcasting ability, the divatar is automatically able to use a counterspell defence against the opponent if one is available (see the specific spell description for details).
Sneak Attack – the divatar gains the sneak attack ability of rogues (with 2d6 bonus damage) against the opponent, using its knowledge of its foe to inflict extra damage against him
Dissolve (Su): If the divatar is close to defeat and has less than 10% of its hit points remaining, it will eject all remaining spores from its body and dissolve into ashes, preventing anyone from garnering the knowledge that it has gained. The spores will soon die out without being able to return to their host.
Polymorph (Sp): For each new location the divatar arrives to study, it will assume a new form as per the *polymorph* self spell (cast by a 15th-level caster). This new shape will last for as long as the divatar is located on the new world/plane/realm and will assume the shape of a common animal or humanoid so as to blend into its environment.
True Creature Traits: Any attempts to detect a divatar's alignment requires the caster to make a Will save (DC 15) or become stunned for 1d4 rounds. Divatars gain a +20 bonus against alignment changes and are immune to any mind-affecting spells or spell-like abilities.

Creating True Creatures

A true creature should be just as rare as the true alignment that it represents, and so their purpose in the campaign should be limited to anything directly related with epic campaigns. While some of these creatures provided above do not provide an epic challenge in any sense of the word, it is their role within existence that makes them epic. To discover a divatar in action is to later enquire about its purpose, which would involve a possible encounter with the naszurel (who are truly epic in scale). While the xhax offer no defence as they have no awareness of self, they will only respond to moment of great crisis that are likely brought about by powerful opponents to the story. It is not the challenge in combat that matters when creating a true creature, but their scale in existence and the purpose in representing their true alignment that matters most.

Creating a true creature is a difficult task (and the five that were presented above did not come easily) for it is a delicate balance of ensuring that their purpose, physical appearance, special abilities, and every other component matches the true alignment for which they stand. And while it is possible for an ordinary humanoid creature to become true neutral, the other four true alignments should be represented by extremely alien presentations. When your players view a true creature, it should baffle their minds and open up the opportunities of existence as soon as you have finished describing them.

APPENDIX I:

THE COLLECTIVE OF BALANCE



Expanding the possibilities of using alignments, particularly with regards to the balance in a standard fantasy campaign, the Collective of Balance is provided as a sample organization ripe with characters and a belief function allowing characters to worship alignment as clerics would pray to the gods. Just as any other organization, the particulars can be modified to suit the needs of any individual campaign, and are given here as an example of possibility.

A rose by any other name...

The Collective of Balance is a non-discriminating private organization located on the Material Plane, accepting any mortal despite race, creed, or sex as long as they follow the Collective's doctrine. Chaotic, lawful, evil, good and neutral members are found in their ranks. This acceptance of all, despite their alignment differences, may seem unusual and forward for a typical fantasy setting, but to understand the true nature of the organization and the reasoning behind their acceptance, the ideology of the Collective must be examined.

Just as any mortal, regardless of alignment, may be found within the ranks of this hierarchy, so too can be found each class. Rogues have a place within the halls just as do fighters and clerics. Despite class acceptance, the Collective of Balance favors clerics, paladins and blackguards – these three groups have an elevated status within the Collective above the other classes.

The Collective appears to be a church from the outside. Its tiered power structure and the devotion of its followers add to this outside perspective. However, unlike a church, the servants of the Collective do not answer to any god or pantheon. They worship the Balance as a whole and each of the Five Aspects individually. This devotion is strong enough to allow worshippers access to the divine domains usually reserved for followers of the gods. This philosophical bent is what truly separates the Collective from a church, gaining them power of the immortals through belief in a nameless force rather than a dignified entity. Unfortunately, the heretical philosophical angle also labels the Collective as a viable target for the "real" churches.

Doctrine

The Collective reveres the Balance of the universe, but as a group of mortals, the Collective can only seriously worry about the balance pertaining to their own mortal plane. Their philosophy is ultimately one of acceptance. Evil is necessary as is Law, Chaos, Good and Neutral. These conflicting polarities in existence create the stable foundation upon which all of life is built.

Without Good, there could be no Evil. Just as the absence of Law does not promote Chaos, it negates the existence of the chaotic principle of the universe. Without the opposing points-of-view in existence, a state of unbeing would fall upon reality. Rather than succumb to non-existence, the clerics of the Collective work to harmoniously balance each of the aspects of reality.

The stable foundation would be jeopardized if any one of the Five Aspects were to become dominant over the other four. The Collective's mandate is to keep all of the Five Aspects on equal footing by preventing each from gaining dominance. Along with this active role in maintaining the balance, the Collective seeks to spread their unique view and recruit more members to the greatest cause.

Rather than worship a good or evil deity, the followers of the Collective revere the independent Aspects: Evil, Good, Law, Chaos, and Neutral. The universe is composed of these Five Aspects. The Aspects existed before the gods and will exist long after the gods vanish into history. The Five Aspects, unlike deities, do not have their own agendas; they are selfless and eternal foundations upon which all creatures, including the gods, adhere to. Within the Five resides Balance and a sustainable existence; without lies nothingness.

Within the Collective's doctrine, gods are viewed as petty, empowered individuals that vie constantly for control over their followers, the heavens, and all existence. Outsiders that serve these creatures are no better. While they may seem to offer help or power, the Outsiders are only pushing their and their masters' agendas. A deity is nothing more than one of the many forms of life established by the Five Aspects and not worthy of the devotion most mortals throw toward them. The Collective often asks, "Why worship a creature when you can instead devote your life to the Concept?"

Summoning is not a preferred tactic among the Collective. Typical outsiders are too dedicated to their own causes. If the Collective are in absolute need of assistance, the clerics will attempt to locate a heretical Outsider to help their cause. Fallen angels, redeemed devils, and any of the other alignment-shifted creatures found earlier in Chapter Six are more attuned to the doctrine of the Collective. These creatures have oftentimes experienced several, if not all, of the Aspects and unlike typical outsiders are more open-minded and willing to cooperate with the Collective. The heretical outsider is always the second choice of the organization. The first and most desired summoning involves a true or absolute creature. These entities are considered avatars of the Balance and only exist to further its causes, which make them the prime candidates for service to the Collective.

Another area of ideology in which the Collective differs from typical church doctrine would be their unusual beliefs on the afterlife. Because each alignment is accepted, there are no punishments or rewards after life. Serving an alignment by being true to your own beliefs is both its own reward and punishment. Once the last breath of life passes from the lips of a mortal, both the body and soul of the being are recycled to maintain the Balance. This belief parallels the druidic idea of returning to nature with the exception that the Collective view nature as just another embodiment of the Five Aspects.

It is easy to see why the Collective is considered heretical to the standard church. Instead of worshipping a god, they focus upon a concept, and view perception as the rest of us would look at the elements to the foundation of Life. The myriad of heavens and hells do not appear within the belief system of the Collective. To compound that heretical belief, evil (or any of the other Aspects) are not only accepted, but encouraged and deemed necessary. A cleric of a church will summon natural outsiders. The

clerics of the Collective, when they summon, prefer to summon true or absolute outsiders which serve no divine power and spit in the face of the gods that created them. When a true creature cannot be found, the organization turns to heretical outsiders that openly defy their natural positions in standard church-reality.

As a result, the doctrine of the Collective is not accepted by members of other churches. The open-minded ideology causes the Collective to be perceived as a threat, like the Devil leading the church's flock astray, stealing devoted followers and lessening the glory of their god.

To further amplify the tension between the organization and other churches, the Collective will often strike at loyal church followers. If goodly bands of paladins slaughter a large group of evil clerics with righteous fury, the band might find a foe in the organization. The same would be true of an association of evil or chaotic clerics that try to gain an upper hand. Often the other churches find themselves on the wrong side of a blade the Collective holds. This tension will never fully dissipate even if somewhere down the road the Collective aides a church it has 'wronged'. These churches find it difficult to understand where the Collective may strike next, for they cannot fathom their belief structure in maintain the Balance as a whole.

Structure

The Collective of Balance is divided into two distinct arms: The Script and The Blade. The Script is the branch of 'church' dedicated to upholding the daily tasks that keep the organization running. The Blade is the section that actually enforces the principles of the Collective. Both arms are ruled over by a governing council simply known as the Council, then divided into five smaller branches, one for each Aspect.

The Council

The Council is an extraordinarily small ruling body, composed of only five members. Each member is a master of the philosophical tenets of one Aspect within the Balance. A dying Council member, based upon their mastery of abilities and their understanding of the Collective's doctrines, secretly chooses the members. Because of these criteria, the wisest and oldest members within the Collective tend to hold the positions of power within the group.

This one body decides the fate not only of the Collective in general, but of each and every branch of the Collective on one mortal world. The Council only convenes when it is absolutely necessary to judge the most important of decisions. The Five Councilmen (or women) never reveal themselves to anyone aside from the daily rulers of the arms. Even then, the Council members are loath to do so unless they can completely trust their associates. Typically, the Council will communicate via written channels, sealing the letters with distinct and unique divine symbols that are unable to be falsified, or through arcane marks and similar spells. These symbols are grafted onto the communiqués by artifacts passed from retiring Council members to the new.

The Council members serve quietly within the Collective until such a time as they are needed. If a physical convention must be held between the Councilmen to settle a dispute, every possible contingency is planned to keep their secrecy. Each Council member has access to a cloak that completely hides their identities from prying eyes. These cloaks are another of the artifacts inherited with the office.

The Council, while consisting of the wisest and most powerful of members, cannot know every occurrence within each of the "churches," or branches. They are kept informed by the true rulers of each branch: The Master at Arms and The Master of Thought.

The Masters

The Master at Arms and the Master of Thoughts rule over the daily tasks of their Aspect. Each Aspect (within each individual church) has both of these offices. The members within their Aspect elect both Masters. The Master at Arms has control over the Sword arm of their alignment, whereas the Master of Thoughts leads the Script arm.

The Masters daily task-list includes but is not limited to adjudication of disputes within the Collective. They also have to keep abreast of the constantly changing social and political landscapes. If the landscape tends to skew toward one of the Aspects, the Masters decide which Aspect will handle the problem. They also decide how the imbalance shall be dealt with (i.e. through violence, non-physical pressure, etc.). The Masters must also keep the Council members informed of all of the church's doings. For the more trusting Aspects, this is not difficult, but a complex systems of information transfer may be in place to keep the secrecy from those who should not know.

Determining which Aspect shall eliminate the problem is commonly open to a presentation from either interested side, each Aspect given an argument as to why they are best equipped and able to deal with the issue at hand. In many cases, Evil may be allowed to handle the matter with as much brutality as can be mustered, to invoke fear and stage a defunct decoy to blame for the solution, allowing the Collective to remain incognito to the public.

At the beginning of each typical day, all ten Masters within a Collective unit meet to discuss the business of the branch. After the debriefing, the Masters split up to tend to their daily tasks.

The Clergy

Underneath the Council and the Masters are the remaining members of the Collective. Each arm has different titles for their members. The titles are however the same within each Aspect.

The Sword is the more militant arm within the Collective. It consists of the holy warriors, fighters and paladins. These members are tasked with enforcement of the doctrine (within the church) as well as quashing alignment imbalance.

Their titles are:

- Celebrant (Character levels 1-5)
- Acolyte (Character levels 6-10)
- Enforcer (Character levels 11-15)
- Sword (Character levels 16-20)

The Script is the more docile arm claiming clerics as its majority class. The Script is given the responsibility of spreading, interpreting and maintaining the doctrine of the Collective. The Script preaches and offer services to the local populations. They are also the eyes and ears of the Sword arm in the world outside the church. In the event of an alignment imbalance, they are the members that spread the word to the Sword.

Their titles are:

- Celebrant (Character levels 1-5)
- Acolyte (Character levels 6-10)
- Disciple (Character levels 11-15)
- Quill (Character levels 16-20)

Each arm begins with followers called Celebrants and Acolytes. They share the same titles because this is the point when most members will change which arm they belong to. This is also the point in their career when the Celebrants or Acolytes adventure the most.

Adventuring is highly desired for both arms of the Collective. Experience is the greatest educator of the fundamental values of the Balance. The clergy will come into contact with individuals of varying personal values and points-of-view. The constant contact with a multitude of ideals is a trial by fire; only the strongest of faith in the Balance will return to the Collective and it only wants the most faithful in its highest ranks.

On top of the standard experience gained with adventuring, the Collective requires one additional obligation of its traveling clergy. While considered a Celebrant or Acolyte, the members must travel with one individual of a differing (opposed) alignment. Both must work together harmoniously for the member to advance within the Collective's ranks. This duty further enforces the Collective's tolerant dogma. For every good member stepping out, they must walk alongside an evil member, and so it is with lawful and chaotic practitioners. Neutral members are sent out with any other Aspect followers, so long as they are sent out with a different concept than the previous time.

Although the Sword and the Script are the main arms of the Collective, the church also employs individuals with other talents. Any individual without cleric or paladin levels, or some other divine class, can still find a home within the Collective. There are many ways

such an individual can further the aims of the Church. Rangers could be useful to a Sword collaboration to quell an uprising. Rogues could be used in the classic Robin Hood role to keep equilibrium between rich and poor in check. These members can never advance within the official church ranks without picking up some divine class levels, but they are there nonetheless.

The titles gifted to these divineless individuals are:

- Scholar (Character levels 1-10)
- Adherent (Character levels 11-20)

Although they serve the Collective, these individuals will never find a voice within the official branch unless they become assimilated into the other arms. The Collective does not fail to use them however.

Clerics of the Collective

When creating a cleric that serves the Collective, there are a few minor differences with a typical character. Instead of serving a god, the cleric always serves the Balance first. The cleric then picks an Aspect to embody. The Five Aspects are: Neutral, Good, Evil, Chaos, or Law. The Cleric must always have an alignment that matches her Aspect – clerics that worship Neutrality must have neutral as their personal alignment, or unconscious personal alignment for campaign using triple alignments.

Depending on the Aspect worshipped, the cleric will have access to the following domains:

Table X-1: Collective Domains by Aspect

GOOD: Good, Sun, Healing, War, Strength
EVIL: Evil, Trickery, Destruction, War, Strength
CHAOS: Chaos, Magic, Luck, War, Strength
LAW: Law, Knowledge, Protection, War, Strength
NEUTRAL: Air, Earth, Water, Fire, Animal, Plant, Travel, Death, War, Strength

Neutral Clerics still need to choose whether they turn or rebuke undead.

Domains found in other sourcebooks or homebrewed can be added to these categories through GM decision. There is an underlying logic within the division of the domains under aspects of the Balance and the individual GMs should strive to maintain the equality present in the listings. So, if a domain is added to the Good Aspect, one should also be added to the other Aspects as well. Neutral may not need an extra domain in just such an instance but if there is one that would fit into the Aspect, then add it. It is also entirely possible to add a domain to the Neutral Aspect without adding one to the other four Aspects. Again, everything is truly under the GM's discretion.

War and Strength are found under each Aspect due to the constant warring between the Aspects. If these domains only existed in one of the Aspects, an imbalance could arise. To minimize that chance, each Aspect is granted these two domains. This sharing of domains is further evidence that the Aspects are all interconnected in some nigh-understandable (at least for a mortal) method.

The Neutral Aspect of existence houses the majority of the domains. This may seem unbalancing at first glance, however, take into consideration that on any standard day, a neutral creature will be good, evil, lawful and chaotic at any time, in any order, and the apparent error disappears.

Clerics are otherwise created per the core rules set forth within *core rulebook I*.

The Path of the Absolute

All followers within the main two arms of the Collective have an additional character choice as they progress. Once they reach the upper echelon of power within the Collective, they may (GM willing) choose to follow the Path of the Absolute.

The cleric or Collective member has to show exceptional dedication toward their Aspect to even attempt the path. The individual then adopts one of the aligned templates (for his Aspect) as discussed in Chapter Six as well as gaining the native outsider creature type and subtype. From there, she follows a rigid

path of doctrine until she shows sufficient purity in representing her Aspect. Once (if ever) the member perfectly embodies her Aspect, she accepts the absolute template.

This option is again at the GM's discretion and is not meant to be a part of every game. There are no set standards to adopt these templates because it is a spiritual journey the individual must make. Each path is different, so each journey should be measured uniquely.

Points of View

Commoner's View of the Collective:
Most commoners believe that the Collective is just another church. Churches demand payment for services and tithes for fealty to their Lord. If the need is dire, a commoner without any strict faith is just as likely to approach the Collective as any other church.

Church's View of the Collective:
Most churches despise the Collective as a heretical sect of the faithless. The Collective may claim to look out for the common "good", but the heretics openly approve and condone evil acts. Churches of evil deities like to claim the exact opposite. The truth is a godless "church" is always a threat to those reliant upon a deity. The Collective "steals" its members from those that feel wronged by real churches. At least, that is how the churches feel.

The Collective's View of the Commoners:
The Collective holds a view of commoners similar to a "real" church. Commoners are lacking in guidance and security. The Collective tries to fill these philosophical needs while offering their services. If the general populace can be recruited into the Collective, then there is a greater chance that the world will not become imbalanced. More members equal more security.

The Collective's View of the Churches:
Churches are outdated. Why worship entities with their own agendas? Do they claim creation over your race? They only seek your faith to increase their own power. Worship in the Five Aspects rewards without the need for servitude. By worshipping a god, by being a slave to the church, you only bring the world's end nearer.

Members of the Collective

Finding two identical beliefs in the Collective is like trying to find two rocks that look alike on a plane of Chaos – if it happens, one of them will be removed. These are some of the most recognized and powerful members of the Collective, which can easily be inserted into any existing campaign.

NOTE: Each member is provided in standard stat blocks using normal considerations, such as alignment pairings. Information provided in sidebars are optional uses of rules, such as triple alignment, found within this book and used for those players or GMs intending to incorporate such aspects into their game.

Atryn Delgard

Male Human Pal12/Ftr8: **CR** 20; Medium-sized Humanoid; **HD** 12d10(Paladin) + 8d10(Fighter); hp 123; **Init** +6; **Spd** 30; **AC** 31 (Flatfooted: 29 Touch: 15); **Base Atk/Grapple** +19/+24; **Atk** +29/+24/+19/+14 (1d8+9, +3 longsword); **AL** LG; **SV** Fort +19, Ref +13, Will +17; STR 19(+4), DEX 15(+2), CON 11(+0), INT 11(+0), WIS 22(+6), CHA 20(+5).
Skills: Climb +9, Concentration +10, Diplomacy +17, Handle Animal +16, Heal +11, Jump +11, Ride +21, Sense Motive +11.
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Combat Casting, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Improved Shield Bash, Improved Sunder, Mounted Combat, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (longsword), Weapon Specialization (longsword).

Spells Prepared (Pal 3/3/2):
1st - *cure light wounds*, *magic weapon*, *protection from evil*
2nd - *remove paralysis*, *shield other*, *zone of truth*

Using These Characters in Your Campaign:

The next several pages provide the major players in the Collective with some options that should be noted.

Each NPC includes a sidebar detailing their triple alignment and possible personality archetypes using the rules provided in the Introduction of this book These are provided to the side in case you should choose not to use these rules in your campaign.

It should also be noted that these NPCs of the Collective were created using the 25-point buy optional rule provided in core rulebook II. †

3rd - *cure moderate wounds*, *heal mount*

Possessions
Weapons: *+3 holy, undead bane longsword*
Armor: *+3 mithral ghost touchfull plate* (SR 13)
Shields: *+3 mithral reflecting bashing heavy shield*
Magic: *wand of cure critical wounds* (12) (Charges: 50); *+3 ring of protection*; *boots of striding and springing*; *cloak of Charisma +6*; *periapt of Wisdom +6*; *belt of giant strength +6*; *gloves of Dexterity +6*
Coin: 291,515 gp.

God's Eye (Paladin's Mount)
Male Animal, Horse, War, Heavy : **CR** 2; Large Animal ; **HD** 10d8+30; hp 75; **Init** +1; **Spd** 50; **AC** 46; **Atk/Grp:** + 7/+11; +7/+2 (1d6+5, 2 hooves; 1d4+2, bite); **SQ** Scent (Ex), Low-light vision (Ex); **AL** N; **SV** Fort +11, Ref +8, Will +5; STR 21(+5), DEX 13(+1), CON 17(+3), INT 8(-1), WIS 13(+1), CHA 6(-2).
Skills: Jump +12, Listen +5, Spot +4.
Feats: Endurance, Run.

Background
Atryn has been an adventurer for all of his life. At the age of 15, he felt compelled into the service of a lawful good deity as a holy warrior. He left his home, family, and friends long behind as he walked the strict path of the paladin.

For fifteen years, he served his god faithfully. Strict in manner and solid in his dedication, Atryn was a scourge among any faithful to the ideals of Evil. He was quickly heralded as a Champion of the commoners and as a destroyer of the undead.

In the sixteenth year of service, the paladin was called to assist in an investigation. Infants had been disappearing in a broad stretch of rural land. With a party of specialized adventurers, Atryn delved into the mystery and faced his hardest challenge. A female solar, one of the most trusted of Atryn's god, was responsible not only for the kidnappings but for the slaughter of the babes. She, Cadrel and a great number of celestials, had begun abducting the children. She calmly explained the reason to the paladin but, in his mind, arose a paradox. Supposedly, Cadrel had begun this task with the full backing of her Lord. One of the children would become a great and terrible tyrant, releasing evil across the world; or so it was foretold. Cadrel systematically exterminated the children to prevent this possibility.

Atryn stared deep into the heavenly blue eyes of the solar. His faith shattered.

Miraculously, Atryn managed to survive the solar and her cohorts. The battle was intense and brief. His own companions ended up dragging his mentally broken body back to civilization. Atryn found his divine gifts had fled with his faith and belief. He removed and stored his specially crafted armor and weapons and turned from the path of righteous glory.

He wandered aimlessly for a few years before hiring himself as a sell-sword to survive. The myths of Atryn and his abilities slowly died down and he faded into obscurity. The paradox never completely faded from his mind.

One night while traveling, Atryn came upon a creature of true and absolute evil. The creature, for Atryn had never seen the likes of it before, slaughtered hundreds of innocents within seconds before a bright piercing

Atryn Delgard: Alignment Options

Triple Alignment: Lawful chaotic good
Title: Purist
Archetypes: Compulsive, Free-Spirited, Honest

Explanation: Atryn is not the type to push his beliefs on another person. He has learned that one must find his own path and follow it to their destiny. But, Atryn would gladly give his own life for another, often without request. If his own death were required and would be meaningful, he would pass from existence without as much as a whisper of a complaint.

Atryn has the three archetypes of Compulsion, Free-spirited, and Honest. Honest is self explanatory and his free-spiritedness is proven by his inability to push his own beliefs on others. However, Atryn is compulsive. Atryn feels that outwardly he must resemble the purity of his own soul. The paladin compulsively polishes his armor and weaponry. Never will he be seen without having first bathed and cleaned himself. And with his constantly combed hair, Atryn is a model of human hygiene.

light appeared before the sell-sword. As he watched astounded, a True being struck down the evil beast with one swipe of a blade.

Atryn's life changed that night. The True told him of the Collective. The True told him it would be his salvation. Then the creature vanished.

Atryn sought out the Collective and began his training in the true philosophy of Good. The Sword arm was a natural fit for the aged warrior and soon his broken faith was replaced with a budding philosophy of Goodness. He quickly ascended to the rank of Enforcer. His skill with a blade was unmatched; only the doctrine of the Collective needed to be learned.

Atryn was eventually called to the private chambers of another clergy member. When he entered the room, he found himself face to face with the Absolute that had set him on his current course. The Absolute handed Atryn the accoutrements of the Council. Atryn would make a fine leader with his experience. "Doubt tempers faith", the Absolute stated. The creature turned to leave and stopped. It leaned back to Atryn and whispered two final phrases: "Seek the Path of the Absolute. Your true destiny lies there." After the being departed, Atryn was once again a holy warrior.

Lila Bredante

Female Human Clr20: **CR** 20; Medium Humanoid; **HD** 20d8+20; hp 125; **Init** +6; **Spd** 40; **AC** 30 (flat-footed: 28 touch: 17); **Atk/Grp** +15/+19; +4 morningstar +20/+15/+10/+5 melee (1d8+8+1d6); **AL** N; **SV** Fort +13, Ref +8, Will +19; STR 18(+4), DEX 14(+2), CON 12(+1), INT 18(+4), WIS 24(+7), CHA 20(+5).
Skills: Concentration +24, Diplomacy +30, Jump +10, Knowledge (arcana) +7, Knowledge (history) +8, Knowledge (religion) +27, Knowledge (planes) +8, Sense Motive +9, Spellcraft +16.
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Craft Wondrous Item, Extra Turning, Forge Ring, Improved Critical (morningstar), Improved Initiative, Negotiator, Scribe Scroll, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (morningstar).

Spells Prepared (Clr 6/7/7/7/6/6/5/5/4/4):
0 - *detect magic*, *detect poison*, *guidance* (x2), *read magic* (x2)
1st - *bane*, *bless*, *comprehend languages*, *inflict light wounds* (x2), *obscuring mist* (D), *sanctuary* (x2)
2nd - *aid* (x2), *align weapon*, *resist energy*, *lesser restoration*, *spiritual weapon*, *wind wall* (D), *zone of truth*
3rd - *bestow curse*, *blindness/deafness*, *fly* (D), *inflict serious wounds*, *invisibility purge*, *magic circle against evil*, *magic circle against good*, *meld into stone*
4th - *dimension door* (D), *dimensional anchor*, *dismissal* (x2), *inflict critical wounds*, *restoration*, *sending*
5th - *atonement*, *flame strike*, *mass inflict light wounds* (x2), *plane shift*, *teleport* (D), *wall of stone*
6th - *blade barrier*, *chain lightning* (D), *greater dispel magic*, *forbiddance*, *harm*, *word of recall*
7th - *blasphemy*, *holy word*, *mass inflict serious wounds*, *greater restoration*, *greater scrying*, *greater teleport* (D)

8th - *antimagic field*, *mass inflict critical wounds*, *greater planar ally*, *greater spell immunity*, *whirlwind* (D);
9th - *elemental swarm* (D), *implosion* (x2), *storm of vengeance* (x2).

Possessions
Weapons: *+4 brilliant energy shocking burst morningstar*
Armour: *+4 ghost touch elven chain mail*
Shields: *Lion`s Shield*
Magic: *ring of protection +5*; *ring of mind shielding*; *periapt of Wisdom +6*; *gloves of Dexterity +4*; *headband of intellect +6*; *cloak of Charisma +6*; *boots of striding and springing*; *belt of giant strength +6*
Coin: 220,872 gp, 4,000 pp, 130,000 sp

Background
Lila Bredante was an orphan raised by the Collective of Balance. She began her tenure at the age of four when a handful of priests adopted her to be a servant for the church.

At the age of nine, however, a cleric found Lila channeling a thick mist in a courtyard while playing a child's game. Immediately, Lila began training with the Script arm of the Collective. She became acquainted well with the practices of the Collective and moved rapidly up the ranks.

By the age of 19, Lila had become distant with the other members of the clergy. Because of her youth, she had always been prevented from traveling abroad and truly experiencing life. She fled the church before ever attaining the rank of Disciple.

Her life as an adventurer proved more exciting then anything she had experienced within the confines of the Collective. Her abilities greatly aided the parties she joined. The constant real world clashes between the differing values of humanity led Lila to dwell on her past and the Collective's purpose. Eventually, she bumped into another member of the Collective. Although the meeting seemed by chance, Leos Talm had been watching Lila's career (through discreet channels) since before Lila had left the church.

Leos quickly convinced Lila to return to the Collective. He offered to train Lila properly in the art of battle to protect the Collective. Lila's skepticism of the old man's abilities was quickly erased as he pummeled her in battle. Finding new purpose, she rejoined the Collective and accrued the rank of Enforcer.

The following years were a blur of training both physical and mental. Her spiritual training also continued at the same breakneck pace until Lila attained the rank of Sword. She was only twenty-six by that point. She found herself actively commanding forces to defend the church. Often, she even led inquisitions within the Neutral arm seeking out treachery. All the while, she grew closer to Leos, trusting him as a father and a confidant.

At the age of 29, Leos fell ill and requested Lila's presence. He had watched her grow into a perfect embodiment of the Collective's

Lila Bredante: Alignment Options
Triple Alignment: Neutral chaotic neutral
Title: Guardian
Archetypes: Cautious, Adaptable, Conditioned

Explanation: Lila has constantly been kept in top form through her years of training. It has become a habit of hers to routinely train constantly, mind, body and soul. This conditioning is part of what has kept her alive throughout her brief years.

Her adaptability would be the yin to her yang of survival. She has shown great ability in shifting to fit within her surroundings whether it is a physical or verbal battlefield. She tries to maintain control with this subtle adaptability, surprising opponents and hopefully leading them into a mistake they will regret.

Lila, despite her heavy combat training, has recently become opposed to killing. She does not wish to impede on others' rights to live, whatever their crimes may have been. She is also cautious about forcing her own will on others, knowing their path is their own. However, if Lila must she will take the upper hand in physical and verbal battles, only to subjugate her opponents always praying that after a breather, her opponents will see reason.

ideals. On his deathbed, Leos gifted Lila with the accoutrements and rules of her new station. Lila became a member of The Council as the last breath passed from Talm's lips: Lila's never looked back.

Lila is continuously training to increase her own abilities and ensure the defense of the Neutral Aspect. She has recently turned her eye and her dedication to following The Path of the Absolute.

Lord Blackrose

Male Human Ari2/Clr18: **CR** 19; Medium Humanoid ; **HD** 2d8 + 18d8; hp 121; **Init** +4; **Spd** 30; **AC** 27 (flat-footed: 23 touch: 19); **Atk/Grp** +14/+17; **AL** LE; **SV** Fort +11, Ref +10, Will +21; STR 16(+3), DEX 18(+4), CON 10(+0), INT 13(+1), WIS 24(+7), CHA 21(+5).
Skills: Bluff +11, Concentration +23, Diplomacy +28, Disguise +8, Forgery +4, Gather Information +14, Intimidate +8, Knowledge (history) +4, Knowledge (nobility and royalty) +8, Knowledge (religion) +24, Perform (acting) +8, Perform (oratory) +8, Speak Language, Spellcraft +15, Spot +8.
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Brew Potion, Combat Casting, Improved Critical (scimtar), Leadership, Martial Weapon Proficiency (scimtar), Scribe Scroll, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Spell Penetration, Still Spell, Weapon Focus (scimtar).

Spells Prepared (Clr 6/7/7/7/6/5/5/4/3/2):
0 - *detect magic*, *detect poison*, *inflict minor wounds* (x3), *resistance*
1st - *bane*, *cause fear*, *command*, *curse water*, *detect good*, *doom*, *inflict light wounds* (D), *obscuring mist*
2nd - *death knell*, *inflict moderate wounds*, *remove paralysis*, *resist energy*, *lesser restoration*, *shatter*(D), *sound burst*, *undetectable alignment*
3rd - *bestow curse*, *blindness/deafness*, *contagion*(D), *contagion*, *deeper darkness*, *inflict serious wounds*, *magic circle against chaos*, *magic circle against good*
4th - *dimensional anchor*, *dismissal*, *divine power* (D), *divine power*, *freedom of movement*, *greater magic weapon*, *spell immunity*
5th – *greater command*, *dispel good*, *flame strike*, *mass inflict light wounds* (D), *righteous might*, *spell resistance*, *true seeing*
6th - *antilife shell*, *blade barrier* (D), *blade barrier, mass bull`s strength*, *forbiddance*, *mass inflict moderate wounds*
7th - *destruction*, *disintegrate* (D), *repulsion*, *summon monster VII*
8th - *earthquake* (D), *fire storm*, *symbol of death*, *symbol of insanity*
9th - *energy drain*, *power word, kill* (D), *soul bind*.

Possessions
Weapons: *+3 wounding vorpal adamantine scimitar*
Shields: *+3 undead controlling reflecting blinding mithral buckler*
Magic: *periapt of wisdom +6*; *bracers of armour +8*; *circlet of persuasion*; *cloak of Charisma +6*; *boots of speed*; *darkskull*; *gloves of Dexterity +6*; *goggles of night*; *ring of sustenance*; *ioun stone*, *iridescent spindle*; *belt of giant strength +6*; *ring of protection +5*; *wand of cure critical wounds* (12) (Charges: 50)
Coin: 22,520 gp

Background:
Lord Blackrose, as he is known, had relatively humble beginnings. He was born a bastard son of a philandering noble, the Lord Amad Balson. For the entirety of his youth, he spent the days

Lord Blackrose: Alignment Options

Triple Alignment: Lawful lawful evil
Title: Manipulator
Archetypes: Compulsive, Observant, Treacherous

Explanation: Lord Blackrose is not a man to be crossed. Always keeping his eyes and ears open, nothing gets past his calculating mind unnoticed. His observant nature, particularly within his own vicinity, is based within his compulsive need for everything to be in its proper place. There is an order to the haphazard method paperwork, weapons, and even poisons are set down in his office. To disturb the order, could risk the vilest of treacheries upon a person.

and early evenings assisting his mother with her duties as a barkeep. When the evenings turned into nights, the child sat quietly huddled in the shabby rooms his mother rented for her nightly services. By the age of six, his mother had fallen ill and passed away. Blackrose became an orphan of the streets knowing that his place was above the stables and corner streets of the cities.

He grew up bitter and resentful. Most of the hatred fuelling his soul was directed subtly toward his deadbeat father. What little hatred he had leftover passed freely to his father's noblewoman wife. But on the streets, urchins survive and thrive. Lord Blackrose carefully plotted the justice (not to mention power) he would gain with the imminent deaths of his should-be parents. Blackrose purchased a number of slow and fast poisons, taking care to experiment with dosage on the community of stray animals near the ten square foot hovel he called home.

Once the young Blackrose was certain of the dosage, he quietly whiled the years away until his plan could ripen. In time, his father aged and desired a proper heir for the estates. Naturally, Lady Balson became pregnant and the promise of an heir blossomed.

Lord Blackrose stepped in to shatter the dream.

He quietly stalked into his father's manor on a stormy night. Edging along the corridors, he made his way to the master bedroom. Once inside, Blackrose dumped a vial of paralyzing poison into his sleeping father's mouth. Lord Balson immediately awoke and struggled toward his attacker. The poison took firm hold and Amad Balsoon watched his illegitimate son murder his wife and unborn child.

Blackrose slipped another toxin into the Lord's system. This toxin (laced with an anti-paralytic) turned the Lord's world upside down. Blackrose demanded to be named rightful heir to the Balsoon fortune. In exchange for his perceived birthright, Blackrose would give his father the anti-toxin. Balson reluctantly agreed. Once he procured the writ, Blackrose slipped his father another vial. This time, the poison was fatal. Quietly, he slipped off the grounds and away from his crimes.

Blackrose stepped forward to claim his birthright and the fortune at the age of twelve. The Collective immediately took an interest in him.

Blackrose found himself rich and powerful, but in need of a personal advisor. The Collective placed a member of their clergy at his side. Advised not only on matters of nobility, Blackrose quickly became a budding initiate to the Script arm of the Collective. His fortune mingled with theirs and everyone benefited, quickly becoming a forceful member of the Collective. He easily grasped and manipulated divine energies. His intense focus and devotion brought him to the head of his order. And once at the top, Blackrose disposed of the rightful Councilor.

While intensely evil, Blackrose has a charming personality. He acts generally nice and welcoming while weaving intricate plots behind his enemies' backs. Typically preferring the usage of his Aspect-blessed magics, Blackrose will resort to physical violence when needed. His plain appearance is just another of his facades. At all times, the Lord Blackrose is heavily covered by protective magics, always prepared to do battle.

Lucious Oakleaf

Male Elf, High Sor6/Rog7/Clr7: **CR** 20; Medium Humanoid (Elf); **HD** 6d4 + 7d6 + 7d8; hp 89; **Init** +9; **Spd** 30; **AC** 23 (flat-footed: 23 touch: 15); **Atk/Grp** +13/+16; *sword of subtlety* +18/+13/+8 melee (1d6+4); **SQ** Immunity to sleep effects (Ex), low-light vision (Ex), +2 saves vs. enchantment spells and effects; **AL** CN; **SV** Fort +10, Ref +15, Will +17; STR 16(+3), DEX 21(+5), CON 10(+0), INT 20(+5), WIS 19(+4), CHA 22(+6).
Skills: Appraise +9, Balance +6, Bluff +16, Climb +4, Concentration +11, Decipher Script +11, Diplomacy +9, Disable Device +19, Disguise +7, Escape Artist +21, Forgery +6, Gather Information +17, Heal +5, Hide +6, Intimidate +9, Jump +4, Knowledge (arcana) +10, Knowledge (religion) +19, Listen +7, Move Silently +11,

Ride +6, Search +23, Sense Motive +5, Sleight of Hand +15, Spellcraft +28, Spot +7, Survival +5, Swim +4, Use Magic Device +10, Use Rope +6
Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Brew Potion, Combat Casting, Eschew Materials, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Spell Penetration, Weapon Focus (short sword).

Sorcerer Spells Cast Per Day (Sor 6/8/7/4)
SorcererSpells Known (Sor 7/4/2/1)
0 - *acid splash*, *daze*, *detect magic*, *light*, *prestidigitation*, *ray of frost*, *touch of fatigue*
1st - *colour spray*, *grease*, *magic missile*, *sleep*
2nd - *mirror image*, *touch of idiocy*
3rd - *fly*

Cleric Spells Prepared (Clr 6/5/4/3/2)
0 - *cure minor wounds*, *detect magic*, *guidance*, *inflict minor wounds*, *resistance*, *virtue*
1st - *bane*, *bless*, *comprehend languages*, *Nystul`s magic aura* (D), *sanctuary*, *summon monster I*
2nd - *align weapon*, *hold person*, *identify* (D), *spiritual weapon*, *summon monster II*
3rd - *blindness/deafness*, *dispel magic*, *invisibility purge*, *magic circle against law* (D)
4th - *chaos hammer* (D), *dismissal*, *freedom of movement*

Possessions
Weapons: *Sword of Subtlety*
Magic: *boots of elvenkind*; *bracers of armour +8*; *cloak of Charisma +6*; *eyes of petrification*; *gloves of Dexterity +6*; *headband of intellect +6*; *ioun stone, orange [prism]*; *belt of giant strength +6*; *periapt of Wisdom +6*; *stone of good luck (luckstone)*; *ring of invisibility*; *ring of spell turning*; *wand of bestow curse* (caster level 8th, Charges: 50); *wand of cure critical wounds* (caster level 7th, Charges: 50); *wand of ice storm* (caster level 8th, Charges: 50).
Coin: 155,910 gp

Blackthorne, Raven Familiar
Female Animal, Raven : **CR** 1/6; Tiny Animal; **HD** 20d8; hp 44; **Init** + 2; **Spd** 10, fly 40 (average);

Lucious Oakleaf: Alignment Options

Triple Alignment: Chaotic chaotic neutral
Title: Explorer
Archetypes: Adaptable, Aggressor, Knowledgeable

Explanation: Lucious is very nearly the epitome of Chaos. He is completely malleable and uses his knowledge of details to compound his adaptability. Unfortunately, for those who find their selves on the wrong end of his sword, Lucious loves stirring up fights. Whenever not learning an interesting detail or tidbit, Lucious is assuredly causing someone problems in any number of ways at least until the whim passes.

AC 38; **Atk/Grp** +9/+4; claw +16 melee (1d2-5); **SQ** low-light vision (Ex); **AL** -**SV** Fort + 9, Ref + 11, Will + 14; STR 1(-5), DEX 15(+2), CON 10(+0), INT 8(-1), WIS 14(+2), CHA 6(-2).
Skills: Balance +6, Concentration +11, Escape Artist +21, Gather Information +17, Hide +10, Intimidate +9, Jump -8, Listen +7, Move Silently +11, Search +23, Sense Motive +5, Spot +7, Survival +5, Swim +4.
Feats: Weapon Finesse.

Background
Some sages describe elves as the most chaotic and unfocused humanoid race on all of the planes. This description pales against the history of Lucious Oakleaf.

Lucious was the first and only child of a bowyer and a druid. As many of his kind are, Lucious was filled with an intense wanderlust even at the earliest of ages., contrasting sharply with the more practical nature of his parents. But they couldn't control the child.

Still, Lucious' parents did their best. He always had a home to return to and once Lucious manifested his first arcane talents, they were quick to enlist him with an elven wizard of high esteem. The wizard had no better luck at educating the child than Lucious' parents had. The wizard quickly backed out of the position as mentor. Lucious

would just have to learn on his own.

He left his roots long behind at the age of twenty-five, still a child by his race's standards. He headed toward the nearest city to begin his true education.

The elf found home within a city dominated by ruffians and peasants. Here, he whiled away his time stealing and practicing his innate gifts. The years passed and the humans Lucious had learned from aged and past on; Lucious barely changed.

Lucious tired quickly of his sorcerous abilities and decided a change of occupation was in order. He delved into the underworld of the city and made a name for himself as a small-time crook. Augmenting the thievery skills he voraciously devoured with his arcane talents, Lucious was soon adopted into the local Thief's Guild.

As his skills increased, so did Lucious' pay. He soon found himself sitting on a veritable nest egg of immense proportions. Lucious did then what any unfocused elf would do: he switched occupations again. He still moonlighted as a thief but, to keep an appearance of law-abiding citizenry, Lucious invested in a series of shops and taverns. While remaining a private investor in the taverns, his face became known with a string of high-priced magic shops. If you were looking for something, it could be found in Oakleaf's shop. The second part of the slogan was always whispered: even if there's only one of the object and it is already owned. These shops were the easiest method for Oakleaf to fence the questionable goods he offered. He also became an important contact for anyone needing services of an illegal variation.

By his 120th year, Lucious was rich. His hands were stuck into a thousand differing investments and he was growing tired of it all. He turned away from his businesses and turned his attention to wasting the fortune he had created.

Lucious spent nearly every night drinking and gambling with his moneys. Still, a person wishing to make contact with the Guild would approach him on occasion. One such person stumbled up to his table one night and challenged Oakleaf to a card game.

This man was a priest of some type and one not held in high regard. Lucious quickly made a fool of the man, taking every last copper piece and even the priest's shoes. The cleric did not want to leave empty handed. He made one final wager. With a great sigh, he laid a simple looking robe upon the table as well as a seal. Lucious carefully appraised the items. Enchantment upon enchantment was layered upon the items. He could barely believe his luck. Soon he would have his hands another fortune. Dollar signs danced in his eyes.

Lucious pushed a pile of gold toward the priest but he declined. The priest didn't want Lucious' money. Instead of riches, the man just wanted Lucious to perform a task for him. Lucious laughed and agreed. At the end of the hand, Lucious was bound to the old man's will. The priest wanted Lucious to take control of leading the chaotic arm of the Collective.

Quill Jonas the Gambler had duped another fool. Lucious, however, took the change of pace relatively well. He had been looking for a change. The Collective allowed him to expand his influence and talents. He easily picked up clerical abilities and found his place as a follower of Chaos. Besides, it gave him a great excuse for troubling the lawful folk he had always annoyed. Lucious was now helping to keep the Balance in check.

Origas the Unyielding

Male Half-Orc Mnk20: **CR** 20; Medium Humanoid (Orc); **HD** 20d8+20; hp 163; **Init** +6; **Spd** 90; **AC** 37 (flat-footed: 31 touch: 29); **Atk/Grp** +18/+22; unarmed strike +27/+22/+17 melee (2d10+11); **SQ** darkvision 60 ft (Ex); **AL** LN; **SV** Fort +14, Ref +19, Will +16; STR 22(+6), DEX 22(+6), CON 12(+1), INT 10(+0), WIS 16(+3), CHA 6(-2).
Skills: Balance +9, Bluff -1, Climb +7, Concentration +2, Diplomacy +1, Escape Artist +7, Forgery +1, Gather Information -1, Heal +4, Hide +7, Intimidate -1, Jump +38, Knowledge (religion) +14, Listen +17, Move Silently +30, Ride +7, Search +1, Sense Motive +14, Spot +14, Survival +4, Swim +7, Tumble +30, Use Rope +7.
Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed

Strike, Mobility, Snatch Arrows, Stunning Fist.

Possessions
Magic: *amulet of mighty fists +5*; *belt of giant strength +6*; *boots of striding and springing*; *bracers of armour +8*; *cloak of etherealness*; *dimensional shackles; gloves of Dexterity +6*; *ioun stone, dusty rose [Prism]*; *ioun stone, pale green [Prism]*; *ring of protection +5*; *ring of spell turning*; *potion of cure serious wounds* (x8)

Background:
Origas was enslaved from the moment of his conception. The bastard son of a female human slave, he was forced into hard labor in his early years. His orcish heritage gave him the strength to survive. The hatred bred from years of abuse and neglect calmed the chaotic fires of his genetics. He taught himself restraint, biding the time until he could escape.

When he approached the age of manhood at 14, his captives had prepared a Rite of Passage. All of the half-breeds were castrated at the age of maturity to prevent the transference of their "tainted" genetics. This was the moment Origas had planned for his escape.

As a hard laborer, the boy had built enough strength to fend off his captors. Focusing the rage, he slaughtered his masters and fled into the night.

Origas traveled for several months before finding sanctuary in a monastery. The monastery was a branch of the Collective. Since the age of fourteen, he has done nothing except train for the position he now holds.

Unlike the other council members, Origas has no access to spellcasting. He relies instead on his strength and agility. The abilities have served him well as a soldier for the Collective but he will always be frowned upon by the "traditional" members of the church. Without access to true divine-derived spells, he won't ever ascend into the true arms of the church. He will forever be a lowly Adherent and an outcast. Origas tries to overcome this weakness through the usage of finely crafted magical equipment.

Origas' firm grasp of the philosophy of the Collective and his inner turmoil are the reasons the mantle of Councilmember was passed to him. The half-orc constantly has to battle with the chaotic rage burning within his soul. The dedication and perseverance he has cannot be matched by the other Councilors.

Origas the Unyielding: Alignment Options

Triple Alignment: Lawful lawful neutral
Title: Negotiator
Archetypes: Dependent, Dedicated, Conditioned

Explanation: The half-orc monk is dedicated. But his dedication to law isn't just a dedication. Origas has become dependent on the law he has subjected himself to. Always fearful of the re-emerging chaos within his soul, the half-orc strives harder and harder to negotiate toward a lawful world. Unfortunately, his dependence upon law has grown throughout the years almost into a complete intolerance of chaos and change.

Dependence and dedication toward law have one great effect though; Origas is one of the greatest monks in the known world. Conditioned doesn't even begin to explain his physical dominance or wisdom.



APPENDIX II:

OPEN ALIGNMENTS/ NO ALIGNMENTS

With all the options presented, we've tried to make alignment an integral aspect of the role-playing experience. However, there are two other options for alignment not yet discussed. The first is a system where alignment is completely removed from the game. The other is an open alignment system.

If, for your campaign, you opt for the absence of alignment altogether much within the system will change. Here are a few of these adjustments:
- Clerics lose quite a few spells including the four alignment domains.
- Arcane casters will also loose spells from their lists (Protection, etc.).
- Without alignments access to outsider subtypes are lost.
- With the loss of subtypes, you may lose creatures such as devils, demons, and angels.
- If you believe in the classic lawful good paladin, that class is gone without modification.
- The myriad of heavenly and hellish planes disappear (along with their deities which are typically Divine manifestations of Alignment).
- Complex shades of gray skewed by everyone's perspective.
- Detailed character personality work.

An *Open Alignment* system can be described as a system in which the many views of good and evil are subjective. The following are some of the possible adjustments that would need to be made:
- Definitive views of right and wrong set forth by societies.
- Definitive views of right and wrong set forth by religions.
- Definitive views of right and wrong set forth by the characters (both PC and NPC).
- Each alignment based spell is going to have to be taken in specific context (i.e. Does this PC, PC's race, PC's religion consider that NPC evil? If not,

the protection spell will not function).
- To achieve the above, an extreme amount of detail will need to be built into the descriptions of the world.
- You still might lose the alignment domains. After all, if good is subjective can there be only one list of nine spells? Couldn't every spell be in the "good" domain?
- Complex shades of gray skewed by everyone's perspective.
- Detailed character personality work.

These suggested adjustments are not meant as a deterrent. A world filled with varying shades of grade would be more realistic than the system currently in place. It could offer your characters the ability to pick and choose their own moral codes. The paladin, if not removed altogether, could represent individual ideals and as a result, many different philosophies could be emphasized.

Maybe more spells and domains would need to be added for the spellcasters. Perhaps the deities become manifestations of the cycle of Life as opposed to Good and Evil. A billion different unique changes could result. The players could invest whole heartedly into a purely political campaign with no real rights or wrongs. Or with the focus on alignment removed, you could build a campaign centered on actual character development. Solo campaigns could become vogue because there would not be the classical slaughter between "good" and "evil" characters.

Do what you want. Follow Rule #0. If you can create a world that draws your players and characters in and traps them in your webs of intrigue without relying upon the typical definitions of good, evil, law and chaos, then do it. As long as everyone enjoys the experience, the amount of time invested is well worth the rewards.

But for those needing inspiration, some examples and details of the aforementioned systems follow.

No Alignment

There are two different ways to accomplish playing without alignment. The first way would be to ignore alignment all together. Personality is unimportant. Simply drop the characters and players into a module and run with it. Ignore their alignments. The excitement and plots built within the modules fulfill everyone's needs for play. With this option, you don't have to worry about which spells to get rid of or modify. There is no additional work required unless you want to spend the time.

Of course, the first option is just avoidance of the issue. You may have a player that wants to be a paladin. You don't have to go in depth with alignment though. As long as you make sure you know who's good and who's not, the paladin can still use their abilities.

The other method is to be a bit more in depth about the lack of alignment. By removing alignment, recognize that many of the spells become useless. *Protection from good* is pointless if no one is good. *Magic circles* also become futile. The domains tied to the aspects of alignment also become useless. A cleric could still use a *summon monster IX* she will just have to pull it from some other domain. Of course, in the SRD the only domains you can pull *summon monster IX* from are the Good, Law, Chaos, and Evil domains. A new domain will need to be created if you still want your clerics to have access to this spell. One possibility would be to create a domain centered on summoning.

SUMMONING DOMAIN

Deities: Any.
Granted Power: You cast summoning spells at +1 caster level.
Summoning Domain Spells
1. *Summon monster I*: Calls extraplanar creature to fight for you.
2. *Summon monster II*: Calls extraplanar creature to fight for you
3. *Summon monster III*: Calls extraplanar creature to fight for you
4. *Summon monster IV*: Calls extraplanar creature to fight for you
5. *Summon monster V*: Calls extraplanar creature to fight for you
6. *Summon monster VI*: Calls extraplanar creature to fight for you
7. *Summon monster VII*: Calls extraplanar

creature to fight for you
8. *Summon monster VIII*: Calls extraplanar creature to fight for you
9. *Summon monster IX*: Calls extraplanar creature to fight for you

This is a perfectly legitimate substitution. While it lacks diversity among its spell list, it fulfills the requirement of giving a cleric access to *summon monster IX*. It also gives the cleric focus. Perhaps the cleric wants to specialize in summoning spells. This domain certainly grants that opportunity.

But if you want more diversity, compare the Good, Law, Chaos, and Evil domains. Technically, they are all the same domain. The only difference is that one casts Good spells while another casts Chaos and so on. If you want to keep the feel of these domains, it is not difficult to create a domain that grants these same basic powers, but this domain would be accessible to any alignment. It would be the personal views of the caster that determine the foe of the spells.

FOE'S BANE DOMAIN

Deities: Any.
Granted Power: You cast once-aligned (i.e. evil or good) spells at +1 caster level.
Foe's Bane Spells
1. *Protection*: +2 to AC and saves and counter mind control. (Formerly *protection from evil*, *protection from good*, etc.)
2. *Aid:* +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level (max +10)
3. *Magic circle against foe*: As protection spell, but 10-ft. radius and 10 min./level. (Formerly *magic circle again evil*, etc.)
4. *Foe strike*: As *holy smite* but against any enemy.
5. *Dispel foe*: +4 bonus against attacks from Outsiders and otherwise per the *dispel evil*spell.
6. *Blade barrier*: Wall of blades deals 1d6/level damage.
7. *Word of power*: Kills, paralyzes, weakens, or dazes enemies per the *blasphemy* spell.
8. *Aura of power*: +4 to AC, +4 to resistance, and SR 25 against enemy spells.
9. *Summon monster IX*: Calls extraplanar creature to fight for you.

This domain confers the same abilities granted by the four alignment domains. The cleric will have to decide his enemies at the beginning of his casting, although this is usually obvious. But the evil, good, chaos, and law descriptors are removed from the spells.

Changes to spells are probably the most numerous of all the adjustments to be made. Not only do the divine spells alter, but so do the arcane spells. The GM will have to take a fine tooth comb through the spell list, removing or adjusting those spells thoroughly intertwined with alignment.

Classes too become modified because of the lack of alignment. Barbarians, monks, bards, and paladins either become non-existent or are no longer restricted by alignment. The paladin's abilities could be modified to affect any creature and the *detect evil* ability could be replaced with *detect magic* or some similar low-level ability. Some of the possible changes for these classes are outlined under the **Alternate Classes** section in **Chapter 6.**

If the GM is going through the hellish amount of work modifying spells and classes for a campaign with no alignment, she should share the wealth with her players. A detailed questionnaire could be produced for each of the characters. This questionnaire would ask personal questions such as: Is killing necessary? Are you capable of killing another person? If and when is killing acceptable? But do not limit the questions to combat. Ask broader ranged questions about the character's personal beliefs and faith. The answers supplied will help the GM gauge not only what the player expects but what her character wants to achieve. A well-defined personality and goals created for a character will lead to a better experience for all involved.

Open Alignment

Kornach silently slid the door back, stepping into the moonlit antechamber. Tonight would be the third and final visit for the holy woman. Tonight would mark the end of the binding.

Gracefully, she moved toward the room where the rite would be performed. She flowed around the weak spots in the wood flooring,

denying the structure the warning wail it had offered on her previous visits. Kornach had learned this residence's tricks. She always did.

The cleric drew her dagger as she crept to the doorway. Breathlessly, she paused to listen for her sign of entrance. Several quiet moments dragged into eternity as she waited for the cry. It came suddenly, the moan of a freshly birthed infant. A light, feminine tone echoed down the hallway.

Kornach pushed the door open enough to sweep into the darkened room and to the side of the bassinet. Mere feet away, the mother of the child wept softly. The shuddering pain of labor still gripped her ravaged body.

Kornach's dagger was swift and silent. The moan became a gurgle; the babe was silenced. Kornach now stood above the mother. Two red-rimmed blue eyes glared at the priestess. The mother's mouth peeled open, preparing a curse. But the dagger was faster than the tongue. Blood poured onto the already stained sheets.

As the mother released her last breath, Kornach prayed for the soul of the child.

"Please, goddess. Bless this babe. Thrice now this family has been denied the blessings of a male heir. Thrice now I have done your work. Thrice now my hands have been stained in your glory.

"Take pity on their souls. They are just mortal." Kornach stared at the death before her and corrected herself. "They were just mortal." The priest turned and moved back to the hallway. Only the husband was left to deal with. Soon, this long night would end.

What do you think of Kornach? Do you think she is evil? Kornach was raised in a society that worshipped a goddess of war. This deity, never named, is also a goddess of death, life, fertility, and the harvest. But recently this goddess decided to issue a decree. All families not bearing a male heir are to be executed and the bindings of marriage to be dissolved. Each family has three chances to produce a male child. If the child is female, it is killed mercifully and quickly. If the first three children are female, the mother and father must die as well.

It seems evil, but welcome to a world of varying shades of gray. Kornach is not evil, she merely executes, pardon the pun, the will of her deity. At least within her own society, Kornach is a saint. This is the dangerous philosophical arena a GM stumbles into with open alignment.

Kornach could not be successfully smote by most paladins within her own culture. A paladin of another culture, holding different beliefs, is another story. Kornach is not evil.

Is the unnamed goddess?

What if the unnamed goddess issued the decree not because of a sadistic temperament but because within two generations time, a vast horde of orcs will invade Kornach's country. This fictional land will need all the strong male soldiers it can produce. Does that make the decree or the goddess evil? Gods do work in mysterious ways, after all.

This is reality. This is a world of varying shades of gray. Good and Evil, as well as Law and Chaos, are just neat little terms attached to actions that truly cannot be fully fathomed. There are a billion differing possibilities for what Good is. Good is feeding the homeless. Good is also enslaving an entire race of humans to fight a war. A war that if lost would mean the end of existence.

Angels become ruthless. Demons and devils become compassionate. Gods and goddesses become schizophrenic. Can you see the "truth" anymore?

As mentioned above for the No Alignment system, a detailed questionnaire for the character is definitely in order. The GM needs to know what is right and wrong within the eyes of the individual character. The GM also needs to provide the character with what is right and wrong within the culture she hails from. The ideologies of all the races need to be expounded upon.

Take elves for example. Elves are beautiful and graceful. They are joined on some level with the fey and thus with the land itself. They're a manifestation of natural beauty. But in nature, there is ferocity. In nature, only the fit survive. Perhaps within the elven culture, if a child is born with a deformity it is slain. Perhaps ugliness, however it is defined by the elves, is also removed from their genetics.

And orcs value strength as well. An orc

unable to fend for itself is left to die. Orcs care not for beauty. If an orc had any measure of fairness, perhaps it is slaughtered. Strength is the important ability, all others must perish.

Are orcs and elves really that different in this world? Maybe that is why they're eternally at war. Each serves as a mirror for each other. But these are merely examples of some thought that can be built into a campaign world centered on an open alignment.

With Open Alignment, you have several factions of clerics within a single church worshipping a single deity. Each faction has its own interpretation of the faith. The deity never truly expounds on its philosophy, allowing the individual factions to claim that they are in the right with their version. This is reality.

One faction thinks that those not of the same faith must be forced into joining their faith. They murder hundreds of non-believers. Another faction tries a peaceful approach. Both seek the same goal: conversion. Which is the right path? The deity never says.

The GM ends up with a major conflict. The conflict of religion arises. The conflict of politics soon follows suit. The tyrant rules with an iron fist but his people are safe and productive, if impoverished and enslaved. The good king however has a kingdom of chaos. The people have rights and freedom, but many more suffer because of it.

By now, the player hates this world. Everything the player has come to believe is right is forcibly twisted upon her. Now the player must think outside her ingrained ideas of Good and Evil. The player disappears and the character takes precedence.

Perhaps the character does not believe in the ideals of their society. Within their society, they are considered heretical and thus evil. But outside their society, maybe there is a culture that holds the same ideals. Maybe this character draws from the beliefs of this other culture and leads a reform amongst his people. Anything is possible.

What Open Alignment does is it removes the box that everyone thinks within. Everyone has to start with a blank slate. The paladin cannot smite someone of his own culture if that person abides by the laws of the race. The paladin, however, can destroy a person of another race that holds views conflicting with the paladin's.

Underneath these philosophical questions that must be answered with Open Alignment lie the mechanical shifts. When do the paladin's abilities function? Can a cleric take an aligned domain? If the cleric is not in synch with her culture, can she have the Good domain or must she accept her role as an outcast along with the Evil domain? What are the true goals of the deities? Are they single-minded in purpose or do they accept that there may be several paths to achieve the ends they desire?

All of these questions and more will have to be answered by the GM. Hopefully, the questions posted and examples given will help you along on your first step into a world with No or Open Alignments.

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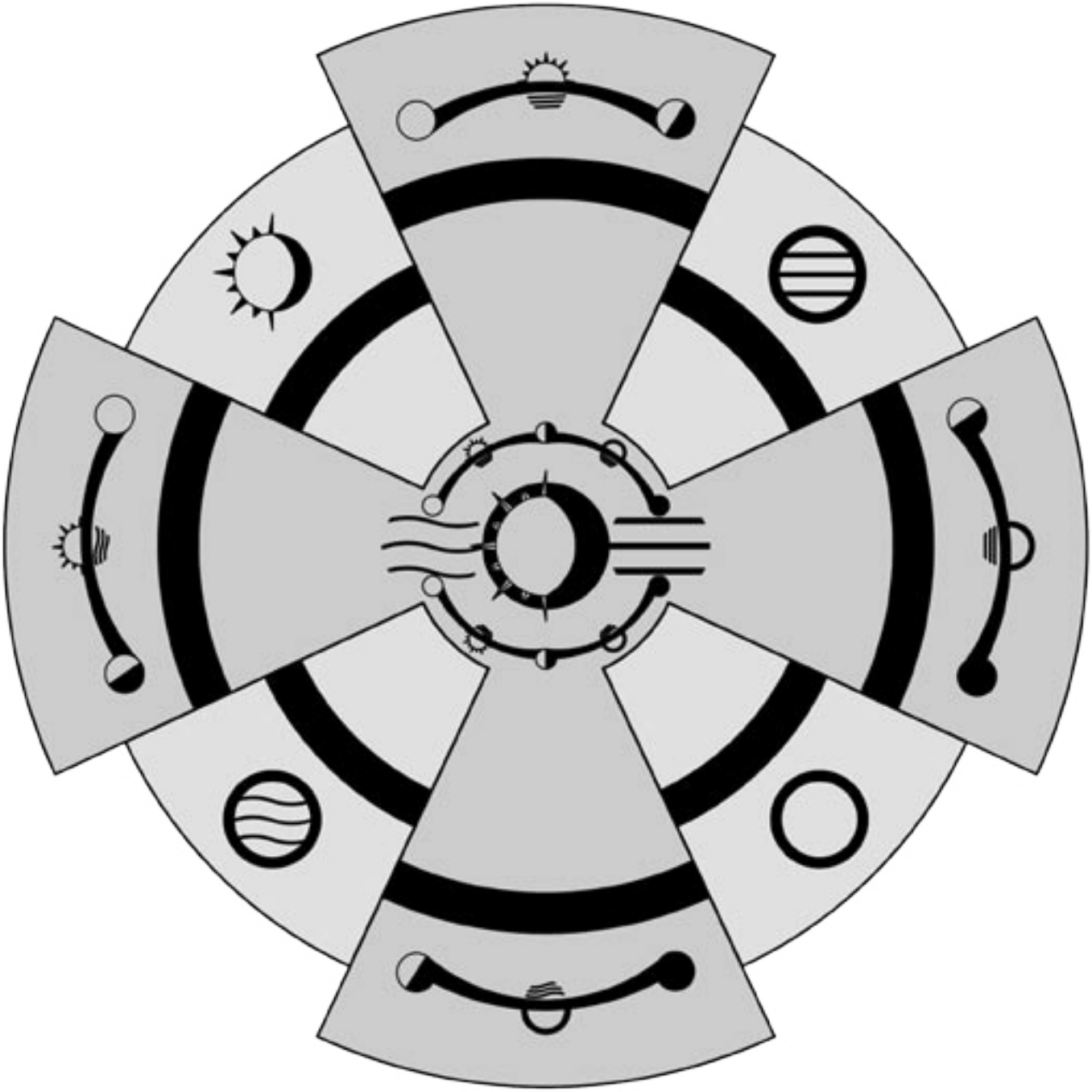
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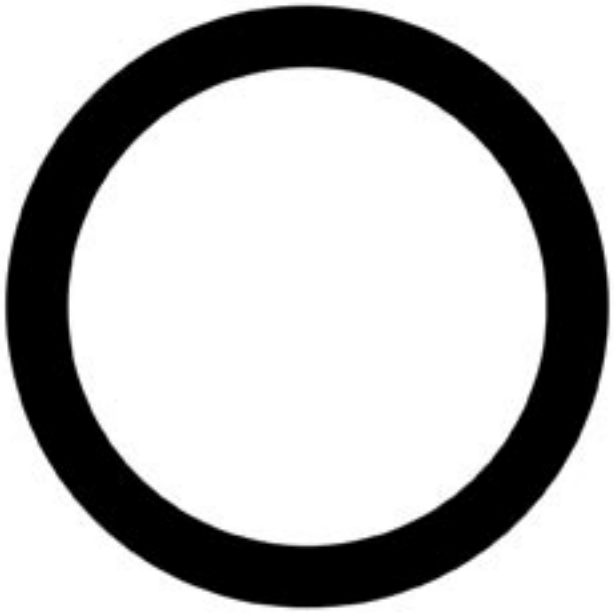
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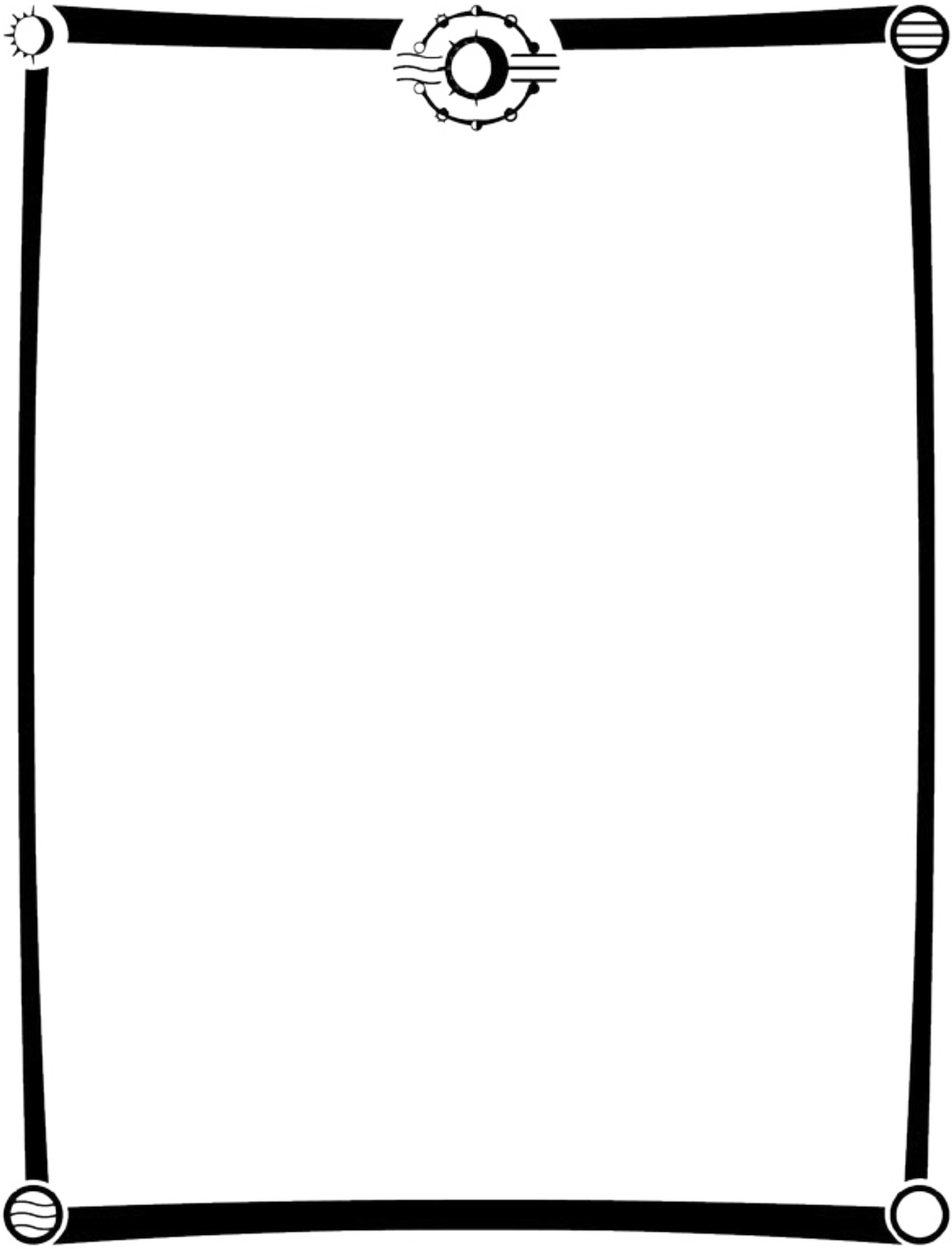












There is more than what you believe...

Every day, Heroes and Villains live out their lives in pursuit of the ultimate goal. Saving innocent lives, conquering the world, gaining power, or spreading the world of a divine being - all of them are quintessential means to an end. They are defined by the alignments: Law, Good, Evil, Chaos, and Neutrality.

But there is more than personal beliefs in Life, more to the fundamental workings of the universe than the independent actions of trillions of creatures. Alignments are not just a series of guidelines for your character to follow. They control everything.

The Book of Alignment is your guide to translating one-and-a-half pages of rough text on the alignment system and expanding it like never before. Providing a theoretical viewpoint of alignments with alternate possibilities for incorporating and expanding the system in your game, this book provides options and topics for discussion within your campaign. Whether these ideas are original or obvious, they are designed to invoke thoughts and concepts to give your characters greater depth in how they interact with their world. Optional rules include true alignments, triple alignments, a non-alignment campaign, and personality archetypes.

In addition, the Book of Alignment introduces a worldly concept in the alignment system and introduces alignments as a universal force. Imagine a creature of pure Evil, its very being striving for nothing more than the absolute destruction of all Life and yet never sated. These pages contain epic options for any campaign, taking your characters on the ultimate quest: to discover the meaning of Life.

Recommended for players and GMs.







