

CELESTIAL GRAFTS: ANGELS & AVATARS



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FORCED BACKWARDS BY THE SLASHING claws of the trolls assailing her, the monk flipped and somersaulted into a corner, overpowered by their relentless attacks. Realizing her error too late, she reached deep within herself and unleashed a flash of celestial light from her silver eyes, blinding her attackers. Escape now seemed a much easier proposition.

HEARING THE BLARING HORN OF THE guardsmen on the city walls, the archer leapt from his barstool and sprinted to the door. Unslinging his longbow and unfurling his wings, the marksman took to the air and soared into the sky, taking heed of the encroaching wyverns' positions and taking aim at one of their riders.

AFTER SPENDING SEVERAL MINUTES carefully listening to the simpering excuses from the king's advisor, the paladin had finally heard enough. Her sense of the divine told her that nearly everything the canny old liar had said was false, and that her suspicions of his true nature were to be believed. Drawing her longsword and shield caused everyone to flee from around the table, which was well enough—as the paladin advanced towards him the old man's skin split open and he grew to his fell demonic glory, breathing flames that sparked and danced as they reflected off her golden body.

Devotion to the greater powers of good can manifest in many ways. Some devotees offer their mental energies, poring over sacred texts and exploring the doctrines of their faith through philosophy. Others spread the gospel of their deity, gathering others to their flock to glorify their god. Most are champions of their patrons, soldiering in their name or undertaking holy quests. The rarest and most truly devoted worshippers are blessed with the traits of angels and avatars, gaining potent divine abilities that set them apart from their peers.

EXPERIMENTING AND GRAFTING

Acquiring an experiment feat immediately grants its benefits—unless the GM decrees otherwise, the actual acquisition of any following feats are narratively-driven and do not require actually finding and integrating a foreign body part.

Should the GM decide it, a character must have the part of another creature's body that they want to make their own in order to graft it. Though this can be challenging for rare targets, a character with an experiment feat is able to express their own will on a conjured creature in order to gain the desired limb. When the conjured creature dies, the character makes a Constitution saving throw opposed by a Constitution check by the conjurer; on a success, the rest of the creature disappears but the desired body part remains for $1d4 + 5$ minutes.

So long as a body part comes from a creature permanently on the Material Plane (or as described above) and is fresh (or properly preserved with a gentle repose spell, or other appropriate measures), a grafting character can morph it onto themselves. Grafting the foreign body part on requires the corresponding part

from the grafting character's body be removed (dealing $1d10$ points of damage to themselves) and a Wisdom (Medicine) check in a gruesome process that takes 5 minutes to perform. The DC of this check is equal to the grafting creature's Hit Dice. Other characters may assist with the Wisdom (Medicine) check as normal, but attempts to perform it themselves increase the DC to $8 +$ grafting creature's hit dice.

OATH OF THE ANGELIC AVATAR (PALADIN SACRED OATH)

Angelic avatars are paladins that undergo intense conditioning to accept the physical blessings of the divine and take vows that commit them to the machinations of the greater good, an active path of resisting evil in all its forms.

Angelic Oath

The Angelic Oath binds a paladin to the tenets of goodness, pledging them to actively work to improve the lives of others, embody goodwill, and opposed to and completely intolerant of evil in all ways. Angelic avatars are easily distinguished from their fellow paladins, both for their staunch refusal to allow for evil and their much more visible blessings from the greater planes.

The precise way an angelic avatar undertakes the benign scope of their duties varies greatly from paladin to paladin—some fight against evil, others broker peace between warring nations, many are healers, and more are a mix of all three—but they always act in the interests of the greater good, frequently sacrificing their own well-being to aid or protect those who cannot defend or help themselves. Angelic avatars are well known for their harsh intolerance of evil, and towns these paladins settle in frequently move

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any illicit or questionable activity well away from the paladin's gaze.

Paladins who swear the Angelic Oath are utterly devoted to the gods of good, using all of their tenets as a measure of their devotion (a daunting task for most). They idolize angels and strive to emulate them, modifying their bodies through intense prayer to appear more like and acquire some of the abilities of celestial beings.

Tenets of Angelicism

The constraints and expressions of the Angelic Oath may vary depending on the specific type of angel a sect is devoted to above all others, but all paladins of this oath share these principles.

Health. The preservation of life is founded by the wellbeing of a creature and in addition to conditioning your body, mind, and spirit, you eat healthily, abstain from alcohol, and encourage others around you to do the same.

Oppose Evil. Evil cannot be allowed to exist under any circumstances. If you cannot end it now, you must do so at the earliest opportunity, and evil is never your ally.

Penance. To maintain your purity any evil acts or latency of the other tenets must be expunged from your soul through suffering.

Purity. Attaining the essence of an angel can allow for no tainting of the soul and any deviation from the principles of the Angelic Oath must be purged. The same is true for those to whom you've rendered aid.

Self-Sacrifice. Angels know that they are but gears in the machinations of benign divinity; you accept that to preserve the life of another with your own is a virtuous way to die.

Oath Spells

You gain oath spells at the paladin levels listed.

Level	Spells
3rd	<i>detect evil and good, healing word</i>
5th	<i>enhance ability, lesser restoration</i>
9th	<i>beacon of hope, revivify</i>
13th	<i>death ward, polymorph</i>
17th	<i>commune, dispel evil and good</i>



Channel Divinity

When you take this oath at 3rd level, you gain the following Channel Divinity abilities.

Angelic Graft. As an action, you can grant yourself the Holy Drive feat or the Unicorn Horn feat for 1 minute.

At 7th level, you may use this feature as a bonus action and the duration increases to 10 minutes.

At 15th level, the duration increases to 1 hour.

Feathered Blessing. At 7th level, as an action, you can grant yourself the Couatl Crest or Soul of Light feat for 10 minutes.

At 15th level, a bonus action activates this ability and the duration increases to 1 hour.

Scion of Good. At 15th level, as an action, you can grant yourself the Deva Wings, Planetary Visage, or Solar Gaze feat for 1 hour.

Empowered Channeling

Starting at 7th level, you can use your Channel Divinity twice between short or long rests. At 15th level, you can use your Channel Divinity three times between short or long rests.

Angelic Avatar

At 20th level, after taking a long rest, choose any number of the feats that can be granted to you by your Channel Divinity abilities. You acquire the chosen feats until your next long rest. If you already possess any of the following feats, their effects become more pronounced.

- ▶ **Couatl Crest:** The range of your telepathy increases by 60 feet.
- ▶ **Deva Wings:** Your fly speed increases by 30 feet and your radiant damage increases to 18 (4d8).
- ▶ **Holy Drive:** Spend an action to choose a number of creatures equal to your proficiency bonus to also gain the benefits of this feat while they are within 30 feet of you.
- ▶ **Soul of Light:** You only require a short rest to recharge this ability.
- ▶ **Planetary Visage:** You may gain both of this feat's benefits at the same time.
- ▶ **Solar Gaze:** You gain immunity to radiant damage and gain advantage on Wisdom (Perception) checks based on visual sight.
- ▶ **Unicorn Horn:** You receive double the normal number of charges and require only a short rest to recharge them.



CELESTIAL EXPERIMENT FEATS

Couatl Crest

Prerequisite: Proficiency Bonus +3 or higher

You grow a feathery crest on your forehead not unlike that of a glorious celestial serpent, making your mind an impregnable fortress and expanding your consciousness.

- ▶ You gain immunity to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.
- ▶ You gain telepathy to a range of 60 feet. If you already possess telepathy, its range increases by 30 feet.

Deva Wings

Prerequisite: Proficiency Bonus +4 or higher

Large, magnificent wings made from feathers of gold sprout out of your shoulder blades, allowing you to both soar through the skies and call on celestial energies to smite your foes.

- ▶ You gain large golden wings that grant you a fly speed of 90 feet. You may deploy or retract these wings as a free action.
- ▶ Once per long rest you may spend a bonus action to bathe your weapons in angelic energy. This energy persists for a number of rounds equal to your proficiency bonus, dealing 9 (2d8) radiant damage with each successful attack you make.

Holy Drive

The great machinations of the benign entities influencing existence resonate within your being, driving you onward with unfailing resolve. Any attempts—including spells—to compel you to act in a manner contrary to your lawful nature or to contravene the orders of a quest you are undertaking automatically fail.

Soul of Light

Prerequisite: Proficiency Bonus +3 or higher

Your soul overflows with divine energies siphoned from a true celestial, making you a potent agent for the forces of good. Any weapon

you wield counts as magical for the purposes of overcoming the resistances of a creature of Evil alignment. Additionally, Evil creatures have disadvantage on checks made while grappling you.

Additionally, you may gain advantage on a saving throw to resist a spell or effect from a creature of Evil alignment (no action or required). You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long rest to regain all uses of this feature.

Planetary Visage

Prerequisite: Proficiency Bonus +4 or higher

You are able to call upon the divine to cover yourself in the celestial hide of one of the greatest sects of angels, giving you truly extraordinary defenses from either falsehoods or magical harm.

- ▶ Your skin turns golden and you gain advantage on saving throws against spells and other magical effects.
- ▶ As an action, you may forgo the other benefit of this feat but gain the ability to automatically detect lies spoken by other creatures within 30 feet. You may choose to end this effect and regain the feat's other effect as an action.

Solar Gaze

Prerequisite: Proficiency Bonus +4 or higher

Your stare embodies all of the authority of the great beyond, able to rob sight from those you find unworthy and granting you a level of protection from divine energy.

- ▶ You gain immunity to the blinded condition.
- ▶ You gain resistance to radiant damage.
- ▶ As a bonus action, you may target one creature you can see within 30 feet. If the target can see you, the target must succeed on a Constitution saving throw (DC 8 + your Charisma ability modifier + your proficiency bonus) or be blinded indefinitely, unless cured by magic such as the lesser restoration spell. You cannot use this feature again until you complete a short or long rest.

Unicorn Horn

A horn sprouts from your forehead that attunes you to the energies of the higher planes, making you able to protect or heal living creatures.

You gain a number of charges equal to your proficiency bonus and regain all spent charges when you complete a long rest. You may spend a charge as a bonus action to create one of the following effects.

- ▶ You or a living creature you touch regains hit points equal to $2d8$ + your Charisma modifier. By expending an action and 2 charges you may increase the regained hit points by $1d8$.
- ▶ You create a shimmering, magical field around yourself or another living creature you can see within 60 feet. The target gains a +2 bonus to AC until the end of your next turn. By expending an action and 2 charges you may increase the bonus to AC to +4.

