Friendship is Magic. Resistance is Futile.

The Emissary of Barachiel: A Guide to Weaponized Wholesomeness



Ever played that one character who wants to make friends with every enemy in the game? Who sees the good in every NPC and believes truly that all they need is to have that coaxing to draw out their inner goodness? What if I told you somewhere, there was a way, a dark, and terrible power lies hidden in the old tomes of 3.5. A power that could on it's own redefine an entire campaign.

Years ago I attempted to use it. Playing a bubbly, adorable, pop idol whose songs make everyone feel better, whose smile lights up a room, whose magic makes people happier and more loving. And underneath all that sunshine is a supernatural ability that can literally rewrite people's moral alignment against their will. In stark contrast to what seems to be doing the ultimate good in the world, against individuality and free will itself.

She doesn't conquer people with an army. She doesn't threaten them. She doesn't even necessarily realize she's doing anything wrong.

She conquers them with love. Are you ready to be an Idol? That's right! No one is beyond redemption! No one is beyond friendship! And if they disagree, well, that's what the saving throw is for! Remember, everyone deserves a second chance. And a third. And a fourth. We have plenty of daily uses.

The Emissary of Barachiel



The Emissary of Barachiel is one of the most evil classes I have ever read.Though it isn't evil. In fact, you have to be the most lawful good of lawful good guys in order to play it! Despite this, the implications of the mechanics morally is quite dark.

A prestige class out of The Book of Exalted Deeds. Intended thematically to be diplomats and evangelicals. The mechanics of the class when we reflect upon them are a real and true horrorshow.

The good news is that we're here to help! The bad news is that you don't get a say in it. Please keep your arms and legs inside the alignment conversion zone at all times.

The ability to force others to shift their alignment toward Lawful Good. No choice, No will. Their voice carries the unique ability to literally infect someone's soul with a new moral compass, instantly, and if we have anything to say about it permanently.

Side effects may include sudden moral improvement, a newfound appreciation for celestial bureaucracy, and the complete destruction of your previous worldview. Consult your local cleric if your alignment remains unchanged after repeated exposure.

For a bubbly character who doesn't know their voice does that, secretly hilarious, for a character who knows what they are doing, secretly devious and questionably evil in its utter lack of concern for consent.

How Does it Work

First to understand the absolute bullshit that is this guide, you must understand the first ability in the class that is relevant: Calling.

Calling (Su): An emissary of Barachiel's most fundamental ability is the power to issue a celestial call, stirring the conscience of those who hear it. An emissary can use this ability once per day per class level, spending a full-round action to issue the call. Humanoid creatures within 30 feet of the emissary are potentially affected. The emissary makes a Diplomacy check, and the result is the DC for affected creatures' Will saving throws.

So Calling goes on to have several effects that go off depending on the alignment of those who hear it. The most important part about this is that it uses a Diplomacy Check to set our DC. Which is an absolutely bonkers statement when you realize how high you can make one of those. Think of it as a group hug, except the hug is metaphysical, the group has no choice, and the hug comes with a Will save.

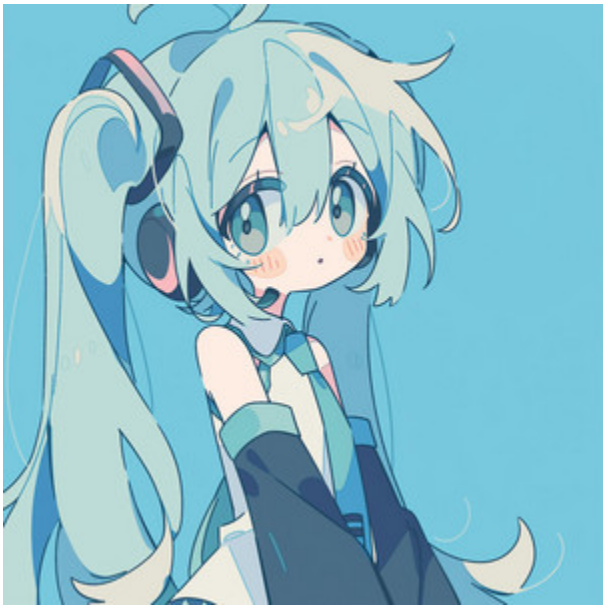
Conversion (Su): A 3rd-level emissary of Barachiel can use his calling ability to facilitate actual conversion of nongood humanoids. Doing so counts as a use of the calling class ability (see above) for the day, and the initial

effects of the calling are the same—except that the emissary takes 5d4 points of nonlethal damage instead of 3d4. When the initial effects are over, however, all creatures that were subject to any effect of the calling (except lawful good creatures) must make another saving throw. Creatures who fail begin acting as though their alignment were one step closer to good. Lawful evil creatures act lawful neutral, neutral evil creatures act neutral, and chaotic evil creatures act chaotic neutral. Lawful neutral and neutral good creatures act lawful good. True neutral and chaotic good creatures act neutral good, and chaotic neutral creatures act chaotic good.

There is more to it. But we've covered the most important parts. The ability allows us to make a Diplomacy check to set our DC and everyone within 30ft who hears our character speak must make a will save against this check or immediately convert one step closer toward Lawful Good. Against the right enemy, we may be able to strip away the alignment that sustains their powers. Against an army, we can turn an entire battlefield into a redemption convention. And against the world? Well, the world is going to learn to love one another. Whether it likes it or not. Most people use Diplomacy to convince someone to do something. We use it to establish how difficult it is for them to resist becoming a better person. It's a subtle distinction.

The Rules of Friendship

So let us explore the exact ways our Idol is going to be spreading love and friendship! Afterall, we need to know our boundaries, our limitations, and just how the power of friendship works!



First we need to know how strong our friendship can get, or in this case, our Diplomacy check. Optimizing Diplomacy will be the key component to ensuring everyone fully embraces love! Second, we need to understand who can become our friends. After all, calling has it's limitations. Then finally, who says friendship has to stop there? Can we break those limitations?

Qualifying for Being an Idol

Our guide will assume you are using our 3.5 to Pathfinder conversion guide for qualifying for the class. This means to begin our journey we need to have 5 ranks in Diplomacy, 1 rank in Knowledge (The Planes), and two feats, Servant of Heavens and Words of Creation (Which in itself needs a base Will Save of +5).

It is this author's opinion that you should consider Multiclassing for the purposes of the build. With a Base Will Save of +5 required, we can accomplish that with 2 levels of a good will save class and 1 level of another.

Color Rating Key!

Purple: The Best Idols go with these choices!
Blue: Maybe you're not Best Friends, but you're still better than most!
Green: Good. A Solid Friend!
Black: At least you're putting in some effort to be a friend!
Orange: You're not being a really good friend going this route.
Red: Friends don't let Friends choose these options.

Building Your Idol

Lets begin by determining the best path to becoming the Idol this world needs! We will focus on Classes that grant bonuses to Diplomacy and who Thematically roll with the build!



Bard

You may have not seen this coming. Good Will Save, Charisma based, decent amount of skills, and several ways to captivate an audience. The Feats required to enter Emissary affect your performances, so why waste it? The right versatile performance and you can use the bonus from a Perform rather than Diplomacy to open hearts and minds! The Celebrity matches our theme and comes with bonuses to Diplomacy. I'm torn though over losing Inspire Courage. Other features of the archetype play interestingly with our build. The Court Bard gets ½ their level to Diplomacy which is bonkers considering.

Cavalier

Take Order of the Star and 1/day add your Charisma modifier to any one skill roll (So Diplomacy). Otherwise this may not be the best class for our goals, though it can be fun.

Cleric

For the purposes of our build it grants us a good will save. Everything else the Cleric does can help a party but is independent of our intended build. It does partially rely on Charisma for some abilities so this would scale for us but, I wouldn't call it the best choice.

Druid

Why are we even bringing up the Druid? Ancient Guardian gets half it's level to Diplomacy and has a good Will save.

Inquisitor
A good will save, but that isn't good enough for us. Have you considered Sworn of the Eldest? Changes out all the Wisdom based powers for Charisma, including spellcasting, and adds ½ your level to Diplomacy! While you must be a Lawful Good, you can still worship an entity a single step away from you in alignment. This may interfere a bit with your sworn service to one of the Tome Archons, but that Role Play is up to you. Fucking Whimsy here!

Another one to consider is at least a level dip into Infiltrator so you can add Wisdom in addition to Charisma to your Diplomacy checks. If you do this consider the Redemption Inquisition as it adds a +2 untyped bonus to Diplomacy. Plus the inquisition matches a bit of our themes.

Marshal
A base class from 3.5. Charisma based with a Good Will save. With a one level dip (Something this build almost requires you to do with something anything else with a good will save) you acquire a minor aura. Choose Motivate Charisma and now you get to add your Charisma bonus as a Circumstance Bonus to all Charisma checks. In this case, our Diplomacy Check. It also grants Skill Focus (Diplomacy) at it's first level. If you have a +3 in Charisma, you'd be gaining +5 from a single level drop to your Diplomacy.

Mesmerist
Charisma based caster with a Good Will save. Has all sorts of mind control powers. Our Hypnotic Stare ability forces someone to have a penalty on their will saves. The Cult Master archetype grants half your level to Diplomacy checks which is a bonkers concept. It also allows your followers to aid another with a +4 bonus as long as they are within 60ft. The Vizier makes the rest of the party look like they are doing all the work, and creates penalties for saves against you from those who trust you.

Oracle
A Charisma based caster with a Good will save. Great for a single level dip as it's curses level regardless of you taking additional levels of Oracle. So if you happen to take Legalistic as your curse, you'd get a +3 to Diplomacy at level 5 with the ability to add +4 to any roll involving a promise you've made. Lore or Lunar mysteries so you don't have to take revelations that are level dependent but apply Cha to AC or Ref. Consider the archetype Dual Cursed Oracle as it allows for two Curses and the Misfortune revelation will let you make someone reroll any D20 roll, especially a certain Will Save we want them to fail. There is no escaping the Friendship Beam™!

Paladin
Charisma based class with a Good will save. The hard to kill, goody-two-shoes, tank, badguy mangolier. Lets be fair, they are built for this to some degree and you will already need to be playing Lawful Good. May as well do it with a bang.

Skald
For some screamo work, the Skald is a charisma based class with a good will save and gets pretty much all we want from the Bard. But also consider the Court Poet that grants us ½ our level to Diplomacy on top of the rest of this. It gains a song that boosts Charisma. It may lose some key Skald powers, but that means little to us.

Spiritualist
If you haven't caught the pattern yet, why even mention the Spiritualist? The Fractured Mind turns this good Will save spellcaster into a Charisma based class. Making it viable.

Vigilante
Having a secret identity and a stage identity is all the jam here. Though nothing says you can't use your abilities from either in the other's form. The Social Grace ability allows you to add a +4 bonus to a chosen skill (diplomacy for us) as a circumstance bonus. We can potentially also take Skill Familiarity and thus always roll a 10. Magical Child doesn't help us in anyway but I'm recommending it on theme damnit.

Prestige Classes

Noble Scion because your a fucking princess and deserve to be recognized as one. Gain ½ your class level to Diplomacy checks. We also pretty much qualify for it. Comes with a bunch of cool stuff like Leadership, because we really needed a cult following.

Races

Gnome: Comes with a +2 to Charisma and has an alternative racial trait Gift of Tongues that grants a +1 to Diplomacy.

Half-Elf: Grants a +2 to any ability score, so we're choosing Charisma, and Skill Focus as a bonus feat, so, Diplomacy.

Half-Orc: Grants a +2 to any ability score, so we're choosing Charisma, and has an alternative racial bonus Burning Assurance granting a +2 to Diplomacy. Overlooked Mastermind hilariously is an alternative race trait that grants a +2 to Diplomacy, but also a +4 if they are humanoid which is our target audience!

Human: Look, humans will always dominate as the most powerful race in the game when it comes to standard power level races. Take the alternative racial trait Focused Study and gain Skill Focus every so many levels, to which we are using this on Diplomacy obviously. Double this down with Silver Tongued and now we have a +2 to Diplomacy, and it allows you to shift a creature's attitude by three steps instead of two.



Feats

Call Truce: Use Diplomacy to halt combat long enough to make a Diplomacy check. Considering we are breaking the wills of people with our voice anyways, may as well make it so those unwilling to listen… Are willing to listen.

Divine Fighting Technique (Desna): Consider this as we are Charisma focused anyways. Plus it's thematic. Butterflies and Starknives?

Using our Charisma to Attack and Damage? Heck yeah.

Ironclad Logic: Switch Intelligence for Charisma and grants bonuses for Diplomacy when presenting checks logically. While our focus is on Charisma, this does open up some cool avenues. Maybe not thematic either, and we love a good theme. Counts as Skill Focus, doesn't stack with Skill Focus, and provides a bigger bonus then Skill Focus.

Negotiator: A 3.5 Feat that grants +2 to Diplomacy and Sense Motive. Untyped bonus.

Nymph's Kiss: A 3.5 feat from the Book of Exalted Deeds. It grants +1 skill point per level (Take it early), +2 Circumstance Bonus on all Charisma checks (So Diplomacy), grants you +1 on saves against spells and spell-like abilities, and Fey treats you like you are fey!

Skill Focus: Diplomacy Lets be fair. Diplomacy is our bread and butter here. A +3 is nothing to laugh at. Even better, a +6 is nothing to laugh at once you get 10 ranks. This sets your DCs even higher.

Sociable Personality: If you are playing a Half-Elf, this is a decent choice from 3.5's Races of Destiny. It allows you to re-roll a Diplomacy check simply because you didn't like it. Though you must accept the second roll.

Persuasive A solid choice, with +2 to Diplomacy until you get 10 ranks at which it becomes +4.

Undead Empathy: A 3.5 feat from Eberron, this feat grants a +4 diplomacy against Undead. While useful in this extreme situation and if you follow one of our suggestions for how to bypass creature type… Not the best use of your time.

Voice of Sibyl: Skill Focus essentially except the bonuses are +1 and +3 respectively.

Words of Creation: Required to enter the class, this lets you do some unique effects with Bardic Performances among other things. Though at the cost of non-lethal damage.

Traits

Altruistic Diplomat: A +2 to Diplomacy if your lawful good. I mean, we have to be!

Destined Diplomat Grants a +2 trait bonus when doing diplomacy with Outsiders. Cool as that is, it'll be a bit before you likely are overcoming creature type for Calling. So not the best choice.

Ease of Faith: A Trait that makes Diplomacy a class skill (better already be!) and grants you a +1 trait bonus to it. Plus it is sort of thematic.

Honest: A trait that gives you a +1 bonus, but also makes it a +2 if they are already friendly to you! Which is practically everyone once you get started.

Prophesied: A trait with a cool concept, but gives us that sweet +1 trait bonus to Diplomacy.

Zealot's Bearing: A -1 to Diplomacy in most initial cases is going to really hurt. But most creatures fold to your will and adhere to your belief in love and friendship eventually. As a result,

that sweet +2 should come into play. As a result of the overall situation here, it does make it a mixed bag.

Spells

Atonement: According to the Conversion ability, casting Atonement on the subject makes the alignment shift permanent. Do this, so you can immediately attempt a new Conversion check and so on.

Baleful Shadow Transformation: Sometimes you just can't get a demon to sit down and talk to you. But if you can make them human, they can understand your heart! Baleful Shadow Transformation overrides most immunities. Making your target think they are whatever you choose. The key here is that we want them to eventually pass the will save. It'll force them to physically become what we've chosen (Human) if they fail that save. During the time they are Human, you will be able to change their alignment (as normally it only works on Humanoids). Eventually they will pass the save to turn back, and hell, you may even turn them back. But by then, you will have irreparably changed who and what they are.

Bestow Insight Adds an insight bonus to the Diplomacy check (from +2 to +6) and allows you to choose to roll twice and take the higher.

Eagle's Splendor: If you don't yet have a headband of charisma, this grants a +4 enhancement bonus to Charisma and thus a +2 to diplomacy for it's duration.

Good Hope: Grants a +2 morale bonus to Diplomacy for it's duration.

Heroism/Greater Herosim: These grant a +2 then a +4 to Diplomacy for their duration. Morale bonuses.

Instant Enemy: Requiring that you have the favored enemy class feature. It makes the target treated as if it were that type of favored enemy for all purposes. All Purposes is a powerful tool here. Making a Devil count as Human, then using our Calling ability to force their alignment to change is… well.. Diabolical.

Improvisation a 3.5 spell would allow us to add half our caster level to a single check within the duration as a luck bonus. If you pull this off without dipping too much, its a great spell to use.

Honeyed Tongue For 10 Minutes/Level you roll twice for diplomacy checks and take the higher result. It also allows you to get a +5 competence bonus.

Gear and Magic Items

Choker of Elegance from Complete Adventurer, the lesser grants you a +5 competence bonus to Diplomacy, the Greater a +10. Absolutely bonkers considering what we are doing here.

Circlet of Persuasion: Grants a +3 competence bonus on all charisma based checks. This is great, as it covers yet another bonus type we could use.

Headband of Charisma: Grants anywhere from +2 to +6 to your Charisma, and thus a +1 to +3

to Diplomacy. It is also likely your casting stat if you are running this right, so essential to your build.

Masterwork Tool, Diplomacy: This is probably a soapbox or something. Grants a +2 Circumstance bonus to diplomacy for 50 gold. If you are not getting it from somewhere else, this is a cheap route to get that circumstance bonus. Not as cool as Nymph's Kiss or as powerful as the Marshal's level 1 aura, but if you're not using either option an absolute must.

The Methodology

I'd like to take a moment to explain just exactly what you are doing here. I know it should be clear by now, and I get that we've talked a lot about this. Let's hit that nail a few more times.

Once you acquire the 2nd ability of Calling, called Conversion, you start to use diplomacy on everyone who comes within inches of you. Call Truce if you have to. Convince your friends (the party) to capture people if need be, because you know in your heart if they will listen to you long enough they will understand how to truly be good people.

Keep Atonement handy, and cast it on anyone subject to Conversion who needs an extra boost or may resist your help! This makes the alignment shift permanent and allows you to immediately make a new Diplomacy check to shift their alignment again toward Lawful Good. Later levels you can use your Calling ability to mimic the effects of atonement on those who are within range.

Call Truce to use Conversion to make someone lose class features if your against the right foe. Though at that point, they may allow you to keep converting them as they deal with the emotional weight of the sudden alignment shift. Use Baleful Shadow Transformation on foes immune to Mind-Effecting Compulsion effects or are not human. If humanoid and immune, problem solved. If not humanoid, once they fail the 2nd effect, you then use your conversion ability until they are fully converted and you can return them to their true form. Also consider for non-humanoids who are immune just using Instant Enemy if you got a favored enemy somehow.

Be aware using this ability deals damage to you.

The Role Play

While we've pushed the cute princess pop idol role play, you really can take this guide and run with it to all sorts of things. A priest deeply in love with their god and just wanting everyone to hear her words, a man who feels he needs to change the world with his voice, and so on. I feel the role play best works with someone oblivious to their power. As you're a good guy and, let's be fair, your good guy given divine power is morally questionable here.

You also don't necessarily need to be a follower of Barachiel. You should pick something fitting within the setting being used by your DM and refluff the Emissary to be a follower of an appropriate to the campaign god or goddess.

In conclusion

There you have it! With the right combination of class features, feats, spells, equipment, and an absolutely unreasonable amount of Charisma, you too can become the beacon of friendship the world desperately needs.

Remember: It doesn't matter how evil someone is, how much they hate you, or how many times they insist that they don't want to be your friend. Everyone has a little good in them. Sometimes you just need to dig it out.

So put on your brightest smile, warm up those vocal cords, and get ready to change the world!

Because friendship is magic. Resistance is futile.



Special Thanks

Jeremy the poor DM who let me run this once.
LordZYA for pointing out that it wasn't clear that this is a good guy only class, which could have

misled players.
WraithMagus for suggesting corrections to my Oracle entry and presenting some cool thematic suggestions like Divine Fighting Style and Noble Scion. Also we definitely quoted the Friendship Beam from them.

Titles I Almost Used

How to Conquer the World with Bubblegum Pop
How to Make the World a Better Place (Whether It Likes It or Not)
How to Win Hearts and Minds by Force
Love Me, Love the World: The Emissary of Barachiel
Smile! You're Being Redeemed.
Weaponized Wholesomeness: The Emissary of Barachiel
How to Brainwash the World with the Power of Love
Everybody Wants to Be Good: A Guide to the Emissary of Barachiel
Make the World a Better Place, One Failed Saving Throw at a Time
The Power of Friendship: A Magical Guide to Indoctrination