

# COMBAT ADVANTAGE

## #8

### Celestial Champion Paragon Path

*"I am the god's chosen champion to protect the faithful and fight evil where ever it may be found!"*

**Prerequisite:** Paladin class, lawful good alignment, must worship a lawful good deity

A paladin who has shown unusual piety above and beyond his peers, demonstrating self sacrifice and devotion for his belief in protecting innocents from harm without compromise, is chosen by his god to be his glimmering sword: a celestial champion.

A celestial champion is chosen to be a front line soldier and a combatant against sickness and disease, serving as a spiritual guide when a cleric is absent. A celestial champion, much like other paladins, can serve as a priest in times of need but is better trained to tend to their spiritual needs going so far as to perform the rites of the church.

In ancient times, paladins were scarce but those who did exist were celestial champions. With the modern proliferation of holy warriors, a celestial champion must prove himself worthy above all others to become an elite member of a holy brigade. The training, rites of investment, and the vigil all remain the same as they had since the beginning but now only begin after the paladin has been chosen.

### Celestial Champion Path Features

**Celestial Ward (11th level):** Your defenses are bolstered by the grace of your god, granting a divine bonus of +1 to Fortitude and Will defenses. Once per encounter by spending an action point, you may confer any of these bonuses to any ally within 5 squares until the end of the encounter. If the ally should die or become incapacitated, these bonuses immediately return to you for the remainder of the encounter. At 21st level, the bonuses increase to +2 Fortitude and Will.

**Divine Caster (11th level):** You are invested with an understanding of any Religion-based rituals as if you had the Ritual Caster feat. You must still be trained in Religion to properly comprehend rituals and cast them properly but the ability to do so is granted by this power. You must still acquire rituals through the standard means with the exception of the Celestial Companion ritual (see below).

Hello, everyone. I am an avid gamer like many of you and have been playing roleplaying games since I was twelve. I started with the old Dungeons & Dragons™ blue box and then migrated to first edition when I could. When I saw the paladin class I was amazed. A class that hearkened back to the days of legend and chivalry where lone heroes like St. George, the Paladin Roland who served Charlemagne, Galahad, and Sir Lancelot took on quests of great importance and battled dragons to save and protect people from monsters, all while serving a higher power. The paladin quickly became my favorite class.

Through each edition of the game, though the rules may have changed slightly or significantly, a paladin's focus and abilities have been a constant up until now. The paladin's unique feel had been lost and his importance been lessened somewhat with this new incarnation, I felt. The class was incomplete and required a lift in the right direction. What you have in your hands now is the result of that lift. Please read, play, and enjoy the celestial champion. Let us all know at Emerald Press how we did and I hope to see more celestial champions among adventurers.

Shawn O'Leary

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**Celestial Health (16th level):** You receive a +2 bonus to saves against ongoing poison or necrotic damage. You are also granted immunity to diseases.

## Celestial Champion Prayers

### **In the Nick of Time**      **Celestial Champion Attack 11**

*An ally is in dire need of help or he'll die. Rushing to his aid with an extreme effort bolstered by a prayer, you interrupt the killing blow and save your friend.*

**Daily • Divine, Radiant, Weapon**

**Immediate Interrupt**      **Melee** weapon

**Trigger:** Any ally within 2 squares is reduced to 0 hp by a single attack.

**Effect:** Shift up to 2 squares and push the ally 1 square. The ally receives no damage from the initial attack.

**Target:** The creature who attacked your ally.

**Attack:** Charisma vs AC

**Hit:** 2[W] + Charisma modifier radiant damage

### **Detect Evil**      **Celestial Champion Utility 12**

*You trace your god's symbol in the air and, wielding your holy symbol, utter a prayer that reveals the presence of the wicked.*

**Encounter • Divine, Implement, Zone**

**Standard Action**      **Close** burst 10

**Target:** All creatures within the burst.

**Effect:** The burst creates a zone that reveals the presence of any creatures of evil and chaotic evil alignments (seen in a purple aura and blood red aura respectfully). These auras do not radiate any light and are only visible when you have a clear view of the target. The zone moves with you for as long as it is sustained.

**Sustain:** Special. When a minor action is spent to sustain the power, you discern if creatures within the zone are extraplanar (reflected as a deep, intensely colored aura).

If you spend a move action to sustain, you can detect the exact location and number of detected creatures present even if hiding or obscured by any illusion such as invisibility. By spending a standard action to sustain, you know the name, type and keyword of the creatures detected as if you successfully made the appropriate knowledge check.

**Turn Back the Dead**      **Celestial Champion Attack 20**  
*You sear undead foes, push them back, and root them in place.*

**Daily • Divine, Implement, Radiant**

**Standard Action**                      **Close burst 4**

**Target:** Each undead creature in burst.

**Attack:** Charisma vs Will

**Hit:** 3d8 + Wisdom modifier radiant damage, and you push the targets a number of squares equal to 2 + your Charisma modifier. The target is immobilized until the end of your next turn.

**Miss:** Half damage, and the target is not pushed or immobilized.

## New Feats

The lost traditions of the celestial champion have made some of their lessons difficult to track down. Some lessons have not reached every mentor or require quests sent down by the gods to attain. In either case, these are special uses of the Channel Divinity class feature long sought out by many champions before them.

### Cure Disease

### Divinity

**Prerequisite:** Channel Divinity class feature, must worship a lawful good deity

**Benefit:** You can invoke the power of your deity to use the cure disease feat power.

### Channel Divinity: Cure Disease

### Feat Power

*Your god protects your friend from disease.*

**Daily • Divine**

**Standard Action**                      **Melee touch**

**Target:** One creature

**Effect:** Spend two healing surges but you do not gain any hit points. The creature touched is cured of any one diseased condition. This utility power functions identically to the Cure Disease ritual in the Player's Handbook.



## Ward Against Evil

## Divinity

**Prerequisite:** Channel Divinity class feature, must worship a lawful good deity

**Benefit:** You can invoke the power of your god to use Channel Divinity: Ward Against Evil feat power.

### Channel Divinity: Ward Against Evil      **Feat Power**

*Your god protects you and your allies against evil.*

**Daily • Divine, Zone**

**Standard Action**      **Close** burst 2

**Target:** All creatures in the burst.

**Effect:** This creates a zone centered on you and moves with you until the end your next turn. Evil creatures, regardless of planar origin, suffer -2 to attacks for as long as they remain in the zone and are immediately freed from its effects after using a move action to leave the zone.

**Attack:** Charisma vs Fortitude

**Secondary Effect:** Any creatures with an evil alignment and the immortal or shadow origins in zone are pushed to an adjacent square outside the zone until the end of your next turn.

## New Ritual: Celestial Companion

All the legends depict the ancient celestial champion atop a noble steed, bathed in the glow of the heavens. This is no coincidence and this ritual is the cause of such imagery.

### Celestial Companion

**Level:** 12

**Component Cost:** 1,000 gp

**Category:** Exploration

**Market Price:** 3,000 gp

**Time:** 15 min

**Key Skill:** Religion

**Duration:** 24 Hours

The ritual summons forth a celestial charger trained for war from a plane or realm of lawful good alignment to serve as mount, ally, and friend. The horse remains on the mortal plane for 24 hours at which point he fades away in a golden mist.

When first summoned, a divine connection ensues between the celestial champion and his new ally. The horse is able to mentally communicate it's name and recite an ancient oath of service upon meeting the ritual caster. Afterward, the two must communicate by other methods but the celestial companion understands Common to a higher degree than most horses. It can respond to simple commands associated with riding, direction, and destinations.

**Special:** There are special benefits available only to celestial champions. The celestial companion grows in power as the celestial champion does. For every two levels the champion attains, his companion gains one level to a maximum of +5 at 22nd level. Since the companion is in effect a soldier it will rise in levels as such.

The celestial champion and his summoned companion share actions in combat rather than making two separate turns.

At the GM's discretion, a celestial charge may be replaced by a celestial version of a normal or other fantastic beast such as a camel, riding lizard, gryphon, etc with the following template:

<b>Celestial Scion</b>	<b>Elite Soldier</b>
<b>Large immortal beast (mount)</b>	<b>XP Elite</b>
<b>Senses</b> low-light vision	
<b>Defenses</b> +2 AC; Fortitude +4; Will +2	
<b>Resist</b> radiant 5	
<b>Saving Throws</b> +2 vs fear and poison	
<b>Hit Points</b> +8/level + Constitution score	
<b>POWERS</b>	
Ⓢ <b>Radiant Strike</b> (standard; at-will) • <b>Radiant</b>	
Level +2 vs AC; 2d8 + 6 radiant damage	
<b>Zephyr Footing</b> (free; encounter)	
Ignore difficult terrain; traverse any liquid or solid surface.	
<b>Heal the Faithful</b> (minor; encounter)	
Grant a healing surge that may be used immediately 1/day per 7 levels.	



Shawn has grown up fighting dragons and delving in dungeons since he was twelve growing up as a navy dependent and then later in the navy himself. These days he lives in the Florida Panhandle working as a medical assistant in a local correction facility. During his free time when not out with friends, he reads science fiction and fantasy, writing his own stories of heroism and figuring out new ways to make the world's most famous roleplaying game even better.



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Work is boring. D&D™ is fun. Work should be more like D&D™.

**Not Suitable For Work** is a new addition to CA. Every month will have a theme to which any number of design exercises will be made. Each week, we will post a new thread for 4e material utilizing that theme and everyone is open to submit their concepts on EN World. The trick to this game is that you must rely on your memory of the game and cannot use any supplements or core rulebooks - simply use your innate knowledge of the game to create new material on the fly.

NSFW is not a contest and is designed solely as a recreational design exercise for those of you stuck at work, school, or anywhere else on your lunch breaks with nothing to do. Waiting for that report to come back from management? Check out the theme and post your ideas for this week's exercise. There's no voting, no deadlines, or bad ideas. It's all about having a little bit of fun while the boss isn't looking.

Enough talk! Let's get down to this month's theme and get cracking. While spring is in the air and the sun shines higher in the sky, creatures of the deep caverns crawl further underground and cower from the light. **DARKVISION** is the theme for May and we're going to look at new ways to make use of it in your campaign.

Check out the official EP site for links to threads on EN World for this month's exercises and remember to just have fun with it.

## A Letter of Apology from the Head Honcho

Last month, there were numerous flaws discovered in products released by Emerald Press PDF Publishing. They were mechanical and technical errors due to poor editing and I would like to immediately apologize to all of you for these errors. They are grossly amateur and completely my fault and responsibility.

I have been too quick to rush products out the door to meet self-imposed deadlines or out of sheer excitement of having an idea ready to move - I can see now (unfortunately after reading publicly posted reviews and a well-detailed blog) the consequences of those decisions. But I need to do more than just say I'm sorry. I have to prove my commitment to providing the best material possible bearing the EP mark.

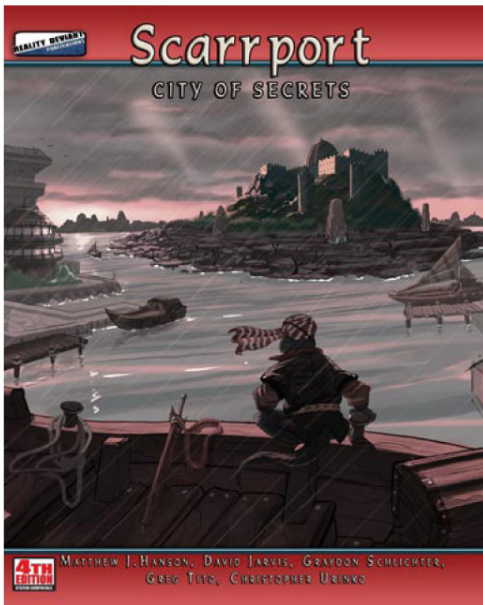
Over the next couple of weeks, I will revise all **Combat Advantages** to date as well as the **Quick Kill** and **Dark Classes: Assassin** products. These will correct grammatical and mechanical errors based on feedback in these aforementioned reviews and blogs. Perhaps by cleaning them up and making them accurate in their use of grammar and 4e rules, they will become more useful and helpful to your characters. Once the revisions for **Quick Kill** and **Assassin** have been made, I will offer a full refund to any customer having purchased it prior to these revisions - *if you were one of the first customers to purchase either of these products before the revisions and still find the products inferior, I will provide a complete refund for the entire cover price.*

As for **Combat Advantage**, I can only ask that you judge for yourself. Plans have already begun for a bigger vision with #8 (which is on your screen) and I have already started development for an increased presence in the 4e community. My hope and dream is to have CA become a recognized source for free and professional 4e material available to as many players and GMs as possible. I have started to receive submissions from freelancers, contests have been set in place to begin with the next CA, and we have even placed an open call for free ads supporting additional 4e products. For all this, I can only hope that what happens now can make up for what has failed before.

To those of you who cannot find this enough, I understand and apologize once more for the poor effort put forth. To those who may continue to give Emerald Press PDF Publishing and myself another shot, I shall do my best not to let you down.

Sincerely,

Todd Crapper  
Emerald Press Head Honcho  
warden@emeraldpresspdf.com



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