

SERAPHIM

Large Outsider (Angel, Chaotic, Extraplanar, Good)

Hit Dice: 11d8+33 (82 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 80 ft. (good) (16 squares)

Armor Class: 28 (+4 dex, +5 *masterwork mithral breastplate*, +10 natural, -1 size); touch 13, flat-footed 24

Base Attack/Grapple: +11/+21

Attack: Claw +16 melee (1d6+6 hp), or bite +14 melee (1d8+3 hp), or +2 *darkwood/jade spear* +18 melee (or +16 ranged; 2d6+6 hp; x3 crit, 20 ft. range incr.), or +3 *cold iron flaming bastard sword* +19 melee (2d8+6 hp, plus 1d6 fire; 19-20/x2 crit), or +4 *adamantine evil outsider bane trident* +20 melee (or +18 ranged, or +22 melee against evil outsiders; 2d6+6 hp, plus 2d6 against evil outsiders; x2 crit), or wing slam +16 melee (1d6+6 hp, plus stunning wing strike)

Full Attack: Bite, claws, spear, sword, trident, or up to three wing slams (any 3 attacks, secondary natural attacks take -2 w/ Multiattack)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, stunning wing strike, burning righteousness

Special Qualities: Challenge of holy divergence, damage reduction 12/adamantine, evil, law or magic, darkvision 60 ft., immune to acid, cold, petrification, charms, and compulsions, outsider (angel) traits, protective aura, resistance to electricity 10 and fire 10, spell resistance 16 (20 against evil spells and spell effects from evil outsiders), superior low-light vision, tongues, uncanny dodge

Saves: Fort +10 (+4 vs. poison), Ref +11, Will +10

Abilities: Str 22, Dex 18, Con 16, Int 19, Wis 16, Cha 21

Skills: Balance +13, Concentration +13, Craft (Sigilry, or any one) +18, Decipher Script +11 (+2 synergy bonus – Knowledge-Sigilry), Diplomacy +16, Heal +13, Knowledge (Arcana) +14, Knowledge (Planes/Cosmology) +16, Knowledge (Religion) +16, Knowledge (Sigils, Seals, Runes & Glyphs, or any one) +19 (+1 synergy bonus – Decipher Script), Intimidate +15, Listen +15, Sense Motive +13, Search +14, Spot +23, Survival +13 (+17 on other planes), Tumble +14, Use Rope/Chain +9

Feats: Alertness, Exalted Spell Resistance[†], Flyby Attack (B), Improved Unarmed Attack (B), Multiattack (B), Multi-Weapon Fighting, Wingover

Environment: Any chaotic or good aligned plane, air dominant planes, and the astral plane are all considered native planes

Organization: Solitary, pair, troop (3-5), eyrie (3-8 seraphim plus 1-4 celestial giant eagles), or host (5-12 seraphim plus 3-8 astral devas, and 2-6 celestial giant owls or eagles)

Challenge Rating: 11

Treasure: Triple standard items, double goods, standard coins

Alignment: Usually chaotic good (see *Challenge of Holy Divergence*, below)

Advancement: 12-18 HD (Large), 19-24 HD (Huge)

Level Adjustment: +8

This looming bird-like creature has a somewhat humanoid appearance and posture, although the similarity ends there. A large beaked face, clawed talons on their hands and feet, and vibrantly colored plumage assail the eyes, and a burning sense of holiness emanates from this strange celestial being. Two large wings jut up from its back, and many other smaller pairs extend from various points on the body as well – the largest of these secondary wing pairs being the ones near the shoulders and waistline; others sprout forth from the wrists, ankles, and other portions of the torso and appendages including one wing-like crest along the back of the head. Its eyes appear feral and untamed, while its posture asserts a confidence like that of a general hardened by many years of war and bloodshed.

The seraphim (singular: ‘seraph’) are one of the oldest and holiest castes of angels ever brought into existence; they are also one of the most challenged and potentially bloodthirsty, being the harbingers of holy war and divine wrath. Their reputation for being chaotic, anarchic beings who are not to be trusted comes from their being blessed (or cursed, depending on your perspective) with a changing alignment that is a direct commitment to the divine powers, and the philosophy that they will forever hold free will and independence to the highest standard. This challenge is set upon them to test their faithfulness, resolve, and immortal championship for the sake of divinity and ascension.

Known throughout the planes as being the most savage of all the angels, the seraphim are well regarded as the upper planes’ dominant warriors of faith, and have been well recorded as leading and participating in great holy wars against evil outsiders, undead infestations, and the epic activities of evil or unfaithful mortals of the material plane worlds. They wield powerful weapons of magic and might, and can strike down even the most resolved foe – mortal or immortal.

Seraphim are avian humanoid beings, covered in brightly hued feathers over their entire body save for portions of their face and appendages, which are covered in a thick scaled skin like a bird or reptile. Many large wings sprout up from its body in various places; 25 in all, including the wing-like plumage on their head. Of the twelve pairs excluding the head sail, three of them are primarily used for attack – the shoulder, upper back torso, and lower back torso pairs; all the others are functional in flight and dexterous movements, but not attack-oriented. When you look closely into their eyes, you can see multiple irises enclosing others – they have seven irises altogether, granting them incredible vision even in dim light. Seraphim can see as far as 15 miles in broad daylight with crystal clarity – granting them a +8 racial bonus to Spot checks –

and their superior low-light vision allows them the same nocturnal sight as a Giant Owl. They are most often found wielding protective armoring, incredibly powerful magic weapons, and items that could make their holy missions more effective. They are approximately 12-14 feet tall, and weigh around 800 pounds, and can have up to an 18-foot wingspan. They speak Abyssal, Celestial, Draconic, Infernal, and Sylvan, though they can speak with almost any creature capable of speech because of their *tongues* ability. They are also privy to several other very ancient languages – Seraphim, Chaon, Laudin, Titanic, & Arcanthium (Sigilry and Arcana) – as well as often knowing several words or passages from the Words of Creation and Dark Speech (Aleph), and several truenames of powerful individuals or elements. If your DM allows such use of these kinds of abilities, it is a storyteller's call to what degree these are used, and they could most definitely affect the final Challenge Rating and/or Level Adjustment depending on the choices made.

Combat

Seraphim are masters of battle, being trained in the use of weaponry as well as their natural attacks, in addition to powerful and diverse spell-like abilities and racial abilities such as their burning righteousness attack. Bite attacks are considered secondary attack, while claws, wings, and armed attacks are all considered primary weaponry. When seraphim attack with their claws or wings, the first attack is considered a primary attack, and all others are secondary attacks with a -2 penalty (because of Multiattack, Multi-Weapon Fighting). All armed and unarmed attacks made by seraphim are considered magical, good aligned, and chaotic aligned for the purposes of overcoming damage reduction.

Seraphim have a unique challenge put on them at their creation that no other angel or celestial must endure, and because of this they tend to 'fall from grace' rather often compared to other angels and celestials – but this is all part of the Challenge of Holy Divergence, a gift given to them in respect of their protection of free will and righteous independence. Though most often serving the powers of goodness and light, seraphim can in these times of detriment be found slaying mortals for sheer pleasure or simple insanity, or committing other acts unlike their typical nature. These acts of unrighteousness are immediately forgiven, although few mortals understand the complex nature of why these angelic beings would so easily fall from grace.

Spell-like Abilities (Sp): At will – *aid, continual flame, detect chaos, detect evil, detect good, detect law, detect magic, discern lies, dispel evil, dispel magic, holy aura, holy smite, holy word, levitate, neutralize poison, plane shift, polymorph* (self only – humanoid, angel, archon, and good-aligned magical beast forms only), *remove curse, remove disease, remove fear*; 3/day – *cure moderate wounds, shield other, true seeing*; 2/day – *dimensional anchor, improved invisibility, magic circle against evil* (self only); 1/day – *atonement, hallow, heal, flame strike, meteor storm*. Caster level 16th (1.5x HD); save DCs are Charisma based.

Stunning Wing Strike (Ex): Despite being lightweight, a seraph's bones are incredibly sturdy and firm, and can knock an opponent with enough force to stun them. If a seraph strikes an opponent twice in one round with their wings, that creature must succeed on a DC 21 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based ($10 + \frac{1}{2}HD + Str$).

Burning Righteousness (Su): A seraph can beat any four of its wings as a standard action whether while standing or in flight to generate a searing wave of heat and divine power that deals 2d6 points of non-igniting fire damage and 1d6 holy damage to all creatures within a 20-foot radius. Non-evil creatures that make a successful Fortitude save (DC 20) take no damage, and evil creatures take half damage. Undead and evil outsiders take half the fire damage, and all of the holy damage, save for that damage absorbed by damage reduction. The save DC is Cha-based ($10 + \frac{1}{2} HD + 5$). No changes are made to the alignments of those affected, even while during a period of a seraph's challenge (see below) – for example, if a seraph's challenges causes them to become evil, that creature is still affected by the searing heat and divine power of goodness emanating from the re-aligned seraph.

Challenge of Holy Divergence (Ex): Long ago, seraphim were given divine blessings, one of which was a challenge to their very devotion to the divinities, which would incorporate their fierce protection of free will, independence, and passionate lives of destiny. Every once in a while, seraphim undergo a change that affects their alignment, persona, and elements of how they deal with others. It is a divine challenge which they see as a blessing, even though others may see it as a curse.

Every 1d4 years (300-850 days), seraphim experience a divine alignment change that challenges their ability to be devoted to the highest ideals of goodness and independence. It is considered a blessing by their race, even though the changed alignment of seraphim can seem like a curse to others who are affected by the newly divergent creatures. When the shift occurs, they must make a Willpower save (DC 26) or else change alignment (see table below). The shift in personality affects all aspects of their perception and attitude, and it requires a strong will in order to return to the path of goodness they previously walked. Every month (30 days), seraphim may make a new Willpower save (the save DC increases by cumulative +2 every time it is rolled) to change back to their previous or natural alignment.

This effect does not change the angel's subtype for the purposes of overcoming damage reduction or aligned attacks, nor does it affect the relationship to the alignments affected by its Burning Righteousness ability – the seraphim are inherently good and chaotic in nature, and that essence of them is protected, however their perspective and alignment are not. They do not suffer any other penalties, level adjustment or any other changes for changing alignment after initial creation. Diplomacy, bluff, intimidate and similar social checks made may be

difficult until a character begins to sense the motive of the creature, and recognizes that the entire being's personality and conscience may have change in an instant without any notice. There are no Spot or Sense Motive bonuses or penalties to recognize that a seraph has undergone its challenge – it simply happens instantaneously. Being incredible warriors, this can make for a very shocking and surprising turn of events if witnessed or experienced first-hand. A seraph may detect his own alignment shift without confusion or unwilling expression with a Wisdom check (DC 10 +½ HD, or 15 for a standard seraph). They may choose to react or express their recognition if they please.

Seraphim Challenge of Holy Divergence: Random Alignment Shift	
% roll	New Alignment
96-00	No change
59-94	Chaotic Neutral
21-58	Neutral Good
16-20	Lawful Neutral
11-15	True Neutral
7-10	Chaotic Neutral
5-6	Chaotic Evil
3-4	Neutral Evil
1-2	Lawful Evil

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). This aura can be dispelled, but the angel can create it again as a free action on its next turn.

Superior Low-light Vision (Ex): A seraph can see five times as far as a human can in dim light, and its daytime vision is so acute that it can spot something with perfect clarity up to 15 miles away. It also has a +8 racial bonus to Spot checks made in any bright or dim light.

Tongues (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.

Uncanny Dodge (Ex): A seraph retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 15th level. It can flank characters with the uncanny dodge ability as if it were an 11th-level rogue.

Racial Traits and Options (Ex): +8 racial bonus to Spot, +2 racial bonus to Knowledge (the Planes), Knowledge (Religion), and +2 racial bonus to Survival checks made on any non-native plane (+2 synergy bonus from ranks in Knowledge (Planes), +4 bonus to Craft (Sigilry) and Knowledge (Sigilry). New feat (Exalted Spell Resistancet) is from '**Book of Exalted Deeds**'. In settings which use Nymian Sigilry, Alertness can be substituted with Truename Sigil, with Art of Sigilry as a racial bonus feat. Seraphim that use sigils with these options chosen have 8 (7) known sigils in total, though their maximum sigils known is only 7 (based on HD and sigilry feat benefits). Advanced seraphim of 12 HD or more have higher maximum sigils known, progressing every other level (even HD). Seraphim which take the above feats in place of Alertness would have Listen +13, and Spot +21 instead of the stats listed above. Seraphim which do not have the sigilry feats and wish to substitute their sigilry skills may take Craft (Armorsmithing, or Calligraphy) in place of Craft (Sigilry), and Knowledge (History/Royalty, or Culture/Etiquette) in place of Knowledge (Sigilry/Glyphs/Runes).

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Jewish Angelic Hierarchy: http://en.wikipedia.org/wiki/Jewish_angelic_hierarchy





