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# On Bended Knee

## A Guide to Pathfinder's Obedience Feats

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# An Introduction to Obedience

Careful observers of my work (or those who have played at tables with me before) might have picked up on the fact that I'm absolutely in love with the fabric of religious life on Golarion. In a world whose polytheism puts Earth's to shame, there's a staggering array of beliefs, traditions, agendas, domains, religious holidays, extraplanar realms, etc., all available at the tips of players' fingers. I find myself reading and rereading *Concordance of Rivals*, *Inner Sea Gods*, *Inner Sea Faiths*, *Chronicle of the Righteous*, and the *Book of the Damned* series more than just about anything else in Paizo's canon, and it's for one very simple reason: atheism is a bold stance in a world where gods demonstrably exist, and the separation between them and the mortal world is far less veiled than it arguably is in our world. After all, to high-level adventurers, Heaven and Hell are *actual, literal places that can be visited, inhabited by actual, literal deities*. Want to have a sit-down with Achaek? You'll probably die in the attempt, but he's got his own den in Hell that you could go on holiday to if you were so inclined. I can't stress enough how much I *love* that.

So: with my love of all things theistic established, that brings us to the main event of this guide: the Deific Obedience feat and the numerous copycats that Paizo has released over the years. The obedience concept was first introduced in the original *Lords of Chaos* book detailing the Demon Lords, and has since grown to include just about every major deity or pantheon of deities on Golarion. The gimmick was pretty simple: at 3rd level, you can take a feat that lets you take some daily action—an obedience—that's thematically appropriate to the deity you worship. If you're successful in completing your obedience, you gain a buff to some statistic of yours—saving throws, skill checks, etc. But wait! That's not all! If you're really, really patient, and wait until 12th to 20th level, you also get some powerful boons that are *also* thematically appropriate to your deity given to you. You don't pay any extra resources for these beyond the feat you already spent on your obedience, but various options let you cherry-pick boons, speed up the rate at which you get your boons, and more. Even if the boons aren't always mechanically powerful, they *are* always incredibly flavorful: what says "I'm a worshiper of Gorum" quite as concisely as using Mass Strength Surge and watching your allies tear the arms off your enemies? Nothing, that's right. The real Gorum was the friends we made along the way.

And with that, I think it's time we get down to our theological business. I hope you enjoy engaging with Pathfinder's many bizarre and wonderful deities as much as I have, and figuring out insane new combos for PCs and BBEGs alike. Until we meet again on the plains of Elysium, friends, be well!

All my best,  
**/u/Allerseelen**

# Before We Get Started

## How Do Obediences Work?

Obediences are feats that were introduced by Paizo in order to give players a firmer mechanical connection to the deities they worship. Everybody who wants to get in on the action will start their journey by taking an Obedience feat (*Deific* Obedience, *Fiendish* Obedience, *Celestial* Obedience, *Fey* Obedience, etc.) all of which are available at 3rd level. Precisely *which* feat you take will depend on the deity you're worshipping, whether that's one of the Eldest, an Archdevil, a true god, an Empyreal Lord, a Primal Inevitable, you name it. Each deity has a specific *task* that they want you to accomplish: an *obedience*. These tasks are always heavily thematically linked to the deity's domain portfolio, agenda, areas of interest, etc., and they range from incredibly easy to incredibly hard to complete. Should you manage to complete your obedience, you get a specific bonus right away (your *obedience benefit*) that lasts for 24 hours or until you complete your next obedience. If you fail to complete your obedience, you get no bonus, and all of the abilities your deity grants you from the feat go away. Poof. Fickle, huh?

So: you get an immediate bonus to skills, saves, etc. from your obedience benefit. Is that it? Nope! While the obedience benefit is the part of the system that's available to low-level characters, there's actually a much bigger system lurking iceberg-like under the water. In fact, taking an obedience feat is kind of like signing up for a dinner reservation at a posh restaurant two years in advance: you've got some good food coming to you, but you're going to have to wait a long time to get it. What's the food in this analogy? So glad you asked! The tasty treats you're waiting to get are called *boons*.

You see, regardless of who you worship, each deity or quasi-deity offers three distinct (and increasingly powerful) sets of abilities to their worshipers. If you do nothing but take the basic obedience feat, you'll get these three abilities at 12th, 16th, and 20th level. It's a long time to wait, right? Paizo fortunately offers numerous ways that you can speed up the process and access these abilities earlier in your career, but as a rule, you're not likely to see the bulk of your abilities until your level reaches at least the double digits. Obediences can be game-changingly great in high level play, but not usually before then unless your deity's obedience benefit is off-the-walls amazing (hellooo, Magdh). You can scope out ways to get access to boons faster in the [Path to Obedience](#) section.

Once you've finally slogged the long slog to 12th level (or 8th, or 10th, depending on your deity, etc.) you'll get your first boon, which, unless you took prestige class levels or other feats related to your obedience (again, see the Path to Obedience section) will always come from the section marked "Exalted." The first boon of every deity is like the appetizer and salad course at our fictional restaurant: an amuse-bouche, a prelibation. Each deity offers three spell-like abilities in Tier 1; you get to pick which one of the three you'd like to be able to cast that day. If you choose the 1st-level spell-like ability, you get to cast it 3/day; if you choose the 2nd-level spell-like ability, you get it 2/day; and if you choose the 3rd-level spell-like ability, you get it 1/day. Don't worry if you made the wrong pick! You can always choose something new the next day. The second and third boons that any deity offers are usually quite a bit more powerful, and again have some thematic connection to who the deity is, what they do, and what they want.

Lastly, obedience feats (along with some other requirements) qualify you to take levels in nine separate prestige classes, depending on what pantheon your deity belongs to. Yes, nine. No, I'm not making that up. No, there won't be a quiz on this later. The prestige class system is a mess for the obedience feats, because it's a crazy, cludged-together mess that evolved over Pathfinder's publication period. It's not made any easier by the fact that all of the evil deities got completely

rewritten when the original evil planar splatbooks got rewritten and collated into the all-in-one *Book of the Damned*. Anyway, I've done my best to break prestige classes down for you [here](#) and [here](#).

## What This Guide Is And Is Not

I first started writing this section in my *Spheres of Might* guide because I got any number of complaints about my ratings, my opinions, my writing style, heck, even the *font size* I use. So here's my spiel: this guide is a complete reference to every deity in the game who offers an obedience feat, as well as every prestige class that could conceivably be used to worship such a deity. I will draw on math where I need math to justify my ratings of abilities, but the rest of this guide is unrepentantly one person's opinion. My experience in Pathfinder has been different than yours (sorry for the spoiler) and I can only speak from my experience. What combat scenarios are most likely? In what circumstances would a spell or ability be useful? Which PC class functions best with a particular set of boons? I see all of these things through my own lens, so if you disagree with my assessment, feel free to ignore my ratings or *respectfully* broach the topic with me on Reddit. I don't wanna wake up to any more irate messages at 3:30 a.m. cussing me out for having trashed Urgathoa's spell-like ability menu for Sentinels. Life's too short to complain about roleplaying games, my friends.

## Notes on Format

Each deity in this guide has a few different elements in their write-up: first, the deity's name and sobriquet ("The Dawnflower," "The Accidental God," etc.) with links to their Archives of Nethys and PathfinderWiki pages. I see this guide as an opportunity to get familiar with the lore behind deities as much as the mechanics, so go nuts on the PathfinderWiki browsing. Core pantheon deities will then get a description of the god's major areas of concern, values held by the god's followers, etc. After this, the deity's obedience will be rated on a number of different rating scales, including variables such as how socially tolerable it is to complete the obedience, whether any money or special ingredients need to be expended to complete the obedience, etc. Once I've summarized any latent difficulties in completing an obedience that you may not have spotted, I'll move on to ranking the boons themselves, followed by brief summaries of which classes might consider prestige class levels, Diverse Obedience, Damned Disciple/Damned Soldier, and more. This information is also handled in the [Who's Good At What?](#) section, so you can peruse more freely below the fold.

## Notes on Spell-Like Abilities

Not all of the information on obediences leaps out and grabs you right at the start, and I'd hate for you to have to go digging in old Paizo forum posts about how all of this works. As I mentioned above, you get to choose which of the three spell-like abilities offered by your deity once you complete your obedience each day—you can't use them all, and you're not locked into playing with just one forever after you make your choice. If you're going to spend one day in combat and another speaking with squirrels, by all means, choose *divine favor* on the first day and *speak with animals* on the second. Goodness knows it wouldn't do to choose the other way around. Do also note that the vast—and I mean *vast*—majority of obedience boons are keyed off of your Charisma score, unless otherwise specified by the ability text. Per the rules text on [spell-like abilities](#), the save DCs of these lil' doggies are always based off of your Charisma score. Because you'll most likely be receiving them at 8th to 12th level, it is not at all in your interest to look for deities with any kind of saving throw attached to their spell-like abilities. Your Charisma will most likely be garbage, monsters will most likely pass their saves against 1st through 3rd-level spells, and you will get no sympathy from me. Stick with utility spells, quality of life spells, and good, old-fashioned team buffs. You'll thank me later. Finally, remember that spell-like abilities have no verbal, somatic, or

*most importantly* material components attached to them. Especially in the case of normally costly spells like *animate dead*, getting it for free as a spell-like ability is just...mwah.

## Notes on Prestige Classes

The fastest progression to your deity's boons lies in prestige class levels, so it makes sense for nearly all PCs to investigate whether these prestige classes make sense in their builds. But man, y'all, the prestige class and feat system is a bit of a mess for the obedience system. There are fully *nine* prestige classes capable of gaining obedience boons, each with their own mechanisms for which boons they get to select, and six obedience feats that don't always map onto deities in obvious ways. To make matters worse, each of the three fiendish prestige classes got completely rewritten in the all-in-one version of the *Book of the Damned*, Demonic Obedience was stricken from the record, and everything went to hell in a handbasket. We're going to cut through the noise with a simple timeline to start so that you can see how all this fits together:

1. ***Princes of Darkness: Book of the Damned, Volume I (October 2009)***
  - a. Prestige classes introduced: the original Diabolist, a lawful evil-aligned devil-binder
  - b. Feats introduced: none. Worshipers of Archdevils, Whore Queens, etc. did not originally have an "Infernal Obedience" feat or any means of acquiring obedience boons
2. ***Lords of Chaos: Book of the Damned, Volume II (December 2010)***
  - a. Prestige classes introduced: the original Demoniac, a chaotic evil-aligned demon worshiper
  - b. Feats introduced: Demonic Obedience. At this point, worshipers of Demon Lords only had one set of boons (the Demoniac boons) to pick from, but these boons would later be revised and turned into the Exalted boons for the all-in-one *Book of the Damned*
3. ***Horsemen of the Apocalypse: Book of the Damned, Volume III (November 2011)***
  - a. Prestige classes introduced: the original Souldrinker, a neutral evil-aligned soul gem specialist
  - b. Feats introduced: none. Worshipers of the Horsemen did not originally have a "Daemonic Obedience" feat or any means of acquiring obedience boons
4. ***Chronicle of the Righteous (May 2013)***
  - a. Prestige classes introduced: the Mystery Cultist, a good-aligned worshiper of an Empyrean Lord
  - b. Feats introduced: Celestial Obedience
  - c. From p. 5 of *Chronicle*: "Obedience can bring with it great boons, particularly to the most powerful of an empyreal lord's followers. The Celestial Obedience feat allows a worshiper of an empyreal lord to gain access to additional resistances and powers. The mystery cultist prestige class (see page 48) allows access to the most powerful boons more quickly."
5. ***Inner Sea Gods (April 2014)***
  - a. Prestige classes introduced: the Evangelist, Exalted, and Sentinel, various takes on deific classes. Exalted is for divine casters, Sentinel is for full-BAB martials, and Evangelist is for everyone else. From this point on, the Evangelist/Exalted/Sentinel distinction would become the norm, and all future Paizo books explicitly allow PCs to take levels in these three prestige classes, *even if the obedience feat is not Deific Obedience*.
  - b. Feats introduced: Deific Obedience and Diverse Obedience
6. ***Inner Sea Faiths (March 2016)***
  - a. Prestige classes introduced: none
  - b. Feats introduced: none
7. ***The First World, Realm of the Fey (December 2016)***
  - a. Prestige classes introduced: the Feysworn, a capricious worshiper of the Eldest
  - b. Feats introduced: Fey Obedience

- c. From p. 17 of *First World*: “The proper obedience can bring great boons, particularly to the most powerful of an Eldest’s followers. The following Fey Obedience feat allows a worshiper of an Eldest to gain access to additional resistances and powers. The feysworn prestige class (see page 8) allows access to the most powerful boons more quickly. *In addition, characters using the evangelist, exalted, and sentinel prestige classes from Pathfinder Campaign Setting: Inner Sea Gods may also use these boons and obediences in order to gain power from a patron Eldest (all three classes receive the same boons).*”

#### 8. **All-in-one, revised *Book of the Damned* (September 2017)**

- a. Prestige classes introduced: the revised Diabolist, Demoniac, and Souldrinker classes, all of which were upgraded to boon-granting prestige classes. Evangelist, Exalted, and Sentinel levels now explicitly allowed for any fiendish deity, granting boons as normal; Diabolists, Demoniacs, and Souldrinkers get to choose one package of boons out of the three when they first take prestige class levels
- b. Feats introduced: Fiendish Obedience, Damned Disciple, Damned Soldier
- c. From p. 9 of *Book of the Damned*: “While the Hit Dice at which you gain boons via Fiendish Obedience or Deific Obedience (from *Inner Sea Gods*) are identical, the prestige classes in *Inner Sea Gods* (the evangelist, exalted, and sentinel) that allow accelerated boon achievement have lower entrance requirements than the prestige classes in this book. *As a result, if you wish to use one of those three prestige classes for a character who wishes to gain the boons presented by one of the fiendish divinities in this book, increase the requirements for entry into evangelist, exalted, or sentinel so that a character must be 7th level before selecting the class, as summarized below.*”
  - i. Evangelist: Base attack bonus +7, 7 ranks in a skill other than Knowledge (religion), or ability to cast 4th-level spells.
  - ii. Exalted: Diplomacy 7 ranks, Knowledge (religion) 7 ranks, ability to cast 4th-level divine spells.
  - iii. Sentinel: Base attack bonus +7.

#### 9. ***Concordance of Rivals* (April 2019)**

- a. Prestige classes introduced: the Proctor, a neutral-aligned ally of the psychopomps, aeons, proteans, or inevitables
- b. Feats introduced: Monitor Obedience
- c. From p. 5 of *Concordance*: “Obediences can yield great boons, particularly to the most powerful of a monitor demigod’s followers. The Monitor Obedience feat allows a worshiper to gain access to additional powers. *The evangelist, exalted, and sentinel prestige classes (Pathfinder Campaign Setting: Inner Sea Gods) and the new proctor prestige class (see page 44) allow access to the most powerful boons more quickly.*”

Now, those with a keen eye will quickly spot a major inconsistency in the boons—Celestial Obedience folks never explicitly got the chance to take Evangelist, Exalted, or Sentinel levels! From a publishing standpoint, it’s easy to see why: Demonic Obedience and Celestial Obedience were the only obedience feats to exist prior to the release of *Inner Sea Gods*, when Paizo’s design vision shifted to the three-class Evangelist/Exalted/Sentinel split we know and love, but where Demonic Obedience later got a major overhaul with entirely new and revised boons in the all-in-one *Book of the Damned*, there was never any revised *Chronicle of the Righteous*. Given that the Proctor, Mystery Cultist, Diabolist, Demoniac, and Souldrinker are all explicitly designed for 8th-level entry, and given that Monitor Obedience and Fiendish Obedience explicitly allow Evangelist, Exalted, and Sentinel levels, I see no reason why any sane GM would bar their players from taking Evangelist, Exalted or Sentinel levels in conjunction with Celestial Obedience. Empyrean Lords are often far better fits for PCs than fiends, and the fiends get to have fun with the three deific prestige classes. Come on, be reasonable. Let it slide. It was clearly the design intent.

## Proposed Changes

Assuming your GM is willing to accept my changes, the entry requirements for each of the classes now look like the following table. This keeps things nice and fair for Celestial Obedience users without affecting the power curve at all.

Obedience	Class	BAB	Skills	Spells	Feats
Deific	Evangelist	+5, <i>or</i>	5 ranks, <i>or</i>	3rd-level	Obedience
	Exalted	—	Diplomacy, 5 ranks Religion, 5 ranks	3rd-level divine	Obedience Skill Focus: Religion
	Sentinel	+5	—	—	Obedience Weapon Focus
Fey	Feysworn	—	Planes, 5 ranks	—	Obedience
	Evangelist	+5, <i>or</i>	5 ranks, <i>or</i>	3rd-level	Obedience
	Exalted	—	Diplomacy, 5 ranks Religion, 5 ranks	3rd-level divine	Obedience Skill Focus: Religion
	Sentinel	+5	—	—	Obedience Weapon Focus
Monitor	Proctor	—	Planes, 7 ranks Religion, 7 ranks	Two abjuration spells at different levels	Obedience Alertness
	Evangelist	+7, <i>or</i>	7 ranks, <i>or</i>	4th-level	Obedience
	Exalted	—	Diplomacy, 7 ranks Religion, 7 ranks	4th-level divine	Obedience Skill Focus: Religion
	Sentinel	+7	—	—	Obedience Weapon Focus
Celestial	Mystery Cultist	—	Religion, 7 ranks	—	Obedience
	Evangelist	+7, <i>or</i>	7 ranks, <i>or</i>	4th-level	Obedience
	Exalted	—	Diplomacy, 7 ranks Religion, 7 ranks	4th-level divine	Obedience Skill Focus: Religion
	Sentinel	+7	—	—	Obedience Weapon Focus
Fiendish	Diabolist	—	Planes, 7 ranks Religion, 7 ranks Spellcraft, 7 ranks	Two conjuration spells at different levels	Obedience

	Souldrinker	—	Arcana, 7 ranks Planes, 7 ranks Spellcraft, 7 ranks	Two necromancy spells at different levels	Obedience Great Fortitude
	Demoniac	—	Intimidate, 7 ranks Planes, 7 ranks Spellcraft, 7 ranks	Two enchantment spells at different levels	Obedience Iron Will
	Evangelist	+7, <i>or</i>	7 ranks, <i>or</i>	4th-level	Obedience
	Exalted	—	Diplomacy, 7 ranks Religion, 7 ranks	4th-level divine	Obedience Skill Focus: Religion
	Sentinel	+7	—	—	Obedience Weapon Focus

## The Rating Rubrics

In order to receive any of the bonuses associated with obedience feats, you'll first need to actually complete your obedience. Every deity has a different obedience: some will be shockingly easy to complete; others will be shockingly difficult. Part of my job in helping you determine which mechanical bonuses you want to go after is to decide how much time, effort, and money you'll need to invest in order to complete your obediences, as well as the likelihood that you'll be able to do so in the average adventuring day. To that end, I've created a 5-point scale for each obedience that will help you see at a glance what the investment-reward curve looks like for your particular deity. The categories are as follows:

### Time Investment

The time investment category answers the question, "How long will it take to complete this obedience?" While all obediences are meant to take less than 1 hour, in practice, many will take longer if conditions are not in your favor. Kindly GMs may hand-wave this; others may not.

Obedience fits easily within one hour.

Obedience may take slightly longer than one hour.

Obedience may take one hour if circumstances are favorable, or longer if they are not.

Obedience almost certainly cannot be completed within one hour.

### Material Investment

The material investment category answers the question, "What resources will I need to gather or expend in order to complete this obedience?" Some obediences use nothing more than spoken mantras, practice routines, or materials that are easily gathered from other environments. Other obediences require thousands of gold (lookin' at you, Hastur) or incredibly rare materials.

Obedience uses materials that are either free or easy to acquire in the environment.

Obedience uses materials that must be bought or gathered with minor effort.

Obedience uses materials that are specialties, moderately priced, or both.

Obedience uses materials that are difficult to acquire, expensive, or both.

## Universality

The universality category answers the question, “How easy will it be to perform this obedience, regardless of circumstance?” Let’s be real: adventuring can take you to unexpected places. Ideally, we want obediences that can be completed easily, regardless of whether you’re chained up in prison, underground, on another planet, in a demiplane, etc. Points will be deducted as the conditions in which you could reasonably complete your obedience grow more finicky.

Obedience can be performed easily, regardless of adventuring conditions.

Obedience may require minor modifications to the adventuring day.

Obedience relies on specific circumstances to perform.

Obedience relies on specific—and difficult to achieve—circumstances to perform.

## Acceptability

The acceptability category answers the question, “What will people think of me for performing this obedience?” Guess what? Some evil deities have some pretty loathsome obediences. If you’re traveling around sacrificing slaves (Asmodeus), slaughtering bystanders in single combat (Szuriel), or sabotaging infrastructure (Zyphus), you can bet that local law enforcement might get involved. Whether they can stand against you is another matter, but you at least deserve to know how your GM might handle socially unacceptable obediences.

Obedience is well-tolerated in all societies.

Obedience may turn heads or raise eyebrows, but is neither illegal nor dangerous.

Obedience may be acceptable in some societies, but not in others.

Obedience will cause persecution or immediate attack in nearly all societies.

## Obedience Benefit

Finally, the obedience benefit category answers the question, “What will I get when I complete this obedience?” Obedience boons range from very weak (+4 to saves vs. disease, for example) to very, very strong (+4 to all Intelligence-based skill checks, or +4 to saves vs. mind-affecting effects). Since the obedience feats are always available at 3rd level, it often pays to check out the obedience boon—they can be great perks in the early game.

Obedience grants an excellent benefit that is universally useful to player characters.

Obedience grants a good benefit that will improve most player characters.

Obedience grants a niche benefit that may be useful only in certain circumstances.

Obedience grants a negligible benefit, or one that is rarely useful.



# The Path to Obedience

So: now that you've theoretically decided on a player class and a patron deity, it's time to figure out how you want to get the most out of your deity's boons. There are four general paths to this goal, which I'll outline in ascending order of investment.

## 1. Basic Obedience

By far the easiest path to your deity's boons is to take the Deific / Fey / Celestial / Fiendish / Monitor Obedience feat and stop there. Following this track, you'll receive your first boon at 12th level, your second boon at 16th level, and your third boon at 20th level. The default boons received are the boons for the Exalted prestige class, which give you a daily choice between three spell-like abilities at Tier 1 and two powers thematic for your deity at Tier 2 and Tier 3. If you're not worshipping a deity that has multiple boon tracks (for example, Mystery Cultist boons from Celestial Obedience or Feysworn boons from Fey Obedience) you'll simply get the one platter of boons your deity offers. The Eldest, the Monitors, and the Empyrean Lords generally only have one type of boon on tap, whereas many of the Fiends have three full boon tracks available.

Pros	Cons
<b>Minimal feat investment.</b> One feat (Deific Obedience) isn't going to break the bank, even for classes with limited feats available.	<b>Slow boon progression.</b> Waiting until 12th level for your very first boon is a long, long wait.
	<b>Locked into the Exalted boons.</b> This can be a big deal, as Exalted boons typically aren't great for classes with no casting abilities.

## 2. Boon Selection Feats

If you're looking at your deity's Exalted boons and seeing nothing that makes you jump with excitement, you can always order extra guac and upgrade the Deific Obedience feat by taking the *Diverse* Obedience feat. In addition to allowing you to treat your Hit Dice as two higher for the purposes of qualifying for boons (shifting your progression to 10th/14th/18th level) *Diverse* Obedience allows you to choose your boons from *any* of the three deific prestige classes, Evangelist, Exalted, or Sentinel, at each tier. This is a *huge* upgrade for nearly any character interested in the Deific Obedience path, and it can single handedly salvage many deities who might have poor boons overall, but enough power in at least one class' tier that you can cobble together something quite nice from it. In addition to the "Who's Good At What?" section below, which tries to point out nice combos for the various classes, I'll add a section marked DODO (Deific Obedience + Diverse Obedience) that calls out deities who are otherwise unremarkable, but who who can still be powerful with *Diverse* Obedience. At any rate, I'd highly recommend picking up *Diverse* Obedience as your 9th level feat unless you

have specific other plans—it’s a great upgrade to your boon progression, and chances are far higher that you’ll be able to get a good set of boons with Diverse Obedience than with Deific Obedience alone.

For characters who are worshipping fiends through the Fiendish Obedience track, you can select the Damned Disciple or Damned Soldier feats, which open up the Evangelist and Sentinel boons, respectively, in much the same way that Diverse Obedience opens up all the boons. As with Diverse Obedience, the Damned Disciple/Damned Soldier combo can greatly expand your options when worshipping fiends whose individual boon packages aren’t strong, but that can be combined for extra effect. The fact that Damned Disciple/Damned Soldier doesn’t grant any improvement in the Hit Dice scaling of your boons is a bummer, but that’s the price you pay for worshipping evil deities.

Pros	Cons
<b>Select between multiple boons!</b> This is a power that only Diverse Obedience—not Deific Obedience, and not the prestige classes—can give you. Configurations of abilities assembled from all three classes are often far more powerful than those assembled from one.	<b>One more feat to take.</b> Two feats won’t break the bank, unless you’re trying to shoehorn a ranged playstyle into a class that gets no bonus feats. Just give in!
<b>Faster boon progression.</b> An extra +2 HD ain’t bad.	

### 3. Prestige Class Levels

The third, and perhaps most controversial, choice you can make is to pursue between 1 and 10 levels in a prestige class. The following Obedience feats map onto these prestige classes:

- **Fey Obedience** → Exalted (¾ BAB; full or ⅔ divine casters), Sentinel (full BAB; ½ casting or no casting), or Evangelist (any BAB; any casting level); Feysworn (¾ BAB; casting not required, but supported by prestige class abilities)
- **Celestial Obedience** → Mystery Cultist (¾ BAB; likely full or ⅔ divine casters)
- **Monitor Obedience** → Exalted (¾ BAB; full or ⅔ divine casters), Sentinel (full BAB; ½ casting or no casting), or Evangelist (any BAB; any casting level); Proctor (¾ BAB; likely full or ⅔ arcane or divine casters)
- **Fiendish Obedience** → Exalted (¾ BAB; full or ⅔ divine casters), Sentinel (full BAB; ½ casting or no casting), or Evangelist (any BAB; any casting level); Diabolist (½ BAB; pretty much exclusively full casters), Souldrinker (½ BAB; pretty much exclusively full casters), or Demoniac (¾ BAB; likely full or ⅔ arcane or divine casters)
- **Deific Obedience** → Exalted (¾ BAB; full or ⅔ divine casters), Sentinel (full BAB; ½ casting or no casting), or Evangelist (any BAB; any casting level)

Each prestige class is structured such that you receive your Tier 1, 2, and 3 boons at 3rd, 6th, and 9th levels. New players, though, take note that you receive your boons at the given *prestige class level*, not your overall level. If you go straight into your prestige class as soon as you’re able (that’s 6th level for the Deific Obedience classes and the Feysworn, and 8th level for everyone else) you can expect to receive your boons at 8th, 11th, and 14th levels for Evangelist, Sentinel, Exalted, and Feysworn, and 10th, 13th, and 16th levels for everyone else. Some caveats apply, though, and are worth mentioning below.

Pros	Cons
<b>Very fast boon progression.</b> Let's be real: this is the main reason you would want to play in a deific prestige class. If your deity's boons are bad ones, you shouldn't be here—you should be cherry-picking boons through Diverse Obedience, detailed in Path #2 above.	<b>Locked into one kind of boon.</b> This is less of a big deal for the prestige classes as for the basic Obedience feat, because at least you're guaranteed boons that are <i>somewhat</i> tailored for your role as a martial, caster, etc. Still, you cannot cherry-pick boons with prestige classes—even if you have Diverse Obedience.
	<b>Loss of class features.</b> The biggest drawback to taking prestige class levels is that you lose out on class features. For some “class feature-light” classes like Cleric or Oracle, this might ultimately be of minimal detriment to your progression. For many classes, however, losing out on all that progression is bad business. The Evangelist prestige class fixes this by making you lose only one effective level for 10 prestige class levels, but features ¾ BAB, poor Fortitude and Will saves, and no additional proficiencies.

## 4. Divine Paragon Cleric

If you can't be bothered with any of the above paths, one final option remains open to you: the [Divine Paragon Cleric archetype](#). In exchange for the loss of one set of domain powers, Divine Paragons get accelerated access to their deity's boons (5th/11th/14th) and may choose *any of the three Deific Obedience classes as their boon-granting class*. You can't mix and match between classes, as with Diverse Obedience, but the boon progression offered here is the fastest in the game, and you don't have to worry an ounce about qualifying for prestige class levels! Now, do note that Clerics (despite their godly flavor) often don't make the best Deific Obedience users; Obedience boons are with very few exceptions based on your Charisma modifier, and while Clerics will have modest Charisma scores for their channeling abilities, it's not a huge priority for Clerics in the same way that it would be for, say, Oracles.

Pros	Cons
<b>Fastest boon progression.</b> The Divine Paragon sprints off the starting block like a cheetah with ballistic missiles for feet, opening up your spell-like ability choices by 5th level and granting you a boon progression that matches the prestige classes thereafter. That's...fast.	<b>None.</b>
<b>Choose between all three Deific Obedience boon sets.</b> Divine Paragons get to choose between the Exalted, Evangelist, and Sentinel boons, which can enable some very interesting playstyles without forcing you to wait until prestige class levels become available.	
<b>No feats, no loss of class features.</b> Divine Paragons are	

also advantaged in that they receive Deific Obedience as a bonus feat and surrender relatively little from their base Cleric chassis in order to access their deity's boons. Assuming your deity has good boons on offer, these abilities can be more powerful than domain abilities anyway.

# Who's Good At What?

Since the obedience system is complex and lengthy enough to merit 400+ pages of guide, it should go without saying that there's considerable variance between the strength of boons offered by each deity, as well as which character classes most naturally benefit from those boons. If your deity is offering a whole bunch of improvements keyed off of unarmed strike, chances are good that Paizo intends for you to consider Monk levels as the companion class, not Sorcerer; if you receive a bunch of benefits to extract casting, chances are good that you don't want a Bard, you want an Alchemist. I've done my best to wrangle my recommendations into these tables, but as always, there may be archetypes or items that I'm unfamiliar with that could completely change the game for some classes. I tried to frame my assumptions around the base classes and their class features, not taking archetypes into account. I hope the resource is useful for you!

## With Feats

<p><b>Basic Obedience</b> [Deity] Obedience</p>	<p>Irori: <b>All skill monkeys</b> Shelyn: <b>Bards and Skalds</b> ***</p> <p>Magdh: <b>All skill monkeys</b> Ng: <b>Anyone</b> Ragadahn: <b>Aquatic campaigns</b> Shyka: <b>Anyone</b> ***</p> <p>Monad: <b>Casters looking for more defenses</b> Narakaas: <b>Melee martial characters</b> Narriseminer: <b>Anyone</b> Otolmens: <b>Martial characters, especially those with sneak attack</b> Ssila'meshnik: <b>Magehunting builds</b> Vale: <b>Anyone</b> Vonymos: <b>Bards and Skalds</b> ***</p> <p>Arqueros: <b>Heavily armored, frontline martials</b> Falayna: <b>Grapplers</b> Ragathiel: <b>Anyone fighting evil enemies</b> ***</p> <p>Mahathallah: <b>Illusion specialists</b></p>
<p><b>DODO</b> Deific Obedience + Diverse Obedience</p>	<p>Gorum: <b>T1 (Ex) → T2 (Ex) → T3 (Sen)</b> • Strength-based melee characters Irori: <b>T1 (Sen) → T2 (Ex) → T3 (Ev)</b> • Support casters Nethys: <b>T1 (Ev) → T2 (Ev) → T3 (Ex)</b> • All casters Rovagug: <b>T1 (Ev) → T2 (Sen) → T3 (Sen)</b> • Strength-based melee characters Torag: <b>T1 (Sen) → T2 (Ex) → T3 (Ex)</b> • Frontline melee characters</p>

	<p>***</p> <p>Angradd: <b>T1 (Ev) → T2 (Ev) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Casters fighting creatures with the (evil) subtype</li> </ul> <p>Chaldira: <b>T1 (Ex) → T2 (Sen) → T3 (Ex/Sen)</b></p> <ul style="list-style-type: none"> <li>• Anyone with access to lots of luck bonuses</li> </ul> <p>Gyronna: <b>T1 (Ex) → T2 (Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Magehunters</li> </ul> <p>Hadregash: <b>T1 (Ev/Ex) → T2 (Ex) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Single-target debuffers</li> </ul> <p>Hanspur: <b>T1 (Ex) → T2 (Ex/Sen) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Players in aquatic campaigns</li> </ul> <p>Milani: <b>T1 (Ex/Ev/Sen) → T2 (Ev) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• All combat-based characters</li> </ul> <p>Nivi Rhombodazzle: <b>T1 (Ex/Sen) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• All Charisma-based characters</li> </ul> <p>Thamir Gixx: <b>T1 (Ev) → T2 (Ex) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Characters with sneak attack dice</li> </ul> <p>Xhamen-Dor: <b>T1 (Sen) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Anyone leaning heavily into polymorph spells</li> </ul> <p>Zursvaater: <b>T1 (Sen) → T2 (Ev) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Melee greatsword wielders fighting humanoids</li> </ul> <p>Zyphus: <b>T1 (Sen) → T2 (Ex) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Melee debuffers</li> </ul> <p>***</p> <p>Barzahk: <b>T1 (Ev) → T2 (Sen) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Combat builds that want Ranger-esque, Horizon Walker-esque abilities</li> </ul> <p>***</p> <p>Ashava: <b>T1 (Ex) → T2 (Ex) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Strength-based martials who want to buff themselves to the gills</li> </ul> <p>***</p> <p>Geryon: <b>T1 (Ex) → T2 (Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• <math>\frac{3}{4}</math>-BAB or <math>\frac{3}{8}</math> casting classes that want plentiful poison abilities</li> </ul> <p>Moloch: <b>T1 (Ev) → T2 (Ex) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Fire-based full arcane caster blasters, preferably with decent Wisdom scores</li> </ul> <p>Moloch: <b>T1 (Ev) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Any melee martial</li> </ul> <p>***</p> <p>Yamasoth: <b>T1 (Ev/Ex) → T2 (Ev) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Melee martials who want to tank and debuff</li> </ul>
<p><b>Damned Feats</b></p> <p>Damned Disciple or Damned Soldier</p>	<p>Baalzebul: <b>T1 (Ev) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: party faces who want to be <i>scary</i></li> </ul> <p>Belial: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: anyone who wants to excel (and I mean <i>excel</i>) at infiltration and tanking</li> </ul> <p>Dispater: <b>T1 (Ev) → T2 (Ex) → T3 (Ex)</b></p>

	<ul style="list-style-type: none"> <li>Damned Disciple: Charisma-based casters who want access to immense power with <i>charm</i> spells and <i>true seeing</i></li> </ul> <p>Dispater: <b>T1 (Ex) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: Dexterity-based ranged or melee fighters who want to be able to perform smites on command</li> </ul> <p>Moloch: <b>T1 (Sen) → T2 (Ex/Sen) → T3 (Ex/Sen)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: Charisma-based melee fighters who value buffing, debuffing, and easy access to size changes</li> </ul> <p>Ardad Lili: <b>T1 (Ex) → T2 (Ev/Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: sneaky socialites who also want to amass a wealth of souls bound to their person</li> </ul> <p>Doloras: <b>T1 (Ev) → T2 (Ex) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: Charisma-based save-or-die specialists</li> </ul> <p>Doloras: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: crit-fishing magehunters, especially those TWfing kukris or with good Charisma scores</li> </ul> <p>Eiseth: <b>T1 (Ex) → T2 (Ex) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: battlefield control specialists</li> </ul> <p style="text-align: center;">***</p> <p>Charon: <b>T1 (Ex/Sen) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: Charisma-based debuff specialists</li> </ul> <p style="text-align: center;">***</p> <p>Abraxas: <b>T1 (Ev) → T2 (Ev) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: offensive casting builds</li> </ul> <p>Andirifkhu: <b>T1 (Ev) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: sneaky-stabby melee martials</li> </ul> <p>Angazhan: <b>T1 (Ex) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: Strength-based melee demoralize builds</li> </ul> <p>Baphomet: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: Antipaladins, Bloodragers, and anyone else who has an animal companion</li> </ul> <p>Dagon: <b>T1 (Ev) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: melee fighters in primarily aquatic campaigns</li> </ul> <p>Dagon: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: melee magehunters, especially Bloodragers and Antipaladins</li> </ul> <p>Deskari: <b>T1 (Ev) → T2 (Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: anyone who wants to be a <i>swarm lord</i></li> </ul> <p>Flauros: <b>T1 (Ex/Sen) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>Damned Soldier: fire-based magehunters</li> </ul> <p>Gogunta: <b>T1 (Ev) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: casters leveraging fog and mist tactics</li> </ul> <p>Haagenti: <b>T1 (Ex) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>Damned Disciple: martial classes with access to mutagens (Mutagenic Mauler Brawler, Mutation Warrior Fighter, Experimenter Vigilante, etc.)</li> </ul> <p>Haagenti: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p>
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	<ul style="list-style-type: none"> <li>• Damned Soldier: all other martial classes</li> </ul> <p>Jezelda: <b>T1 (Sen) → T2 (Ex/Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: natural attack builds</li> </ul> <p>Jubilex: <b>T1 (Ex) → T2 (Ev or Sen) → T3 (Ev or Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple or Soldier: those who want to use poisons or resist poisons; anyone looking for [mind-affecting] immunity</li> </ul> <p>Kabriri: <b>T1 (Ev) → T2 (Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: anyone</li> </ul> <p>Mazmezz: <b>T1 (Ex) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: Charisma-based full or ¾ casters who want to lean into battlefield control with the <i>web</i> spell and Strength drain tactics</li> </ul> <p>Mestama: <b>T1 (Ev) → T2 (Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: Witches or full casters specializing in illusion magic</li> </ul> <p>Nurgal: <b>T1 (Ex) → T2 (Ev) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: weapon-based damage dealers</li> </ul> <p>Orcus: <b>T1 (Ev) → T2 (Ev) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: necromancers</li> </ul> <p>Pazuzu: <b>T1 (Ex) → T2 (Sen) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: martials</li> </ul> <p>Shax: <b>T1 (Sen) → T2 (Sen) → T3 (Ex/Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: any weapon-based damage dealer that wants to specialize in sneak attack and bleed damage</li> </ul> <p>Shivaska: <b>T1 (Ev) → T2 (Ev) → T3 (Ev/Ex)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: anyone</li> </ul> <p>Sifkesh: <b>T1 (Ex) → T2 (Ex) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: melee magehunters</li> </ul> <p>Socothbenoth: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: Charisma-based martials</li> </ul> <p>Socothbenoth: <b>T1 (Ex/Sen) → T2 (Ex) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: Charisma-based full casters</li> </ul> <p>Urxehl: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: Strength-based natural weapon builds, especially those with access to polymorph spells; think Bloodrager, Alchemist, certain Oracles, etc.</li> </ul> <p>Xoveron: <b>T1 (Ev) → T2 (Ev) → T3 (Ex)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: highly mobile debuffing casters</li> </ul> <p>Xoveron: <b>T1 (Sen) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: melee martials</li> </ul> <p>Yhidothrus: <b>T1 (Ex) → T2 (Ev/Ex) → T3 (Ev)</b></p> <ul style="list-style-type: none"> <li>• Damned Disciple: anyone, but especially debuffing-focused full casters</li> </ul> <p>Zevgavizeb: <b>T1 (Ex) → T2 (Sen) → T3 (Sen)</b></p> <ul style="list-style-type: none"> <li>• Damned Soldier: martials and full divine casters who are nuts about dinosaurs: becoming one, summoning a permanent tyrannosaurus...</li> </ul>
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	Zura: <b>T1 (Ev/Ex) → T2 (Ev) → T3 (Ex)</b> <ul style="list-style-type: none"> <li>Damned Disciple: anyone</li> </ul>
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## With Prestige Class Levels

Arcane Casters (Full)	
<p><b>Arcanist</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Souldrinker</p> <p><u>12th-Level Entry</u></p> <p>Sentinel</p> <p><u>Ineligible</u></p> <p>Exalted</p>	<p>Nethys: <b>Evangelist</b></p> <p>Rovagug: <b>Evangelist</b></p> <p>***</p> <p>Imbrex: <b>Evangelist/Feysworn</b> (defenses)</p> <p>Shyka: <b>Evangelist/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist</b></p> <p>Karkamoth: <b>Evangelist/Proctor</b></p> <p>Valmallos: <b>Evangelist/Proctor</b></p> <p>Narraseminek: <b>Evangelist/Proctor</b></p> <p>Ydajisk: <b>Evangelist/Proctor</b></p> <p>Mrtyu: <b>Evangelist/Proctor</b></p> <p>***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Shei: <b>Evangelist</b></p> <p>Sinashakti: <b>Evangelist</b></p> <p>Soralyon: <b>Evangelist</b></p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies)</p> <p>***</p> <p>Barbatos: <b>Diabolist</b> (conjuraton and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist</b> (enchantment specialists)</p> <p>Mahathallah: <b>Evangelist</b> (illusion specialists)</p> <p>***</p> <p>Charon: <b>Souldrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p>***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p>

<p><b>Sorcerer</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Souldringer</p> <p><u>12th-Level Entry</u></p> <p>Sentinel</p> <p><u>Ineligible</u></p> <p>Exalted</p>	<p>Desna: <b>Evangelist</b></p> <p>Nethys: <b>Evangelist</b></p> <p>Rovagug: <b>Evangelist</b></p> <p>***</p> <p>Count Ranalc: <b>Evangelist/Feysworn</b> (illusion and shadow specialists)</p> <p>Green Mother: <b>Evangelist/Feysworn</b> (enchantment specialists)</p> <p>Imbrex: <b>Evangelist/Feysworn</b> (defenses)</p> <p>Lantern King: <b>Evangelist/Feysworn</b> (transmutation specialists)</p> <p>Ng: <b>Evangelist/Feysworn</b> (buffing and exploration specialists)</p> <p>Shyka: <b>Evangelist/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist</b></p> <p>Karkamoth: <b>Evangelist/Proctor</b></p> <p>Valmallos: <b>Evangelist/Proctor</b></p> <p>Narraseminek: <b>Evangelist/Proctor</b></p> <p>Ydajisk: <b>Evangelist/Proctor</b></p> <p>Dammar: <b>Evangelist/Proctor</b></p> <p>Mrtyu: <b>Evangelist/Proctor</b></p> <p>***</p> <p>Arshea: <b>Evangelist</b> (strong defensive capabilities)</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Shei: <b>Evangelist</b></p> <p>Sinashakti: <b>Evangelist</b></p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies)</p> <p>***</p> <p>Barbatos: <b>Diabolist</b> (conjuration and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist</b> (enchantment specialists)</p> <p>Mephistopheles: <b>Diabolist</b> (enchantment specialists)</p> <p>Moloch: <b>Diabolist Exalted</b> (fire-based evocation specialists)</p> <p>Mahathallah: <b>Evangelist</b> (illusion specialists)</p> <p>***</p> <p>Charon: <b>Souldringer (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p>Szuriel: <b>Evangelist</b> (buffing and enchantment specialists)</p> <p>Trelmarixian: <b>Evangelist</b> (intrigue specialists)</p> <p>***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p> <p>Zura: <b>Evangelist</b></p>
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<p><b>Witch</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Souldrinker</p> <p><u>12th-Level Entry</u></p> <p>Sentinel</p> <p><u>Ineligible</u></p> <p>Exalted</p>	<p>Nethys: <b>Evangelist</b></p> <p>Rovagug: <b>Evangelist</b></p> <p>***</p> <p>Green Mother: <b>Evangelist/Feysworn</b> (enchantment specialists; especially suited for the Seducer archetype)</p> <p>Imbrex: <b>Evangelist/Feysworn</b> (defenses)</p> <p>Shyka: <b>Evangelist/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist</b></p> <p>Karkamoth: <b>Evangelist/Proctor</b></p> <p>Valmallos: <b>Evangelist/Proctor</b></p> <p>Narraseminek: <b>Evangelist/Proctor</b></p> <p>Ydajisk: <b>Evangelist/Proctor</b></p> <p>Mrtyu: <b>Evangelist/Proctor</b></p> <p>***</p> <p>Arshea: <b>Evangelist</b> (Seducer archetype only; strong defensive capabilities)</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Shei: <b>Evangelist</b></p> <p>Sinashakti: <b>Evangelist</b></p> <p>Soralyon: <b>Evangelist</b></p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies)</p> <p>***</p> <p>Barbatos: <b>Diabolist</b> (conjuraton and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist</b> (enchantment specialists)</p> <p>Mahathallah: <b>Evangelist</b> (illusion specialists)</p> <p>***</p> <p>Charon: <b>Souldrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p>***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b></p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p>
<p><b>Wizard</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Souldrinker</p> <p><u>12th-Level Entry</u></p> <p>Sentinel</p>	<p>Nethys: <b>Evangelist</b></p> <p>Rovagug: <b>Evangelist</b></p> <p>***</p> <p>Imbrex: <b>Evangelist/Feysworn</b> (defenses)</p> <p>Shyka: <b>Evangelist/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist</b></p> <p>Karkamoth: <b>Evangelist/Proctor</b></p> <p>Valmallos: <b>Evangelist/Proctor</b></p> <p>Narraseminek: <b>Evangelist/Proctor</b></p>

<u>Ineligible</u> Exalted	Ydajisk: <b>Evangelist/Proctor</b> Mrtyu: <b>Evangelist/Proctor</b> *** Ashava: <b>Evangelist</b> (buffing and utility specialists) Bharnarol: <b>Evangelist</b> Jaidz: <b>Evangelist</b> Lymnieris: <b>Evangelist</b> Picoperi: <b>Evangelist</b> Shei: <b>Evangelist</b> Sinashakti: <b>Evangelist</b> Soralyon: <b>Evangelist</b> Ylimancha: <b>Evangelist</b> Zohls: <b>Evangelist</b> (divination specialists and magical spies) *** Barbatos: <b>Diabolist</b> (conjuraton and calling specialists) Belial: <b>Diabolist</b> (defensive casters) Dispater: <b>Diabolist</b> (enchantment specialists) Mahathallah: <b>Evangelist</b> (illusion specialists) *** Charon: <b>Souldrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) *** Abraxas: <b>Evangelist</b> Dagon: <b>Evangelist</b> (campaigns with regular access to water) Gogunta: <b>Evangelist</b> (mist and fog specialists) Haagenti: <b>Evangelist</b> (Alchemist wannabes) Mestama: <b>Evangelist</b> (Witch wannabes) Orcus: <b>Evangelist</b> (necromancer wannabes) Yhidothrus: <b>Evangelist</b>
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Arcane Casters (2/3)	
<b>Bard</b> <u>6th-Level Entry</u> Evangelist, Feysworn <u>8th-Level Entry</u> Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Souldrinker <u>Ineligible</u> Exalted	Desna: <b>Evangelist</b> Nethys: <b>Evangelist</b> Shelyn: <b>Evangelist</b> *** Ahriman: <b>Evangelist</b> Angradd: <b>Evangelist</b> Besmara: <b>Evangelist</b> Kazutal: <b>Evangelist</b> Milani: <b>Evangelist</b> Minderhal: <b>Exalted</b> Shizuru: <b>Evangelist</b> Zursvaater: <b>Evangelist</b> *** Count Ranalc: <b>Evangelist</b> (illusion and shadow specialists) The Green Mother: <b>Evangelist</b> (enchantment specialists) Imbrex: <b>Evangelist</b> (defenses) Lantern King: <b>Evangelist</b> (transmutation specialists)

	<p>Ng: <b>Evangelist</b> (buffing and exploration specialists)  Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b>  Otolmens: <b>Evangelist</b>  Il'surrish: <b>Evangelist</b> (melee fighters)  Narraseminek: <b>Evangelist</b>  Ydajisk: <b>Evangelist</b>  Mrtyu: <b>Evangelist</b>  Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)  Bharnarol: <b>Evangelist</b>  Damerrich: <b>Evangelist</b> (melee strikers)  Jaidz: <b>Evangelist</b>  Lymnieris: <b>Evangelist</b>  Picoperi: <b>Evangelist</b>  Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)  Seramaydiel: <b>Evangelist</b> (tailor-made for Bards and Skalds)  Sinashakti: <b>Evangelist</b>  Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)  Ylimancha: <b>Evangelist</b>  Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Baalzebul: <b>Evangelist</b> (social skill specialists)  Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists)  Mephistopheles: <b>Evangelist</b> (enchantment specialists)  Mahathallah: <b>Evangelist</b> (illusion specialists) ***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)  Szuriel: <b>Evangelist</b> (buffing and enchantment specialists)  Trelmarixian: <b>Evangelist</b> (intrigue specialists) ***</p> <p>Abraxas: <b>Evangelist</b>  Andirifkhu: <b>Evangelist</b>  Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)  Dagon: <b>Evangelist</b> (campaigns with regular access to water)  Gogunta: <b>Evangelist</b> (mist and fog specialists)  Haagenti: <b>Evangelist</b> (Alchemist wannabes)  Kabrirri: <b>Evangelist</b> (infiltration and espionage specialists)  Mestama: <b>Evangelist</b> (Witch wannabes)  Nurgal: <b>Evangelist</b> (crit fishers)  Orcus: <b>Evangelist</b> (necromancer wannabes)  Pazuzu: <b>Evangelist</b>  Yhidothrus: <b>Evangelist</b>  Zura: <b>Evangelist</b></p>
<p><b>Magus</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn  <u>8th-Level Entry</u></p>	<p>Nethys: <b>Evangelist</b> ***</p> <p>Angradd: <b>Evangelist</b>  Arazni: <b>Sentinel</b>  Kazutal: <b>Evangelist</b></p>

<p>Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Soul drinker</p> <p><u>Ineligible</u> Exalted</p>	<p>Xhamen-Dor: <b>Sentinel</b> (polymorph specialists) ***</p> <p>Imbrex: <b>Evangelist</b> (defenses) Shyka: <b>Evangelist</b> ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists) Bharnarol: <b>Evangelist</b> Damerrich: <b>Evangelist</b> (melee strikers) Jaidz: <b>Evangelist</b> Lymnieris: <b>Evangelist</b> Picoperi: <b>Evangelist</b> Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons) Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons) Ylimancha: <b>Evangelist</b> Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>The Monad: <b>Evangelist</b> Otolmens: <b>Evangelist</b> Il'surrish: <b>Evangelist</b> (melee fighters) Narraseminek: <b>Evangelist</b> Ydajisk: <b>Evangelist</b> Dammar: <b>Evangelist</b> Mrtyu: <b>Evangelist</b> Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) ***</p> <p>Abraxas: <b>Evangelist</b> Andirifkhu: <b>Evangelist</b> Dagon: <b>Evangelist</b> (campaigns with regular access to water) Gogunta: <b>Evangelist</b> (mist and fog specialists) Haagenti: <b>Evangelist</b> (Alchemist wannabes) Mestama: <b>Evangelist</b> (Witch wannabes) Nurgal: <b>Evangelist</b> (crit fishers) Orcus: <b>Evangelist</b> (necromancer wannabes) Yhidothrus: <b>Evangelist</b></p>
<p><b>Skald</b> <u>6th-Level Entry</u> Evangelist, Feysworn</p> <p><u>8th-Level Entry</u> Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Soul drinker</p> <p><u>Ineligible</u> Exalted</p>	<p>Desna: <b>Evangelist</b> Nethys: <b>Evangelist</b> Shelyn: <b>Evangelist</b> ***</p> <p>Ahriman: <b>Evangelist</b> Angradd: <b>Evangelist</b> Besmara: <b>Evangelist</b> Kazutal: <b>Evangelist</b> Milani: <b>Evangelist</b> Minderhal: <b>Exalted</b> Shizuru: <b>Evangelist</b> Zursvaater: <b>Evangelist</b> ***</p> <p>Count Ranalc: <b>Evangelist</b> (illusion and shadow specialists) The Green Mother: <b>Evangelist</b> (enchantment specialists)</p>

	<p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Lantern King: <b>Evangelist</b> (transmutation specialists)</p> <p>Ng: <b>Evangelist</b> (buffing and exploration specialists)</p> <p>Shyka: <b>Evangelist</b></p> <p>***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Ydajisk: <b>Evangelist</b></p> <p>Dammar: <b>Evangelist</b></p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters)</p> <p>***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Seramaydiel: <b>Evangelist</b> (tailor-made for Bards and Skalds)</p> <p>Sinashakti: <b>Evangelist</b></p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies)</p> <p>***</p> <p>Baalzebul: <b>Evangelist</b> (social skill specialists)</p> <p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists)</p> <p>Mephistopheles: <b>Evangelist</b> (enchantment specialists)</p> <p>Mahathallah: <b>Evangelist</b> (illusion specialists)</p> <p>***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p>Szurriel: <b>Evangelist</b> (buffing and enchantment specialists)</p> <p>Trelmarixian: <b>Evangelist</b> (intrigue specialists)</p> <p>***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Kabriri: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Pazuzu: <b>Evangelist</b></p> <p>Yhidothrus: <b>Evangelist</b></p> <p>Zura: <b>Evangelist</b></p>
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<p style="text-align: center;"><b>Summoner / UnSummoner</b></p> <p style="text-align: center;"><u>6th-Level Entry</u> Evangelist, Feysworn</p> <p style="text-align: center;"><u>8th-Level Entry</u> Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Soul drinker</p> <p style="text-align: center;"><u>Ineligible</u> Exalted</p>	<p>Desna: <b>Evangelist</b> Nethys: <b>Evangelist</b></p> <p style="text-align: right;">***</p> <p>Ahriman: <b>Evangelist</b> Angradd: <b>Evangelist</b> Besmara: <b>Evangelist</b> Milani: <b>Evangelist</b> Minderhal: <b>Exalted</b> Shizuru: <b>Evangelist</b> Zursvaater: <b>Evangelist</b></p> <p style="text-align: right;">***</p> <p>Count Ranalc: <b>Evangelist</b> (illusion and shadow specialists) The Green Mother: <b>Evangelist</b> (enchantment specialists) Imbrex: <b>Evangelist</b> (defenses) Lantern King: <b>Evangelist</b> (transmutation specialists) Ng: <b>Evangelist</b> (buffing and exploration specialists) Shyka: <b>Evangelist</b></p> <p style="text-align: right;">***</p> <p>The Monad: <b>Evangelist</b> Otolmens: <b>Evangelist</b> Il'surrish: <b>Evangelist</b> (melee fighters) Narraseminek: <b>Evangelist</b> Ydajisk: <b>Evangelist</b> Mrtyu: <b>Evangelist</b> Narakaas: <b>Evangelist</b> (melee fighters)</p> <p style="text-align: right;">***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists) Bharnarol: <b>Evangelist</b> Damerrich: <b>Evangelist</b> (melee strikers) Jaidz: <b>Evangelist</b> Lymnieris: <b>Evangelist</b> Picoperi: <b>Evangelist</b> Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons) Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons) Ylimancha: <b>Evangelist</b> Zohls: <b>Evangelist</b> (divination specialists and magical spies)</p> <p style="text-align: right;">***</p> <p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists) Mephistopheles: <b>Evangelist</b> (enchantment specialists) Moloch: <b>Diabolist Exalted</b> (fire-based evocation specialists) Mahathallah: <b>Evangelist</b> (illusion specialists)</p> <p style="text-align: right;">***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) Szuriel: <b>Evangelist</b> (buffing and enchantment specialists) Trelmarixian: <b>Evangelist</b> (intrigue specialists)</p> <p style="text-align: right;">***</p> <p>AbraXas: <b>Evangelist</b> Andirifkhu: <b>Evangelist</b> Dagon: <b>Evangelist</b> (campaigns with regular access to water) Gogunta: <b>Evangelist</b> (mist and fog specialists) Haagenti: <b>Evangelist</b> (Alchemist wannabes) Mestama: <b>Evangelist</b> (Witch wannabes)</p>
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	Nurgal: <b>Evangelist</b> (crit fishers) Orcus: <b>Evangelist</b> (necromancer wannabes) Yhidothrus: <b>Evangelist</b> Zura: <b>Evangelist</b>
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Arcane Casters (½)	
<p><b>Bloodrager</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Soul drinker</p>	<p>Desna: <b>Evangelist</b></p> <p>Gorum: <b>Sentinel</b></p> <p>Nethys: <b>Evangelist</b> ***</p> <p>Apsu: <b>Sentinel</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Brigh: <b>Sentinel</b></p> <p>Chaldira: <b>Sentinel</b> (Destined Bloodline)</p> <p>Groetus: <b>Sentinel</b></p> <p>Kazutal: <b>Sentinel</b></p> <p>Milani: <b>Sentinel</b></p> <p>Minderhal: <b>Sentinel</b></p> <p>Naderi: <b>Sentinel</b></p> <p>Noctacula (Redeemed): <b>Sentinel</b></p> <p>Shizuru: <b>Evangelist</b> or <b>Sentinel</b></p> <p>Tsukiyo: <b>Sentinel</b></p> <p>Zursvaater: <b>Sentinel</b> ***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)</p> <p>The Green Mother: <b>Sentinel</b> (enchantment specialists)</p> <p>Imbrex: <b>Sentinel</b> (defenses)</p> <p>Lantern King: <b>Sentinel</b> (transmutation specialists)</p> <p>Shyka: <b>Sentinel</b> ***</p> <p>The Monad: <b>Sentinel</b></p> <p>Karkamoth: <b>Sentinel</b></p> <p>Otolmens: <b>Sentinel</b></p> <p>Il'surrish: <b>Sentinel</b> (melee fighters)</p> <p>Narraseminek: <b>Sentinel</b></p> <p>Mrtyu: <b>Sentinel</b></p> <p>Narakaas: <b>Sentinel</b> (melee fighters) ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers)</p> <p>Falayna: <b>Sentinel</b> (longsword builds)</p> <p>Jaidz: <b>Sentinel</b></p> <p>Lymnieris: <b>Sentinel</b></p> <p>Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Sentinel</b> (ranged builds) ***</p> <p>Belial: <b>Sentinel</b> (melee fighters)</p> <p>Dispater: <b>Sentinel</b> (Strength-based melee fighters)</p>

	<p>Mammon: <b>Sentinel</b> (good-aligned enemy slayers)</p> <p>Doloras: <b>Sentinel</b> (crit-fishing magehunters)</p> <p>***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)</p> <p>Szuriel: <b>Sentinel</b> (two-handed greatsword wielders)</p> <p>***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Baphomet: <b>Sentinel</b> (melee fighters)</p> <p>Dagon: <b>Sentinel</b> (melee magehunters)</p> <p>Haagenti: <b>Sentinel</b> (polymorph specialists)</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Socothbenoth: <b>Sentinel</b></p> <p>Urxehl: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)</p> <p>Yamasoth: <b>Sentinel</b></p> <p>Yhidothrus: <b>Sentinel</b></p> <p>Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
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Divine Casters (Full)	
<p><b>Cleric</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Exalted, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Souldrinker</p>	<p>Asmodeus: <b>Exalted</b></p> <p>Erastil: <b>Evangelist</b> (Animal Domain)</p> <p>Gorum: <b>Exalted</b></p> <p>Gozreh: <b>Exalted</b> (animal companion builds)</p> <p>Nethys: <b>Evangelist</b> or <b>Exalted</b> (debuffing specialists)</p> <p>Sarenrae: <b>Exalted</b></p> <p>Torag: <b>Exalted</b> (crafters)</p> <p>Urgathoa: <b>Exalted</b> (evil-aligned masters of undeath)</p> <p>Zon-Kuthon: <b>Exalted</b></p> <p>***</p> <p>Ahriman: <b>Evangelist</b> or <b>Exalted</b></p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Chaldira: <b>Exalted</b></p> <p>Kazutal: <b>Evangelist</b> or <b>Exalted</b></p> <p>Milani: <b>Exalted</b></p> <p>Noctricula (Redeemed): <b>Exalted</b></p> <p>Tsukiyo: <b>Evangelist</b></p> <p>Zursvaater: <b>Exalted</b></p> <p>***</p> <p>Imbrex: <b>Evangelist/Exalted/Feysworn</b> (defenses)</p> <p>Shyka: <b>Evangelist/Exalted/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist/Exalted</b></p> <p>Karkamoth: <b>Evangelist/Exalted/Proctor</b></p>

	<p>Otolmens: <b>Evangelist/Exalted/Proctor</b></p> <p>Il'surrish: <b>Evangelist/Exalted/Proctor</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist/Exalted/Proctor</b></p> <p>Ydajisk: <b>Evangelist/Exalted/Proctor</b></p> <p>Dammar: <b>Evangelist/Exalted/Proctor</b></p> <p>Imot: <b>Evangelist/Exalted/Proctor</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist/Exalted/Proctor</b></p> <p>Narakaas: <b>Evangelist/Exalted/Proctor</b> (melee fighters)</p> <p style="text-align: center;">***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists) or <b>Exalted</b> (melee fighters)</p> <p>Bharnarol: <b>Evangelist/Exalted</b></p> <p>Damerrich: <b>Evangelist/Exalted</b> (melee strikers)</p> <p>Ghenshau: <b>Evangelist/Exalted</b> (magehunting and infiltration specialists)</p> <p>Jaidz: <b>Evangelist/Exalted</b></p> <p>Lymnieris: <b>Evangelist/Exalted</b></p> <p>Picoperi: <b>Evangelist/Exalted</b></p> <p>Ragathiel: <b>Evangelist/Exalted</b> (melee fighters using slashing weapons)</p> <p>Shei: <b>Evangelist/Exalted</b></p> <p>Sinashakti: <b>Evangelist/Exalted</b></p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist/Exalted</b></p> <p>Zohls: <b>Evangelist/Exalted</b> (divination specialists and magical spies)</p> <p style="text-align: center;">***</p> <p>Barbatos: <b>Diabolist</b> (conjuration and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist/Exalted</b> (enchantment specialists)</p> <p>Geryon: <b>Exalted</b> (divine magehunters; buffing specialists)</p> <p>Mephistopheles: <b>Exalted</b> (social skill and infiltration specialists)</p> <p>Moloch: <b>Deific Exalted</b> (fire-based evocation specialists)</p> <p style="text-align: center;">***</p> <p>Charon: <b>Soulrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p style="text-align: center;">***</p> <p>Abraxas: <b>Evangelist/Exalted</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes) or <b>Exalted</b> (illusion specialists)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Pazuzu: <b>Exalted</b> (enchantment specialists)</p> <p>Shax: <b>Exalted</b> (melee fighters)</p> <p>Yhidothrus: <b>Evangelist/Cleric</b></p> <p>Zevgavizeb: <b>Exalted</b> (dinosaur summoners)</p>
<p style="text-align: center;"><b>Druid</b></p> <p style="text-align: center;"><u>6th-Level Entry</u></p> <p style="text-align: center;">Evangelist, Exalted, Feysworn</p> <p style="text-align: center;"><u>8th-Level Entry</u></p>	<p>Erastil: <b>Evangelist</b></p> <p>Gozreh: <b>Exalted</b> (animal companion builds)</p> <p>Nethys: <b>Evangelist</b> or <b>Exalted</b> (debuffing specialists)</p> <p>Rovagug: <b>Evangelist</b></p> <p>Torag: <b>Exalted</b> (crafters)</p> <p>Zon-Kuthon: <b>Exalted</b></p>

Demoniac, Diabolist, Mystery Cultist,  
Proctor, Sentinel, Souldrinker

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Ahriman: **Exalted**  
Angradd: **Evangelist**  
Kazutal: **Evangelist** or **Exalted**  
Milani: **Exalted**  
Nocticula (Redeemed): **Exalted**  
Tsukiyo: **Evangelist**  
Xhamen-Dor: **Sentinel** (polymorph specialists)  
Zursvaater: **Exalted**

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Imbrex: **Evangelist/Exalted/Feysworn** (defenses)  
Shyka: **Evangelist/Exalted/Feysworn**

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Ashava: **Evangelist** (buffing and utility specialists) or **Exalted** (melee fighters)  
Bharnarol: **Evangelist/Exalted**  
Damerrich: **Evangelist/Exalted** (melee strikers)  
Ghenshau: **Evangelist/Exalted** (magehunting and infiltration specialists)  
Jaidz: **Evangelist/Exalted**  
Lymnieris: **Evangelist/Exalted**  
Picoperi: **Evangelist/Exalted**  
Ragathiel: **Evangelist/Exalted** (melee fighters using slashing weapons)  
Shei: **Evangelist/Exalted**  
Sinashakti: **Evangelist/Exalted**  
Tanagaar: **Evangelist** (melee fighters using slashing or piercing weapons)  
Ylimancha: **Evangelist/Exalted**  
Zohls: **Evangelist/Exalted** (divination specialists and magical spies)

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The Monad: **Evangelist/Exalted**  
Karkamoth: **Evangelist/Exalted/Proctor**  
Otolmens: **Evangelist/Exalted/Proctor**  
Il'surrish: **Evangelist/Exalted/Proctor** (melee fighters)  
Narraseminek: **Evangelist/Exalted/Proctor**  
Ydajisk: **Evangelist/Exalted/Proctor**  
Dammar: **Evangelist/Exalted/Proctor**  
Imot: **Evangelist/Exalted/Proctor** (6 levels only)  
Mrtyu: **Evangelist/Exalted/Proctor**  
Narakaas: **Evangelist/Exalted/Proctor** (melee fighters)

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Barbatos: **Diabolist** (conjuration and calling specialists)  
Belial: **Diabolist** (defensive casters)  
Dispater: **Diabolist/Exalted** (enchantment specialists)  
Geryon: **Exalted** (divine magehunters; buffing specialists)  
Moloch: **Deific Exalted** (fire-based evocation specialists)

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Charon: **Souldrinker (Evangelist)/Evangelist** (soul gem specialists who use souls to fuel crafting, material components, and self-healing)

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Abraxas: **Evangelist/Exalted**  
Andirifkhu: **Evangelist**  
Dagon: **Evangelist** (campaigns with regular access to water)  
Gogunta: **Evangelist** (mist and fog specialists)  
Haagenti: **Evangelist** (Alchemist wannabes)

	<p>Mestama: <b>Evangelist</b> (Witch wannabes) or <b>Exalted</b> (illusion specialists)  Nurgal: <b>Evangelist</b> (crit fishers)  Orcus: <b>Evangelist</b> (necromancer wannabes)  Pazuzu: <b>Exalted</b> (enchantment specialists)  Shax: <b>Exalted</b> (melee fighters)  Yhidothrus: <b>Evangelist/Cleric</b>  Zevgavizeb: <b>Exalted</b> (dinosaur summoners)</p>
<p><b>Oracle</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn  <u>7th-Level Entry</u>  Exalted  <u>8th-Level Entry</u>  Demoniac, Diabolist, Mystery Cultist,  Proctor, Sentinel, Soul drinker</p>	<p>Asmodeus: <b>Exalted</b>  Calistria: <b>Exalted</b>  Cayden Cailean: <b>Exalted</b>  Desna: <b>Evangelist</b>  Gozreh: <b>Exalted</b> (animal companion builds)  Nethys: <b>Evangelist</b> or <b>Exalted</b> (debuffing specialists)  Rovagug: <b>Evangelist</b> (Volcano, Flame, Winter Mysteries)  Urgathoa: <b>Exalted</b> (Bones or Juju Mysteries)  Zon-Kuthon: <b>Exalted</b></p> <p>***</p> <p>Ahriman: <b>Exalted</b>  Angradd: <b>Evangelist</b>  Arazni: <b>Sentinel</b>  Besmara: <b>Evangelist</b>  Chaldira: <b>Exalted</b>  Hastur: <b>Exalted</b>  Hei Feng: <b>Exalted</b>  Kazutal: <b>Evangelist</b>  Milani: <b>Evangelist</b> or <b>Exalted</b>  Minderhal: <b>Exalted</b>  Nivi Rhombodazzle: <b>Exalted</b>  Noctricula (Redeemed): <b>Exalted</b>  Shizuru: <b>Evangelist</b> or <b>Exalted</b> (undead-heavy campaign)  Zursvaater: <b>Evangelist</b> or <b>Exalted</b></p> <p>***</p> <p>Count Ranalc: <b>Evangelist/Exalted/Feysworn</b> (illusion and shadow specialists)  Green Mother: <b>Evangelist/Exalted/Feysworn</b> (enchantment specialists)  Imbrex: <b>Evangelist/Exalted/Feysworn</b> (defenses)  Lantern King: <b>Evangelist/Exalted/Feysworn</b> (transmutation specialists)  Ng: <b>Evangelist/Exalted/Feysworn</b> (buffing and exploration specialists)  Shyka: <b>Evangelist/Exalted/Feysworn</b></p> <p>***</p> <p>The Monad: <b>Evangelist/Exalted</b>  Karkamoth: <b>Evangelist/Exalted/Proctor</b>  Otolmens: <b>Evangelist/Exalted/Proctor</b>  Il'surrish: <b>Evangelist/Exalted/Proctor</b> (melee fighters)  Narraseminek: <b>Evangelist/Exalted/Proctor</b>  Ydajisk: <b>Evangelist/Exalted/Proctor</b>  Dammar: <b>Evangelist/Exalted/Proctor</b>  Mrtyu: <b>Evangelist/Exalted/Proctor</b>  Narakaas: <b>Evangelist/Exalted/Proctor</b> (melee fighters)</p> <p>***</p> <p>Arshea: <b>Evangelist/Exalted</b> (strong defensive capabilities)</p>

	<p>Ashava: <b>Evangelist</b> (buffing and utility specialists) or <b>Exalted</b> (melee fighters)</p> <p>Bharnarol: <b>Evangelist/Exalted</b></p> <p>Damerrich: <b>Evangelist/Exalted</b> (melee strikers)</p> <p>Jaidz: <b>Evangelist/Exalted</b></p> <p>Lymnieris: <b>Evangelist/Exalted</b></p> <p>Picoperi: <b>Evangelist/Exalted</b></p> <p>Ragathiel: <b>Evangelist/Exalted</b> (melee fighters using slashing weapons)</p> <p>Shei: <b>Evangelist/Exalted</b></p> <p>Sinashakti: <b>Evangelist/Exalted</b></p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist/Exalted</b></p> <p>Zohls: <b>Evangelist/Exalted</b> (divination specialists and magical spies)</p> <p>***</p> <p>Barbatos: <b>Diabolist</b> (conjuraton and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist/Exalted</b> (enchantment specialists)</p> <p>Geryon: <b>Exalted</b> (buffing specialists)</p> <p>Mahathallah: <b>Evangelist</b> (illusion specialists like Shadow or Heavens Mystery)</p> <p>Mephistopheles: <b>Evangelist/Exalted</b> (social skill and infiltration specialists)</p> <p>Moloch: <b>Fiendish Exalted</b> (fire-based evocation specialists)</p> <p>***</p> <p>Charon: <b>Soulrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing)</p> <p>Szuriel: <b>Evangelist</b> (buffing and enchantment specialists) or <b>Exalted</b> (fire-based blasters)</p> <p>Trelmarixian: <b>Evangelist</b> (intrigue specialists)</p> <p>***</p> <p>Abraxas: <b>Evangelist/Exalted</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes) or <b>Exalted</b> (illusion specialists)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Pazuzu: <b>Exalted</b> (enchantment specialists)</p> <p>Shax: <b>Exalted</b> (melee fighters)</p> <p>Yhidothrus: <b>Evangelist/Cleric</b></p> <p>Zevgavizeb: <b>Exalted</b> (dinosaur summoners)</p> <p>Zura: <b>Evangelist</b></p>
<p><b>Shaman</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Exalted, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Sentinel, Soulrinker</p>	<p>Gorum: <b>Exalted</b></p> <p>Gozreh: <b>Exalted</b> (animal companion builds)</p> <p>Nethys: <b>Evangelist</b> or <b>Exalted</b> (debuffing specialists)</p> <p>Rovagug: <b>Evangelist</b></p> <p>Torag: <b>Exalted</b> (crafters)</p> <p>Urgathoa: <b>Exalted</b> (Bones Spirit)</p> <p>Zon-Kuthon: <b>Exalted</b></p> <p>***</p> <p>Ahriman: <b>Exalted</b></p> <p>Angradd: <b>Evangelist</b></p>

	<p>Arazni: <b>Sentinel</b></p> <p>Chaldira: <b>Exalted</b></p> <p>Kazutal: <b>Evangelist</b> or <b>Exalted</b></p> <p>Milani: <b>Exalted</b></p> <p>Nocticula (Redeemed): <b>Exalted</b></p> <p>Tsukiyo: <b>Evangelist</b></p> <p>Xhamen-Dor: <b>Sentinel</b> (polymorph specialists) ***</p> <p>Imbrex: <b>Evangelist/Exalted/Feysworn</b> (defenses)</p> <p>Shyka: <b>Evangelist/Exalted/Feysworn</b> ***</p> <p>The Monad: <b>Evangelist/Exalted</b></p> <p>Karkamoth: <b>Evangelist/Exalted/Proctor</b></p> <p>Otolmens: <b>Evangelist/Exalted/Proctor</b></p> <p>Il'surrish: <b>Evangelist/Exalted/Proctor</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist/Exalted/Proctor</b></p> <p>Ydajisk: <b>Evangelist/Exalted/Proctor</b></p> <p>Imot: <b>Evangelist/Exalted/Proctor</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist/Exalted/Proctor</b></p> <p>Narakaas: <b>Evangelist/Exalted/Proctor</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists) or <b>Exalted</b> (melee fighters)</p> <p>Bharnarol: <b>Evangelist/Exalted</b></p> <p>Damerrich: <b>Evangelist/Exalted</b> (melee strikers)</p> <p>Ghenshau: <b>Evangelist/Exalted</b> (magehunting and infiltration specialists)</p> <p>Jaidz: <b>Evangelist/Exalted</b></p> <p>Lymnieris: <b>Evangelist/Exalted</b></p> <p>Picoperi: <b>Evangelist/Exalted</b></p> <p>Ragathiel: <b>Evangelist/Exalted</b> (melee fighters using slashing weapons)</p> <p>Shei: <b>Evangelist/Exalted</b></p> <p>Sinashakti: <b>Evangelist/Exalted</b></p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist/Exalted</b> (divination specialists and magical spies) ***</p> <p>Barbatos: <b>Diabolist</b> (conjuration and calling specialists)</p> <p>Belial: <b>Diabolist</b> (defensive casters)</p> <p>Dispater: <b>Diabolist/Exalted</b> (enchantment specialists)</p> <p>Geryon: <b>Exalted</b> (divine magehunters; buffing specialists)</p> <p>Mephistopheles: <b>Exalted</b> (social skill and infiltration specialists)</p> <p>Moloch: <b>Deific Exalted</b> (fire-based evocation specialists) ***</p> <p>Charon: <b>Souldrinker (Evangelist)/Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) ***</p> <p>Abraxas: <b>Evangelist/Exalted</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes) or <b>Exalted</b> (illusion specialists)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p>
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	<p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Pazuzu: <b>Exalted</b> (enchantment specialists)</p> <p>Shax: <b>Exalted</b> (melee fighters)</p> <p>Yhidothrus: <b>Evangelist/Cleric</b></p> <p>Zevgavizeb: <b>Exalted</b> (dinosaur summoners)</p>
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Divine Casters (2/3)	
<p><b>Hunter</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Exalted, Mystery Cultist, Proctor, Sentinel, Souldrinker</p>	<p>Erastil: <b>Evangelist</b></p> <p>Gozreh: <b>Exalted</b> (animal companion builds)</p> <p>Nethys: <b>Evangelist</b> ***</p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Besmara: <b>Evangelist</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Tsukiyo: <b>Evangelist</b> ***</p> <p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Ydajisk: <b>Evangelist</b></p> <p>Dammar: <b>Evangelist</b></p> <p>Imot: <b>Evangelist</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Ghenshau: <b>Evangelist</b> (magehunting and infiltration specialists)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) ***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p>



	<p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p>
<p><b>Inquisitor</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Exalted, Mystery Cultist, Proctor, Sentinel, Souldrinker</p>	<p>Erastil: <b>Evangelist</b> (with Sacred Huntsmaster archetype)</p> <p>Gozreh: <b>Exalted</b> (animal companion builds)</p> <p>Nethys: <b>Evangelist</b> ***</p> <p>Ahriman: <b>Evangelist</b></p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Sentinel</b> (with Spellkiller Inquisition, Spellbreaker or Witch Hunter archetypes)</p> <p>Besmara: <b>Evangelist</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Tsukiyo: <b>Evangelist</b> ***</p> <p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Ydajisk: <b>Evangelist</b></p> <p>Dammar: <b>Evangelist</b></p> <p>Imot: <b>Evangelist</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Ghenshau: <b>Evangelist</b> (magehunting and infiltration specialists)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Baalzebul: <b>Evangelist</b> (social skill specialists)</p> <p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists) ***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) ***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)</p>

	<p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Kabrirri: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p>
<p><b>Warpriest</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Exalted, Mystery Cultist, Proctor, Sentinel, Soulrinker</p>	<p>Gorum: <b>Sentinel</b></p> <p>Nethys: <b>Evangelist</b></p> <p>Zon-Kuthon: <b>Evangelist</b> (with Sacred Fist archetype) ***</p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Milani: <b>Sentinel</b></p> <p>Tsukiyo: <b>Evangelist</b> ***</p> <p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Ydajisk: <b>Evangelist</b></p> <p>Dammar: <b>Evangelist</b></p> <p>Imot: <b>Evangelist</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Ghenshau: <b>Evangelist</b> (magehunting and infiltration specialists)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Charon: <b>Evangelist</b> (soul gem specialists who use souls to fuel crafting, material components, and self-healing) ***</p> <p>Abraxas: <b>Evangelist</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes) or <b>Sentinel</b> (melee magehunters)</p>

	Nurgal: <b>Evangelist</b> (crit fishers) Orcus: <b>Evangelist</b> (necromancer wannabes) Yhidothrus: <b>Evangelist</b> Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)
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Divine Casters (½)	
<p><b>Antipaladin</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Soul drinker</p> <p><u>11th-Level Entry</u></p> <p>Exalted</p>	<p>Ahriman: <b>Evangelist</b></p> <p>Groetus: <b>Sentinel</b></p> <p>***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)</p> <p>The Green Mother: <b>Sentinel</b> (enchantment specialists)</p> <p>***</p> <p>Il'surrish: <b>Sentinel</b> (melee fighters)</p> <p>Narraseminek: <b>Sentinel</b></p> <p>***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)</p> <p>Szurriel: <b>Sentinel</b> (two-handed greatsword wielders)</p> <p>***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Baphomet: <b>Sentinel</b> (melee fighters)</p> <p>Dagon: <b>Sentinel</b> (melee magehunters)</p> <p>Haagenti: <b>Sentinel</b> (polymorph specialists)</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Socothbenoth: <b>Sentinel</b></p> <p>Urxehl: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)</p> <p>Yamasoth: <b>Sentinel</b></p> <p>Yhidothrus: <b>Sentinel</b></p> <p>Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
<p><b>Paladin</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Demoniac, Diabolist, Mystery Cultist, Proctor, Soul drinker</p> <p><u>11th-Level Entry</u></p> <p>Exalted</p>	<p>Sarenrae: <b>Sentinel</b></p> <p>Shelyn: <b>Sentinel</b></p> <p>***</p> <p>Apsu: <b>Sentinel</b></p> <p>Brigh: <b>Sentinel</b></p> <p>Chaldira: <b>Exalted</b> or <b>Sentinel</b></p> <p>Kazutal: <b>Sentinel</b></p> <p>Milani: <b>Sentinel</b></p> <p>Naderi: <b>Sentinel</b></p> <p>Nivi Rhombodazzle: <b>Sentinel</b> (melee sunder builds with hammers)</p> <p>Noctacula (Redeemed): <b>Sentinel</b></p> <p>Shizuru: <b>Evangelist</b> or <b>Sentinel</b></p> <p>Tsukiyo: <b>Sentinel</b></p> <p>***</p>

	<p>Imbrex: <b>Sentinel</b> (defenses) ***</p> <p>Otolmens: <b>Sentinel</b> ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers) Falayna: <b>Sentinel</b> (longsword builds) Jaidz: <b>Sentinel</b> Lymnieris: <b>Sentinel</b> Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons) Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons) Ylimancha: <b>Sentinel</b> (ranged builds)</p>
<p><b>Ranger</b> <u>6th-Level Entry</u> Evangelist, Feysworn, Sentinel <u>8th-Level Entry</u> Demoniac, Diabolist, Mystery Cultist, Proctor, Souldrinker <u>11th-Level Entry</u> Exalted</p>	<p>Erastil: <b>Evangelist</b> Gorum: <b>Sentinel</b> (two-handed builds) Nethys: <b>Evangelist</b> ***</p> <p>Angradd: <b>Sentinel</b> Apsu: <b>Sentinel</b> Arazni: <b>Sentinel</b> Brigh: <b>Sentinel</b> Hastur: <b>Sentinel</b> Kazutal: <b>Sentinel</b> Milani: <b>Sentinel</b> Nivi Rhombodazzle: <b>Sentinel</b> (melee sunder builds with hammers) Nocticula (Redeemed): <b>Sentinel</b> Zursvaater: <b>Sentinel</b> ***</p> <p>Imbrex: <b>Sentinel</b> (defenses) Shyka: <b>Sentinel</b> ***</p> <p>The Monad: <b>Sentinel</b> Karkamoth: <b>Sentinel</b> Otolmens: <b>Sentinel</b> Il'surrish: <b>Sentinel</b> (melee fighters) Narraseminek: <b>Sentinel</b> Mrtyu: <b>Sentinel</b> Narakaas: <b>Sentinel</b> (melee fighters) ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers) Falayna: <b>Sentinel</b> (longsword builds) Jaidz: <b>Sentinel</b> Lymnieris: <b>Sentinel</b> Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons) Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons) Ylimancha: <b>Sentinel</b> (ranged builds) ***</p> <p>Belial: <b>Sentinel</b> (melee fighters) Dispater: <b>Sentinel</b> (Strength-based melee fighters) Mammon: <b>Sentinel</b> (good-aligned enemy slayers) Doloras: <b>Sentinel</b> (crit-fishing magehunters) ***</p> <p>Szurriel: <b>Sentinel</b> (two-handed greatsword wielders) ***</p>

	Aldinach: <b>Sentinel</b> Baphomet: <b>Sentinel</b> (melee fighters) Dagon: <b>Sentinel</b> (melee magehunters) Haagenti: <b>Sentinel</b> (polymorph specialists) Jezelda: <b>Sentinel</b> (natural attackers) Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters) Shax: <b>Sentinel</b> (defensive melee fighters) Shivaska: <b>Sentinel</b> (grapplers) Urxehl: <b>Sentinel</b> (Strength-based melee fighters) Xoveron: <b>Sentinel</b> (Strength-based melee magehunters) Yamasoth: <b>Sentinel</b> Yhidothrus: <b>Sentinel</b> Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)
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Extract Casters (2/3)	
<p><b>Alchemist</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist, Sentinel</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Soul drinker</p>	<p>Nethys: <b>Evangelist</b></p> <p>Norgorber: <b>Evangelist</b> ***</p> <p>Angradd: <b>Evangelist</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Xhamen-Dor: <b>Sentinel</b> (polymorph specialists) ***</p> <p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Lantern King: <b>Evangelist</b> (transmutation specialists)</p> <p>Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Ydajisk: <b>Evangelist</b></p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Bharnarol: <b>Evangelist</b></p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists) ***</p> <p>Andirifkhu: <b>Evangelist</b></p>

	<p>Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)  Dagon: <b>Evangelist</b> (campaigns with regular access to water)  Gogunta: <b>Evangelist</b> (mist and fog specialists)  Haagenti: <b>Evangelist</b> (Alchemist wannabes)  Kabiriri: <b>Evangelist</b> (infiltration and espionage specialists)  Mestama: <b>Evangelist</b> (Witch wannabes)  Nurgal: <b>Evangelist</b> (crit fishers)  Orcus: <b>Evangelist</b> (necromancer wannabes)  Yhidothrus: <b>Evangelist</b></p>
<p><b>Investigator</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn  <u>8th-Level Entry</u>  Mystery Cultist, Sentinel  <u>Ineligible</u>  Demoniac, Diabolist, Exalted,  Proctor, Soul drinker</p>	<p>Nethys: <b>Evangelist</b> ***  Angradd: <b>Evangelist</b>  Kazutal: <b>Evangelist</b>  Xhamen-Dor: <b>Sentinel</b> (polymorph specialists) ***  Imbrex: <b>Evangelist</b> (defenses)  Lantern King: <b>Evangelist</b> (transmutation specialists)  Shyka: <b>Evangelist</b> ***  The Monad: <b>Evangelist</b>  Otolmens: <b>Evangelist</b>  Il'surrish: <b>Evangelist</b> (melee fighters)  Narraseminek: <b>Evangelist</b>  Ydajisk: <b>Evangelist</b>  Mrtyu: <b>Evangelist</b>  Narakaas: <b>Evangelist</b> (melee fighters) ***  Ashava: <b>Evangelist</b> (buffing and utility specialists)  Bharnarol: <b>Evangelist</b>  Damerrich: <b>Evangelist</b> (melee strikers)  Jaidz: <b>Evangelist</b>  Lymnieris: <b>Evangelist</b>  Picoperi: <b>Evangelist</b>  Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)  Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)  Ylimancha: <b>Evangelist</b>  Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***  Baalzebul: <b>Evangelist</b> (social skill specialists)  Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists) ***  Andirifkhu: <b>Evangelist</b>  Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)  Dagon: <b>Evangelist</b> (campaigns with regular access to water)  Gogunta: <b>Evangelist</b> (mist and fog specialists)  Haagenti: <b>Evangelist</b> (Alchemist wannabes)  Kabiriri: <b>Evangelist</b> (infiltration and espionage specialists)  Mestama: <b>Evangelist</b> (Witch wannabes)  Nurgal: <b>Evangelist</b> (crit fishers)  Orcus: <b>Evangelist</b> (necromancer wannabes)  Yhidothrus: <b>Evangelist</b></p>

## Martials (Full BAB)

### Barbarian / UnBarb

6th-Level Entry

Evangelist, Feysworn, Sentinel

8th-Level Entry

Mystery Cultist

Ineligible

Demoniac, Diabolist, Exalted,  
Proctor, Soul drinker

Gorum: **Sentinel**

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Angradd: **Sentinel**

Apsu: **Sentinel**

Arazni: **Sentinel**

Brigh: **Sentinel**

Milani: **Sentinel**

Minderhal: **Sentinel**

Noctacula (Redeemed): **Sentinel**

Tsukiyo: **Sentinel**

Zursvaater: **Sentinel**

\*\*\*

Imbrex: **Sentinel** (defenses)

Lantern King: **Sentinel** (transmutation specialists)

\*\*\*

Karkamoth: **Sentinel**

Otolmens: **Sentinel**

Il'surrish: **Sentinel** (melee fighters)

Mrtyu: **Sentinel**

Narakaas: **Sentinel** (melee fighters)

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Damerrich: **Sentinel** (two-handed, Strength-based melee strikers)

Falayna: **Sentinel** (longsword builds)

Jaidz: **Sentinel**

Lymnieris: **Sentinel**

Ragathiel: **Sentinel** (melee fighters using slashing weapons)

Tanagaar: **Sentinel** (melee fighters using slashing or piercing weapons)

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Belial: **Sentinel** (melee fighters)

Dispater: **Sentinel** (Strength-based melee fighters)

Mammon: **Sentinel** (good-aligned enemy slayers)

Doloras: **Sentinel** (crit-fishing magehunters)

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Szurriel: **Sentinel** (two-handed greatsword wielders)

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Angazhan: **Sentinel**

Baphomet: **Sentinel** (melee fighters)

Dagon: **Sentinel** (melee magehunters)

Haagenti: **Sentinel** (polymorph specialists)

Jezelda: **Sentinel** (natural attackers)

Kostchtchie: **Sentinel** (Strength-based melee fighters)

Shivaska: **Sentinel** (grapplers)

Socothbenoth: **Sentinel**

Urxehl: **Sentinel** (Strength-based melee fighters)

Xoveron: **Sentinel** (Strength-based melee magehunters)

Yamasoth: **Sentinel**

Yhidothrus: **Sentinel**

	Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)
<p><b>Brawler</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Souldrinker</p>	<p>Nocticula (Redeemed): <b>Sentinel</b> ***</p> <p>The Monad: <b>Sentinel</b></p> <p>Il'surrish: <b>Sentinel</b> (melee fighters) ***</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Mestama: <b>Sentinel</b> (melee magehunters)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
<p><b>Cavalier / Samurai</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Souldrinker</p>	<p>Apsu: <b>Sentinel</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Brigh: <b>Sentinel</b></p> <p>Chaldira: <b>Sentinel</b></p> <p>Kazutal: <b>Sentinel</b></p> <p>Milani: <b>Sentinel</b></p> <p>Minderhal: <b>Sentinel</b></p> <p>Naderi: <b>Sentinel</b></p> <p>Nivi Rhombodazzle: <b>Sentinel</b> (melee sunder builds with hammers)</p> <p>Nocticula (Redeemed): <b>Sentinel</b></p> <p>Shizuru: <b>Sentinel</b></p> <p>Tsukiyo: <b>Sentinel</b></p> <p>Zursvaater: <b>Sentinel</b> ***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)</p> <p>Imbrex: <b>Sentinel</b> (defenses)</p> <p>Lantern King: <b>Sentinel</b> (transmutation specialists)</p> <p>Shyka: <b>Sentinel</b> ***</p> <p>Karkamoth: <b>Sentinel</b></p> <p>Otolmens: <b>Sentinel</b></p> <p>Il'surrish: <b>Sentinel</b> (melee fighters)</p> <p>Narraseminek: <b>Sentinel</b></p> <p>Mrtyu: <b>Sentinel</b></p> <p>Narakaas: <b>Sentinel</b> (melee fighters) ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers)</p> <p>Falayna: <b>Sentinel</b> (longsword builds)</p> <p>Jaidz: <b>Sentinel</b></p> <p>Lymnieris: <b>Sentinel</b></p> <p>Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Sentinel</b> (ranged builds) ***</p> <p>Belial: <b>Sentinel</b> (melee fighters)</p> <p>Dispater: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Mammon: <b>Sentinel</b> (good-aligned enemy slayers)</p> <p>Doloras: <b>Sentinel</b> (crit-fishing magehunters) ***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)</p>



	<p>Szurriel: <b>Sentinel</b> (two-handed greatsword wielders) ***</p> <p>Angazhan: <b>Sentinel</b>  Baphomet: <b>Sentinel</b> (melee fighters)  Dagon: <b>Sentinel</b> (melee magehunters)  Haagenti: <b>Sentinel</b> (polymorph specialists)  Jezelda: <b>Sentinel</b> (natural attackers)  Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)  Shax: <b>Sentinel</b> (defensive melee fighters)  Shivaska: <b>Sentinel</b> (grapplers)  Socothbenoth: <b>Sentinel</b>  Urxehl: <b>Sentinel</b> (Strength-based melee fighters)  Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)  Yamasoth: <b>Sentinel</b>  Yhidothrus: <b>Sentinel</b>  Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
<p><b>Fighter</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn, Sentinel  <u>8th-Level Entry</u>  Mystery Cultist  <u>Ineligible</u>  Demoniac, Diabolist, Exalted,  Proctor, Soul drinker</p>	<p>Gorum: <b>Sentinel</b> ***</p> <p>Angradd: <b>Sentinel</b>  Apsu: <b>Sentinel</b>  Arazni: <b>Sentinel</b> (magehunting builds)  Brigh: <b>Sentinel</b>  Chaldira: <b>Sentinel</b>  Hastur: <b>Sentinel</b>  Kazutal: <b>Sentinel</b>  Milani: <b>Sentinel</b>  Minderhal: <b>Sentinel</b>  Nivi Rhombodazzle: <b>Sentinel</b> (melee sunder builds with hammers)  Nocticula (Redeemed): <b>Sentinel</b>  Shizuru: <b>Sentinel</b>  Tsukiyo: <b>Sentinel</b>  Zursvaater: <b>Sentinel</b> ***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)  Imbrex: <b>Sentinel</b> (defenses)  Lantern King: <b>Sentinel</b> (transmutation specialists)  Shyka: <b>Sentinel</b> ***</p> <p>The Monad: <b>Sentinel</b>  Karkamoth: <b>Sentinel</b>  Otolmens: <b>Sentinel</b>  Il'surrish: <b>Sentinel</b> (melee fighters)  Narraseminek: <b>Sentinel</b>  Mrtyu: <b>Sentinel</b>  Narakaas: <b>Sentinel</b> (melee fighters) ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers)  Falayna: <b>Sentinel</b> (longsword builds)  Jaidz: <b>Sentinel</b>  Lymnieris: <b>Sentinel</b>  Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons)  Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons)</p>

	<p>Ylimancha: <b>Sentinel</b> (ranged builds) ***</p> <p>Belial: <b>Sentinel</b> (melee fighters)  Dispater: <b>Sentinel</b> (Strength-based melee fighters)  Mammon: <b>Sentinel</b> (good-aligned enemy slayers)  Doloras: <b>Sentinel</b> (crit-fishing magehunters)  ***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)  Szuriel: <b>Sentinel</b> (two-handed greatsword wielders)  ***</p> <p>Aldinach: <b>Sentinel</b>  Angazhan: <b>Sentinel</b>  Baphomet: <b>Sentinel</b> (melee fighters)  Dagon: <b>Sentinel</b> (melee magehunters)  Haagenti: <b>Sentinel</b> (polymorph specialists)  Jezelda: <b>Sentinel</b> (natural attackers)  Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)  Shax: <b>Sentinel</b> (defensive melee fighters)  Shivaska: <b>Sentinel</b> (grapplers)  Socothbenoth: <b>Sentinel</b>  Urxehl: <b>Sentinel</b> (Strength-based melee fighters)  Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)  Yamasoth: <b>Sentinel</b>  Yhidothrus: <b>Sentinel</b>  Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
<p><b>Slayer</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn, Sentinel  <u>8th-Level Entry</u>  Mystery Cultist  <u>Ineligible</u>  Demoniac, Diabolist, Exalted,  Proctor, Soul drinker</p>	<p>Gorum: <b>Sentinel</b>  Norgorber: <b>Evangelist</b>  ***</p> <p>Achaekkek: <b>Sentinel</b> (TWF builds)  Angradd: <b>Sentinel</b>  Apsu: <b>Sentinel</b>  Arazni: <b>Evangelist</b> or <b>Sentinel</b>  Besmara: <b>Evangelist</b>  Brigh: <b>Sentinel</b>  Chaldira: <b>Sentinel</b>  Hastur: <b>Sentinel</b>  Kazutal: <b>Sentinel</b>  Milani: <b>Sentinel</b>  Noctacula (Redeemed): <b>Sentinel</b>  Shizuru: <b>Sentinel</b>  Tsukiyo: <b>Sentinel</b>  Zursvaater: <b>Sentinel</b>  ***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)  Imbrex: <b>Sentinel</b> (defenses)  Lantern King: <b>Sentinel</b> (transmutation specialists)  Shyka: <b>Sentinel</b>  ***</p> <p>Karkamoth: <b>Sentinel</b>  Otolmens: <b>Sentinel</b>  Il'surrish: <b>Sentinel</b> (melee fighters)  Narraseminek: <b>Sentinel</b></p>

	<p>Mrtyu: <b>Sentinel</b></p> <p>Narakaas: <b>Sentinel</b> (melee fighters) ***</p> <p>Damerrich: <b>Sentinel</b> (two-handed, Strength-based melee strikers)</p> <p>Falayna: <b>Sentinel</b> (longsword builds)</p> <p>Jaidz: <b>Sentinel</b></p> <p>Lymnieris: <b>Sentinel</b></p> <p>Ragathiel: <b>Sentinel</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Sentinel</b> (ranged builds) ***</p> <p>Belial: <b>Sentinel</b> (melee fighters)</p> <p>Dispater: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Mammon: <b>Sentinel</b> (good-aligned enemy slayers)</p> <p>Doloras: <b>Sentinel</b> (crit-fishing magehunters) ***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)</p> <p>Szurriel: <b>Sentinel</b> (two-handed greatsword wielders) ***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Baphomet: <b>Sentinel</b> (melee fighters)</p> <p>Dagon: <b>Sentinel</b> (melee magehunters)</p> <p>Haagenti: <b>Sentinel</b> (polymorph specialists)</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Socothenoth: <b>Sentinel</b></p> <p>Urxehl: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)</p> <p>Yamasoth: <b>Sentinel</b></p> <p>Yhidothrus: <b>Sentinel</b></p> <p>Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p>
<p><b>Swashbuckler</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Soul drinker</p>	<p>Arazni: <b>Sentinel</b></p> <p>Besmara: <b>Evangelist</b></p> <p>Chaldira: <b>Sentinel</b></p> <p>Hastur: <b>Sentinel</b></p> <p>Kazutal: <b>Sentinel</b></p> <p>Naderi: <b>Sentinel</b></p> <p>Noctacula (Redeemed): <b>Sentinel</b></p> <p>Shizuru: <b>Evangelist</b> or <b>Sentinel</b> ***</p> <p>Count Ranalc: <b>Sentinel</b> (illusion and shadow specialists)</p> <p>Lantern King: <b>Sentinel</b> (transmutation specialists) ***</p> <p>Narraseminek: <b>Sentinel</b> ***</p> <p>Falayna: <b>Sentinel</b> (longsword builds)</p> <p>Jaidz: <b>Sentinel</b></p> <p>Lymnieris: <b>Sentinel</b></p> <p>Tanagaar: <b>Sentinel</b> (melee fighters using slashing or piercing weapons)</p>

	<p>***</p> <p>Mammon: <b>Sentinel</b> (good-aligned enemy slayers)</p> <p>Doloras: <b>Sentinel</b> (crit-fishing magehunters)</p> <p>***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Dagon: <b>Sentinel</b> (melee magehunters)</p> <p>Haagenti: <b>Sentinel</b> (polymorph specialists)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p>
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Martials (Mixed BAB)	
<p><b>Monk / UnMonk</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn, Sentinel (UnMonk)</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist, Sentinel (Monk)</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Souldrinker</p>	<p>Zon-Kuthon: <b>Evangelist</b></p> <p>***</p> <p>Angradd: <b>Evangelist</b></p> <p>Apsu: <b>Sentinel</b></p> <p>Arazni: <b>Sentinel</b></p> <p>Brigh: <b>Sentinel</b></p> <p>Kazutal: <b>Sentinel</b></p> <p>Milani: <b>Sentinel</b></p> <p>Nocticula (Redeemed): <b>Sentinel</b></p> <p>Tsukiyo: <b>Evangelist</b></p> <p>***</p> <p>Shyka: <b>Evangelist/Sentinel</b></p> <p>***</p> <p>The Monad: <b>Evangelist/Sentinel</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist/Sentinel</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Imot: <b>Evangelist</b> (6 levels only)</p> <p>Mrtyu: <b>Evangelist</b></p> <p>***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Ghenshau: <b>Evangelist</b> (magehunting and infiltration specialists)</p> <p>Picoperi: <b>Evangelist</b></p> <p>Ylimancha: <b>Evangelist</b></p> <p>***</p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Yhidothrus: <b>Evangelist</b></p>

	Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)
<p><b>Vigilante</b>  <u>6th-Level Entry</u>  Evangelist, Feysworn, Sentinel (Avenger)</p> <p><u>8th-Level Entry</u>  Mystery Cultist, Sentinel (Stalker)</p> <p><u>Ineligible</u>  Demoniac, Diabolist, Exalted,  Proctor, Souldrinker</p>	<p>Gorum: <b>Sentinel</b>  Norgorber: <b>Evangelist</b> ***</p> <p>Ahriman: <b>Evangelist</b>  Angradd: <b>Evangelist</b>  Apsu: <b>Sentinel</b>  Arazni: <b>Evangelist/Sentinel</b>  Besmara: <b>Evangelist</b>  Brigh: <b>Sentinel</b>  Chaldira: <b>Sentinel</b>  Groetus: <b>Sentinel</b>  Hastur: <b>Sentinel</b>  Kazutal: <b>Evangelist/Sentinel</b>  Milani: <b>Evangelist/Sentinel</b>  Minderhal: <b>Exalted/Sentinel</b>  Naderi: <b>Sentinel</b>  Noctacula (Redeemed): <b>Sentinel</b>  Shizuru: <b>Evangelist/Sentinel</b>  Tsukiyo: <b>Sentinel</b>  Zursvaater: <b>Evangelist/Sentinel</b> ***</p> <p>Count Ranalc: <b>Evangelist/Sentinel</b> (illusion and shadow specialists)  The Green Mother: <b>Evangelist/Sentinel</b> (enchantment specialists)  Imbrex: <b>Evangelist/Sentinel</b> (defenses)  Lantern King: <b>Evangelist/Sentinel</b> (transmutation specialists)  Shyka: <b>Evangelist/Sentinel</b> ***</p> <p>The Monad: <b>Evangelist/Sentinel</b>  Karkamoth: <b>Evangelist/Sentinel</b>  Otolmens: <b>Evangelist/Sentinel</b>  Il'surrish: <b>Evangelist/Sentinel</b> (melee fighters)  Narraseminek: <b>Evangelist</b>  Mrtyu: <b>Evangelist/Sentinel</b> ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)  Damerrich: <b>Evangelist</b> (melee strikers) or <b>Sentinel</b> (two-handed, Strength-based melee strikers)  Falayna: <b>Sentinel</b> (longsword builds)  Jaidz: <b>Evangelist/Sentinel</b>  Lymnieris: <b>Evangelist/Sentinel</b>  Picoperi: <b>Evangelist</b>  Ragathiel: <b>Evangelist/Sentinel</b> (melee fighters using slashing weapons)  Tanagaar: <b>Evangelist/Sentinel</b> (melee fighters using slashing or piercing weapons)  Ylimancha: <b>Evangelist/Sentinel</b>  Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Baalzebul: <b>Evangelist</b> (social skill specialists)  Belial: <b>Sentinel</b> (melee fighters)  Dispater: <b>Sentinel</b> (Strength-based melee fighters)  Mammon: <b>Sentinel</b> (good-aligned enemy slayers)</p>

	<p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists)</p> <p>Doloras: <b>Sentinel</b> (crit-fishing magehunters)</p> <p>***</p> <p>Charon: <b>Sentinel</b> (Charisma-based debuff specialists)</p> <p>Szuriel: <b>Evangelist</b> (buffing and enchantment specialists) or <b>Sentinel</b> (two-handed greatsword wielders)</p> <p>Trelmarixian: <b>Evangelist</b> (intrigue specialists)</p> <p>***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Baphomet: <b>Evangelist</b> (infiltration and espionage specialists) or <b>Sentinel</b> (melee fighters)</p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water) or <b>Sentinel</b> (melee magehunters)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes) or <b>Sentinel</b> (polymorph specialists)</p> <p>Jezelda: <b>Sentinel</b> (natural attackers)</p> <p>Kabriri: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Kostchtchie: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Shax: <b>Sentinel</b> (defensive melee fighters)</p> <p>Shivaska: <b>Sentinel</b> (grapplers)</p> <p>Socothbenoth: <b>Sentinel</b></p> <p>Urxehl: <b>Sentinel</b> (Strength-based melee fighters)</p> <p>Xoveron: <b>Sentinel</b> (Strength-based melee magehunters)</p> <p>Yamasoth: <b>Sentinel</b></p> <p>Yhidothrus: <b>Evangelist</b> or <b>Sentinel</b></p> <p>Zevgavizeb: <b>Sentinel</b> (Jurassic Park wannabes)</p> <p>Zura: <b>Evangelist</b></p>
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Martials (¾ BAB)	
<p><b>Ninja</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist, Sentinel</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Souldrinker</p>	<p>Norgorber: <b>Evangelist</b></p> <p>***</p> <p>Ahriman: <b>Evangelist</b></p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Evangelist</b> or <b>Sentinel</b></p> <p>Besmara: <b>Evangelist</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Minderhal: <b>Exalted</b></p> <p>Shizuru: <b>Evangelist</b></p> <p>Zursvaater: <b>Evangelist</b></p> <p>***</p> <p>Count Ranalc: <b>Evangelist</b> (illusion and shadow specialists)</p> <p>The Green Mother: <b>Evangelist</b> (enchantment specialists)</p>

	<p>Imbrex: <b>Evangelist</b> (defenses)</p> <p>Lantern King: <b>Evangelist</b> (transmutation specialists)</p> <p>Shyka: <b>Evangelist</b> ***</p> <p>The Monad: <b>Evangelist</b></p> <p>Otolmens: <b>Evangelist</b></p> <p>Il'surrish: <b>Evangelist</b> (melee fighters)</p> <p>Narraseminek: <b>Evangelist</b></p> <p>Mrtyu: <b>Evangelist</b></p> <p>Narakaas: <b>Evangelist</b> (melee fighters) ***</p> <p>Ashava: <b>Evangelist</b> (buffing and utility specialists)</p> <p>Damerrich: <b>Evangelist</b> (melee strikers)</p> <p>Jaidz: <b>Evangelist</b></p> <p>Lymnieris: <b>Evangelist</b></p> <p>Picoperi: <b>Evangelist</b></p> <p>Ragathiel: <b>Evangelist</b> (melee fighters using slashing weapons)</p> <p>Tanagaar: <b>Evangelist</b> (melee fighters using slashing or piercing weapons)</p> <p>Ylimancha: <b>Evangelist</b></p> <p>Zohls: <b>Evangelist</b> (divination specialists and magical spies) ***</p> <p>Baalzebul: <b>Evangelist</b> (social skill specialists)</p> <p>Mephistopheles: <b>Evangelist</b> (social skill and infiltration specialists) ***</p> <p>Szurriel: <b>Evangelist</b> (buffing and enchantment specialists)</p> <p>Trelmarixian: <b>Evangelist</b> (intrigue specialists) ***</p> <p>Aldinach: <b>Sentinel</b></p> <p>Andirifkhu: <b>Evangelist</b></p> <p>Angazhan: <b>Sentinel</b></p> <p>Baphomet: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Dagon: <b>Evangelist</b> (campaigns with regular access to water)</p> <p>Gogunta: <b>Evangelist</b> (mist and fog specialists)</p> <p>Haagenti: <b>Evangelist</b> (Alchemist wannabes)</p> <p>Kabriri: <b>Evangelist</b> (infiltration and espionage specialists)</p> <p>Mestama: <b>Evangelist</b> (Witch wannabes)</p> <p>Nurgal: <b>Evangelist</b> (crit fishers)</p> <p>Orcus: <b>Evangelist</b> (necromancer wannabes)</p> <p>Yhidothrus: <b>Evangelist</b></p> <p>Zura: <b>Evangelist</b></p>
<p><b>Rogue / UnRogue</b></p> <p><u>6th-Level Entry</u></p> <p>Evangelist, Feysworn</p> <p><u>8th-Level Entry</u></p> <p>Mystery Cultist, Sentinel</p> <p><u>Ineligible</u></p> <p>Demoniac, Diabolist, Exalted, Proctor, Souldrinker</p>	<p>Norgorber: <b>Evangelist</b> ***</p> <p>Ahriman: <b>Evangelist</b></p> <p>Angradd: <b>Evangelist</b></p> <p>Arazni: <b>Evangelist</b> or <b>Sentinel</b></p> <p>Besmara: <b>Evangelist</b></p> <p>Kazutal: <b>Evangelist</b></p> <p>Shizuru: <b>Evangelist</b></p> <p>Tsukiyo: <b>Evangelist</b></p> <p>Zursvaater: <b>Evangelist</b> ***</p> <p>Count Ranalc: <b>Evangelist</b> (illusion and shadow specialists)</p>

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# The Deific Classes

## 6th-Level Prestige Classes

One of the cool features of all of the Obedience feats is that they grant you the ability to segue into one or more prestige classes. Now, because prestige classes typically have requirements in the form of prerequisite feats, skill ranks, BAB, spell levels, and accomplishments, you won't be able to suck the nectar out of your deific blossom until at least 6th level, when the three Deific Obedience prestige classes (Evangelist, Exalted, and Sentinel) and the one Fey Obedience prestige class (Feysworn) get rolling. If you took Fiendish, Celestial, or Monitor Obedience, you'll have to wait until 8th level to begin playing as a Diabolist (Fiendish), Demoniac (Fiendish), Souldrinker (Fiendish), Mystery Cultist (Celestial), or Proctor (Monitor). Since there seems to be a fairly neat divide between those two groups, we'll review them each separately.

### Evangelist

#### Summary

The Evangelist is a popular prestige class for one very important reason: the aligned class feature. Although most prestige classes designed for casters feature some sort of spell progression from your base casting class, prestige classes designed for full-BAB martial classes or  $\frac{3}{4}$ -BAB skill monkeys and strikers rarely give you any compensation for your lost base class levels. Aligned class fixes that, making you lose out on only one level of base class progression (including spells per day, spell levels, caster level, and class features) in return for a full 10 levels of prestige class bonuses. Individually, none of the Evangelist's perks will turn heads, but holistically, the sheer ease with which you can stay in the prestige class for the long haul makes it worth considering.

**(Note:** the Evangelist class is open at 6th level to characters who took the Deific Obedience or Fey Obedience feats, and at 8th level to characters who took the Fiendish Obedience or Monitor Obedience feats. Characters who took the Celestial Obedience feat are not explicitly eligible for Evangelist levels, per *Chronicle of the Righteous*, but kindly GMs will likely handwave this.)

#### How to Qualify

Evangelist has easily the least restrictive qualifications of any Obedience prestige class. You need Deific Obedience, of course, but beyond that, the requirements specify only BAB +5 (easily done for full-BAB martial classes), 5 skill ranks (easily done for skill monkeys and strikers), or 3rd-level spells (easily done for full casters, although spontaneous casters like the Sorcerer and Oracle will need to go with skill ranks if they want to enter at 6th level—they don't get 3rd-level spells until 6th level, which would mean no prestige class entry until 7th). Altogether, this prestige class can easily be entered by **6th level**.

## How Far Should I Go?

The real damage is done by your first level in Evangelist, so after that? No reason not to go a full 10 levels, unless you dislike the BAB or save progressions. Goodness knows there's not much other "meat" in Evangelist, so you might as well stick around for the boons.

## Class Features

**Skill Ranks:** One of the primary draws of the Evangelist prestige class is that it gives you 6 + Intelligence skill ranks per level, on par with the Investigator or Bard. That's a huge deal, especially given that many full casting and martial classes (Fighter, Cleric, Witch, Wizard, etc.) will be accustomed to making do with only 2 + Intelligence skill ranks per level. Should you enter from a casting class, you can exchange one level of spell progression (or not even that, with Prestigious Spellcaster!) for four more fully-loaded skills *and* a better Hit Die, to boot. Well worth investigating.

**Hit Die:** A d8 will be no change for  $\frac{3}{4}$ -BAB skill monkeys and strikers, and a demonstrable upgrade for full casting classes. For full-BAB martial classes, well, you should probably be looking at the Sentinel prestige class most of the time anyway.

**BAB:**  $\frac{3}{4}$  BAB will be a downgrade for full-BAB martial classes, but par for the course or an upgrade for everyone else. If you're a caster, you won't be interested in BAB except for when it helps you resist combat maneuvers or land the occasional melee or ranged touch attack. If you're a full-BAB martial class and upset about this feature, you really should be looking to the Sentinel.

**Saves:** Blergh, only Reflex? Gross. This will round out some classes' weaknesses, like the Inquisitor, who receives good Fortitude/Will but poor Reflex. For everyone else, Reflex is the least necessary save.

**(1) Skilled:** Solidifying the Evangelist as the skill monkey's Obedience prestige class, skilled lets you place two skills of your choice on your class list. Go with whatever you think will be most useful for you, but strongly consider Perception and Use Magic Device if you have no intense preference—they'll keep you alive better than anything else.

**(2) Aligned Class:** *The* defining feature of an Evangelist, and the reason why taking a full ten levels is so easy. No matter how many levels you invest, you're never losing out on more than one level of your base class!

**(2/7) Protective Grace:** Dodge bonuses to AC stack with all other types of bonuses, even other Dodge bonuses, so there's nothing but upside here. The bonus is small enough that it won't make a huge difference in your survivability, though.

**(3/6/9) Divine Boon:** All Obedience prestige classes grant faster progression toward their deity's boons, but whether those boons are worth your time is up to your deity...and this guide.

**(4/8) Gift of Tongues:** Okay, some new languages. This class feature definitely loses value if you play with the [Background Skills](#) ruleset, as Linguistics is one of the few background skills that's worth taking. But okay, gift of tongues, sure. I'll play along. Pick up Aklo and go chat up some Great Old Ones.

**(5) Multitude of Talents:** I never did understand abilities that improve your ability to perform actions that you have no training in. Depending on which class you entered from, and the number of skill ranks you formerly devoted to class skills, multitude of talents can represent a big increase in effectiveness to multiple skills. It's especially powerful for

**Bards**, who can leave useless Knowledge skills alone and trust bardic knowledge + multitude of talents to take care of those checks for them.

**(10) Spiritual Form:** At long last, your capstone! You'll be 15th level at the *earliest* when you get spiritual form, so filter the abilities you see on the page through that lens. Telepathy is great, albeit not always necessary. Your attribute bonus is untyped, so you should assign that to your main attack or casting attribute without worrying about overlap with wondrous items. Lastly, wings are the obvious choice for nearly every player on the physical transformation front, although melee fighters might wish to consider a natural attack.

## Summing Up

Even if the Evangelist isn't the flashiest prestige class on the block, it shines for full casters,  $\frac{2}{3}$  casters, and  $\frac{3}{4}$ -BAB martialists like the Rogue. If your deity's boons are of high quality, so much the better! There's some stuff in here for full-BAB martial classes to love, but on the whole, they're probably better suited to the Sentinel class, which grants attack bonuses, damage bonuses, save bonuses, initiative bonuses, and a whole lot more.

## Exalted

### Summary

If the Evangelist is the "universalist" prestige class for those who perform Obediences, the Exalted is very much caster-focused. In fact, due to the requirement of being able to cast 3rd-level divine spells, only a select few classes will *ever* qualify for Exalted status. Make sure to check your deity's ratings before going wholeheartedly into the Exalted class, because the Evangelist is sometimes quite a bit better. Because the Exalted grants you a full spellcasting progression, it's a nice prestige class to take if you've sucked the marrow from your base class—gotten the revelations that you want as an Oracle, or leveled up your channel dice enough as a Cleric, for example.

### How to Qualify

The skill ranks are easily accomplished, and Deific Obedience is obviously a must. Skill Focus (Knowledge [Religion]) is an unfortunate feat tax, although you should remember that half-elves can acquire that for free at 1st level. As far as 3rd-level divine spells, here are the levels at which the various divine casting classes satisfy that requirement:

- **6th level:** Cleric, Druid, Shaman
- **7th level:** Oracle
- **8th level:** Hunter, Inquisitor, Warpriest
- **11th level:** Antipaladin, Paladin, Ranger

I wouldn't personally recommend the Exalted prestige class for  $\frac{1}{2}$ -casters, and barely for  $\frac{2}{3}$ -casters; the option does exist, but you're better off grabbing the boons with Deific Obedience alone or the DODO path mentioned in #2 above.

### How Far Should I Go?

The very earliest I would consider jumping out of Exalted is 5th level, when you gain your expanded portfolio. Gaining a third Domain is very strong for Clerics, and just as strong for any other class. Feel free to cherry-pick the best Domain your deity has to offer and reap the rewards of multiple spell-like abilities and Domain features, albeit at a lower overall caster level. If you're looking to go a bit further, 7th level and Aspect of Divinity is another logical stopping point; if you're still not satisfied, 10th level's Perform Miracle is sort of like *limited wish*.

## Class Features

**Skill Ranks:** Oof. Clerics will be accustomed to 2 + Intelligence already, but for everyone else, that's a severe downgrade. Inquisitors in particular can easily relinquish their skill monkey status from only a few levels in Exalted.

**Hit Die:** A d8 is the norm for all the full and  $\frac{3}{4}$  divine casters, so this shouldn't make anyone mad.

**BAB:**  $\frac{3}{4}$  BAB is again the norm for all full and  $\frac{3}{4}$  divine casters. Standard.

**Saves:** It still stinks that you get only one save, but at least it's Will. Easily the most important save you could boost.

**Spells Per Day:** You essentially keep developing fully as a caster (including spells per day, spell levels, and caster level) while pursuing the Exalted—a great feature for Clerics, Shaman, Druids, and Oracles. This class feature is less important for  $\frac{3}{4}$  casters, but still important.

**(1) Divine Brand:** Your holy symbol can't be stolen, sundered, or otherwise taken from you in the long term, but that's a fairly niche benefit unless your GM is truly evil. In which case, my sympathies.

**(1) Scholar:** One additional Knowledge skill. Bleep bloop, I'm not too excited.

**(2) Vitality:** Why yes, I'll take a free Great Fortitude! Realistically, though, Vitality only compensates you for some of what you lost in your base class. I mean, Druids, Clerics, Inquisitors, Hunters, *and* Warpriests all have strong Fortitude save progressions. One hand giveth, the other taketh away.

**(3/6/9) Divine Boon:** All Obedience prestige classes grant faster progression toward their deity's boons, but whether those boons are worth your time is up to your deity...and this guide.

**(4) Religious Speaker:** A common bonus type and mediocre skills (Diplomacy excepted) hold Religious Speaker back. It's nothing to rave about...

**(5) Expanded Portfolio:** ...unlike expanded portfolio, which I rave about regularly. Now, there are a few things to remember about your third (or first!) domain. The main thing to remember is that you use your Exalted level—not your overall character level, or Hit Dice, or anything like that—to determine your effective Cleric or caster level. If you throw an expanded portfolio spell-like ability at a monster with spell resistance, I can almost guarantee that you won't make your check. Similarly, your domain abilities won't ever scale past what a 10th-level Cleric would have. The last thing to remember is that  $\frac{3}{4}$  casters will only be able to pull six spells from this ability, rather than nine. For all these reasons, it's best to pick domains and domain spells that grant you buffing abilities. Enemy-targeted abilities simply can't be relied on to work with your limited effective caster level, but team-targeted abilities will still work just fine.

(7) **Aspect of Divinity:** In addition to the cool flavor of starting to physically manifest your deity's traits, constant *protection from [alignment]* is a powerful effect. Now, you'll definitely have a *ring of protection* +2 and *cloak of resistance* +2 at this level, so don't get excited about those effects. What you *won't* have is the ability to reroll saves against enchantment spells and protection from evil summoned creatures. Those abilities are a good deal more powerful, although it's worth noting that summoned creatures can still attack you with weapons (not too hard to do) or pass an spell resistance check to blow through your protection. Better than a tinfoil hat, though.

(8) **Ardent Vision:** The Inquisitor is laughing that it took other classes this long to be able to *detect [alignment]*, but eh, we all knew the Inquisitor was OP. This effect is good, but determined casters at this level will likely have some form of *aura alteration*, *peerless integrity*, *misdirection*, *undetectable alignment*, etc.

(10) **Perform Miracle:** Hmmm...yeah, it's sort of like a *limited limited wish*. Certainly versatile, certainly powerful. There's plenty to like here.

## Summing Up

The Exalted's class features are stronger than the Evangelist's, but you lose out on skills and abilities from your base class. It's best in the hands of full casters who can get what they need out of their base classes before 6th level, and whose deities grant very strong Exalted boons. Pick your concept, check your deity's Exalted boons, and go from there. Remember that Exalted boons are the easiest to get with no prestige class investment, though! Deific Obedience alone will get you there at 12/16/20, and DODO will get you there at 10/14/18. If you don't like what the Exalted prestige class has on tap, by all means, don't dump levels into it.

## Sentinel

### Summary

Sentinels are the militant arm of their deity's faiths, running about with swords cocked, spears akimbo, muskets sharpened, and other such martial metaphors. The prestige class is designed, *sans doute*, for full-BAB classes with little to no spellcasting, and contains many of the usual full-BAB goodies you're used to seeing: good Fortitude saves, a d10 Hit Die, bonus feats, bonuses on attack and damage rolls, etc. On the whole, it's a strong class (perhaps the strongest overall of the three Deific Obedience classes) but, as with all prestige classes, requires careful consideration to determine whether the features you gain from your prestige class compensate for the features you lose from your base class. Remember also that you can take DODO to poach boons from the Sentinel prestige class without ever having to take a single level in Sentinel. For deities with Sentinel boons of inconsistent quality, or boons that are overtly tailored toward a class that you're not playing, the DODO feat path can be the ideal solution to your problems.

### How to Qualify

Easily, at least for full-BAB classes. Weapon Focus is an unfortunate feat tax, but everything else is easily doable. Plan to enter at **6th level**, or **8th level** if you're playing a  $\frac{3}{4}$ -BAB class.

### How Far Should I Go?

The earliest I would consider exiting Sentinel is 6th level. You've got your second boon, +3 to hit and damage, and aligned strike. The only stopping point after that is 9th level, and if you're going to 9th, you may as well go to 10th for your last boon and unstoppable warrior. DR is worth it.

## Class Features

**Skill Ranks:** Well, yeah, 2 + Intelligence pretty much sucks. Fighters and Paladins will be used to that, but it's a step back for everyone else. If your GM is using the Background Skills ruleset (highly recommended, by the way) this may not be such a big deal.

**Hit Die:** d10s come standard on most full-BAB models.

**BAB:** This is the Sentinel's niche, so yeah, full BAB is a must.

**Saves:** Strong Fortitude progression unfortunately gets full-BAB classes nothing that they wouldn't already have had. Remember that Iron Will is always an option, kids.

**Weapon and Armor Proficiencies:** Not every class entering Sentinel has access to heavy armor or martial weapons, so this might be equivalent to a free feat or two for Inquisitors, Avenger Vigilantes, melee-focused Oracles, Slayers, etc.

**(1) Symbolic Weapon:** I love symbolic weapon. I mean, sure, it's mostly compensating you for lost damage or accuracy progression from your base class, but it scales *very* quickly (faster even than a Fighter's weapon training class feature) and boasts an uncommon bonus type. Plus, Paladins and other divine casters have to worry much less about having their holy/unholy symbols sundered or stolen when their holy symbol *is* their weapon.

**(2) Bonus Feats:** Some classes that delve into the Sentinel will have no bonus feats (making this quite the upgrade) and some will have more bonus feats than the Sentinel (making this a bit of a downgrade). At any rate, it's awesome that your Sentinel levels count as Fighter levels for the purposes of feat prerequisites. Makes it that much easier to get Disruptive, Critical Versatility, etc.

**(3/6/9) Divine Boon:** All Obedience prestige classes grant faster progression toward their deity's boons, but whether those boons are worth your time is up to your deity...and this guide.

**(4/8) Divine Quickness:** Bonuses to initiative are always peachy keen! Pass me that blue rating already, will ya?

**(5) Aligned Strike:** Penetrating DR/Alignment is hard to do. You either need a *holy/unholy/axiomatic/anarchic* weapon, or you need a +5 enhancement bonus. The first set is easier to come by in the grand scheme of things, but most PCs have other stuff they would rather spend their enhancement bonuses on. So why not pick it up for free? *Holy* will probably suit most people's campaigns best, but there are arguments to be made for *anarchic* (in campaigns featuring devils like *Hell's Rebels*, e.g., or if you're storming Axis for some reason) or *axiomatic* (*Wrath of the Righteous*, anything else featuring demons, qliphoth, fey, proteans, etc.).

**(Author's Note:** I like to google class features, weapon enchantments, feats, etc. now and again to see whether there's any hidden nuance in them. After having written so many guides, I feel like I'm pretty good at spotting rule inconsistencies, poor RAW wording, and conflicts with other features from a few paces away, if not always a mile. Aligned Strike is one such feature. Something felt off. I googled, and sure enough, debate rages in certain corners of the Paizo forums

about whether Aligned Strike allows you to bypass DR/Alignment *only*, or whether the weapon is also treated as if it had the *holy/unholy/axiomatic/anarchic* qualities. The first part of the feature text seems to be leading you in the first direction, and then the second part takes a hard left turn in the second direction. The difference isn't trivial: weapons with the above enchantments deal +2d6 damage per hit to creatures of the opposite alignment! Wouldn't you want to know if you were supposed to be getting +7 damage per hit for free? The consensus I'm seeing is that class features that grant simple DR/Alignment penetration usually state that "the weapon is counted as good-aligned," etc., with no mention of the *holy* quality. Others point out that Paizo later revised this prestige class for Society play, had the chance to change the wording, and didn't. Your GM may disagree, but I say that there's enough RAW meat here to get your extra damage.)

(5) **Stalwart:** Well, it's nice, but enemy divine casters won't be an everyday occurrence.

(7) **Practiced Combatant:** As it is, this feature is straight-up broken. Symbolic weapon grants bonuses to attack rolls, which also count as sacred or profane bonuses to CMB. Sacred and profane bonuses don't stack with themselves, hence practiced combatant is superseded by symbolic weapon. Even if it weren't busted, combat maneuvers are pretty niche in core Pathfinder, especially by 12th level, which is the earliest you could receive this power. I'd rate it a **yellow** if your GM is willing to ignore the rules text's poor choice of words and give you a stackable bonus.

(8) **Righteous Leader:** Free Leadership! Bonkers. Your GM won't like it, but they'll just have to bust out their metamagic rod collection and cast an Intensified Maximized *deal with it* spell.

(10) **Unstoppable Warrior:** It's Diehard, DR, and a free 1/day *cure critical wounds*, all wrapped up in a wonderful package. The DR for NG, CG, NE, and CE characters is clearly meant to be bypassed only by weapons that are both aligned *and* made of a special material. Otherwise, there wouldn't be a reason for you to get less DR than the LG, LE, LN, and CN characters. Anyway, this feature is awesome. A fitting capstone.

## Summing Up

The Sentinel is probably the strongest of the three Deific Obedience prestige classes in terms of class features, and very easy for Fighters to segue into, thanks to Sentinel levels counting as Fighter levels for the purposes of feat prerequisites. Full-BAB martial characters (or  $\frac{3}{4}$ -BAB casters who are okay with losing out on their remaining spell progression) will find plenty to like in the prestige class. Remember that DODO is also an acceptable route to poach Sentinel boons without needing to commit to prestige class levels.

## Feysworn

### Summary

Feysworn are servitors of the Eldest, a pantheon of deities that reside in and rule over the First World, home of the Fey and ancestral home of gnomes. This prestige class is comparable to the Exalted: both give you  $\frac{3}{4}$  BAB progression, poor Fortitude and Reflex save progression, 2 + Intelligence skill ranks, and a goodly number of spells learned per day. Feysworn also get some *considerable* defensive oomph in combat through their Feyskinned and Alien Mind class features, however, which may make the class more appealing to  $\frac{2}{3}$ -casters like the Warpriest, Alchemist, Investigator, Inquisitor, Magus, Bard, etc.

## How to Qualify

Surprisingly easily, actually. Set your Intelligence to 12 or dump a rank into Linguistics to get your Aklo or Sylvan proficiency, then just select Fey Obedience at 3rd or 5th level. Knowledge (Planes) is a highly useful Knowledge skill for identifying Outsiders (not Fey, ironically, who are identified with Knowledge [Nature]) so you shouldn't feel badly about needing to put five ranks in. Everyone should be ready to go by **6th level**.

## How Far Should I Go?

You positively *must* stick around until you get Feyskinned at 2nd level, but exiting at 5th for more Feyskinned minutes per day and access to Alien Mind is probably a better call. If you're willing to surrender a little more, 7th level will get you constant DR 10/Cold Iron, penetrable only by a cold iron weapon or a +3 enhancement bonus on a weapon. The capstone at 10th level is...okay, but predictably (for the Fey) unpredictable, potentially harming allies as much as it harms enemies. I'd probably exit by 9th level unless you really, really want to be able to go boom on people.

## Class Features

**Skill Ranks:** Yep, the similarities with the Exalted start here.  $\frac{3}{4}$ -BAB classes will love Feyskinned, but will hate surrendering their skill supremacy like this.

**Hit Die:** Sure. I mean, there's not much reason for full-BAB martials to enter Feysworn anyway, and every other class will be used to a d8.

**BAB:** Standard.

**Saves:** If you had to choose one save to be good, it had to be Will. Breathe easy.

**Spells Per Day:** Unlike the Exalted, Feysworn do actually lose one level of casting. You can take the Favored Prestige Class + Prestigious Spellcaster feats to fully make up the debt, or else just grab the Magical Knack trait to compensate for your lost caster level.

(1) **Feymarked:** Immune to *charm person*, *dominate person*, and other effects targeting humanoids, yet also capable of lowering that immunity in order to receive buff spells. Well, if that ain't the darnedest thing! (I should also mention that I love Feymarked from a flavor perspective. The whole "you live only by my sufferance" thing gets my acting chops all riled up.)

(2) **Breacher:** Breacher is all about flavor, not mechanics. This ability is really just a story hook for the GM.

(2) **Feyskinned:** Ummm. What!? Most classes have *no* way of getting DR of any stripe, much less DR 10. Weapons with high enhancement bonuses will eventually penetrate these defenses, but natural weapons won't, and it's unlikely that lower-level mooks accompanying the big boss will have the equipment to deal with you effectively. Huge.

(3/6/9) **Fey Boon:** Because Feysworn can't get Diverse Obedience, your choice is either to take the base Obedience feat or take prestige class levels. Hope those boons were worth it!



(4) **Summon Fey:** All of these monsters are pretty hilariously bad for the level you get them. The ekekeh only has a swim speed, so good luck maneuvering that thing around; nuglub gremlins are CR 2, hence relegated mostly to harassing casters with trip tactics, flanking, and their Step Up feat; fauns are best used to spam *hideous laughter* with their panpipes, causing either multiple foes to fall prone or one foe to fall prone continually. At least the nuglubs and fauns can move on land, ya big dumb fish. Hey, ekekeh: Free Willy called. He wants his gimmick back.

(5) **Alien Mind:** Oh, yeah. It's all coming together. You don't get Alien Mind for many rounds per day, but here's the thing: it can be activated as an immediate action. This is *crucial*. If you assign your stat bonus to Wisdom, you can get an effective +6 against [mind-affecting] effects *as you're targeted by them*. Don't be afraid to let it lapse next turn—if you get targeted again, you can always reactivate for the same immediate action cost. Or, if you're a caster, use it to boost your save DCs nicely before an alpha strike. Lots of options here.

(5) **Plane Swap:** Mostly a GTFO power unless you're regularly traveling back to the First World to chat up your patron. Plane Swap can't be used on unwilling creatures, unlike *plane shift*, so don't get any ideas about Doctor Strange-ing people into the middle of some Fey-infested jungle.

(8) **Summon Fey:** Now *this* is more like it. Bogeymen are good strikers and skirmishers, capable of hit-and-run tactics with Spring Attack and Mobility; make liberal use of *darkness*, *invisibility*, *suggestion*, and all those sneak attack dice to hit enemies while their defenses are down. Don't forget about all their fear effects! And speaking of fear effects, the nuckelavee. At this level, they make poor strikers, so have them lay down a bunch of *obscuring mist* then ride around the clouds, shooting breath weapons into the midst of the fog. If any enemies make it out, you should absolutely use your nuckelavees to waste opponents' AoOs—between Mobility and Wind Stance, enemies will be whiffing more often than not. Lastly, escortes can be good in a couple of circumstances. They boast the see in darkness universal monster ability, making them able antidotes to enemy darkness tactics, and can *glitterdust* invisible enemies to bits. Between *dimension door* and their hollow eyes ability, they're decent at blasting from range; where they shine, however, is in melee, laying out four tentacles at a surprisingly good +12 with reach and 1d4 Constitution damage on each hit. Park these guys in flanking position around most enemies, and they'll crumble before long. The aura of inevitability doesn't help, either.

(10) **Tear Reality:** All these abilities were the abilities you thought were *really cool* when you were a 3rd-grader playing tabletop in the schoolyard. But then you grew up, realized that they didn't do that much damage, and also tended to hurt your allies. Naaaah.

## Summing Up

Feysworn can make for surprisingly hard-to-kill casters, immune to effects targeting humanoids, dropping Alien Mind on unwanted mental intrusions, and sporting DR 10/Cold Iron. If you were going to worship one of the Eldest as a full or  $\frac{2}{3}$  caster, you might want to check this prestige class out!

# 8th-Level Prestige Classes

## Diabolist

### Summary

The Diabolist is the prestige class most aligned with—you guessed it—the lawful evil-aligned Outer Plane of Hell. As a whole, the class is strongly skewed toward full arcane casters due to its casting requirements, 2 + Intelligence skill ranks, d6 HD, ½ BAB progression, and general focus on conjuration spells, specifically those of the calling subschool. Before we jump in, the differences between summoning and calling spells bear some detailing here, because they’re non-trivial to the Diabolist class. Summoning spells are what the vast majority of casters use: they’re cheap on actions and material costs, widely available across spell lists, and diverse enough that they’ll always have a decent tool for whatever combat situation you need. There are several weaknesses to summoning spells, however. First, summoning spells are typically very limited in duration—rounds per level if you’re unlucky, or minutes per level if you happen to be a Summoner, Monster Tactician, Inquisitor, etc. Second, summoning spells have durations, which means that they’re subject to premature termination through common spellcasting tools such as *dispel magic*. Third, summoning spells really only conjure up an *echo* or *essence* of an entity; they’re not really present with you on the Material Plane, and if something kills them, they don’t actually die. By contrast, calling spells typically conjure creatures for hours to days to weeks at a time, and if they get killed during that time, they’re dead for real. More importantly for their longevity on the Prime Material, however, calling spells typically have instantaneous durations, which means that enemy casters will have to burn higher-level resources such as *banishment*, *dismissal*, or *dispel [alignment]* slots in order to send them packing.

Of course, the increased power of calling subschool spells comes at a cost: called creatures are typically much more powerful than summoned creatures available at the same level, and there’s usually some process of bartering or trading that goes on between the two of you. Unlike in summoning, where it’s a strict master-servant relationship, calling is much more a transaction between equals or (in some cases) a fearful, desperate petition that you’ve made to a much, much more powerful entity than yourself. Diabolists focus almost exclusively on calling spells, and many of the class features that they receive will specifically address how to eke a few more favors out of your called servants: lower costs, more elaborate services, better chances of not getting duped, slaughtered, or otherwise eternally screwed by the puissant devils you’ll make it your business to do business with on a regular basis. **Of note**, there are, historically, two versions of the Diabolist class. The first was released with the original *Princes of Darkness* campaign setting book; because Fiendish Obedience didn’t exist back then and there’s never been such a thing as an “Infernal Obedience” feat, the original prestige class had no Obedience requirement. I’m not going to cover the original Diabolist or Souldrinker prestige classes in this guide; they no longer exist on Archives of Nethys, and as Paizo made revisions to the class in the later, all-in-one *Book of the Damned*, I think it’s fair to say that the later version more accurately represents their design vision for the class, even if we don’t personally agree with balance changes that might have been made. If you’re interested in the original Diabolist as a historical tidbit, by all means, check it out on your own time.

### How to Qualify

All of the Knowledge skills are skills any self-respecting full arcane caster would be getting anyway, so it’s no skin off your back to make sure you’ve got 7 ranks in K(Planes, Religion) and Spellcraft. You’ll worship some one of the higher-ups in Hell and have taken Fiendish Obedience in order to serve them better, which you should be duly familiar with by this point in the guide. Conjuration spells are also easily managed for full casters, who will likely have access to

4th-level spells by the time they enter this class. Probably the toughest part about entering the prestige class is that you must have used *lesser planar ally* or *lesser planar binding* to bind a devil to you for at least 1 day—but again, even this isn't too bad. Lemures are CR 1, imps are CR 2, and accuser devils are CR 3. Any one of them will satisfy this requirement and set a full arcane caster or Summoner on the path to diabolatry by **8th level**.

## How Far Should I Go?

Diabolist 2 will get you an imp familiar, infernal charisma +2, channel hellfire, and infernal bargain, all of which are great for Charisma-based classes like Summoner or Sorcerer. Intelligence-based classes will probably want to advance to at least 6th level to take advantage of heresy, infernal transport, and their deity's second boon as they leverage Knowledge (Planes) checks and their innately higher Intelligence scores to start researching true names and building dirt on the higher-ups in Hell. If you're going past 6th, I'd recommend heading all the way to 10th. The damage is done on your class features at this point, so you might as well pick up *hellfire ray*, more infernal charisma, more heresy, your third boon, and master conjurer.

## Class Features

**Skill Ranks:** If there's one feature of these classes I'm not a fan of, it's the low skill ranks. 2 + Intelligence sucks, especially when you're going to have to try to juggle Diplomacy, Intimidate, Bluff, Knowledge (Planes), and probably Spellcraft, but Wizards, Arcanists, and Witches at least have the advantage of high Intelligence scores.

**Hit Die:** A d6 is as low as they come in Pathfinder, given only to the full arcane casters who can't tank a hit to save their lives. Diabolist is all about making sure you have a bound devil at your side to tank those hits *for* you, though, so act in accordance with that precept and you should be fine.

**BAB:** As with most full arcane casters, ½ BAB progression. Unless you're using it on ranged touch attacks regularly, this won't be a huge problem. Again, it's your bound devil who'll be doing most of the fighting.

**Saves:** Will is the best single save you could get, but all casters need to find a way to shore up their Fortitude saves to some extent. Great Fortitude and relatively high Constitution scores (14s, if at all possible) should be your first place to go to patch the hole.

**Spells Per Day:** The original Diabolist got a full spell progression, but the newer Diabolist loses one level. Favored Prestige Class + Prestigious Spellcaster will get you that level back, or else the Magical Knack trait will patch your caster level. At any rate, most full casters care about their spells more than they do about their class features, so this is fine, by and large.

**(1) Damned:** Unlike in the Demoniac, where you might hope to be left more or less alone in your Abyssal cocoon, you can bet your sweet bippy that the hierarchy of Hell is going to have a plan for your soul when you're dead. (Spoiler alert: it will probably not involve you skipping through a field of daisies.)

**(1/5/8) Imp Familiar:** Familiars are always good, and imps are among the best forms an Improved Familiar can take—with flight, see in darkness, constant *detect magic* and *detect good*, and at-will *invisibility*, they're uncannily good at getting into places where they really shouldn't be. If you're a Witch or Wizard and already have a familiar, so much the better, but Sorcerers and Summoners will quite like the addition of a new friend. My recommendation for at-will spell-like abilities would be to add the remaining *detect* spells first, then pick one last utility spell-like ability (*mage hand*, *prestidigitation*, *ghost sound*, *message*) to round you off. *Bleed*, *doom*, *deathwatch*, and basically anything else offensive is

pretty much trash. For 1/day spell-like abilities, *grease* would be my first pick, with *silent image*, *unseen servant*, or *ventriloquism* taking up the rearguard.

**(1) Infernal Charisma:** Infernal charisma is one of the key features of the Diabolist class. Remember: because you're going to be mostly calling devils, instead of summoning them, there's an element of gamesmanship in how you interact with them. Prices, haggling, negotiation, double-crosses, reading over contracts to see how (not if) you're getting screwed somewhere in the fine print...Hell's hierarchy rewards those who have the prowess and will to ruthlessly screw over their underlings, equals, and superiors, so infernal charisma is the place to start practicing eating before you're eaten.

**(2) Channel Hellfire:** I'll copy the text here so that you don't have to dig it up:

Damage dealt by hellfire is known as hellfire damage; it is treated as normal fire but deals half fire damage and half damage from unholy energy. Evil-aligned creatures and creatures with the evil subtype take no damage from the unholy energy, but good-aligned beings and those with the good subtype take double the normal damage from it. Creatures under the effects of spells such as protection from evil are unaffected by this unholy energy, though they may still take fire damage.

Obviously, the higher your Charisma score, the more times per day you'll be able to pull out this trick, so **Summoners and Sorcerers** have the advantage over **Witches, Wizards, and Arcanists**. If you're a blaster in a predominantly evil campaign, channel hellfire will let you absolutely roast the competition, so keep that in mind for your *fireball* Sorcerer builds.

**(2) Infernal Bargain:** So here's the skinny on calling spells: in addition to the material costs you need to pay to use them at all (500 gp on the low end for *lesser planar ally*, all the way up to 10,000 gp on the high end for *gate*) you also need to provide some kind of payment directly to the called creature. For devils, these payments aren't always monetary, and could range from a drop of blood for a CR 1 lemur devil to a powerful good-aligned Cleric or angel for a CR 20 pit fiend. How your GM interprets the "call one, get 50% off" discount granted by infernal bargain in cases where you're providing non-monetary compensation to a called devil is their business, but I'd encourage GMs to get particularly creative about it. The *Book of the Damned* has descriptions of the various devil castes from pp. 216-221, and these can help you think up particularly hellish compacts for your players to blunder into. At any rate, 50% off is a great deal for a class that's focused on calling devils continually.

**(3) Augment Summoning:** Any self-respecting summoner will have Augment Summoning long, *long* before 10th level, so this falls a bit flat. Even though the text doesn't specify that you receive an alternative feat if you already have Augment Summoning, I don't think granting such a feat would be unreasonable. Profane Studies, Summon Evil Monster, Superior Summoning, Versatile Summon Monster, or one of the Damnation feats might be appropriate replacements. If your GM is okay with that plan, the feature probably jumps to green.

**(3/9) Heresy:** True names are a bit of a niche subsection of rules in Pathfinder, but the rules on [true names](#), [fiendish conjuration](#), and [manifest manifestation](#) should give you some ideas. Basically, once you know an entity's true name, it gets way, way harder for them to resist your call or refuse to give you their services, but you also typically risk revealing your own true name in the research process, and outsiders will always fear and hate any creature that knows their true name. Given how difficult these Knowledge (Planes) checks are to make, you should be more than happy to get a bonus. Anyway, very on-brand for the Diabolist.

**(3/6/9) Diabolic Boon:** Unlike the Feysworn, Monitor, and Mystery Cultist prestige classes, all of which are stuck with whatever suite of boons their patron offers, and unlike the Exalted, Evangelist, and Sentinel prestige classes, all of which are stuck with the suite of boons associated with that prestige class, Demoniacs, Souldrinkers, and Diabolists are

allowed to pick which set of boons they're going to take out of a set of three choices. Once chosen, though, remember that you don't get to change it again, and taking Damned Disciple or Damned Soldier won't help you out one bit. If your infernal deity doesn't offer any single strong package of boons, consider Damned Disciple/Damned Soldier to begin with.

(5) **Hellish Soul:** If it seems like a pretty mercenary decision to suddenly make your soul "worthwhile" at 5th level, get used to it: Hell is a pretty mercenary place. Try not to die before 5th level. You won't like the results.

(6) **Infernal Transport:** Yeah, I'll bite. Both *dimension door* and *teleport* are great spells for everyday adventuring, and appearing in a puff of brimstone and hellfire is as iconically Faustian as it gets.

(8) **Hellfire Ray:** In addition to being pretty wickedly powerful (45d6 of damage at CL 15) *hellfire ray* is also a great way to rack up some favor with your infernal overlords. Powerful good-aligned Cleric? They'll take 45d6 damage (plus another 50% of the total damage dealt, thanks to hellfire's double efficacy against good-aligned targets) and if they fail their Will save, why, not even Sarenrae herself could prevent that soul from going to Hell! Incinerate enough good-aligned casters, and you might start to get a bit of a reputation for yourself among the diabolical ranks.

(10) **Master Conjurer:** The *planar ally* suite usually takes 10 minutes to cast, plus another few minutes while you haggle with the devil in question. By this point, though, you're on first-name terms with most devils, and they know the deal when you summon them. Add these bonuses to your infernal bargain and infernal charisma bonuses, and you'll basically never have to pay full price for a called devil ever again. It doesn't quite feel like a capstone, but it is solidly good, and lets you conjure devils as needed in the middle of fights to adapt to changing situations. Then again, isn't that what summoning spells are for...?

## Summing Up

I have to admit, I'm a sucker for the Diabolist's flavor. I grew up loving opera (and later became an opera singer) and so I was weaned on Gounod's *Faust* and the [amazing arias](#) that Mephistopheles gets to sing in that opera. From an impersonal perspective, the Diabolist is absolutely aces at using calling spells to bring devils onto the Prime Material, and paired with abilities like Barbatos' Tier 3 Sentinel ability (conjure pit fiends without paying the 10,000 gp material component costs for *gate*? Um, where on this infernal contract do I sign?) you can get far, far more powerful devils at your beck and call than those that summoning spells could normally provide. And who knows? You may yet prove yourself useful enough to Hell's hierarchy to actually attain some rank there in death.

## Demoniac

### Summary

Demoniacs are, as the name suggests, the most fervent worshipers of the Demon Lords, high-powered rulers of the vast and uncharted Abyss. Without exception chaotic evil, Demoniacs will probably have a hard time fitting into most PC parties, but they can make good adventurers in an evil campaign or good nemeses for GMs to lean on. The class feels a bit anemic to me, between the underwhelming energumen, summon demon, and demonic form class abilities, but your mileage may vary. I'd stick with the Damned Disciple/Damned Soldier feats or the Fiendish Evangelist/Exalted/Sentinel classes.

## How to Qualify

As a chaotic evil class, the Demoniac is already pretty difficult to fit into your standard adventuring party, but if you're convinced that you want to go fully demonic, this is certainly the place to do it. The skill ranks are things you would probably be getting as a caster anyway—and you'll have to be a caster in order to qualify, because those enchantment spells of two different spell levels aren't going to select themselves. Beyond that, the Iron Will feat isn't particularly welcome, but if you had to pick a feat tax, it's not a bad one. Even ½-casters like Antipaladins and Bloodragers will be able to enter by **8th level**.

## How Far Should I Go?

I don't much like Demoniac, so I'm not sure I'd recommend levels in it at all. If you're dead set, though, probably somewhere in the 7th-9th level range is appropriate. 7th level gets you your fully upgraded energumen, 8th level gets you your succubus swarm, and 9th level gets you your third and final demonic boon.

## Class Features

**Skill Ranks:** Pretty much all of the deific “casting” prestige classes (Exalted, Feysworn, etc.) have 2 + Intelligence skill ranks. It's not good, but full casters were mostly used to this already.

**Hit Die:** Demoniacs are going to be casters, so a d8 is either what you were accustomed to already, or better than what you had.

**BAB:** Arcane casters will be generally pleased at the upgrade to ¾ BAB, but for divine casters, this is old hat.

**Saves:** Fortitude isn't the save I'd pick when you need to pass your DC 25 Will save for energumen pretty often, but it'll hopefully prevent you from getting splattered by poisons, diseases, energy drain, and other nasty effects. Luckily, you already took Iron Will to help compensate you somewhat for this turn of events.

**Spells Per Day:** Demoniacs lose one level of spellcasting, so you can feel free to take the Favored Prestige Class + Prestigious Spellcaster feats in order to erase the gap, or else just grab the Magical Knack trait to compensate for your lost caster level if you're unconcerned with spell progression.

**(1) Damned:** Where Mystery Cultists get to skip past Go and collect their \$200, you get consigned immediately to the Abyss, where you gradually pupate into a demon. I guess you wanted this?

**(1) Demonic Mark:** A 1/day *pearl of power* for whatever spell you need most. It's especially good for prepared casters, who might know based on their circumstances that they're going to need a spell again soon that they only prepared one of.

**(2) Energumen:** Energumen is the backbone of the Demoniac class, and to be frank, I expected a little more of it. Now, true, casters love attribute bonuses, because they crank up the save DCs of all their spells. But you never get to use energumen more than 1/day, and can't parcel out the rounds of the effect when you really need them. Except in your very early Demoniac levels, when you won't want to use the power except at the very tail end of a fight, it can be counted on to last through an entire encounter. It'll never last for more than one encounter, though, and that's half the point. You'll want to keep a wand of *protection from evil* on you so that you can stop yourself from becoming confused; even if a DC 25 Will save isn't particularly difficult to make for high-level casters, it's also not trivially easy. Take the guesswork out.

**(3/6/9) Demonic Boon:** Unlike the Feysworn, Monitor, and Mystery Cultist prestige classes, all of which are stuck with whatever suite of boons their patron offers, and unlike the Exalted, Evangelist, and Sentinel prestige classes, all of which are stuck with the suite of boons associated with that prestige class, Demoniacs, Souldrinkers, and Diabolists are allowed to pick which set of boons they're going to take out of a set of three choices. Once chosen, though, remember that you don't get to change it again, and taking Damned Disciple or Damned Soldier won't help you out one bit. Consider Evangelist/Exalted/Sentinel levels instead, or go Damned Disciple/Damned Soldier to begin with.

#### **(4/8) Summon Demon:**

- **4th Level**

- **1 Succubus:** Succubi simply aren't that great in out-and-out combat. The best possible use for them is simply to sling around *charm monster* and *suggestion* at will, forcing enemies on the battlefield to respond to suddenly shifting allegiances. Unfortunately, *charm monster* and *suggestion* are both [mind-affecting] effects, and the save bonuses and opposed Charisma checks will always hinder *charm monster* in combat. I'd say you have better choices.
- **1d3 Babau:** Despite being 1 CR lower than succubi, babau are much better in straight combat, with reach weapons, sneak attack, and at-will *darkness/dispel magic* to help them isolate enemies, flank them, and cut them down. Constant *see invisibility* also makes them quite passable magehunters.
- **1d4+1 Brimorak:** They're less capable in a fight than babau are, but brimorak demons still manage to make a splash as AoE damage dealers with their boiling blood breath weapon and 1/day *fireball*. 1d4+1 of them can fill the field with a decent amount of fire damage, but if you're facing enemies that are clearly resistant or immune, just forget it and stick with babau.

- **8th Level**

- **1 Hezrou:** Hezrou are grapplers first and foremost, and they do quite well for themselves on that front, at least against even-CR enemies. Demoniacs will be 15th level by the time they access the hezrou, though, and their +23 to grapple starts to look pretty puny compared with the median CMD of a CR 15 creature, which is a 42. Natty 19 or failure? Nah. In addition, the stench universal monster ability says nothing about allied creatures being immune, so summoning this stinky boi has a very good chance of sickening your allies as well as your enemies. Don't like that one bit.
- **1d3 Vrocks:** Vrocks make okay strikers, but strictly okay. Their attack bonuses won't hold up at CR 15, even with five attacks, and both stunning screech and dance of ruin have the same friendly-fire problem as the hezrou's stench ability. They fly, at least, so you can summon them if you want to harass flying creatures.
- **1d4+1 Succubi:** 1d4+1 succubi do what one succubus could not: sling around *charm monster*, *suggestion*, and *dominate person* at literally everything on the field. The median Will save at CR 15 is +14, so DC 21-23 abilities still have a halfway decent chance of getting an effect, especially if you're tossing around five of those effects every round. As far as I'm concerned, succubi should be your summon at this level, every time.

**(10) Demonic Form:** DR/Alignment, resistances, telepathy, a fly speed, good, good, good. It's nothing that full casters don't already have access to pretty easily by this point, but I like that you can use it in 1-minute increments—that ensures that you'll have it as often as you need it throughout the day.

## Summing Up



For a prestige class meant to channel the unfettered power of the Abyss, the Demoniac sure is one tall glass of lukewarm tap water. Energumen doesn't last long enough to be useful, the summons are generally poor, demonic form underperforms as a capstone ability...I'm just not a fan. Especially because the Evangelist, Exalted, and Sentinel classes are still available for worshipers of evil deities, you should probably forego Demoniac levels or select Damned Disciple or Damned Soldier in most cases; the tradeoff you'll make giving up your base class features simply isn't worth what you get out of this prestige class.

## Mystery Cultist

### Summary

Mystery Cultists are worshippers of the powerful celestial beings known as the Empyrean Lords. Empyrean Lords exist in all flavors of Good-aligned, and a key component of the prestige class is ensuring that no matter what happens, you end up with your empyreal patron in Heaven, Nirvana, or Elysium after you die. Mechanically, I consider the Mystery Cultist to be one of the weaker prestige classes on tap; Charisma-based casters will get the most benefit, thanks to Glorious Aura, but even that ability can't fully make up for the fact that there's no "killer theme" in this prestige class, just a collection of okay perks that may or may not outstrip your base class' progression. The biggest reason to take any Deific prestige class is, of course, the boons, so take a look at the list of available Empyrean Lords before committing to this playstyle.

### How to Qualify

No feat or spell requirements—only skills, and the minor requirement of being saved from the brink of death by a Good-aligned outsider of CR 5 or greater. This should be pretty easy—have a friend use Summon Good Monster, then get into a fight that's way over your head. Assuming they're quick enough on the *cure* trigger, you'll satisfy this requirement, prepping characters of all stripes to enter Mystery Cultist at **8th level**.

### How Far Should I Go?

Because the Mystery Cultist lacks any intrinsic abilities that are 100% must-haves, it's easiest to simply look at your empyreal patron's boons, decide which ones you want to get to fastest, and then take Mystery Cultist levels until you reach those milestones at 3rd, 6th, and 9th levels. Any Empyrean Lord who doesn't grant solidly good boons down the board should be relegated to Celestial Obedience status, as you simply can't afford to be throwing away class features and spell levels from your primary class without a *very* good reason.

### Class Features

**Skill Ranks:** As the Exalted and Feysworn. It's sure not good, but full casters and classes like the Fighter are pretty used to this by now.

**Hit Die:** Mystery Cultist will be played primarily by casters of one stripe or another, so a d8 is either a sidegrade or an upgrade.

**BAB:** Standard for full divine casters, although again, even better for arcane casters, who are normally ½-BAB.



**Saves:** Yup, Will is the one you want.

**Spells Per Day:** Mystery Cultists lose one level of spellcasting, so you can feel free to take the Favored Prestige Class + Prestigious Spellcaster feats in order to erase the gap, or else just grab the Magical Knack trait to compensate for your lost caster level if you're unconcerned with spell progression.

(1) **Blessed:** More of a flavor ability than anything, Blessed helps your GM decide where you're headed if you ever kick the bucket. Interesting that you completely bypass the Boneyard and go directly past Go, collecting your \$200. The *contact other plane* effect is certainly powerful, given how dangerous *contact other plane* normally is to use, but you have to die in order to get it...so we won't be doing that.

(2) **Glorious Aura:** For Oracles, Sorcerers, Bards, Skalds, and other **Charisma-based casters**, glorious aura is an amazing way to boost your spells' save DCs, improve your chances of penetrating spell resistance, or rattle off some defensive casting. For **non-Charisma-based casters**, glorious aura will most likely act as a melee deterrent power, forcing enemies who close the distance with you to run away in fear if they fail their saves. Will it work against BBEGs, especially if you're not Charisma-based? Absolutely not. It's good for peeling away minions, though, and sometimes that's all you need to get out of a jam.

(3/6/9) **Celestial Boon:** As with the Feysworn, Mystery Cultists have no means of selecting other boons through different prestige classes or Diverse Obedience—there's one choice of boons available, and you're stuck with that choice. Whether these boons are worth it is, of course, up to your empyreal patron.

(4) **Brand of Healing:** *Heal* is the single most powerful single-target healing spell in all of Pathfinder, capable of taking d8 classes from 0 to full in a matter of a standard action or a d10/d12 class about 50-75% back to full. You can even use it as a touch-range anti-undead nuke in dire circumstances, although unwilling creatures do get a Will save for half.

(4/8) **Summon Celestial:** Like many other obedience classes, Mystery Cultists gain the ability to summon denizens of the various celestial realms to serve them.

- **4th Level**

- **1 Lillend:** Personally, I love lillend azatas. Any summon that wants to stay relevant in the meta needs to bring support or team buffing abilities to the table, because all attack bonuses, spell save DCs, etc. will ultimately become irrelevant as the levels roll by. On this count, the lillends succeed *admirably*: they have bardic performance for an unreasonable number of rounds per day, cast *cure light* 5/day, *invisibility* 4/day, and *cure serious* 2/day, come outfitted with a number of enchantment spells, and can converse with just about anything in existence through truespeech, *speaking with animals*, and *speaking with plants*. Hard to beat the utility, especially when you can get 1d4+1 of them running around at 8th level.
- **1d3 Bralanis:** Bralanis aren't quite as good at support as lillends are, but man, do they make effective skirmishers: a massive fly speed, at-will *blur* and *mirror image*, and DR 10 make them frustrating combatants to pin down, ideal for luring enemies into traps, harassing casters, scouting, and more. They're also incredibly good at dealing with Tiny-, Diminutive-, or Fine-sized creatures (swarms, anyone?), ranged combatants, and gases or breath weapons through at-will *wind wall*; get 1d3 of them to cooperate, and you most certainly have a ball game. I would keep them in wind form more or less permanently; you want the fly speed, and whirlwind blast will be better for attacking than their weapons, in the long run.
- **1d4+1 Hound Archons:** With 1d4+1 hound archons, you'll be able to afford to summon enough for the entire party about 50% of the time. They've got constant *magic circle against evil*, so your go-to move

should be to simply park the hound next to your most vulnerable party members, then use them for the classic flank-and-tank, siphoning away hits from those party members, using *aid* liberally, and generally getting in enemies' way. They'll almost never hit by this level, but that's not really why you'd summon them anyway.

- **8th Level**

- **1 Monadic Deva:** Monadic devas are phenomenal tanks, with high AC, DR 10/Evil, SR 23, a whole slew of useful immunities, at-will *holy smite* and *invisibility*, and 1/day *holy aura*. They'll bypass DR/Evil, thanks to their (good) subtype, and DR/Cold Iron, thanks to their +3 weapon. In early levels, you'll probably be able to sic them on humanoid spellcasters without too much trouble, but in later levels, I'd prefer to have them act as a bodyguard on the back lines, providing cover for spellcasters and removing troublesome conditions or stray blows with *cure serious wounds*, *remove disease*, *remove curse*, *remove fear*, and *dispel magic/evil*. Even if everything goes pear-shaped, they can still use *plane shift* to help you nope out to Heaven.
- **1d3 Avoral Agathions:** Avorals take most everything that bralanis do well, then decide to do those things better. DR, spell resistance, fly speed, at-will *blur*, check check check check. With Flyby Attack on their feat list, they make surprisingly good skirmishers, and can always find a place in a magehunting rotation through constant *detect magic*, *see invisibility*, and *true seeing* and at-will *dispel magic*, *dimension door*, and *magic circle against evil*. Perhaps most critically, however, avorals also use lay on hands as 9th-level Paladins, making 1d3 of them hugely good at buffing and healing.
- **1d4+1 Lillends:** If lillends make top-shelf buffing summons when you have access to *one* of them, you should be really excited to get access to 1d4+1 of them. You obviously can't stack inspire courage, but inspire competence is fair game, and the sheer number of spells and spell-like abilities they have available help them overwhelm the competition available at this level.

(5) **Fervor:** A strange group of abilities for a prestige class that appears to be tailored mostly toward full casters, but who am I to complain? I wish that you got more rounds of fervor per day, but even what you've got will keep you powering through for 2-3 encounters; since it's a free action to activate, you can turn it on when you know you're about to be in full-attack range (either an enemy's full-attack, or your own full-attack) then let it go once it's no longer needed. The penalties you'll take to Charisma checks are mostly irrelevant unless your build is heavily dependent on UMD.

(7) **Incorruptible:** If only Arazni had had this ability, eh? Heyo! Got her. Incorruptible is pretty bad, as a class feature. The bonus is small, diseases and poisons are ultimately irrelevant to full casters if they're adequately prepared, and the *gentle repose* effect is strictly meh. You do have a weak Fortitude save progression, but did you really want good Fortitude saves in order to shrug off diseases and poisons? You did not.

(10) **Sacred Haven:** As with blessed, more of a flavor ability than anything else. Wizards and Sorcerers have their own demiplanes, *magnificent mansions*, etc. by this point, though, so is it wrong of me to think of "a room" as being a bit stingy? I mean, come on, by 10th level a Mystery Cultist has got to be one of the main proponents of an empyreal lord's cult on earth! Would it kill them to put you up in more than the celestial equivalent of the Motel 6?

## Summing Up

Mystery Cultist makes a decent prestige class for just about any  $\frac{2}{3}$  or full caster, especially those who use Charisma as their casting stat. Between Glorious Aura, Fervor, Brand of Healing, and Summon Celestial, you'll be able to throw down when you need to, but the class functions best in short bursts where others like the Feysworn have enough staying power to make it in protracted fights.

# Proctor

## Summary

Proctors are the divine servitor prestige class for the Monitors, a loose group of demigods consisting of the Monad (a true neutral entity present everywhere), Primal Inevitables (lawful neutral entities from the plane of Axis), Protean Lords (chaotic neutral entities from the plane of Limbo), and Psychopomp Ushers (Pharasma's assistants in the Boneyard, all neutral-aligned). As with the Feysworn and Exalted prestige classes, the Proctor has a d8 HD,  $\frac{3}{4}$  BAB progression, 2 + Intelligence skill ranks; it loses out on only one spell level, making it a generally good choice for full casters. Unlike the Exalted, however, the Proctor doesn't have any specific requirements about divine casting, so Wizards, Witches, Arcanists, and other arcane casters can feel free to jump into the prestige class.

## How to Qualify

The skill and spell requirements should be easily fulfillable by any caster, and you'll of course need Monitor Obedience. The only truly onerous part about entering this prestige class is the Alertness feat, which is a stinker. At any rate,  $\frac{1}{2}$ ,  $\frac{2}{3}$ , or full caster who wants to enter Proctor should be able to do so by **8th level**.

## How Far Should I Go?

5th level is about as early as I would consider jumping out of the Proctor class—you want the upgraded monitor expression, in nearly all cases. Beyond that, 8th level brings you a free *summon monster VIII* 1/day, and 10th level brings you your capstone of expression immunities. How long you stay in will depend in large part on your patron's boons, and whether you're rushing down the aisle to get to them.

## Class Features

**Skill Ranks:** Blergh, 2 + Intelligence. It's nothing that these prestige classes won't be used to by now, but still...

**Hit Die:** A d8 is an upgrade for many of the arcane casting classes that will investigate Proctor, but it's pretty standard for the  $\frac{2}{3}$  casters and full divine casters.

**BAB:** Again, a decent upgrade for full arcane casters, but no change for anyone else.

**Saves:** Proctor is interesting for giving you a strong Fortitude save progression, which many casting classes don't emphasize, to say the least. Because soultended will help compensate you for your lost Will progression, this is really nothing but upside.

**Spells Per Day:** As with the Feysworn, you can take the Favored Prestige Class + Prestigious Spellcaster feats to fully make up for the lost level of casting, or else just grab the Magical Knack trait to compensate for your lost caster level.

**(1) Monitor Familiar:** Familiars are always, always good, and Witches and Wizards even get to stack their levels for the purposes of determining their familiar's level. A brief rundown:

- **Arbiter Inevitable:** Constant *detect chaos*, a fly speed, and truespeech make the arbiter a decent familiar for scouting, negotiation with creatures who speak other languages, and detection of agents of chaos. With regeneration 2, they're also not likely to need healing on any large scale unless they get targeted deliberately in combat, but the lack of immunities and resistances is troublesome. Still, you could do a great deal worse.
- **Nosoi Psychopomp:** The nosoi would be my choice for familiar. It's got spirit sense, so enemies can forget about trying to turn invisible or use darkness/fog/blindness effects to make themselves impossible to locate; it has at-will *invisibility*; it can interrogate dead bodies using *speak with dead*; it's got a host of useful immunities and resistances, as well as an innate fly speed; it can even attack incorporeal creatures as if it were wielding a *ghost touch* weapon. This lil' guy is a perfect scout and utility familiar.
- **Paracletus Aeon:** The paracletus isn't as great of a scout or utility familiar as the nosoi, but it still boasts a fly speed and some decent immunities. Perhaps most notable are the buffs available through its emotion aura, and the bonus on Knowledge checks granted by their extension of all ability. If you're already good at Knowledge checks, your paracletus will be, as well. Oh! And these aeons are the only Small-size familiars available, so they're much better at delivering touch spells than the others, who will have to get right up in an enemy's square in order to do so.
- **Voidworm Protean:** Voidworms are most comparable with arbiter inevitables—same general movement modes, fast healing/regeneration, constant *detect [alignment]*, etc. Voidworms can make pretty good tricksters and battlefield controllers in addition to their other abilities, with at-will *dancing lights*, *ghost sound*, and *prestidigitation*, and 3/day *obscuring mist* for shrouding the battlefield in mist. As with the psychopomp, they can also disguise themselves as animals, in case you'd rather not clue anyone into the fact that you're toting around a reformed essence of raw chaos.

(1) **Soultended:** You'll need to let your team know that it'll be more difficult to resurrect you. Otherwise, enjoy your free +2 to Will saves.

(2) **Monitor Expression:** All Proctors pledge themselves to a certain aspect of neutrality: executors will be LN, aligned with inevitables; fosters and harmonizers will both be N, aligned respectively with the psychopomps and the aeons; and impulsives will be CN, aligned with the proteans. Each path has a basic monitor expression, a 5th-level upgrade to that expression, two *summon monster*-esque abilities, and expression immunities at 10th level that act as an upgrade to your monitor expression. I'm just going to cover all the abilities for each path here, so that you don't have to keep skipping around to different levels. The basic ranking I would give them is Fosters & Impulsives > Executors > Harmonizers.

- **Executors (LN)**
  - (2) **Monitor Expression:** Even though all of these conditions are really bad to be subjected to, they don't actually come up very often, at least not in low- to mid-level games. Still, it's a lovely ability to have when you need it.
  - (4) **Summon Monitor (VI)**
    - **1 Axiomite:** Axiomites are pretty good summons for this level, with DR/Alignment, regeneration, 3/day *haste* and *telekinesis*, 1/day *true seeing*, and a number of useful resistances and immunities.
    - **1d3 Mercanes:** Apart from reach, *dimension door*, and *invisibility*, there's nothing particularly great about mercanes. Axiomites and novenarut will stay relevant for much longer because of their spell-like abilities.
    - **1d4+1 Novenaruts:** With at-will *stabilize*, 3/day *cure moderate wounds*, and 1/day *keen edge*, novenarut make surprisingly good buffers; against anyone that they can smite, they even manage to do okay in the combat department. Once the CR tranches move on a bit, they

won't be able to hit regularly, even with smite, but they can still make good flanking partners and meat shields.

- (5) **Improved Monitor Expression:** [Mind-affecting] effects are about as bad but far more common than what you get the bonus on for your 2nd-level Monitor Expression. I'll give this one a blue, easily.
- (6) **Summon Monitor (VIII)**
  - **1 Kolyarut:** At this level, kolyarut don't make the grade, I'm sorry to say. They've got a bunch of powers that would help them go undercover and track down targets, but at rounds/level duration, how do you take advantage of any of those abilities? Probably the best use for them in later levels is to spam *enervation* and debuff enemies without spell resistance through the floor. If you're looking for strikers, zelekhut are better for that purpose.
  - **1d3 Zelekhut:** Flight, reach, trip, spell resistance, DR/Alignment, regeneration, constant *true seeing*, and at-will *dimensional anchor* and *dispel magic* make zelekhut great at harassing spellcasters. With the exception of a kolyarut's first attack, zelekhut even have better attack and damage rolls than a kolyarut!
  - **1d4+1 Axiomites:** Axiomites still aren't any great shakes at attacking, but with 1d4+1 of them, they'll be able to use their buffs with impunity. Have them all go into their incorporeal form, then cast *haste*, *true seeing*, and *telekinesis/true strike* to taste.
- (7) **Solemn Voice:** Constant *tongues*? Why, no ma'am, I'll never say no to that.
- (10) **Monitor Immunities:** Many high-level spells like *scourge of the horsemen* or *enervation* specialize in dealing a boatload of energy drain or ability damage/drain to you at once. Remember: just say no to ability drain, kids.
- **Fosters (N)**
  - (2) **Monitor Expression:** Spiritsense is essentially blindsight, but somehow even better. You won't be able to use it for more than one encounter per day before 5th level, but after that, it's off to the races.
  - (4) **Summon Monitor (VI)**
    - **1 Vanth:** DR/Adamantine, good resistances and immunities, *searing light* and *bestow curse*, and a fear aura. The spell-like abilities and special abilities don't scale particularly well, but they're okay at this level.
    - **1d3 Morbai:** 4/day channel energy at 4d6 a pop is all you really need to know about morbai. If you roll a lucky 3 on that 1d3, you've got 48d6 of healing coming for the whole team! I call that a win.
    - **1d4+1 Catrinas:** Catrina psychopomps make great illusionists, and 1d4+1 catrinas could probably do some pretty hilarious things with *dominate person* at this level. Still, they won't scale as well as vanths, and with morbai on your summon list, there's every chance that you'll never choose to summon catrinas, even if they are quite decent.
  - (5) **Improved Monitor Expression:** Yeahhh, spiritsense for minutes/day. This is what I'm talking about! Now you'll never have to worry about darkness, blindness, fog, smoke, *displacement*, or *blur* ever again.
  - (6) **Summon Monitor (VIII)**
    - **1 Algea:** Algea are...really good. Already, they're a flying, Diminutive swarm, which makes them OP against a bunch of stuff. They have immunity or resistance to just about everything, spell resistance, spiritsense, and constant *greater arcane sight*; they can go invisible at will and hit incorporeals for full damage. Between drain magic, soul cage, distraction, aura of grief, and their *plane shift* spell-like ability, they can also very quickly swarm a caster, debuff them through the floor, then send them directly to an immediately lethal plane like the Positive Energy Plane, which, and I quote, "is a place of such overwhelming, fecund energy that all non-natives (including some gods) are generally incinerated within seconds of arrival unless appropriate precautions are taken." Brutal.

- **1d3 Shoki:** Shoki are okay, neither very strong nor very weak at this level unless you're fighting undead, in which case, spam *searing light* until every enemy is destroyed. Their soul lock ability can be interesting for ridding yourself of troublesome enemies who keep getting resurrected (graveknights, e.g.) but other than that, you're much better off with algae.
  - **1d4+1 Vanth:** Vanth have lost some of their power by this point, but they're still hardy summons who can go invisible at will and mob enemies, flanking and striking against flat-footed AC. As needed, they can also spam *bestow curse*, hoping for that lucky low save against enemies with low Will saves.
- (7) **Solemn Voice:** *Speak with dead* may not seem too useful, but when you can use it at-will, you can afford to just keep trying on every corpse you ever run across. That gets you access to an awful lot of information you wouldn't have had otherwise.
- (10) **Monitor Immunities:** Death effects are the big pick-up here; diseases and poisons stink, but they won't be much more than a speed bump at this level.
- **Harmonizers (N)**
  - (2) **Monitor Expression:** Deflection bonuses to AC won't stack, and since your Monitor Expression won't do nearly enough to keep you safe all day long, you'll need to buy a *ring of protection* anyway. Entirely superfluous.
  - (4) **Summon Monitor (VI)**
    - **1 Theletos:** Theletos make okay strikers at this level, using their 4 attacks and Charisma damage to bludgeon foes into unconsciousness. None of the save DCs on their spell-like abilities are nearly high enough to affect foes after a few levels, however, and they don't have any buffing spell-like abilities available; they're therefore a poor choice in the long run.
    - **1d3 Othaos:** With *darkness*, *deeper darkness*, *daylight*, and a host of special abilities having to do with illumination, othaos are the perfect summons when you need to counteract darkness tactics. They even do a pretty good job as strikers! They're not my first choice of all summons available to Proctors, but they're pretty good.
    - **1d4+1 Comozants:** Comozants are unfortunately really shrimpy, with no spell-like abilities of note and one attack per round that probably won't hit; even if it does hit, electricity resistance or immunity will shut its damage down in a hurry. Afraid I simply can't recommend these lil' guys as summons.
  - (5) **Improved Monitor Expression:** You probably wouldn't have a +4 *ring of deflection* by this level, but it's still just as superfluous in the long run as its baby cousin.
  - (6) **Summon Monitor (VIII)**
    - **1 Akhana:** Akhana are less hardy than jyoti in many circumstances, with weaker fast healing and fewer resistances or immunities. They're not bad at striking and grappling, but their attack bonuses are pretty low for endgame encounters; you're much better off having them act as pocket Clerics, with at-will *cure serious wounds*, 3/day *restoration*, and 1/day *raise dead*. Between *raise dead* and *restoration*, they can easily raise a dead ally, then immediately cure one negative level. Good combo.
    - **1d3 Jyoti:** Jyoti actually make good summons for this level. With all *ghost touch* spears, they make excellent summons to mob incorporeal foes; they've got great immunities and resistances; their breath weapons are great to stack on susceptible foes, and they can even cast some good spell-like abilities.
    - **1d4+1 Theletos:** The poor theletos have been pushed right to the bottom of the barrel except as cannon fodder who can swarm enemies. Their attacks will almost always miss; their spells and save abilities will fail except on a Nat 1.
  - (7) **Solemn Voice:** The range is short, and being unable to communicate with creatures immune to [mind-affecting] effects rules out a number of creature types. Still, this is pretty good.



- (10) **Monitor Immunities:** I mean, it's great, don't get me wrong, but worshiping the Monad would already have left you with 50% crit and sneak attack immunity at 6th level, so does this really provide a lot more? I'm more worried about on-hit save riders, auras, and all the other methods of sudden and excruciating death available to PCs at this level. If you're within full-attack range, you're probably toast anyway, crit or not.
- **Impulsives (CN)**
  - (2) **Monitor Expression:** *Freedom of movement* is perennially excellent, especially for casters. I'll gladly give that a pass.
  - (4) **Summon Monitor (VI)**
    - **1 Naunet:** With 4 attacks, DR/Alignment, *freedom of movement*, at-will *acid arrow* and (most importantly) *fog cloud*, the naunet is your best summon at this level. In later levels, have her sit back and pop off *fog clouds*, using adaptive strike, confusion, and flanking when needed to help out in melee combat.
    - **1d3 Azuretzi:** Azuretzi are at least a little better than ourdivar, and have some interesting applications as magehunters, especially if you can get two or more of them working together for spell pilfer. At-will *dimension door*, grab, and constrict also make them excellent at harassing humanoid spellcasters. They're still lacking enough endgame *oomph* for me to give them the full blue rating, though, and will be easily surpassed by ibshaunet proteans at 6th level.
    - **1d4+1 Ourdivar:** Normally, the sheer volume of low-level summons can help compensate for their lost power, but in this case, there's simply not enough meat on the bones of the ourdivar to make it work. Poor attack rolls, no spell-like abilities that will scale meaningfully into the endgame, and no other special abilities that aren't recreated better in the naunet; makes for a poor choice of summon.
  - (5) **Improved Monitor Expression:** Casting *freedom of movement* as a spell-like ability means it has no components, and the swift action casting time opens you up to take a whole host of other full-round actions, from running to withdrawing. Fantastic for getting out of the stickiest situations.
  - (6) **Summon Monitor (VIII)**
    - **1 Ibshaunet:** Ibshaunet don't have anything in the way of spell-like ability support, but they do make great strikers and debuffers. Huge reach, decent attack bonuses, grab and swallow whole, their corrosive aura, and their warpwave breath weapon are great for laying down some serious pain on enemy casters and minions. If illureshi didn't exist, ibshaunet would definitely be your choice for this level.
    - **1d3 Illureshi:** Illureshi are really, really good. You'll get 1d3 of them, and they all cast spells as 6th-level Sorcerers, *plus* a bunch of good at-will spell-like abilities. Perhaps more interesting is their spellwarp aura, however, which lets them steal buffs from enemy casters and apply them to your allies, or steal attack spells and apply them to the enemy caster's allies. Definitely your premium summon at this level.
    - **1d4+1 Naunet:** None of the naunet's attacks will be relevant at this level, so it's best to completely ignore their striking capacities and focus instead on their *fog cloud*, *dimension door*, and *acid arrow* spell-like abilities. You'll turn them into absolute nuisances that enemy casters have to spend precious resources on to deal with.
  - (7) **Solemn Voice:** Constant *tongues*? Why, no ma'am, I'll never say no to that.
  - (10) **Monitor Immunities:** If you thought *baleful polymorph* was the only transmutation spell that could mess you up, you need to broaden your mind a bit! No, no, no, we've got *bone flense*, *disintegrate*, *flesh to stone*, *slow*...um, I'm drawing a blank on others. But those ones are bad, right? Plenty bad.

## Summing Up

Proctors can be incredibly powerful if your Monitor Expression is good—I'd recommend fosters, executors, and impulsives to just about anyone, but harmonizers aren't that great. Thanks to the overall emphasis on summoning and familiars, classes that have focused on conjuration abilities (conjuration school Wizards, Clerics and Oracles built to summon, etc.) will probably do well for themselves here. As with all of the obedience prestige classes, the utility of the Proctor will also depend in large part on the boons your patrons grant; if they're not great, the prestige class probably won't be worth it, compared to your base class.

## Souldrinker

### Summary

Souldrinkers are worshipers of the Four Horsemen, powerful daemons who together rule over the neutral evil-aligned Outer Plane of Abaddon. Unlike devils, who are interested in conquest, and demons, who are interested in destruction and reproduction, the defining trait of daemons is *hunger*. They eat souls, and would gladly consume every last bit of the universe if it meant that they got more powerful in the process. Souldrinkers emulate daemons, and use negative level-granting abilities to fill up a "soul pool," which helps them recharge their own magical powers or craft magical items. Speaking of crafting, Souldrinkers' nearly unlimited access to soul gems make them incredibly good at crafting, as they can eschew the usual gold costs by using souls directly in the forging process. If you want to be a debuff-heavy full caster who uses your enemies' souls to fuel your allies, this might just be the prestige class for you.

### How to Qualify

As with the Diabolist, Souldrinkers are almost 100% guaranteed to be full casters of some stripe or another, which means that many of the prestige class's requirements will be filled by default as you go. Necromancy spells are easily acquired, as are the skill ranks and Fiendish Obedience feat. Great Fortitude is an unfortunate tax, but then again, you'll never regret having a good Fortitude save. The most stringent requirement is the one about having experienced your soul leave your body; my best recommendation in this case is to purchase a scroll of *magic jar* and use it to possess a squirrel or something. Bingo bango bam, satisfied. All full casters, arcane and divine, should be ready to enter the class at **8th level**.

### How Far Should I Go?

2nd level is a totally acceptable stopping point if you want to get the most out of crafting or material component discounts through Soul-Powered Magic, your cacodaemon familiar, and unlimited supplies of soul gems. 6th level is the next logical jumping-off point, with your lesser oblivion, 4 *enervations* per day, the ability to recover 3rd-level spells with your soul pool, and your second obedience boon. The greater oblivion abilities granted at 10th level are generally not great unless you worship Szuriel, so you'd also be fine stopping at 9th level for your third and final obedience boon.

### Class Features

**Skill Ranks:** The usual 2 + Intelligence ranks that full arcane casters get. It's blergh, but it's normal.

**Hit Die:** A d6, again, industry-standard for full arcane casters.



**BAB:** And rounding things out, the standard  $\frac{1}{2}$  BAB progression. Given how often you'll be using *enervation* as a Soul drinker, this might actually be a bit of a big deal, as you need to be able to hit with your ranged touch attacks.

**Saves:** If it had to be one save, it had to be Will. You'll have Great Fortitude if you're entering the class, so at least that helps compensate you somewhat if you're entering from a class that has a strong Fortitude save progression.

**Spells Per Day:** Soul drinkers lose *two* levels of spellcasting for a full 10 levels. This is starting to get to the point where you'd definitely want to take Favored Prestige Class + Prestigious Spellcaster to make up at least one of those lost levels.

**(1) Apocalyptic Vow:** Every prestige class aligned with an Outer Plane gets this kind of ability at 1st level, and it's no different for Soul drinkers. You get a big ol' +3 bonus vs. death effects and negative energy, though, and because most of those abilities target Fortitude, this is a great way to shore up your defenses.

**(1) Cacodaemon Familiar:** From a combat and scouting perspective, cacodaemons are about on par with imps. They have a special ability that raises their usefulness far, far above imps, though, especially paired with a Soul drinker's abilities: soul lock. This little gem of an ability (pun very much intended) allows cacodaemons to ingest the souls of recently deceased creatures and spit them back up as soul gems. What can you do with these gems? The real question is: what can't you do?

For starters, soul gems are valuable. *Very* valuable. A soul gem's base value is equal to its CR x 1000 gp, halved if any of the creature's mental ability scores are 2 or lower (*Book of the Damned*, p. 191). What with the kill counts of most adventuring parties, your cacodaemon should have no trouble at all creating one gem each day that can be sold at open auction once you get access to *plane shift* or similar spells to transport you to Abaddon. Add in a [\*talisman of soul-eating\*](#), and you'll have *two* soul gems every day at your disposal. Now, you could eat these and gain fast healing 2 for a few rounds per day—lame—or else you could start to think bigger. How big? Let's take the [\*Soul-Powered Magic\*](#) feat and find out. Now, instead of paying costly material components for spells like *restoration*, *gate*, *stoneskin*, etc., you can simply drain the soul out of one of your gems and use that—essentially granting you access to much more powerful magic on a much more regular basis than you would have otherwise been able to afford. Once we get our soul pool next level, we'll really take the munchkinry up a notch.

**(2/5/8) Enervation:** *Enervation* this many times per day is a great pull, and because your caster level is determined based on your character level, not your class level, you have a good chance of penetrating even tough spell resistance with your sapping rays. Remember that your soul pool fills whenever you inflict a negative level *by any means*; you don't need to use your *enervation* spell-like abilities to do so.

**(2) Soul Pool:** The updated version of the Soul drinker's soul pool is a little less...crazy OP than the original Soul drinker's was. The original version enabled you to gain functionally unlimited spell slots by cheesing staff recharging rules. It's now been toned down significantly, since you can no longer inflict negative levels at will or recharge staves with your soul pool. Instead, I would just use your *enervation* spell-like abilities on hapless commoners or random animals in order to charge your soul pool, then use the points in crafting. Together with your soul gem stockpile, a Soul drinker with Craft Wondrous Item can furnish a group with an unreasonable amount of crafted magical equipment in very short order, provided you keep killing high-level, sentient creatures.

**(3/6/9) Daemonic Boon:** Unlike the Feysworn, Monitor, and Mystery Cultist prestige classes, all of which are stuck with whatever suite of boons their patron offers, and unlike the Exalted, Evangelist, and Sentinel prestige classes, all of which are stuck with the suite of boons associated with that prestige class, Demoniacs, Soul drinkers, and Diabolists are

allowed to pick which set of boons they're going to take out of a set of three choices. Once chosen, though, remember that you don't get to change it again, and taking Damned Disciple or Damned Soldier won't help you out one bit.

**(4/7/10) Lesser Oblivion/Oblivion/Greater Oblivion:** Each of the Horsemen grants a unique boon package through the oblivion class feature, in addition to the boons you'll get through Fiendish Obedience. I'll discuss all of the oblivion boons for each Horseman before moving on:

- **Apollyon**
  - **4th Level:** Diseases are ultimately not a threat to most adventuring parties, hence disease immunity is also not of great benefit to most adventuring parties. *Remove disease* is a spell that you could spend 6 soul points on, if you really needed it, or else you could use one of your many soul gems to craft a [\*periapt of health\*](#).
  - **7th Level:** *Contagion*—most disease effects, really—operate too slowly to take down enemies in an adventurer's fast-paced lifestyle. This is really meant as an NPC ability.
  - **10th Level:** *Plague storm* is *contagion*, but on a massive scale. Again, not what I would pick for most PCs, but it's definitely deadly when used against the citizenry.
- **Charon**
  - **4th Level:** Immunity to aging effects is strictly meh, but immunity to Constitution damage and drain is *amazing*. That stuff will kill you in a hurry. Now you can laugh as a vampire ineffectually tries to blood drain you to death. You worship Charon now.
  - **7th Level:** With no save, *vampiric touch* is a great spell-like ability to keep you going strong through a fight, and quite cheap at 1 soul point—remember, it would cost you 6 soul points to recover this as a spell. Yep, I like it fine.
  - **10th Level:** Fortitude negates, spell resistance, living targets, and humanoids or monstrous humanoids only are all troublesome, but the sheer debuffing power and flexibility you can get on a failed save make up for the spell's weaknesses somewhat.
- **Szurriel**
  - **4th Level:** You're unlikely to need a very high Strength score as a full caster, but other casters will know this and often come gunning for your ability scores, hoping to paralyze you. Ignoring Strength damage and drain lets you laugh those tactics off, and you can hang around shadows with no fear whatsoever. Bleed is highly circumstantial.
  - **7th Level:** *Rage* isn't any good for you, but it's good for your melee colleagues, or for hunting other casters. Easily a green.
  - **10th Level:** Big damage, [force], and excellent battlefield control have always put *blade barrier* a cut above the rest, pun intended. You should be very happy to get this spell-like ability.
- **Trelmarixian**
  - **4th Level:** As with Apollyon's 4th-level lesser oblivion, poisons simply aren't common enough to have immunity be a big deal. It'll protect you from *cloudkill* and the like, though, and that's got to count enough for at least a yellow rating.
  - **7th Level:** *Bestow curse* is one of the best, most versatile debuffing spells in the game. Great pull.
  - **10th Level:** Quickened *feast of ashes*, contrary to the name that the metamagic would suggest, is *slooooow*. This isn't a worthy capstone for anyone.

## Summing Up

The Soul drinker works best as a debuffer and magical item crafter, which in general will mean full, prepared arcane or divine casters will get the most out of the prestige class. The soul pool, Soul-Powered Magic feat, and infinite

supply of soul gems from your cacodaemon familiar are your greatest sources of power in this class, so use them often and wisely to buff your allies to the gills and tear down the opposition with debuff after debuff.