

The Planar Paragon

Deities and Planar Powers have their mortal representatives, clerics and paladins. Nature has her own mortal agents with druids and rangers. However, other powers also seek mortal representatives to guard and carry forth their own objectives (sometimes without the mortal's knowledge). These powerful beings are able to grant certain powers and abilities to these mortal agents akin to the being's own powers and energies.

Where the Paladin (and his antithesis) is the paragon of his respective power and the Cleric offers spiritual aid and represents the voice of her deity, Planar Paragons are different. They neither seek to represent the epitome of the power they represent nor do they desire to necessarily aid others with their abilities or offer to stand up as the personification of the power they represent.

Most often those that seek power and wish to experience more than what the normal world can grant them seek the path of the Planar Paragon. Such souls seek out those otherworldly powers that can grant mortals a small part of their energies, essence of existence in return for special favors or gifts. Although it may seem like a foolish return on investment, beings powerful enough to imbue some of their abilities on a mortal do gain some benefit from the risk, and they may revoke the power they offer if the mortal does not meet his obligations to the being.

Those that seek to grant this blessing to a mortal, become a sponsor to the Planar Paragon. Sponsors can come from nearly any plane of existence, the only real requirement is that they wield the power and authority to grant some of their abilities to lesser races and that they have access to someone they wish to empower. Generally sponsors come from the Outer Planes of Good or Evil, Law or Chaos, but it isn't unusual for powerful lords of the Elemental Planes to also grant some of its elemental energies to a mortal agent and even powerful lords from otherworldly realms such as that of the Fae or Far Realms may find a means to connect to a mortal and imbue their energies to him.

The most common of sponsors include some of the most powerful of Celestials, Abyssals, and Infernals including angels, demons, and devils. In addition, Elemental sponsorship from powerful Djinn or Efreet

is not unheard of, and even the temperamental Dao or wildly enigmatic Marid have been known to seek agents on the Prime Material Plane. As mentioned above, even powers from remote planes of the Fae and Far Realm occasionally find a mortal willing to take on their mantle.

Adventures: The Planar Paragon travel their world (and likely worlds beyond) acting as the special agent of his sponsor. However, the general desire for power and prestige that cannot be found through normal means is the real drive of the Planar Paragon. This can only be done by proving themselves to their sponsors and their peers and subordinates. Adventuring provides the easiest and most direct means for this task, and Planar Paragons find it too much of a temptation to pass up.

Characteristics: The Planar Paragon is all about power, it manifests early on with their ability to blast away with nearly inexhaustible mystical bolts. As the Paragon gains experience, his sponsor grants him greater powers, shaping the mortal agent with abilities that mimic the patron's own abilities.

In addition, the Planar Paragon gains the ability to wield primordial magics through invocations that require only minimal effort to create but can be nearly as effective as some of the most powerful spells cast by wizards and sorcerers.

Alignment: Planar Paragons can be of any alignment, but their choice of sponsors is limited by the alignment chosen. Celestial sponsors will not grant their powers to an evil Paragon while an Infernal may accept a Good aligned Paragon with the goal of twisting their morals and goals and eventually—their alignment to match the sponsor's own.

Religion: Planar Paragons know the advantage of being backed by a powerful supernatural entity. As such they respect and may even pay minor homage to divine powers to keep their options open. However, being privy to knowing that there are other powerful forces at work in the multi-verse, Planar Paragons find it hard to buy into most of the rhetoric from any single faith or religion.

Background: Planar Paragons fall into that adage; it isn't what you know but who you know. Some Paragons study and search for years before they gain their sponsorship while others literally fall into the position. The powers of the Paragon sort of develop

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themselves, though the Paragon does have some decisions as to what powers or invocations he wants to gain throughout his career.

Races: Humans tend to take on the position of the Planar Paragon due to their tenacity for desiring power and ability to be the masters of their own fate. However, Extra Planar lords have their own agendas and willingly grant their gifts on those of other races including goblinoids or other monstrous humanoid. It is not unheard of for Dwarven Planar Paragons serving Earth based powers nor Elves taking on the roles for Air based powers or lords from the Fae realms. Gnomes and Halflings rarely take up the mantle as neither generally has the desire to reach levels of power and influence as other races.

Other Classes: Planar Paragons generally see themselves superior to all other classes, at best seeing those following other paths as tools (such as bards, clerics, and fighters) and at worst as rivals (such as sorcerers and wizards). Paragons do not generally work well with others unless he can dominate the group. Even those of good alignment will see the values of others only for what they can do for the Planar Paragon's plans or needs.

Role: The powers and abilities of the Planar Paragon make his usefulness to a party a mixed blessing. His Mystic Bolts make him an effective ranged attacker except for the time it takes him to recharge his

energies while his Damage Reduction grant him some durability for prolonged combats as long as the opponent cannot easily bypass it. His invocations, sponsor gifts and detection abilities give him some spell casting ability, though much more restricted compared to a normal arcane caster.

Thus, the Planar Paragon is good at supporting others but cannot effectively take over any other role within an adventuring party. In addition, the powers of the Planar Paragon are completely self-serving, where other supporting characters generally have abilities that assist their fellow adventurers.

Planar Paragon Sponsorship: The powers and skills of the Planar Paragon rely heavily upon the sponsorship of a powerful supernatural entity. These entities usually inhabit outer planes, though some can also be found on the inner planes or alternate planes of existence. Each sponsor brings forth specific powers and abilities for the Planar Paragon and only accepts certain types of individuals to imbue with their powers. All sponsors have their own agenda when imbuing mortals with these powers. Typically, sponsors are hands off these specially chosen agents at first, but as the Planar Paragon gains power and prestige, the sponsor may decide to take a more active role in the activities and life of the Planar Paragon. If a Planar Paragon actively defies his sponsor, the sponsor can easily revoke the Planar Paragon's abilities and power.

Game Rule Information

Planar Paragons have the following game statistics.

Abilities: A high Charisma score makes a Planar Paragon's invocations and class abilities harder to resist. A high Dexterity is also beneficial for the Mystic Bolt attacks of the Planar Paragon.

Alignment: See Sponsors below.

Hit Die: d6.

Class Skills

Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge-arcana (Int), Knowledge-planes (Int), Knowledge-religion (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha). In addition, sponsors from different planes may grant additional class skills.

Skill Points: (2 + Int modifier) X 4 at first level and 2 + Int modifier each level thereafter.

Class Features

Weapons and Armor: The Planar Paragon is proficient with all simple weapons and light armor but not with shields. The Planar Paragon is trained so that his powers works effectively with his armor (see Armor Training below). In addition, each sponsor grants proficiency with a specific weapon as listed with the Sponsor description.

Armor Training (Ex): The Planar Paragon's invocations and Mystic Bolt have a somatic component. However, the Planar Paragon is trained to effectively work with light armor to avoid any chance of arcane failure. As a result, the Planar Paragon can ignore the Arcane Chance of Failure for any armor that is considered light. Note that this training is specific to the Planar Paragon's blast and invocations. If the Planar Paragon multi-classes with

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another arcane class; the Arcane Check Failure for armor worn still applies to the other class.

Sponsorship (Su): Each sponsor type grants the Planar Paragon specific advantages and requires specific requirements in alignment.

Abyssal: Powerful Demon lords are quick to make pacts with mortals, especially those that seek personal power above others. Mortals that don the mantle of Planar Paragon for an Abyssal power are typically sociopathic sycophants with little self-control and little love for others.

- Alignment: Chaotic Neutral or Chaotic Evil
- Class Skills: Climb and Jump
- Weapons of Choice: Longsword or Whip
- Damage Resistance Vulnerability: Cold Iron or Good
- Familiar: Quasit or Fiendish Animal

Celestial: Just as the powers of evil grant powerful pacts with mortals, so too do Angelic entities. Although Paladins are typically thought of as the special mortal agents of the heavenly powers, individual Angels such as Planetars or Solars have been known to empower mortals that show the

promise of great deeds of good with the abilities of the Planar Paragon.

- Alignment: Any Good
- Class Skills: Diplomacy and Knowledge-history
- Weapons of Choice: Warhammer or Great Axe or Throwing Hammer or Throwing Axe
- Damage Resistance Vulnerability: Magic or Evil
- Familiar: Celestial Animal or Lantern Archon

Far Realm: There are powers beyond mortal understanding that come from beyond, nightmare realms where the rules of nature are twisted and redone in ways the mortal mind cannot comprehend. These powers are thought to be the source for many of the unnatural creatures that inhabit the world including Beholders, Aboleths, and other aberrations.

- Alignment: Any Non-Lawful and Non-Good
- Class Skills: Escape Artist and Use Rope
- Weapons of Choice: Two Bladed Sword or Dire Flail
- Damage Resistance Vulnerability: Magic or Adamantine
- Familiar: Lurking Strangler (MM3 pg 100) or Pseudo-natural Animal

| Level | BAB | Fort Save | Ref Save | Will Save | Special | Invocations |
|-------|------------|-----------|----------|-----------|---|-------------|
| 1 | +0 | +0 | +0 | +2 | Sponsorship, Mystic Bolt (1), Least Invocations , Armor Training | 1 |
| 2 | +1 | +0 | +0 | +3 | Detection (1) | 1 |
| 3 | +2 | +1 | +1 | +3 | Mystic Bolt (2), Damage Reduction (1) | 2 |
| 4 | +3 | +1 | +1 | +4 | Sponsored Gift (1), Familiar | 2 |
| 5 | +3 | +1 | +1 | +4 | Mystic Bolt (3) | 3 |
| 6 | +4 | +2 | +2 | +5 | Damage Reduction (2), Detection (2) | 3 |
| 7 | +5 | +2 | +2 | +5 | Mystic Bolt (4), Lesser Invocation | 4 |
| 8 | +6/+1 | +2 | +2 | +6 | Sponsored Gift (2) | 4 |
| 9 | +6/+1 | +3 | +3 | +6 | Mystic Bolt (5), Damage Reduction (3) | 5 |
| 10 | +7/+2 | +3 | +3 | +7 | Detection (3) | 5 |
| 11 | +8/+3 | +3 | +3 | +7 | Mystic Bolt (6) | 6 |
| 12 | +9/+4 | +4 | +4 | +8 | Sponsored Gift (3), Damage Reduction (4) | 6 |
| 13 | +9/+4 | +4 | +4 | +8 | Mystic Bolt (7), Greater Invocations | 7 |
| 14 | +10/+5 | +4 | +4 | +9 | Detection (4) | 7 |
| 15 | +11/+6/+1 | +5 | +5 | +9 | Mystic Bolt (8), Damage Reduction (5) | 8 |
| 16 | +12/+7/+2 | +5 | +5 | +10 | Sponsored Gift (4) | 8 |
| 17 | +12/+7/+2 | +5 | +5 | +10 | Mystic Bolt (9), Greatest Invocations | 9 |
| 18 | +13/+8/+3 | +6 | +6 | +11 | Damage Reduction (6), Detection (5) | 9 |
| 19 | +14/+9/+4 | +6 | +6 | +11 | Mystic Bolt (10) | 10 |
| 20 | +15/+10/+5 | +6 | +6 | +12 | Sponsored Gift (5) | 10 |

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Fey: Stories of mortals' crossing over to the realms of the fey only to be changed in some way are quite common. Some of the more powerful fey lords or ladies have been known to take a fancy to a mortal for a time, imbuing the paramour with fey like abilities.

- Alignment: Any Chaotic
- Class Skills: Balance, Knowledge-nature, and Tumble
- Weapons of Choice: Shortsword or Shortbow
- Damage Resistance Vulnerability: Cold Iron
- Familiar: Petal (MM3 pg 120)

Genesai: Some of the most powerful lords of the Elemental Planes, Genesai have been known to take on mortal agents to deal with their interests on the Prime Material Planes.

- Alignment: Djinn-Chaotic Good, Efreet-Lawful Neutral or Lawful Evil, Dao-Any Non-Chaotic and Non-Good, Marid-Any Non-Evil
- Class Skills: Survival and Swim
- Weapons of Choice: Scimitar or Falchion or Trident or Heavy Pick
- Damage Resistance Vulnerability: Silver or Magic
- Familiar: Mephit or Half-Elemental Animal (MofP pg 189)

Infernal: Devils are the originators of the pact that has become synonymous with the Planar Paragon. Always looking for an effective means of collecting souls for their hellish abodes, Devils most frequently seek out those mortals that are brash, arrogant, and easily angered. Of all the sponsors, Devils are the least finicky in the alignment of their agent and in fact find it useful to tempt those of good alignment into taking the mantle of Planar Paragon.

- Alignment: Any
- Class Skills: Decipher Script and Forgery
- Weapons of Choice: Spiked Chain or Longsword or Glaive
- Damage Resistance Vulnerability: Silver or Good
- Familiar: Imp

Mystic Bolt (Sp): The Mystic Bolt is the Planar Paragon's main method of offense. It effectively shunts energy (based on the sponsorship of the Planar Paragon) into a ranged touch attack. This energy causes 1d6 points of damage on targets up to 60' away, half damage to objects. Without any

additional bolstering, the energy simply dissipates beyond that range. The Mystic Bolt is a spell-like ability and susceptible to Spell Resistance, though the Spell Penetration feat can be applied to this effect.

The effective spell level for the Mystic Bolt is half (round down) the power level of the blast with a minimum of first level. For example, a Mystic Bolt (8) is effectively a fourth level spell. The Mystic Bolt does require a somatic component and does provoke attacks of opportunity (unless being used as part of a melee attack, see Infuse Weapon and Mystical Weapon below).

If the Planar Paragon's hands are bound or otherwise in use, he cannot use his Mystic Bolt. However, only one hand is required to use this power so the Planar Paragon can carry an object in his off hand and still fire Mystic Bolts with his primary hand. A Planar Paragon cannot fire more than one Mystic Bolt per round (unless fragmented, see Blast Shapes below); it is not possible for the Planar Paragon to fire an Mystical Bolt from both hands as a full round action.

At first level, the Planar Paragon begins with Mystic Bolt (1) and every odd level thereafter the power of the blast increases by one. At the heart, each level is equivalent to 1d6 points infused within the blast, though the level can also be used to change the effects of the blast either in shape as listed below. In addition, powered blasts may have different types of infusions based on the sponsorship of the Planar Paragon.

This energy isn't inexhaustible and it does take its toll on the Planar Paragon. If the Mystic Bolt is used in consecutive combat turns, the energy draw builds up by the level used within the Planar Paragon, if at any point the energy used exceeds the Planar Paragon's level, the Planar Paragon cannot draw upon it until the energy replenishes itself. The energy replenishes itself at a rate of one level per combat round at first level and increases one level every four levels thereafter (i.e. 5th, 9th, 13th, and 17th levels). For example, Heltman a 5th level Planar Paragon has the ability to unleash a 3d6 Mystic Bolt which uses 3 levels. The first round he can use the full potential of his blast for 3d6 points of damage, but the second round he can only create a 2d6 blast and by the third round he cannot use his blast while it replenishes itself. By the fourth round Heltman could fire another 2d6 blast.

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There are other means of storing this energy including feats, magical items, and invocations (see below). Planar Paragons always have a choice as to how much energy they wish to infuse within their Mystic Bolt.

Mystic Bolts and Incorporeal Creatures

Mystic Bolts are physically manifested explosions of mystical force, falling somewhere between a magical force attack and a magical physical attack. As such, these blasts impact incorporeal creatures a bit differently than either type of attack. For Mystic Bolts powered by Positive energy, the incorporeal creature takes normal damage. For all other empowered Mystic Bolts, the incorporeal creature has a 25% chance of ignoring the damage. If the creature in question has spell resistance, that is applied before any damage takes place.

Mystic Bolt Energies

The type of energy infused within the Mystic Bolt is based upon the sponsorship of the Planar Paragon.

Celestial sponsored Planar Paragons are infused with positive energy while Planar Paragons sponsored by abyssal powers are infused with negative energy. Planar Paragons empowered by elemental sponsors are infused with energies related to their sponsor's plane. Fey sponsored Planar Paragons wield the power of nature itself while Planar Paragons that enter into pacts with powers from the far realm wield energies just as alien as their masters. Infernally sponsored Planar Paragons wield the power of pure hell fire.

Mystic Bolt Shaping

The shape and effect of the Planar Paragon's Mystic Bolt can be altered by the expenditure of power levels, including increasing the range of the blast, blasting in an area, and well as fracturing to multiple targets. The cost of these changes will reduce the overall power level that the Planar Paragon can infuse within the Mystic Bolt, but given that by 20th level the Planar Paragon will have ten power levels and the addition of feats that allow the Planar Paragon to boost this number may offset these costs. Shape effects cannot be combined except for the Extended Reach effect which will be defined below.

Fractured Blast: This effect allows the Planar Paragon to create two or more smaller blasts which can be fired at more than one target as long as the targets are within 30' of each other and the same general direction (a Planar Paragon cannot use this to blast targets that may be flanking him). Each fractured blast must be infused with at least one level to cause 1d6 points of damage. Thus, a first level Planar Paragon cannot effectively use this effect. Each bolt requires a successful ranged touch attack to damage a target.

Hardening Blast: This effect enhances the damage to objects so that the damage is not halved.

Infuse Weapon: The Planar Paragon can charge his melee attack with the power of his Mystic Bolt. In this case, the attack is treated as a normal melee attack (not touch) and the energy is expelled regardless of whether or not the attack was successful. Use of the Mystic Bolt in this manner does not provoke attacks of opportunity from opponents adjacent or within melee range of the Planar Paragon. The Mystical energy does not enchant or alter the weapon itself and any possible damage resistance the opponent may have must be considered for the actual damage of the weapon itself. If the opponent has spell resistance it may attempt to avoid the effects of the Mystic Bolt.

Chain Blast: This effect allows the Planar Paragon to turn the Mystic Bolt into an arc of energy that "jumps" from the first target to others. The chain blast can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit. The total number of secondary targets the Planar Paragon can attempt to strike cannot exceed half the total levels of energy infused within the Mystic Bolt (not counting the energy required to create the chain). For example, a 15th level Planar Paragon can create a Chain Blast that causes 7d6 points of damage so the total number of secondary targets is three.

A ranged touch attack must be made for each target and the chain ends the first time the Planar Paragon misses a target. Thus if a Planar Paragon misses the first target, no other targets can be struck. Secondary targets take less damage than the primary target and each "jump" reduces the damage by 1d6. In the example above, the first target would take 7d6 points

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of damage; the second would take 6d6 points of damage, etc.

Mystic Weapon: This effect allows the Planar Paragon to create an Mystical energy version of a normal melee weapon of the Planar Paragon's choosing. Any type of weapon can be generated from this effect, though normal proficiency requirements apply. If the Planar Paragon does not have proficiency with the normal version of the weapon, he will not have proficiency with the Mystical version. Although the Mystical weapon appears and is wielded like its normal counterpart, the Mystical weapon only requires a touch attack to succeed and causes damage based upon the power level the Planar Paragon infuses within it and does not get modified by the Planar Paragon's strength for damage.

The actual creation of the weapon is a swift action and does not provoke attacks of opportunity from opponents within melee range of the Planar Paragon.

The main purpose of this effect is to allow the Planar Paragon to implement weapon effects such as tripping opponents or gaining a reach attack (such as an Mystical long spear or pole arm). The other advantage of this effect is that the Planar Paragon may maintain the weapon indefinitely until it is successfully discharged, and avoids the drain effects listed above until a target is successfully struck.

Extended Reach: This effect allows the Planar Paragon to extend the effect of the blast to 120' for one power level and 240' for two power levels. This effect can be added to other effects for range attacks including Fractured Blast, Mystical Chain, Mystical Bolt, Mystical Cone, and Mystical Sphere.

Mystic Blast: The Planar Paragon shoots out a stream of Mystical energy that strikes everyone in a 5' wide straight line up to the range of the bolt. This effect does not require a touch attack, but does require everyone within the area of effect to make a Reflex saving throw (DC 10 + effective Mystic Bolt level + Planar Paragon's Charisma modifier) or take half damage. This is effectively the Planar Paragon's version of a Lightning Bolt.

Mystic Explosion: The Planar Paragon explodes with the power of his Mystic Bolt, impacting everyone within 30' of him. A touch attack is not made, but everyone within range must successfully make a

Reflex saving throw (DC 10 + effective Mystic Bolt level + Planar Paragon's Charisma modifier) to take half damage. The Planar Paragon is immune to his own blast effect.

Mystic Cone: The Planar Paragon shoots out a 30' cone of Mystical energy. It does not require a touch attack, but everyone within the area of effect must successfully make a Reflex saving throw (DC 10 + effective Mystic Bolt level + Planar Paragon's Charisma modifier) to take half damage.

Mystic Sphere: The Planar Paragon condenses the energy into a very small area about the size of a pea which then explodes outward once it reaches its destination, impacting everything within a 20' radius. It doesn't require a touch attack, but everyone within the area of effect must successfully make a Reflex saving throw (DC 10 + effective Mystic Bolt spell level + Planar Paragon's Charisma modifier) to take half damage. This is effectively the Planar Paragon's version of a Fire Ball.

Piercing Blast: This effect allows the Planar Paragon the ability to gain power to penetrate opponents spell resistance against the Mystic Bolt. For each power level sacrificed, the Planar Paragon gains a +2 bonus to break through the target's spell resistance.

| Mystic Bolt Shape Effect | Mystic Levels required |
|--------------------------|------------------------|
| Fractured Blast | 0 |
| Infuse Weapon | 0 |
| Hardened Blast | 1 |
| Chain Blast | 1 |
| Mystic Weapon | 1 |
| Mystic Reach | 1 or 2 |
| Piercing Blast | 1 per +2 bonus |
| Mystic Blast | 2 |
| Mystic Explosion | 2 |
| Mystic Cone | 3 |
| Mystic Sphere | 3 |

Detection (Sp): Beginning at 2nd level, the Planar Paragon begins to hone his supernatural senses granted by his sponsor. These senses grow more acute over time and he may gain additional senses or hone his initial ability of detection every four levels after 2nd (6th, 10th, and 14th). Certain detection abilities may only be available at higher levels as noted below. Each ability is listed with a number or level, in order to take a detection ability at a higher

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number, the previous version must be taken first and in order. Thus, a Planar Paragon must have Detect Magic (3), he must have Detect Magic (2), which required Detect Magic (1).

The Detection ability may be used as a swift action and must be actively used by the Planar Paragon. Detection requires the Planar Paragon to have line of site where he is trying to ply this ability, so it will not let him detect through solid barriers (except for Detect Creatures – see below).

Typically, the detection ability has a short range of 30 feet. However; starting at 6th level, the Planar Paragon may sacrifice one level to increase the range to 120' for one type of detection. A 10th level Planar Paragon with the Detect Magic (2) ability could increase his range to 120' with this sacrifice.

Blindsense (1): The Planar Paragon gains blindsense with a range of 30'. Available starting at 10th level.

Detect Creatures (1): The Planar Paragon can sense the presence of one type of creature by type (or subtype) using the Ranger's Favored Enemy list as a guide. At this level the Planar Paragon can sense the general direction and number of such creatures within 30' of him, and it works through most solid non-magical barriers except for lead and cold iron. Available starting at 6th level.

Detect Direction (1): The Planar Paragon can discern the direction of north if such applies, as the Know Direction spell. Available starting at 2nd level.

Detect the Hidden (1): Somewhat a combination of Detect Secret Doors and Snares and Pits, this ability grants the Planar Paragon a +5 to search or spot checks to detect either a secret door or trap within 30'. This is an active ability; a Planar Paragon cannot automatically detect such things without first purposefully triggering this ability (unlike Elves and Dwarves whose racial abilities are more passive in nature). Also, this ability only reveals the presence of something hidden, it does not grant the Planar Paragon the ability to detect how to open or bypass them. Available starting at 6th level.

Detect the Hidden (2): Grants a +10 to search or spot checks to detect secret doors or traps within 30'. In addition, the Planar Paragon does gain a sense of what the hidden object is and a means of bypassing or opening it (if it isn't locked).

Detect Invisible (1): The Planar Paragon can see Invisible creatures within 30'. This does not carry over to ethereal or out of phase creatures or items. Available starting at 6th level.

Detect Invisible (2): As Detect Invisible (1) except it includes ethereal and out of phase creatures or items.

Detect Law, Chaos, Good, or Evil (1): The Planar Paragon can detect one of the four alignment factors listed within 30' as a swift action. Only the presence of the alignment aspect is detected and the Planar Paragon must specify which alignment aspect is chosen for this detection ability. Available starting at 2nd level.

Detect Law, Chaos, Good, or Evil (2): The Planar Paragon can detect the relative strength of the alignment factor as the Detect spell of the same name (See Detect Evil in Player's Handbook, pg 218).

Detect Lies (1): The Planar Paragon can attempt to detect Lies with the effects identical to that of the spell Discern Lies (Player's Handbook pg 221) using the Paragon's class level as the caster level. Available at 6th level.

Detect Location (1): Similar to the Discern Location Spell (Player's Handbook pg 222), except it only applies to the Planar Paragon. As with the spell, it takes 10 uninterrupted minutes to effectively determine his location. Available at 14th level.

Detect Location (2): As Detect Location (1) except it can be used to determine the location of another object or person with the same restrictions as the spell.

Detect Magic (1): The Planar Paragon can detect the aura of magical auras within 30' as a swift action. Only the presence of magic can be detected at this level. Available starting at 2nd level.

Detect Magic (2): The Planar Paragon can detect the type (school) of magic and its relative strength (faint, moderate, strong) per the Detect Magic spell (Player's Handbook pg 219).

Detect Magic (3): The Planar Paragon can detect the approximate caster level that crafted an item or cast an enchantment by making a spellcraft check (DC 10 + caster level).

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Detect Magic (4): The Planar Paragon can effectively Identify magical items as the spell. It does require the sacrifice of 50 gp worth of gems or items which are turned to dust during the process of identification which requires a ceremony lasting one hour.

Detect Poison (1): The Planar Paragon can Detect Poison as per the spell of the same name except for the restrictions listed above for line of site above. Available starting at 2nd level.

Detect Scrying (1): Tye Planar Paragon can Detect Scrying as the spell, using the Planar Paragon's class level as his caster level. Available at 10th level.

Damage Reduction (Su): As the Planar Paragon gains levels; he also begins to gain some of the supernatural imperviousness of his host. Beginning at 3rd level the Planar Paragon gains a damage resistance of 1 point. This increases by one point every three levels thereafter to a maximum of a DR 6. Each sponsor has its own vulnerability which is applied to the Planar Paragon's damage resistance.

Familiar (Su): The Planar Paragon gains an extra-planar creature as a familiar at 4th level. The Planar must summon his Familiar in a ceremony lasting 24 hours and sacrifices 100 gp worth of material per Hit Die of the creature being summoned. This creature is a standard creature of its type with no additional abilities other than an empathic bond with the Paragon with a range of 1 mile.

For every level thereafter that the Planar Paragon attains; the familiar gains 2 additional hit points and for every 6 hit points gained, it's effective Hit Dice increases by one. At 6th level the Paragon can grant up to half his mystical energy for blast attacks made by the familiar as long as the familiar is within 60' of its master. I.E. at 6th level, the familiar could access up to 1 energy level (½ of 3 power levels the Planar Paragon could access and fire at one time). The energy still comes from the Planar Paragon and any energy used by the Familiar is subtracted from the Planar Paragon's current power level. This effect does allow both the Planar Paragon and the familiar the ability to fire Mystic Bolts during the same round.

Some Planar Paragons may have the option to summon respective versions of normal animals (or vermin in the case of a Far sponsored Planar Paragon) based on the Sponsor. The Planar Paragon can choose any normal animal or non-magical beast with

a CR of 2 or less (prior to applying the respective template) and a size category of medium or less as an appropriate familiar. For every Hit Die the templated familiar gains, apply any additional special effects based on the animal's new Hit Die. The Intelligence of any animal with a template applied is automatically increased to 4.

Quasits, Imps, and Mephits gain 1 point every Hit Die they gain that can be applied to one of their special qualities (Fast Healing, Resistance, Spell Resistance, etc.) as chosen by the Planar Paragon.

Planar Paragons suffer the same effects as Sorcerers and Wizards if the Familiar is dismissed or destroyed, though the DC for the Fortitude saving throw is 10 plus the Hit Dice of the familiar. However, a new familiar can be summoned after a period of a month or as soon as the Planar Paragon gains a new level. Any familiar with the ability to summon others of its kind cannot use that ability while indentured to the Planar Paragon.

Sponsors Gift (Su): As the Planar Paragon's skills and abilities increase he begins to take on some of the physical aspects of his sponsor. This subtle change begins at fourth level and continues to become more pronounced every four levels thereafter up to 20th level.

4th level (1)

Abysal: Darkvision 60' and Abysal.

Celestial: Darkvision 60' and Celestial.

Far: Darkvision 60' and +2 to saving throws versus fear based effects.

Fey: Low-light vision, +2 to saving throws versus mind-influencing effects (including sleep), and Sylvan.

Genesai: +4 to one chosen skill (Climb, Jump, Listen, Spot, Tumble, or Swim) and elemental language based on sponsor type (Aquan, Auran, Ignan, or Terran).

Infernal: Darkvision 60' and Infernal.

Notes: Any Planar Paragon that already possesses Darkvision gains the ability to see through magical Darkness (but not Deeper Darkness).

8th level (2)

Abysal: Resistance 5 versus Acid and Fire.

Celestial: Resistance 5 versus Electricity and Fire.

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Far: Spell Resistance 5, cannot be reduced voluntarily by Planar Paragon.

Fey: Spell Resistance 5 against mind-influencing effects and Immunity to Sleep effects.

Genesai: Resistance 5 against Cold and Electricity.

Infernal: Resistance 5 against Acid and Cold.

12th level (3)

Abyssal: +4 to saving throws versus Poison and no ability can be diminished below 3. Ability damage from poison is regained at rate of 1 point plus Planar Paragon's Charisma bonus per day.

Celestial: +4 to saving throws versus Poison and Petrification and Regeneration 1.

Far: +4 bonus to overcome spell resistance of opponents and Planar Paragon's Spell Resistance increases to 10.

Fey: +4 to saving throws versus Natural Poisons (animal and plant) and Druidic abilities of Woodland Stride and Trackless Step.

Genesai: Benefits from the effects of Endure Elements spell continuously (only for the Planar Paragon) and Regeneration 1.

Infernal: +4 to all saving throws versus fire and poison and Fast Healing 1.

16th level (4)

Abyssal: Protective Slime once per day for number of rounds equal to Planar Paragon's class level and +6 to saving throws versus Poison. Slime causes 1d8 points of damage to attacker or weapon unless Reflex saving throw is made (DC 15 plus Planar Paragon's Charisma Bonus). Hardness of weapons is ignored in regards to structural damage though magical weapons reduce damage by their enchantment bonus.

Celestial: Regeneration 3 and project Aura of Protection once per day for one round per Planar Paragon level. Aura grants all allies within 30' a +4 deflect bonus to AC and a +4 sacred bonus to all saving throws. Aura is subject to Dispel Magic (effective caster level is Planar Paragon's class level).

Far: Sprouts black tentacles from back once per day and +6 bonus to overcome Spell Resistance of others. Tentacle effect replicates Evard's Black Tentacles centered on Planar Paragon treating the Paragon's class level as effective caster level.

Fey: Move through Plants once per day and Spell Resistance 7 against mind-influencing effects. Move through Plants effect is identical to the Transport Via Plants spell (Planar Paragon class level is effective caster level).

Genesai: Elemental Property (by sponsor type) once per day and Regeneration 3. Air grants effects of Fly spell, Earth grants Earth Glide ability (as Elemental effect) and ability to breathe normally while in earth, Fire grants Immunity to Fire along with Burn (as Elemental effect, causing additional 1d4 points of fire damage for any melee attacks), and Water grants ability to Swim at normal movement rates with no impact based on armor along with ability to breathe water during the duration of the effect. All effects last for one round per Planar Paragon class level.

Infernal: Fast Healing 3 and generate Fear aura once per day for one round per Planar Paragon level. The Fear aura has a range of 30' and requires all living creatures with less than 6 Hit Dice to make a Will saving throw (DC 15 + Planar Paragon's Charisma bonus) or become frightened for 2d4 rounds. Anyone that successfully makes a saving throw is still shaken for one round. In addition, the Planar Paragon gains the gift of Death Throes as the spell (Planar Handbook pg 97) and the same limitations apply to bringing the Planar Paragon back to life (*miracle, wish, or true resurrection*).

20th level (5)

Abyssal: Immunity to Poison and Negative Energy, and Resistance 10 against Acid and Fire.

Celestial: Immunity to Petrification, Resistance 10 against Electricity and Fire, and Regeneration 5.

Far: Immunity to Acid and Petrification and Spell Resistance 20. In addition, Planar Paragon now gains a +10 bonus to overcome the spell resistance of others.

Fey: Immunity against all mind-influencing effects and Venom Immunity (as the Druid ability of the same name).

Genesai : Regeneration 5, Immunity to Acid and Fire, Resistance 10 against Electricity and Cold.

Infernal: Immunity to Poison and Fire, Resistance 10 against Acid and Cold, and Fast Healing 5.

Invocations (Sp): The Planar Paragon gains the ability to cast Invocations starting at 1st level. These are spell-like effects, not spells so normal meta-magic

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feats will not function with them, though feats that affect spell-like abilities can be used.

These effects are generally usable at will or last for 24 hours though some may have further restrictions on use and any that mimic spells are limited to the duration of the spell unless defined separately. The act of Invoking is a standard action with verbal and somatic components (some may also require material components as defined by the Invocation description) and does provoke attacks of opportunity unless the Planar Paragon casts it on the Defensive. Invocations are also subject to spell resistance and all effects use the Planar Paragon's class level as the effective caster level as appropriate.

There are four grades of Invocations: Least, Lesser, Greater, and Greatest. The gains access to higher grades of Invocations at higher levels. Once a Planar Paragon chooses an Invocation, he cannot change it. However, when the Planar Paragon reaches a level where the next higher grade of Invocation is attained, he may change out one of his existing Invocations for another one of the same grade. The effective level of the Invocation is 2 for each grade level, 2 for Least Invocations, 4 for Lesser Invocations, etc. The ability to use invocations is also dependent on the Planar Paragon's Charisma and he must have a Charisma of at least 10 + the effective spell level of the invocation in order to use it. Thus, a Planar Paragon would require a Charisma of 18 to invoke the Greatest grade of invocations.

If a saving throw is allowed for the effect of an Invocation, it has a DC of 10 + the warlock's Charisma modifier + effective level based on Invocation grade.

Some Invocations may be specific to Sponsors.

Mystic Bolt Alteration Invocations

Some Invocations alter the effects of the Planar Paragon's Mystic Bolts. These effects are in addition to the damage caused by the Mystic Bolt unless specifically defined otherwise. In the case where a saving throw may be required, the effective DC uses either the effective level of the Mystic Bolt or the grade of the Invocation, whichever is higher.

Invocations

These Invocations can be used at will and typically only require a swift action to empower the Mystic Bolt. However, some may require longer casting times or more limited usages.

Invocations Infused with Mystic Energies

Some invocations use the Planar Paragon's stored energies for his Mystic Bolt. If the Planar Paragon depletes his reserve of energy by firing his Mystic Bolt, he cannot use these invocations until at least one energy level is replenished. Thus, a Planar Paragon with Mystic Shield could not fire the last of his Mystic Bolt energies and expect to use this invocation the next round because he has no energies to invoke.

In addition, if the Sponsor revokes the Planar Paragon's pact, any infusions powered by the Mystic Energies can no longer be used.

Ex-Planar Paragons: The career of the Planar Paragon is tenuous at best as the attitudes and whims of the Planar Powers that be are quite fickle. If the Planar Paragon does anything to anger or violate the pact made with his sponsor, the sponsor can remove most of the Planar Paragon's powers automatically. As a result, the Planar Paragon loses his Mystic Bolt, Familiar (with attendant XP losses), Damage Reduction bonuses, and Sponsored Gifts. The Paragon does retain his Detection abilities and can still use his invocations that he has learned up until the point he lost his Paragon status.

Until he manages to regain this sponsor's good graces, the Planar Paragon cannot gain any more levels as a Planar Paragon.

The Planar Paragon may multi-class as desired, but certain classes are frowned upon by his sponsor. If the Planar Paragon takes any class that grants spell casting ability (including delayed casting levels such as the Ranger or Paladin), he can no longer take any more Planar Paragon levels. The Sponsor may or may not revoke his paragon abilities based upon whether or not the Planar Paragon decided to continue to serve the sponsor.

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Invocations – Least:

Aligned Bolt (Abyssal, Celestial, and Infernal): The Planar Paragon can infuse his Mystic Bolt with one aligned energy (Law, Chaos, Good, or Evil) as a swift action. The infusion must be related to his Sponsor and his own alignment. Thus, a Lawful Good Planar Paragon cannot cast an Aligned Bolt—Chaos or Aligned Bolt—Evil. If the Planar Paragon has a neutral aspect he can cast either other aspect of the moral or ethical portion of the alignment factors.

Arcane Attunement, Least (All): The Planar Paragon may choose one first or second level arcane spell to cast spontaneously. The Planar Paragon may cast one first level spell starting at 1st level and gain an additional casting ability of that particular spell every 4th class level. If a second level spell is chosen, it cannot be cast until 3rd level and every 4th class level starting at 6th (i.e. 6th, 10th, 14th, 18th).

The Planar Paragon must have a Charisma of at least 10 + the spell level to be cast, and if his Charisma is 14 or higher he gains one additional use of a first level spell if chosen. A Charisma of 16 or higher grants an additional use of the second level spell if chosen.

This invocation is limited to only one chosen spell, if the Planar Paragon wishes to cast additional arcane spells he must choose this invocation more than once, selecting another spell each time the invocation is chosen. Once the spell is chosen, it cannot be changed.

Baneful Bolt (Abyssal and Infernal): As a swift action, the Planar Paragon empowers his Mystic Bolt with energies that cause the target to suffer a -1 to all attacks and saving throws for 1 round per class level of the Paragon unless a Will saving throw is made. This effect does not stack with other Bane effects.

Blessed Bolt (Celestial): The Planar Paragon alters his Mystic Bolt with a swift action so that it causes no damage and the target gains a +1 to all saving throws and attacks for 1 round per class level of the Paragon. If the recipient doesn't want the bonus, a Will saving throw is allowed. This effect does not stack with other Bless effects.

Call of Killing (All): The Planar Paragon screams mimic the effect of the Death's Call spell (Complete Mage, pg 101).

Charming Bolt (Fey): The Planar Paragon alters his Mystic Bolt with a swift action so that it causes no damage but requires the target to make a Will saving throw if successfully struck with the Mystic Bolt. The effects of the bolt are identical to the Charm Person spell (Player's Handbook pg 209) with the same duration and limitations including only working on a living humanoid. This effect can only be used three times per day plus the Planar Paragon's Charisma modifier.

Cloud of Fatigue (Abyssal, Far, Genesai, and Infernal): The Planar Paragon generates an obscuring mist as the spell (see Player's Handbook pg 258). Anyone that enters the mist must make a successful Fortitude saving throw or become fatigued until they leave the cloud, in which case the effect fades after an additional round.

Cloud of Forgetfulness (Celestial and Fey): The Planar Paragon generates an obscuring mist as the spell (see Player's Handbook pg 258). Anyone that enters the mist must make a successful Will saving throw to perform any intended action, including moving, attacking, casting a spell, etc.

Dancing Lights (Fey): The Planar Paragon can generate and control lights as the spell (Player's Handbook pg 216), except the duration is concentration, so as long as the Paragon concentrates on the lights, they will continue to light and move as directed.

Darkness (Abyssal, Far, Infernal): The Planar Paragon can generate darkness as the spell (Player's Handbook pg 216), centered on himself. This does not grant the Planar Paragon the ability to see within the Darkness, though if the Planar Paragon has Darkvision, he can see as if in shadows. If the Planar Paragon has gained the Sponsored Gift (1), he can see through the Darkness normally.

Elemental Burst (Genesai): As a swift action, the Planar Paragon can modify his Mystic Bolt so that the effects of the Bolt mirror that of the Elemental Burst spell (elemental effect based on the Planar Paragon's sponsor type). This effect does not require a touch attack, but everyone within range is allowed a Reflex saving throw based on the effect of the burst. This effect can only be used three times per day plus the Planar Paragon's Charisma modifier.

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Elemental Pyrotechnics (Genesai): The Planar Paragon can produce the effects of the Pyrotechnics spell (Player's Handbook pg 267). The actual substance of the explosion or smoke cloud is based upon the sponsor type of the Paragon. As a result some source material must be within range (fire, air, earth, or water). This effect can be used three times per day plus the Planar Paragon's Charisma modifier.

Extraordinary Awareness (All): The Planar Paragon gains a +4 bonus to all Wisdom based skills (Heal, Listen, Profession, etc.). This ability does not grant skill proficiency for trained only skills if the Planar Paragon does not possess the skill.

Extraordinary Charm (All): The Planar Paragon gains +4 bonus to all Charisma based skills (Bluff, Disguise, Diplomacy, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device). This ability does not grant skill proficiency for trained only skills if the Planar Paragon does not possess the skill.

Fae Mask (Far and Fey): If the Planar Paragon makes a successful touch attack against an opponent, he may take on the appearance of the opponent included clothing and weapons as affected by the Disguise Self spell (Player's Handbook pg 222). The opponent must be roughly the same size and girth as the Planar Paragon.

The change makes the Planar Paragon appear the identical copy of the opponent and only a successful Spot (DC 15 + Planar Paragon's Charisma modifier) will grant someone the ability to determine the Planar Paragon from the copied opponent. The duration of the effect is as the spell, though if the target is close enough to touch, the Planar Paragon can copy his appearance again. This change is considered an Illusion in the case of Fey Planar Paragons while it is considered a Transmutation in the case of Far Planar Paragons.

Fearful Bolt (All except Fey): As a swift action, the Planar Paragon empowers his Mystic Bolt with energies that cause the target to become frightened for 1d4 rounds unless a successful Will saving throw is made, in which case the target is shaken for one round.

Healing Bolt (Celestial): As a swift action, the Planar Paragon changes the energies of the Bolt so that it cures damage rather than cause damage. This only affects living creatures and if unwanted, a Fortitude

saving throw can be used to attempt to avoid the cure effects. This effect can only be used one time per day plus the Planar Paragon's Charisma modifier.

Inherent Incantations (All): The Planar Paragon can cast any arcane incantation (0-level spell) spontaneously. A number of incantations can be cast per day equal to the Planar Paragon's class level plus an additional number equal to his Charisma modifier.

Knowledge of the Ages (All): The Planar Paragon gains +4 to all Knowledge related skills he possess and can attempt a skill check in an area of knowledge he is not proficient with a -2 penalty (he is considered to have the skill for purposes of the skill check).

Light (Celestial and Genesai): The Planar Paragon can generate a light as the spell (Player's Handbook pg 248). The effect is considered 2nd level and is effective against the Darkness effects of equivalent or lesser levels.

Luck of the Foresworn (All): The Planar Paragon gains a Luck bonus to one type of saving throw (Fortitude, Reflex or Will – chosen when this power in invoked) equal to his Charisma Modifier.

Minor Planar Enhancement (All): The Planar Paragon can increase one of his attributes by +3. The invocation can only be used once per day but the Planar Paragon can choose the attribute each time he invokes this power.

Minor Mystical Boost (All): The Planar Paragon gains an additional power level in replenishment each round he does not use his Mystic Bolt. This invocation may be taken more than one time and does stack with other invocations that boost the rate of replenishment. The rate of replenishment cannot exceed the level of the Planar Paragon. It is a standard action to invoke this ability and it lasts for 24 hours. It is equivalent to a 1st level arcane spell and can be dispelled.

Mystic Entrapment (Far, Fey, and Genesai*): The Planar Paragon converts his mystic energies to affect the local environment in an effort to trap opponents. The effect is nearly identical to the Entangle spell (Player's Handbook pg 227) except it only impacts a 20' radius and the range is short (25' + 5'/2 levels of Paragon). There must be materials at hand that can be used to entangle related to the sponsorship of the Planar Paragon.

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For Far and Fey based Paragons this includes any natural flora (including dead flora in the case of the Far Planar Paragon) and the appropriate element for the Genesai Planar Paragon. Only Paragons serving Dao or Marid Genesai may choose this invocation. In the case of the Marid, mud or nearby small water sources within range of the Invocation can be used. The duration of this invocation is dependent on the Paragon's concentration only and while in use the Planar Paragon cannot use his Mystic Bolt ability.

Mystic Fortification (All): The Planar Paragon can alter the energies of his Mystic Bolt to create a field of revulsion between himself and his enemies. While this field is active the Planar Paragon is under the effects of a Sanctuary spell (Player's Handbook pg 274). In addition, three times per day plus the Paragon's Charisma modifier the Planar Paragon can siphon off some of the energy to heal himself for 1 hit point per round up to a number of rounds equal to his class level while this invocation is in effect. The Planar Paragon cannot use his Mystic Bolts while using this invocation.

Mystic Shield (All): The Planar Paragon can alter the energies of his Mystic Bolt to that of a floating shield of force. In all ways this Mystic Shield functions as the Shield spell, but while in use the Planar Paragon cannot fire or use his Mystic Bolts for any other purpose.

Mystic Utterance (All): The Planar Paragon can channel his Mystic energies into a powerful sonic shout that shatters objects as the spell (see Player's Handbook pg 278, Shatter).

Necrotic Bolt (Abyssal): The Planar Paragon gains the ability to alter the energies of his Mystic Bolt to cure damage to undead. This effect can be used one time per day plus the Planar Paragon's Charisma modifier.

Peak of Physical Conditioning (All): The Planar Paragon gains a +4 for Strength and Dexterity based skills (Balance, Climb, etc.). As with Extraordinary Charm, this Invocation does not grant the Planar Paragon with a trained only skill he does not already possess.

Planar Alignment Resistance (All except Fey and Genesai): The Planar Paragon may resist the effects of a mildly or strongly aligned plane that he may be opposed as the spell Resist Planar Alignment (Planar

Handbook pg 104). The effects last for 24 hours before it must be invoked again.

Planar Protection (All): This invocation mirrors the effect of the Protection from spells (Player's Handbook pg 266). The Planar Paragon must choose the type—Good, Evil, Law, Chaos—and cannot use it for any aspect his own alignment possesses. The Planar Paragon can cast this Invocation as often as he wants, but its continuous duration is limited to 1 min./level and only one type of protection may be operating at a time.

Selective Invisibility (All): This effect functions identically to the Invisibility spell (Player's Handbook pg 245) except the Planar Paragon must select the type of creature that cannot see him. Use the Ranger's favored Enemy list to determine the type to be hidden from. The duration of the effect is 1 minute per Planar Paragon level, but he can invoke the power again (but doing so may draw attention to him if the Paragon is in a location where other creatures are present).

Sickening Bolt (Far): With a swift action, the Planar Paragon alters his Mystic Bolt's energies to cause his opponent to become sickened for 1d4 rounds unless a successful Fortitude saving throw is made.

Slumbering Bolt (Fey): With a swift action, the Planar Paragon alters his Mystic Bolt's energies so that it causes no damage but instead puts the opponent to sleep for 1 minute per level of the Paragon. Only living creatures with 4 HD or less can be affected and a Will saving throw negates the effect and the Planar Paragon must still successfully hit the target.

Summon Swarm (All except Genesai): The Planar Paragon can summon a swarm of vermin as the spell of the same name (Player's Handbook pg 289). The swarm covers a five foot area and requires the Planar Paragon's concentration or it will automatically disperse.

Tumultuous Dispel (All): The Planar Paragon may attempt to either perform a targeted dispel or remove a random spell or spell slot from an arcane spell caster as the Arcane Turmoil spell (Complete Mage pg 96). The Planar Paragon cannot affect the same spell caster more than once per day if attempting to remove spells from another caster.

Invocations – Lesser:

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Arcane Attunement, Lesser (All): The Planar Paragon may choose one third or fourth level arcane spell to cast spontaneously. The Planar Paragon may cast one third level spell starting at 7th level and gain an additional casting ability of that particular spell at 10th, 14th, and 18th levels. If a fourth level spell is chosen, it cannot be cast until 10th level and an additional use is gained at 14th and 18th levels.

The Planar Paragon must have a Charisma of at least 10 + the spell level to be cast, and if his Charisma is 18 or higher he gains one additional use of a third level spell if chosen. A Charisma of 20 or higher grants an additional use of the fourth level spell if chosen.

This invocation is limited to only one chosen spell, if the Planar Paragon wishes to cast additional arcane spells he must choose this invocation more than once, selecting another spell each time the invocation is chosen. Once the spell is chosen, it cannot be changed.

Bane of Banes (All): The Planar Paragon may invoke a powerful curse with the effects of a Bestow Curse (Player's Handbook pg 203) upon a successful touch attack against the victim. The victim is allowed a Will saving throw if touched, and if successful, the victim is immune to the Planar Paragon's use of this invocation for 24 hours. In addition, the Planar Paragon can only curse the victim once with the effects of this invocation. If the victim manages to have the curse removed, the Planar Paragon may again attempt to curse him.

In addition, the Planar Paragon may use this ability to attempt to remove Curses as well as the spell Remove Curse (Player's Handbook pg 270). However, the effect is not automatic, but is handled as if the Planar Paragon was attempting to Dispel Magic (see Targeted Dispel under Dispel Magic on Player's Handbook on pg 223).

Blinding Bolt (All): The Planar Paragon empowers his Mystic Bolt so that the target must make a Fortitude saving throw or become blinded for 24 hours (or dismissed by the Planar Paragon). This effect only functions on living creatures that do not have the extra-planar type.

Call of the Wild(All except Genesai): The Planar Paragon may summon enhanced animals as the spell Summon Monster III (Player's Handbook pg 286)

except that the beast in question gains a template based on the Sponsorship of the Paragon. Thus, Abyssal and Infernal summoned creatures have the Fiendish Template, summoned creatures summoned by Celestials have the Celestial Template, Far summoned creatures have the Pseudo-natural Template, and Fey summoned creatures have the Half-Fey Template.

The Planar Paragon can use this ability three times per day plus his Charisma modifier and only one summoning may be active at one time. Demons, devils, and elementals cannot be summoned with this Invocation.

Celestial Stamina (Celestial): The Planar Paragon gains immunity to death spells and negative energy effects for 24 hours, similar to the Death Ward spell (Player's Handbook pg 217).

Dark Terrors (Far): The Planar Paragon can project his Mystic Energies into the psyche of a living creature, causing the target to see the world around him warp into the realm of his most terrifying nightmares. A Will saving throw is allowed, and if successful the target will not be subject to the Planar Paragon's invocation for another 24 hours. However, if the target fails his saving throw, he is wracked with overwhelming seizures of terror, slowing his movement to half and all attacks and skill checks suffer a -5 penalty and any attempt to cast a spell requires a concentration check with the -5 penalty.

The duration of this invocation is dependent on how long the Planar Paragon concentrates on its effect. During the time he employs the effect, the Planar Paragon cannot use his Mystic Bolt attack. The target does get a new saving throw periodically equal to the half Planar Paragon's class level in rounds.

Daylight (Celestial and Genesai): The Planar Paragon can generate daylight as the spell (Player's Handbook pg 216).

Deeper Darkness (Abyssal, Far, Infernal): The Planar Paragon can generate deeper darkness as the spell (Player's Handbook pg 217), centered on himself. This does not grant the Planar Paragon the ability to see within the Deeper Darkness.

Devil's Tongue (Infernal): This invocation is identical to the Voice of the Angelic.

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Dismemberment (Abyssal and Far): The Planar Paragon can separate one body part (either an eye, ear, or hand) temporarily. In the case of the eye or ear, the organ sprouts bat-like wings while the hand floats in the air of its own accord, and all have a fly speed of 20 feet and Good maneuverability.

Separating body parts costs the Planar Paragon 5 points in damage which is restored when the organ or appendage is re-attached. If the body part is destroyed a new one grows supernaturally at a rate of 1 point per hour and the Planar Paragon is considered Fatigued and suffers -4 to all skill checks. The detached body part is considered a Diminutive creature with appropriate AC bonuses and it retains the Dexterity bonus for AC of the Planar Paragon and the item has 5 hit points.

Eyes and Ears grant normal functionality while detached including any active Detection abilities or Invocations. The Planar Paragon's hand also operates as if attached to his body, capable of manipulating items, attacking with one handed weapons, delivering touch attacks and even channeling Mystic Bolts. Directing any body part to move requires a move action for the Planar Paragon and any actions performed by the hand is a standard action (this ability does not grant the Planar Paragon any extra attacks beyond what he is normally allowed based on level and other abilities).

The Hide and Move Silently skills of the detached part is equal to the Planar Paragon's own scores with a bonus of +4 due to their size. There is no range limit for the eye or ear, but the separated hand must be within line of sight of the Planar Paragon or all actions performed are considered to have the blind condition.

Only one body part may be detached at a time and there is no practical time limit for usage though the Invocation itself will not last beyond 24 hours and any detached body parts not reattached by the end of the invocation are considered lost and the Planar Paragon will have to grow a new one as described above.

Elemental Summoning (Genesai): The Planar Paragon can summon 1d4 small Elementals or one medium Elemental whose type is related to the Paragon's Sponsor. These Elementals will remain for 1 round per Paragon level and can be dispelled normally by other magics. The Planar Paragon can

use this ability three times per day plus his Charisma modifier and only one summoning may be active at one time.

Faerie Charm (Fey): The Planar Paragon can attempt to charm any living creature within 60' as long as the target can understand the Paragon's language. It is similar to the Charm Person/Monster spells and the target is allowed a Will saving throw. The Planar Paragon can only maintain this charm effect on one target at a time. If the victim has spell resistance, the Planar Paragon gains a +3 bonus to overcome the spell resistance. The invocation wears off after 24 hours, but the Planar Paragon may attempt to charm the same target again. If the target of the charm successfully saves against this effect, it is immune to this invocation for 24 hours.

Greater Slumbering Bolt (Fey): With a swift action, the Planar Paragon alters his Mystic Bolt's energies so that it causes no damage but instead puts the opponent to sleep for 1 minute per level of the Paragon. Only living creatures with 10 HD or less can be affected and a Will saving throw negates the effect and the Planar Paragon must still successfully hit the target.

Hellfire Blast (Genesai* and Infernal): The Planar Paragon empowers his Mystic Bolt with the supernatural fires from beyond. As a result, if the target is successfully struck by the Mystic Bolt he must make a Reflex saving throw or suffer an additional 2d6 points of fire damage which continues each round after the initial attack until the target takes a full round action to smother the flames. For Genesai sponsored Planar Paragons, only those serving Efreeti are granted access to this invocation.

Lesser Mystical Boost (All): The Planar Paragon gains three additional power levels in replenishment each round he does not use his Mystic Bolt. This invocation may be taken more than one time and does stack with other invocations that boost the rate of replenishment. The rate of replenishment cannot exceed the level of the Planar Paragon. It is a standard action to invoke this ability and it lasts for 24 hours. It is equivalent to a 4th level arcane spell and can be dispelled.

Lesser Planar Endurance (All): The Planar Paragon gains the effects of the Endure Elements spell (Player's Handbook pg 226). In addition, he can

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impart this gift to others. Up to one additional person per two levels of the Planar Paragon may be given this ability. This does require the recipient to be touched by the Planar Paragon and it is a standard action to invoke. Other recipients must remain within a mile of the Planar Paragon to retain this effect, if they stray more than that distance the effect immediately ends.

Mantle of Ethos and Morality (Abyssal, Celestial, and Infernal*): The Planar Paragon invokes a mystical energy that surrounds him, granting a spell resistance bonus of +6 against any spell whose descriptors match the Planar Paragon's own alignment ethos and morality (law or chaos, good or evil). Planar Paragons that have a Neutral component to their alignment may not take this invocation.

This effect will not stack with other spell or spell-like spell resistance effects, but will stack with any supernatural effects.

Mesmerizing Visage (Fey): The Planar Paragon can alter his appearance so that all that view him must make a saving throw versus Will or stop and stare blankly at him as the spell Mesmerizing Glare (Spell Compendium pg 140). The only difference between the spell and this invocation is that the duration requires the concentration of the Paragon to maintain the effect.

Minor Aberrant Alteration (Far): The Planar Paragon sprouts an extra set of limbs per the Arms of Plenty spell (Lords of Madness pg 209). The Planar Paragon may maintain these extra appendages indefinitely but cannot use his Mystic Bolt while invoking this power.

Minor Miasmatic Cloud (Far, Fey, Genesai): This invocation allows the Planar Paragon to generate a fog cloud with duration, range, and area identical to the spell of the same name (Player's Handbook pg 232). However, it causes all non-living organic materials (such as wood, leather, and paper) to begin to dissolve into a pulpy mess—similar in effect to Miasma of Entropy (Planar Handbook pg 101). Only objects weighing less than one pound per Planar Paragon class level are affected.

Magical items are allowed a Fortitude saving throw to avoid this effect. Magic items that fail their saving throw are damaged beyond use, though items of permanent nature may be repaired as appropriate while items such as scrolls are completely destroyed.

Corporeal undead and animated creatures suffer 1d6 points of damage per round spent in the fog, a successful Fortitude saving throw will reduce the damage by half each round spent in the fog. The effect is also subject to spell resistance as well.

The Planar Paragon may only have one of these clouds active at a time. The Planar Paragon may only invoke this power three times per day plus his Charisma bonus.

Necrotic Infusion (Abyssal): The Planar Paragon has the ability to use his Mystic energies to animate corpses as the Animate Dead spell (Player's Handbook pg 198). However, the dead remain animated only while the Planar Paragon channels his energies into them. Once he stops channeling his energy, the bodies are reduced to dust. While using this invocation, the Planar Paragon cannot use his Mystic Bolt attack.

Planar Escape (Far, Fey, Genesai*): The Planar Paragon can effectively teleport short distances similar in effect to the Dimension Door spell (Player's Handbook pg 221) except that the range is short (25' + 5'/2 class levels). In addition, the effect leaves an exact duplicate of the Planar Paragon that performs one action before it disintegrates into nothingness. Any successful attacks against the copy (AC of 10) also cause it to evaporate. The action of the copy has no real impact though the substance of the copy is based on the sponsor type of the Planar Paragon.

Far copies are composed of shadow stuff while the Fey copy is glammer. Of the Genesai sponsors, only Dao and Marid grant this invocation, and the copy is made of the same materials as the element associated with the sponsor.

Planar Flight (Abyssal, Celestial, Genesai*, Infernal): The Planar Paragon gains the ability to fly as the spell (Player's Handbook pg 232) except the duration is 24 hours and the Planar Paragon cannot impart the ability to others. Abyssal and Infernally sponsored Paragons sprout a pair of bat like wings while celestially sponsored Paragons gain a pair of bird like wings. Of the Genesai sponsored Paragons, only those serving Djinn or Efreet can take this invocation and the flight is born by air currents or actual flames rather than any sort of appendages.

Planar Stance (All): The Planar Paragon can invoke his own personal gravity. This invocation allows the

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Planar Paragon to walk along any surface regardless of the orientation of the surface. Generally smooth surfaces grant normal movements speeds, though any round the Planar Paragon changes orientation can only be handled effectively at half normal rate. A side effect of this invocation is that if the Planar Paragon should happen to fall more than 10' he automatically gains the benefits of the Feather Fall spell.

Prolific Utterance (Celestial): The Planar Paragon may use his Mystic Energies to turn away or destroy undead. All undead within 30' of the Planar Paragon with as many Hit Dice or less than the Planar Paragon's class level must make a saving throw versus Will or suffer effects based on its Hit Dice.

If the Hit Dice of the undead is equal to half or less of the Planar Paragon's class level it is automatically destroyed if the saving throw is not made, such creatures are effectively turned if they successfully make their saving throw. If the undead's Hit Dice is more than half the Paragon's class level a successful saving throw results in no effect for the invocation while a failed saving throw indicates that the creature is effectively turned (as the cleric ability).

The Planar Paragon can use this ability at will but cannot use his Mystic Bolt the same round he uses this invocation.

Pseudo-Omniscience (All): The Planar Paragon gains +8 to all Knowledge related skills he possess and can attempt a skill check in an area of knowledge he is not proficient and he is considered to have the skill for purposes of the skill check (but he does not gain the +8 bonus).

Ravenous Dispel (All): The Planar Paragon may attempt to dispel a magical effect per the Dispel Magic spell (Player's Handbook pg 223). If used as a targeted dispel, a successful use will also damage the target for 1 point of damage per level of the spell effect. If the Planar Paragon fails to dispel the effect, he instead takes the damage that the recipient would have taken.

Steam Breath (Genesai): The Planar Paragon may belch forth a cone of super-heated steam per the spell of the same name (Complete Arcane pg 124). The effect is actually powered by the Mystic Energies of the Planar Paragons Mystic Bolt and expends 6 levels with each use.

Striking Wrath (Abyssal, Celestial, Infernal*): The Planar Paragon infuses his Mystic Bolt with his aligned energies to overcome damage resistance of like value. Additionally, creatures of the Extra-Planar type whose alignment opposes the Planar Paragon's alignment suffer an additional 2d6 points of damage. This invocation can only be taken by Planar Paragons that do not have a Neutral component to their alignment.

Stunning Blast (All): The Planar Paragon can use a swift action to grant his Mystic Bolt the ability to Stun a target for 1d4 rounds unless a successful Fortitude saving throw.

Supernatural Awareness (All): The Planar Paragon gains a +8 bonus to all Wisdom based skills (Heal, Listen, Profession, etc.). This ability does not grant skill proficiency for trained only skills if the Planar Paragon does not possess the skill.

Supernatural Charm (All): The Planar Paragon gains +8 bonus to all Charisma based skills (Bluff, Disguise, Diplomacy, Gather Information, Handle Animal, Intimidate, Perform, and Use Magic Device). This ability does not grant skill proficiency for trained only skills if the Planar Paragon does not possess the skill.

Supernatural Physical Conditioning (All): The Planar Paragon gains a +8 for Strength and Dexterity based skills (Balance, Climb, etc.). As with Extraordinary Charm, this Invocation does not grant the Planar Paragon with a trained only skill he does not already possess.

Terrifying Visage (Abyssal, Far, and Infernal): The Planar Paragon can alter his appearance to that of a frightening creature of nightmarish dimensions. Any living creature viewing the Paragon must then make a Will saving throw or become shaken for 3d6 rounds. Those that successfully make their saving throw are only shaken for one round. It is a standard action to invoke this power and to revoke it as well. Creatures native to the plane where the Planar Paragon's sponsor dwells is immune to this effect. Once a creature suffers the effects of the Terrifying Visage, it is immune to its effects for 24 hours.

Unrelenting Dispel (All): The Planar Paragon can invoke a targeted Dispel as the Dispel Magic spell (Player's Handbook pg 223) against one opponent. Regardless of whether or not the dispel was successful, the targeted dispel triggers again the next

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round (either attempting to remove the same effect that previously failed or another effect if present if the first attempt was successful). After the first use of this effect, the Planar Paragon is free to focus on other activities; his efforts for its effects are no longer required. For every four class levels of the Planar Paragon; one extra triggering beyond the first may be manifested, once per round.

Voice of the Angelic (Celestial): The Planar Paragon gains the ability of Tongues as the spell (Player's Handbook pg 294) though the duration is 24 hours. The Planar Paragon cannot impart this ability on anyone else, just on himself.

Vengeful Bolt (All): The Planar Paragon can alter the energies of his Mystic Bolt so that it is deadlier against specific enemies. The Planar Paragon may choose one type of enemy from the Ranger's list of Favored Enemies upon selecting this Invocation, at which point any Mystic Bolts against that enemy type gains +2d6 points of damage.

Weakening Bolt (All): The Planar Paragon alters his Mystic Bolt with a swift action so that if it strikes a creature with Damage Reduction, it reduces the reduction by one point per 4 levels of the Paragon. The target is allowed a Fortitude saving throw to avoid the effects of this invocation. If unsuccessful, the reduction of the reduction lasts for one minute. Further Weakening Bolts prolong the duration, but not the reduction. Creatures that successfully make their saving throw are not affected by this effect for 24 hours.

Invocations – Greater:

Arcane Attunement, Greater (All): The Planar Paragon may choose one fifth or sixth level arcane spell to cast spontaneously. The Planar Paragon may cast one fifth level spell starting at 13th level and gain an additional casting ability of that particular spell at 16th, and 19th levels. If a sixth level spell is chosen, it cannot be cast until 15th level and an additional use is gained at 18th level.

The Planar Paragon must have a Charisma of at least 10 + the spell level to be cast, and if his Charisma is 22 or higher he gains one additional use of a fifth level spell if chosen. A Charisma of 24 or higher grants an additional use of the sixth level spell if chosen.

This invocation is limited to only one chosen spell, if the Planar Paragon wishes to cast additional arcane spells he must choose this invocation more than once, selecting another spell each time the invocation is chosen. Once the spell is chosen, it cannot be changed.

Aura of the Avatar (Abyssal and Celestial): The Planar Paragon sheds an aura of positive or negative energy (dependent on the sponsor type-negative for Abyssal and Positive for celestial) in a 10' radius around himself for one round per class level. Positive energy heals 5 points to living creatures and deals 5 points of damage to undead within the area of effect (no saving throw is allowed but spell resistance does apply). The Negative energy aura has the opposite impact. Neither energy type affects the Planar Paragon.

The Planar Paragon can use this invocation three times per day plus his Charisma modifier.

Bolts of Static Storage (All): The Planar Paragon may generate static Mystic Bolts up to his maximum power level which can be used as a normal thrown weapon at a later time. The bolt can be thrown by anyone as a normal ranged touch attack up to 60' distant.

The Mystic Bolt cannot be altered or infused with other invocations and the Planar Paragon can only maintain a total number of static bolts whose total power levels do not exceed the Planar Paragon's class level. Once created the Planar Paragon recharges his energies as normal. These bolts do fizzle after 24 hours of creation, though the Planar Paragon may create more as the total power levels of the static bolts diminish.

Bullrush Blast (Genesai): The Planar Paragon's Mystic Blast is infused with the primordial forces of the elements and a successful attack requires any medium sized or smaller creature to make a Reflex saving throw or be blown back 5 to 30 feet (1d6 X 5) in the direction of the Mystic Bolt. In addition, opponents blown back are automatically knocked prone. If the opponent is blown into a solid object, he takes 1d6 points of damage per 10 feet hurled before striking the object. Opponents moved in this way do not provoke attacks of opportunity.

Chilling Darkness (Far): The Planar Paragon generates an area of darkness as the spell Deeper

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Darkness (Player's Handbook pg 217), centered on himself. Any living creature (except the Planar Paragon) within the darkness must make a Fortitude saving throw or temporarily lose 1 point of Wisdom. Each round spent in the darkness requires another saving throw or another point of Wisdom is lost (a maximum of one point of Wisdom per four Planar Paragon class levels). Those leaving the darkness regain their Wisdom at a rate of 1 point per round.

The darkness remains active as long as the Planar Paragon concentrates on the effect and he cannot use his Mystic Bolt ability. Magical light effects cast in the area of effect have a chance to dispel the Chilling Darkness. The required roll to overcome is equal to 10 + level of light spell + caster's appropriate ability modifier and the effect is considered 6th level so the DC to overcome is 16 + Planar Paragon's Charisma modifier. If the effect is successfully dispelled, the Planar Paragon cannot reform the Darkness for 1 round per spell level of the light spell effect.

Commune with Nature (Fey): This invocation allows the Planar Paragon to gain the lay of the land as if casting a Commune Nature spell (Player's Handbook pg 211). In addition, the Planar Paragon knows of any fey based creatures in range of the effect and can attempt to contact them if so desired. The contact itself is little more than empathic feelings (help, danger, welcome, etc.) and the fey creature(s) is not required to requite the contact with the Planar Paragon.

This Invocation can be used three times per day plus the Planar Paragon's Charisma modifier.

Commune with Sponsor (Celestial, Fey, and Infernal): The Planar Paragon can ask a number of questions per day equal to his class level from his Sponsor per the Commune spell (Player's Handbook pg 211). The answer given will always be tainted in favor of the sponsor's own agenda and it is not unheard of for sponsors to give half-truths or misleading answers to their paragons, especially in the case of non-Evil Planar Paragons serving Infernal lords.

Dangerous Dismissal (All): The Planar Paragon may attempt to Dismiss an Extra-planar creature per the spell Dismissal (Player's Handbook pg 222). The Planar Paragon's class level is used as the caster level. If the target successfully makes its saving throw, the

Planar Paragon suffers 1d6 points of damage per Hit Die of the creature he is attempting to dismiss and he cannot attempt to dismiss the creature for another 24 hours.

If the Planar Paragon attempts to dismiss a creature native to the sponsor's home plane, there is a 5% per creature Hit Die that the sponsor will become aware of the dismissal and may or may not take appropriate action (as determined by the DM).

Disrupting Blast (Abyssal, Far, and Infernal): The Planar Paragon infuses his Mystic Bolt with energies that disrupt normal magical resistance as a swift action. As a result, the attack itself gains a +2 bonus to overcome spell resistance and if successful the target must make a Will saving throw. Failure causes the victim to lose 5 points to its spell resistance for a number of rounds equal to the level of the Planar Paragon. Additional hits do not decrease the spell resistance further but do extend the duration. Triggering this invocation is a swift action.

Elemental Form (Genesai): The Planar Paragon's body is transformed into an elemental form related to the home of his sponsor for a number of rounds equal to his class level. The effect alters his type to Extra-planar and the appropriate Elemental type and he gains elemental traits, attacks, special attacks, and special qualities of the corresponding Elemental type of appropriate size.

While in Elemental form, the Planar Paragon cannot use his Mystic Bolts or trigger any other invocations, though any others that were in affect before the transformation remain active. The Planar Paragon can use this ability three times per day plus the Paragon's Charisma modifier.

Once the Planar Paragon achieves the fourth sponsored gift, he may freely exchange the available time for the sponsored gift for additional time in an Elemental time. This ability may be used to extend the duration of one or more activations of this invocation or it may be used to generate one additional use of this invocation.

Elemental Swarm (Genesai): The Planar Paragon summons an Elementite swarm (Planar Handbook pg 114) per the Summon Elementite swarm spell (Spell Compendium pg 214). The swarm must be of the same element as the Sponsor's home plane.

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Only one Elementite swarm may be summoned at a time and the swarm will persist for a number of rounds equal to the class level of the Planar Paragon. Only one swarm may be summoned at a time and while the Planar Paragon has an active swarm, he cannot use his Mystic Bolt ability.

Endless Slumbering Bolt (Fey): With a swift action, the Planar Paragon alters his Mystic Bolt's energies so that it causes no damage but instead puts the opponent to sleep as affected by the Endless Slumber spell (Complete Mage pg 103). Only living creatures can be affected and a Will saving throw negates the effect and the Planar Paragon must still successfully hit the target. In addition, if the victim is awoken by taking damage a Fortitude saving throw must be made or the victim will take an additional point of damage per class level of the Planar Paragon. If the victim succeeds with his first saving throw, he cannot be affected by the Planar Paragon's use of this invocation for 24 hours.

Extra-Planar Dispel (Abyssal, Celestial, Infernal): This invocation functions identically to the Dispel (Good, Evil, Chaos, Law) spells of the same name (Player's Handbook pgs 222-223). The effect of the spell cannot be the same as the alignment of the Planar Paragon. Thus, a Lawful Good Planar Paragon can Dispel Evil or Dispel Chaos but not Dispel Law or Dispel Good. If the Planar Paragon fails to send an extra-planar creature back home with this invocation, he cannot attempt to do so against that particular creature for 24 hours.

Fortuna's Reversal (All): The Planar Paragon gains the ability to repel an arcane spell back on the caster. If the Planar Paragon has spell resistance, that must be overcome first. If the Planar Paragon's spell resistance fails, he is allowed a saving throw (if the spell does not normally allow a saving throw, Fortitude is allowed for spells that cause damage or physical effects while Will is used for enchantments or mind-influencing spells). If the Planar Paragon successfully passes the saving throw, the spell effect is turned back on the caster instead. The invocation allows a number of spell levels to be turned equal to the class level of the Planar Paragon per day and only sixth level or lower spells can be returned back on the caster.

Ghaelic Gaze (Celestial): The Planar Paragon can transform his gaze to mimic that of a Ghaele Eladrin

as described in the Opalescent Glare spell (Planar Handbook pg 101). The effect is instantaneous and can be used three times per day plus the Planar Paragon's Charisma modifier.

Greater Ravenous Dispel (All): The Planar Paragon may attempt to dispel a magical effect per the Greater Dispel Magic spell (Player's Handbook pg 223). If used as a targeted dispel, a successful use will also damage the target for 2 points of damage per level of the spell effect. If the Planar Paragon fails to dispel the effect, he instead takes the damage that the recipient would have taken.

Greater Summons (All): The Planar Paragon can summon allies from his sponsor's homeland as a Summon Monster VI spell (Player's Handbook pg 287). The type of creature summoned list listed below. Only one Summons may be invoked at a time and the Planar Paragon is limited to only three times per day plus his Charisma modifier to summoning these allies. Any allies summoned that have the ability to summon others or teleport or gate to other locations cannot access those abilities while summoned.

| Sponsor Type | Ally Summoned |
|--------------|-----------------------------------|
| Abyssal | Vrock (MM pg 48) |
| Celestial | Movanic Deva (FF pg 56) |
| Far | Red Ethergaunt (FF pg 66) |
| Fey | Treant (MM pg 244) |
| Genesai | Large Elemental (MM pgs 95 - 100) |
| Infernal | Bone Devil (MM pg 52) |

Greater Mystical Boost (All): The Planar Paragon gains five additional power levels in replenishment each round he does not use his Mystic Bolt. This invocation may be taken more than one time and does stack with other invocations that boost the rate of replenishment. The rate of replenishment cannot exceed the level of the Planar Paragon. It is a standard action to invoke this ability and it lasts for 24 hours. It is equivalent to a 7th level arcane spell and can be dispelled.

Lesser Astral Projection (Abyssal, Celestial, and Infernal): The Planar Paragon is able to astrally project his form through use of this invocation as the Astral Projection spell (Player's Handbook, pg 201). His physical body remains on the plane where he

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invoked this power and he can travel to other planes of existence through the astral plane. The Planar Paragon cannot take others with him and he must return to his body within 24 hours of casting this invocation or he begins to suffer physical symptoms. For every two hours past the 24 hour mark, the Planar Paragon loses one point of Constitution and if his Constitution score drops to zero the Planar Paragon will physically die. Constitution points can be regained through normal rest or magical means.

Lesser Ethereal Journey (Far, Fey, and Genesai): The Planar Paragon can become Ethereal for a limited time as the Ethereal Jaunt spell (Player's Handbook pg 227). The Planar Paragon can travel in the Ethereal for one round per class level with no ill effects. However, each round thereafter he will lose one point of Constitution. If the Planar Paragon's Constitution score drops to zero he will physically die. Constitution points can be regained through normal rest or magical means.

Major Miasmatic Cloud (Far, Fey, and Genesai): This invocation operates identically to Minor Miasmatic Cloud except it also functions on manufactured materials including metals (except Adamantine) and glass. As with the Minor Miasmatic Cloud, the mass of objects impacted as based on their weight and only items weighing less than the Planar Paragon's class level in pounds will be impacted.

Magic items are allowed a Fortitude saving throw to avoid the effect (though containers holding magical items or substances are not).

Corporeal undead, animated objects, and constructs are also affected if the Planar Paragon can overcome their spell resistance (if any), causing 2d6 points of damage per round spent in the cloud unless a Fortitude saving throw is made to reduce the damage by half.

The Planar Paragon can use this ability three times per day plus his Charisma modifier.

Major Planar Enhancement (All): The Planar Paragon may increase one attribute (Strength, Dexterity, Intelligence, etc.) with a +6 bonus and another attribute with a +3 bonus. These bonuses last 24 hours and the Planar Paragon may alter the chosen attributes each time this invocation is used.

Minor Planar Binding (All except Far and Fey): This invocation is identical to the Lesser Planar Binding

(Player's Handbook pg 261). The Planar Paragon does not have to cast a Magic Circle spell, but he does have to create an effective trap (typically an object of crystal or substance that the summoned being is not immune or resistant) with a cost of 500 gp.

Once the creature is trapped, it may attempt to escape as defined by the spell, but if it fails, the Planar Paragon can maintain the trap indefinitely. The Planar Paragon may only maintain one trap at a time.

If the creature summoned is a resident of the same plane where the Planar Paragon's sponsor calls home, all Charisma checks gain +5 bonus for the Planar Paragon.

Minor Schism (Abyssal, Far, Genesai, and Infernal): The Planar Paragon can create a nearly perfect double of himself at some cost to his own body and mind. The duplicate is armed and armored with non-magical versions of any armor and weapons possessed by the Planar Paragon and the duplicate can use any of the Planar Paragon's class abilities though it is effectively half the level as the original Planar Paragon. The duplicate's physical attributes mirror the original while Intelligence, Wisdom, and Charisma are reduced by 4 each.

The Planar Paragon can only maintain one duplicate of himself and while duplicated, his hit points is divided in half (half for the original, half for the duplicate). In addition, he suffers a -4 to his own Wisdom while maintaining the duplicate and any saving throws against mind influencing effects suffer an additional -2 penalty beyond any losses incurred from a reduced Wisdom score. Any saving throws against effects that deal with sanity (such as confusion) suffer a -4 penalty instead.

The duplicate is a complete individual with its own personality (mirroring that of the original) and for the most part will follow the commands of the original. However; if the duplicate decides to follow its own course of action the original Planar Paragon may attempt to wrest control back to himself with a successful opposed Charisma check and the duplicate must be within visual and audio range of the original Planar Paragon. There is no empathic or supernatural link between the original and duplicate Planar Paragon and the original does not automatically see or know what the duplicate knows if the two become separated. Once they are rejoined, the memories of

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the duplicate are lost and are not added to the original Planar Paragon's memories.

In order to refuse back into one being requires a standard action and the original Planar Paragon must be physically touching the duplicate (this may require a touch attack or grapple if the duplicate does not want to merge back with the original Planar Paragon.

While separated, the original Planar Paragon only gains half the normal amount of XP (as well as the duplicate) and these numbers are not combined when the two remerge into one. Any equipment that was generated from the initial schism is automatically destroyed upon rejoining, even if removed from the duplicate.

If the duplicate is killed, the Planar Paragons will regain his hit points and wisdom normally until he is completely restored (though he cannot use this invocation again until they are completely restored). If the original Planar Paragon is killed, the duplicate automatically fades from existence at the same moment. If the duplicate is taken more than 100 miles distant from the original, it also automatically fades from existence but the original Planar Paragon does not automatically regain the lost hit points or wisdom.

Pestilential Fog (Abyssal, Far, Infernal): The Planar Paragon can generate a Fog that appears similar to a Cloudkill spell (Player's Handbook pg 210) with the same range, duration, and effect. However; the fog does not kill those within, but causes living creatures within the cloud to become nauseated while within the cloud and for an additional 1d4 rounds upon leaving the cloud. Those that enter or are within the cloud must make a Fortitude saving throw each round spent in the cloud to avoid the nauseating effects. The cloud can be dissipated by moderate winds. The Planar Paragon can only have one Pestilent Fog active at one time.

Prolific Dispel (Celestial): This invocation allows the Planar Paragon to perform a targeted Greater Dispel Magic as the spell (Player's Handbook pg 223) as a touch attack. If successful with the touch attack and the dispel attempt, the Planar Paragon gains temporary hit points equal to the spell level dispelled. These points remain for one hour per class level of the Planar Paragon. The Planar Paragon cannot gain more temporary hit points than his class level.

Terrors that Devour (Far): The Planar Paragon generates a nightmarish environment of alien atmosphere, similar to the Nightmare Terrain spell (Complete Mage pg 111) except alien tentacled and toothy aberrations and oozing slimes fill the landscape.

The duration, range, and area of effect are identical to the spell, and additionally any living creature within the area of effect must make a Fortitude saving throw each round spent in the nightmare realm or suffer 1 point of temporary Strength damage. Strength cannot be reduced below 3 and once the creature has exited the nightmarish realm, Strength is regained at the same rate it was lost. Aberrations are not affected by this invocation.

The Planar Paragon can only maintain one active nightmare realm at a time. If he creates another one before the first one expires, it automatically dissipates.

Venomous Blast (Abyssal, Fey, Infernal): The Planar Paragon alters the energies of the Mystic Bolt as a swift action so that a victim successfully struck by the bolt not only takes damage but must make a Fortitude saving throw or become poisoned (1d6 Strength primary damage and 1d4 Strength secondary damage).

Visceral Blast (Fey and Genesai): The Planar Paragon alters the energies of the Mystic Bolt as a swift action to that the energies take on the form of raw acid, electricity, fire, or frost (chosen by the Planar Paragon when the Invocation is first selected). The change has two effects, first it bypasses any spell resistance (but not energy resistance) the target may have if successfully struck. Second, the attack lingers for 1 round per five class levels of the Planar Paragon causing an additional 1d6 points of damage per round, though a successful Fortitude save each round can reduce the damage by half.

Vivisectionist Blast (Far): The Planar Paragon empowers his Mystic Bolt as a swift action so that if a victim is successfully struck must make a Fortitude saving throw or continue to lose one hit point per round thereafter unless the wound is bound with a successful heal check or healed by magic. Additional strikes do not stack; at most this effect will cause a victim to lose one extra hit point of damage per round.

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Invocations – Greatest:

Arcane Attunement, Greater (All): The Planar Paragon may choose one seventh or eighth level arcane spell to cast spontaneously. The Planar Paragon may cast one spell at 17th level (either seventh or eighth) and one additional use at 20th level.

The Planar Paragon must have a Charisma of at least 10 + the spell level to be cast, and if his Charisma is 26 or higher he gains one additional use of a seventh level spell if chosen. A Charisma of 28 or higher grants an additional use of the eighth level spell if chosen.

This invocation is limited to only one chosen spell, if the Planar Paragon wishes to cast additional arcane spells he must choose this invocation more than once, selecting another spell each time the invocation is chosen. Once the spell is chosen, it cannot be changed.

Bitter Banishment (All): This invocation functions as the Banishment spell (see Player's Handbook pg 203). For each target that successfully survives the banishment (either due to spell resistance or saving throw), the Planar Paragon suffers 1d6 points of damage per target Hit Die that survived. In addition, creatures that avoid being banished by this invocation are not subject to its effects for another 24 hours by the Planar Paragon that failed to banish the creature.

As with the Dangerous Dismissal invocation, banishing creatures native to the Planar Paragon's sponsor's home plane may or may not have consequences.

Death Bolt (Abyssal, Infernal): The Planar Paragon changes the energies of his Mystic Bolt with a swift action to instantly slay creatures whose Hit Dice is equal to or less than half of the Planar Paragon's class level. The Planar Paragon must successfully strike the target(s) and a Fortitude saving throw is allowed to avoid the effects. The total number of Hit Dice slain cannot exceed the Planar Paragon's class level.

Delaying Bolt (All): The Planar Paragon can alter his Mystic Bolt to that its power is becomes concentrated in the form of a glowing bead and can be delayed up to five rounds before it detonates (similar in effect to the Delayed Blast Fireball— Player's Handbook pg 217). The Mystic Bolt can be

shaped as a sphere or chain effect. For every round the bolt is delayed, the damage potential increases 1d6 up to a maximum of an additional 5d6 points.

The sphere effect does not require a touch attack, but does grant everyone within the area of effect a Reflex saving throw. For the chain effect, a ranged touch attack is still required with a base range increment of 10 feet and the chain effect is completely random (the Planar Paragon or thrower of the bead has no control of who gets struck by the secondary bolts).

Deva's Dweomer (Celestial): The Planar Paragon can choose the effect of this invocation upon use and can use it once per day plus his Charisma modifier.

The first effect has the properties of the Mass Heal spell (Player's Handbook pg 239) and can affect all allies within 30' of the Planar Paragon (with the maximum hit point total of 250 per the spell's description).

The second effect allows the Planar Paragon to attempt to restore life itself and the effect does have some risks to the Planar Paragon and is not automatically successful. The Planar Paragon must make a Concentration check with a base DC based on the complexity of the restoration he is attempting. In addition, the Hit Dice of the person being restored is added to the DC as well. The base DC for an invocation whose effects mirror the Raise Dead spell (Player's Handbook pg 268) is 10. The base DC for an invocation whose effects mirror the Resurrection spell (Player's Handbook pg 272) is 15. And the base DC for an invocation of True Resurrection spell (Player's Handbook pg 296) is 20.

If the Planar Paragon fails the Concentration check, he suffers 1d6 points of damage per hit die of the creature he attempted to bring back to life and he cannot attempt to restore life to the target again.

The Planar Paragon must expend any and all spell components required for the use of this invocation in whatever function he was attempting to effect. In addition, using this invocation completely drains the Mystic Energies from the Planar Paragon with each use, though normal replenishment begins automatically the next round after its use.

Fortuna's Retribution (All): This invocation is identical to the Fortuna's Reversal invocation except as noted below.

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If the spell is returned back on the caster, in addition to suffering the effects of the spell, the caster takes 1d6 points of damage per spell level of the spell. This invocation functions against spells of 8th level or lower.

Greater Elemental Swarm (Genesai): The Planar Paragon may summon multiple Elementals native to the home plane of the Planar Paragon's sponsor. The effect is identical to the Elemental Swarm spell (Player's Handbook pg 226) and he may only use this invocation once per day.

Major Mystical Boost (All): The Planar Paragon gains seven additional power levels in replenishment each round he does not use his Mystic Bolt. This invocation may be taken more than one time and does stack with other invocations that boost the rate of replenishment. The rate of replenishment cannot exceed the level of the Planar Paragon.

Major Planar Binding (Abyssal, Celestial, Genesai, Infernal): This invocation is identical to the Minor Planar Binding power except it reflects the Planar Binding spell (Player's Handbook pg 261). This invocation can be taken a second time, increasing its effectiveness to that of the Greater Planar Binding spell.

Major Schism (Abyssal, Far, Genesai, Infernal): This invocation is nearly identical to the Minor Schism with the following differences. The duplicate can use any of the Planar Paragon's class abilities as if he were three quarters (3/4) class level of the original Planar Paragon. The duplicate's physical attributes mirror the original while Intelligence, Wisdom, and Charisma are reduced by 2 each.

The Planar Paragon still loses half his hit points while separated but his Wisdom score is not affected. Any saving throws against effects that deal with sanity (such as confusion) still suffer a -2 penalty.

If anything, the created duplicate sees itself as the "real" Planar Paragon and act much more willful than the minor version of this invocation. It may act in conjunction with the original for a brief period of time, but if not rejoined will attempt to escape the original Planar Paragon and will eventually feel the need to destroy the original to maintain its own existence.

Unlike the Minor version, both the original and duplicate have a semi-empathic bond that lets them

know approximately how far away they are from each other unless one or the other moves to another plane of existence. The Experience Point reduction still applies to both while separated, though if one is killed, that burden is lifted. Once the original Planar Paragon rejoins with the duplicate, he does gain any memories of the duplicate, but does not gain the experience points that the duplicate may have earned on his own.

In order to fuse back into one being requires a standard action and the original Planar Paragon must be physically touching the duplicate (this may require a touch attack or grapple if the duplicate does not want to merge back with the original Planar Paragon.

Unlike the Minor Schism, there is no range limit to the distance the original or duplicate may be separated.

Minor Planar Provision (All): The Planar Paragon creates a small pocket dimension that resembles the home plane of his sponsor though he can alter it to make it suitable for temporary habitation. The Planar Paragon may enter and leave the dimension as desired from the location where it was created. Anyone in physical contact with the Planar Paragon may travel back and forth as well, though if contact is broken, the 'guest' will find itself trapped within the plane until dismissed or the Planar Paragon returns to fetch them.

The temporary space is approximately 100' cube and has no provisions other than what individuals including the Planar Paragon brings with them.

The Planar Paragon can maintain the extraplanar extension indefinitely while conscious, though if rendered unconscious or killed the space automatically dissipates, dumping anyone or anything left within it to the location where the Planar Paragon created it.

Once created, the portal to the pocket dimension does not move until dismissed by the Planar Paragon and another one created. The Planar Paragon may only maintain one pocket dimension at a time.

Reversal of Loyalties (Fey): The Planar Paragon may attempt to wrest control of a summoned creature from another. The Planar Paragon needs to make an opposed caster check against the original summoner with a minimum DC of 10 + the effective spell used to summon the creature. If the opposed roll fails, the opposing summoner knows that someone has

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attempted to gain control of one of his summoned creatures. If successful, the Planar Paragon gains control of the creature and may command it as he wishes.

Only one creature may be controlled at a time, even if the original caster has summoned multiple creatures. This effect lasts until the summoned creature is destroyed or the original duration expires. Neither the original summoner or the Planar Paragon may dismiss the creature once it has been wrested away. The Planar Paragon may voluntarily return control to the original caster and control automatically returns if the Planar Paragon is rendered unconscious or killed.

Ultimate Summons (All): The Planar Paragon can summon allies from his sponsor's homeland as a Summon Monster VIII spell (Player's Handbook pg

Planar Paragon Feats

Accomplished Shaper

You have mastered the ability to alter your Mystic Bolts without losing much of its effective punch.

Prerequisites: Mystic Bolt class ability and BAB +4.

Benefit: You gain one free power level that can be used to alter the blast shape of the Mystic Bolt. It cannot be used to increase the damage of the Mystic Bolt.

Special: This feat can be taken multiple times, but only for each +4 BAB you possess. Thus to take it a second time requires a +8 BAB.

Bolstered Resistance

You have learned to build up your resistance to the magics of others by sacrificing your own Mystic energy reserve.

Prerequisites: Planar Paragon class level 6th.

Benefit: As an immediate action you sacrifice your Mystic Energy reserve and gain a temporary Spell resistance of +2 per point within your reserve. This can be added to your current spell resistance if you have one or grant you temporary spell resistance. The effect only lasts until the beginning of your next turn. If an opponent casts a spell at you, you can use this effect as a reactive action. If your mystic energy level is depleted you gain no bonus from this feat.

Dual Rod Wielder

287). The type of creature summoned list listed below. Only one Summons may be invoked at a time and the Planar Paragon is limited to only three times per day plus his Charisma modifier to summoning these allies. Any allies summoned that have the ability to summon others or teleport or gate to other locations cannot access those abilities while summoned.

| Sponsor Type | Ally Summoned |
|--------------|----------------------------------|
| Abyssal | Hezrou (MM pg 44) |
| Celestial | Monadic Deva (FF pg 56) |
| Far | White Ethergaunt (FF pg 67) |
| Fey | Huge Treant 12 HD (MM pg 244) |
| Genesai | Huge Elemental (MM pgs 95 - 100) |
| Infernal | Barbed Devil (MM pg 52) |

You have learned the secret of handling two Rods of Mystic storage with a single action, effectively combining their power charge into your Mystic Bolt attack.

Prerequisites: Dex 12, 5 or more ranks in Concentration, 5 or more ranks in Spellcraft

Benefit: You can combine the stored charges of two Rods of Mystic Storage into a single Mystic Bolt attack. The somatic effect requires forming a cross pattern with the rods whose nexus becomes the focal point of the Mystic Bolt attack.

Empower Invocation

Your invocations can be enriched to a greater effect.

Prerequisites: Invocation class level 6th.

Benefit: You can empower up to three invocations of one grade less than the maximum grade you are able to invoke per day. The effect is identical to the Empower spell feat. Invocations that alter your Mystic Bolt can be empowered if there is a variable effect involved (including damage caused by the Mystic Bolt).

Special: You cannot take this feat more than once.

Extra Invocation

You prove yourself to your sponsor and are rewarded with the secrets of another invocation.

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Prerequisites: Ability to cast invocations and Sponsorship

Benefit: You gain another invocation whose grade cannot exceed what you are currently wielding. In addition, this feat cannot be used to gain an additional Greatest Invocation, only invocations of Greater level or below may be gained with this feat.

Special: You can take this feat more than once.

Greater Familiar

You summon a new familiar with even greater potential to meet your needs.

Prerequisites: Improved Familiar, Planar Paragon Class level 15th.

Benefit: If you do not have a familiar or have lost or dismissed your last familiar, this feat gives you the ability to summon an even more powerful familiar. For template creatures, the Planar Paragon may now summon a Magical Beast with a CR of 9 or less (prior to the application of the template features).

Greater Mystical Energy Reserve

You crave the power your Mystical energy gives you and have sacrificed parts of yourself to store even more power within your body.

Prerequisites: Minor Mystical Energy Reserve

Benefit: You can store an additional two power levels in mystical energy for use in your Mystic Bolts. This feat stacks with Minor Mystical Energy Reserve to increase your total possible reserve to three plus your level. As with Minor Mystical Energy Reserve, you cannot cause more damage than allowed by your class level, but this excess energy can be used to generate more blasts over consecutive rounds.

Special: You cannot take this feat more than once.

Improved Familiar

You summon a new familiar that can easily match your needs both in and out of combat situations.

Prerequisites: Planar Paragon Class level 9th.

Benefit: If you do not have a familiar or have lost or dismissed your last familiar, this feat gives you the ability to summon a more powerful familiar. For templated creatures, the Planar Paragon may summon animals or beasts of large size or less with an effective CR of 5 or less (prior to the application of the template features) including dire versions. In the case of Far Planar Paragons the creature summoned

if using the Half-Illithid template (Fiend Folio pg 91) the base creature can be a humanoid or monstrous humanoid of medium size or less with a CR no higher than 3 (prior to the application of the template).

| Sponsorship | Improved Familiar |
|-------------|---|
| Abyssal | Bar-Lgura (FCI pg 29) or Half-Fiend Animal or Beast |
| Celestial | Cervidal Celestial (MM2 pg 42) or Half-Celestial Animal or Beast |
| Far | 5 HD Fihyr (MM2 pg 100) or Half-Illithid humanoid or monstrous humanoid |
| Fey | Thorn (MM3 pg 172) with 1 level Ranger or Rogue or Half-Fey Animal or Beast |
| Genesai | Element Animal or Beast (MotP pg 191) |
| Infernal | Black Abishai (FCII pg 109) |

Maximize Mystic Bolt

You are able to charge your mystic bolt with all that you have, causing the most damage possible with the resulting attack.

Prerequisites: Mystic Bolt class ability

Benefit: You can only use this feat when your mystical energies are at their peak (equal to your class level with the Mystic Bolt ability). You sacrifice all of the mystical energies you have stored within yourself but the damage caused from the Mystic Bolt is the maximum possible. Shape alterations may also be used, though they will reduce the total dice of damage.

Minor Mystical Energy Reserve

You have discovered a means of storing a reserve of mystical energy for your Mystic Bolts.

Prerequisites: Mystic Bolt class ability

Benefit: You can store one extra power level in mystical energy for use in your Mystic Bolts. You cannot increase the power level of the attack beyond that available for your class level, but in regards to energy consumption you now are considered to have enough to power up to your class level plus one.

Special: This feat cannot be taken more than once.

Multiple Familiars

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You have learned the secret of multi-tasking by summoning more than one familiar.

Prerequisites: Planar Paragon class level 9th.

Benefit: If you do not have a familiar or have lost or dismissed your last familiar, this feat gives you the ability to summon one familiar for every four Planar Paragon class levels you possess. The summoning is an all or nothing process, you cannot use this feat to add more familiars to any you currently possess. In addition, this feat will only summon base familiars (it cannot be combined with the Improved or Greater Familiar feats).

Mystical Energy Dynamics

You have discovered a means of regaining your Mystical power even while using your blasts effect by holding back some of your energy in reserve.

Prerequisites: Mystic Bolt class Ability, class level 5th.

Benefit: By holding back at least one power level while you fire your Mystic Bolt, your body can actually replenish up to half (rounded down with minimum of one level) your normal replenishment value that round. For example, a 7th level Planar Paragon can fire a 4d6 Mystic Bolt and his replenishment rate is 2 power levels per round. By using this feat he could fire off a 3d6 blast and his body would replenish 1 power level for an effective loss of only 2 power levels that round. If the Planar Paragon has any of the Mystical Boosts invocations, these are taken into account for the calculation of the energy replenishment gained that round.

Special: This feat can only be taken once.

Planar Toughness

You draw upon the power of your mystic energies to sustain yourself, allowing you to continue fighting long after your physical body has failed you.

Prerequisites: Toughness, Planar Paragon class level 3rd.

Planar Paragon Magic Items

Rod of Mystic Storage

These rods are crafted by Planar Paragons and have a base cost of 1,000 gp X maximum power level storage². A Planar Paragon must have the Craft Rod Feat and can create a Rod of Mystic Storage with a maximum capacity equal to the level of

Benefit: You can expend all of the mystic energy you have in your reserve as an immediate action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the levels of mystic energy you expend and you must expend all of them with this feat. You cannot use this ability to negate effects that disable you without causing hit point damage, such as a medusa's ability to turn you to stone. Even if this healing does not bring you above negative hit points, it still stabilizes you. Once this power is used, your replenishment rate drops to half (minimum of 1 level per round) until it enough energy accumulates to equal the number of points healed. You can use your Mystic Bolt during this process, but your normal replenishment rate does not return to normal until the above condition occurs, thus taking longer if you continue to expend the energy.

Quicken Invocation

You can cast your invocations with barely a thought.

Prerequisites: Planar Paragon class level 9th.

Benefit: You can cast as a free action, up to three invocations of one grade less than the maximum grade you are able to invoke per day. The effect is identical to the Quicken spell feat. Invocations that alter your Mystic Bolt can be quickened.

Special: This feat can only be taken once.

Widen Invocation

You can increase the area of effect of those invocations that can impact several targets at once.

Prerequisites: Invocation class level 6th.

Benefit: You can double the area of effect up to three invocations of one grade less than the maximum grade you are able to invoke per day. Invocations that alter your Mystic Bolt can be widened if it has an area effect.

Special: This feat can only be taken once.

replenishment the Planar Paragon has in a combat round (invocations and feats are not counted for this factor). Thus, a 9th level Planar Paragon that just took the Craft Rod Feat could create Rod of Mystic Storage that stores up to 3 power levels with a base cost of 9,000 gp.

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The Rod can store up to a number of power levels equal to the maximum rated for the Rod. A Planar Paragon can then use the energy stored to empower his own Mystic Bolts, though he cannot exceed the total power level allowed based on his class level. Once the energy is used from the Rod it must be replenished by the Planar Paragon which requires a standard action (up to the Planar Paragon's normal replenishment rate per round). The Planar Paragon may only use one Rod of Mystic Storage at a time unless he possesses Dual Rod wielder feat.

Faint to Moderate Evocation; CL 9th or higher; Craft Rod, Mystic Bolt class ability; Price: I – 1,000gp, II – 4,000gp, III – 9,000gp, IV – 16,000gp, V – 25,000gp.

Mystic Storage, Armor Property

Armors made of metal may be infused with the ability to store mystic energies to fuel the Planar Paragon's Mystic Bolts. For each +1 bonus increase in the base cost of the armor allows the armor to store three power levels. Once expended, the armor may be replenished by a Planar Paragon at a rate that doesn't exceed his ability and he cannot replenish his natural reserves and the armor in the same round.

Moderate to Strong Evocation; CL 5th or higher; Craft Magic Arms and Armor, Mystic Bolt class ability, Infused with three mystic power levels per increment; Price +1 bonus to +5 bonus.

Mystic Dynamo, Armor Property

This armor property allows the armor to boost the Planar Paragon's total Power level. For each +1 bonus increase in the base cost of the armor grants the Planar Paragon an additional Power Level that may be added to his total mystic power levels stored, even allowing him to exceed his class level. In addition, the rate of replenishment increases by one level per round per bonus increase.

Moderate to Strong Transmutation; CL 5th or higher; Craft Magic Arms and Armor, Mystic Bolt class ability, Mystic Boost invocation (Minor for +1 & +2, Lessor for +3 and +4, Greater for +5); Price +1 bonus to +5 bonus;

Wand of Mystic Bolts

Designed as a back up for the Planar Paragon's primary offensive ability, these wands come in several varieties ranging in damage from 1d6 to 9d6 points of damage per use with 50 charges when newly created. Each use does require a range touch attack and the maximum range for the mystic bolts generated is 60 feet and they cannot be altered either as a shape effect or by any invocation known by the Planar Paragon.

Faint to Moderate Evocation; CL 5th or higher; Craft Wand, Mystic Bolt class ability; Price 1d6 750 gp, 2d6 2,250 gp, 3d6 3,750 gp, 4d6 10,500 gp, 5d6 13,500 gp, 6d6 24,750 gp, 7d6 29,250 gp, 8d6 45,000 gp, 9d6 51,000 gp.

Invocation List

| Grade | Invocation | Abyssal | Celestial | Far | Fey | Genesai | Infernal |
|-------|--------------------------|---------|-----------|-----|-----|---------|----------|
| Least | Aligned Bolt | X | X | -- | -- | -- | X |
| Least | Arcane Attunement, Least | X | X | X | X | X | X |
| Least | Baneful Bolt | X | -- | -- | -- | -- | X |
| Least | Blessed Bolt | -- | X | -- | -- | -- | -- |
| Least | Call of Killing | X | X | X | X | X | X |
| Least | Charming Bolt | -- | -- | -- | X | -- | -- |
| Least | Cloud of Fatigue | X | -- | X | -- | X | X |
| Least | Cloud of Forgetfulness | -- | X | -- | X | -- | -- |
| Least | Dancing Lights | -- | -- | -- | X | -- | -- |
| Least | Darkness | X | -- | X | -- | -- | X |
| Least | Elemental Burst | -- | -- | -- | -- | X | -- |
| Least | Elemental Pyrotechnics | -- | -- | -- | -- | X | -- |
| Least | Extraordinary Awareness | X | X | X | X | X | X |
| Least | Extraordinary Charm | X | X | X | X | X | X |

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| Grade | Invocation | Abyssal | Celestial | Far | Fey | Genesai | Infernal |
|--------|-------------------------------|---------|-----------|-----|-----|---------|----------|
| Least | Fey Mask | -- | -- | X | X | -- | -- |
| Least | Fearful Bolt | X | X | X | -- | X | X |
| Least | Healing Bolt | -- | X | -- | -- | -- | -- |
| Least | Inherent Incantations | X | X | X | X | X | X |
| Least | Knowledge of the Ages | X | X | X | X | X | X |
| Least | Light | -- | X | -- | -- | X | -- |
| Least | Luck of the Foresworn | X | X | X | X | X | X |
| Least | Minor Planar Enhancement | X | X | X | X | X | X |
| Least | Minor Mystical Boost | X | X | X | X | X | X |
| Least | Mystic Entrapment | -- | -- | X | X | * | -- |
| Least | Mystic Fortification | X | X | X | X | X | X |
| Least | Mystic Shield | X | X | X | X | X | X |
| Least | Mystic Utterance | X | X | X | X | X | X |
| Least | Necrotic Bolt | X | -- | -- | -- | -- | -- |
| Least | Peak of Physical Conditioning | X | X | X | X | X | X |
| Least | Planar Alignment Resistance | X | X | X | -- | -- | X |
| Least | Planar Protection | X | X | X | X | X | X |
| Least | Selective Invisibility | X | X | X | X | X | X |
| Least | Sickening Bolt | -- | -- | X | -- | -- | -- |
| Least | Slumbering Bolt | -- | -- | -- | X | -- | -- |
| Least | Summon Swarm | X | X | X | X | -- | X |
| Least | Tumultuous Dispel | X | X | X | X | X | X |
| | | | | | | | |
| Lesser | Arcane Attunement, Lesser | X | X | X | X | X | X |
| Lesser | Bane of Banes | X | X | X | X | X | X |
| Lesser | Blinding Bolt | X | X | X | X | X | X |
| Lesser | Call of the Wild | X | X | X | X | -- | X |
| Lesser | Celestial Stamina | -- | X | -- | -- | -- | -- |
| Lesser | Dark Terrors | -- | -- | X | -- | -- | -- |
| Lesser | Daylight | -- | X | -- | -- | X | -- |
| Lesser | Deeper Darkness | X | -- | X | -- | -- | X |
| Lesser | Devil's Tongue | -- | -- | -- | -- | -- | X |
| Lesser | Dismemberment | X | -- | X | -- | -- | -- |
| Lesser | Elemental Summoning | -- | -- | -- | -- | X | -- |
| Lesser | Faerie Charm | -- | -- | -- | X | -- | -- |
| Lesser | Greater Slumbering Bolt | -- | -- | -- | X | -- | -- |
| Lesser | Hellfire Blast | -- | -- | -- | -- | * | X |
| Lesser | Lesser Mystical Boost | X | X | X | X | X | X |
| Lesser | Lesser Planar Endurance | X | X | X | X | X | X |
| Lesser | Mantle of Ethos and Morality | X | X | -- | -- | -- | X |
| Lesser | Minor Aberrant Alteration | -- | -- | X | -- | -- | -- |
| Lesser | Minor Miasmatic Cloud | -- | -- | X | X | X | -- |
| Lesser | Mesmerizing Visage | -- | -- | -- | X | -- | -- |
| Lesser | Necrotic Infusion | X | -- | -- | -- | -- | -- |
| Lesser | Planar Escape | -- | -- | X | X | * | -- |
| Lesser | Planar Flight | X | X | -- | -- | * | X |
| Lesser | Planar Stance | X | X | X | X | X | X |
| Lesser | Prolific Utterance | -- | X | -- | -- | -- | -- |
| Lesser | Pseudo-Omniscience | X | X | X | X | X | X |

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| Grade | Invocation | Abyssal | Celestial | Far | Fey | Genesai | Infernal |
|----------|------------------------------------|---------|-----------|-----|-----|---------|----------|
| Lesser | Ravenous Dispel | X | X | X | X | X | X |
| Lesser | Steam Breath | -- | -- | -- | -- | X | -- |
| Lesser | Strking Wrath | X | X | -- | -- | -- | X |
| Lesser | Stunning Blast | X | X | X | X | X | X |
| Lesser | Supernatural Awareness | X | X | X | X | X | X |
| Lesser | Supernatural Charm | X | X | X | X | X | X |
| Lesser | Supernatural Physical Conditioning | X | X | X | X | X | X |
| Lesser | Terrifying Visage | X | -- | X | -- | -- | X |
| Lesser | Unrelenting Dispel | X | X | X | X | X | X |
| Lesser | Vengeful Bolt | X | X | X | X | X | X |
| Lesser | Voice of the Angelic | -- | X | -- | -- | -- | -- |
| Lesser | Weakening Bolt | X | X | X | X | X | X |
| | | | | | | | |
| Greater | Arcane Attunement, Greater | X | X | X | X | X | X |
| Greater | Aura of the Avatar | X | X | -- | -- | -- | -- |
| Greater | Bolts of Static Storage | X | X | X | X | X | X |
| Greater | Bullrush Blast | -- | -- | -- | -- | X | -- |
| Greater | Chilling Darkness | -- | -- | X | -- | -- | -- |
| Greater | Commune with Nature | -- | -- | -- | X | -- | -- |
| Greater | Commune with Sponsor | -- | X | -- | X | -- | X |
| Greater | Dangerous Dismissal | X | X | X | X | X | X |
| Greater | Disrupting Blast | X | -- | X | -- | -- | X |
| Greater | Elemental Form | -- | -- | -- | -- | X | -- |
| Greater | Elemental Swarm | -- | -- | -- | -- | X | -- |
| Greater | Endless Slumbering Bolt | -- | -- | -- | X | -- | -- |
| Greater | Extra-Planar Dispel | X | X | -- | -- | -- | X |
| Greater | Fortuna's Reversal | X | X | X | X | X | X |
| Greater | Ghaelic Gaze | -- | X | -- | -- | -- | -- |
| Greater | Greater Ravenous Dispel | X | X | X | X | X | X |
| Greater | Greater Summons | X | X | X | X | X | X |
| Greater | Greater Mystical Boost | X | X | X | X | X | X |
| Greater | Lesser Astral Journey | X | X | -- | -- | -- | X |
| Greater | Lesser Ethereal Journey | -- | -- | X | X | X | -- |
| Greater | Major Miasmatic Cloud | -- | -- | X | X | X | -- |
| Greater | Major Planar Enhancement | X | X | X | X | X | X |
| Greater | Minor Planar Binding | X | X | -- | -- | X | X |
| Greater | Minor Schism | X | -- | X | -- | X | X |
| Greater | Pestilential Fog | X | -- | X | -- | -- | X |
| Greater | Prolific Dispel | -- | X | -- | -- | -- | -- |
| Greater | Terrors that Devour | -- | -- | X | -- | -- | -- |
| Greater | Venomous Blast | X | -- | -- | X | -- | X |
| Greater | Visceral Blast | -- | -- | -- | X | X | -- |
| Greater | Vivisectionist Blast | -- | -- | X | -- | -- | -- |
| | | | | | | | |
| Greatest | Arcane Attunement, Greatest | X | X | X | X | X | X |
| Greatest | Bitter Banishment | X | X | X | X | X | X |
| Greatest | Death Bolt | X | -- | -- | -- | -- | X |
| Greatest | Delaying Bolt | X | X | X | X | X | X |
| Greatest | Deva's Dweomer | -- | X | -- | -- | -- | -- |

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| Grade | Invocation | Abyssal | Celestial | Far | Fey | Genesai | Infernal |
|----------|-------------------------|---------|-----------|-----|-----|---------|----------|
| Greatest | Fortuna's Retribution | X | X | X | X | X | X |
| Greatest | Greater Elemental Swarm | -- | -- | -- | -- | X | -- |
| Greatest | Major Mystical Boost | X | X | X | X | X | X |
| Greatest | Major Planar Binding | X | X | -- | -- | X | X |
| Greatest | Major Schism | X | -- | X | -- | X | X |
| Greatest | Minor Planar Provision | X | X | X | X | X | X |
| Greatest | Reversal of Loyalties | -- | -- | -- | X | -- | -- |
| Greatest | Ultimate Summons | X | X | X | X | X | X |