

AEGIS

Magical guardians and stalwart protectors, as well as artisans with a wide variety of crafting talents, the aegises can be found throughout those of the Seven Heavens where archons rule. They occasionally roam the rest of the Cosmos, but will likely only do so if they are accompanying angels on important errands. Although aegises can fly, they do so solely through their inherent magic, as they do not have wings. With their levitation capabilities, they can move any direction at will, changing their momentum more rapidly than those creatures that rely on wings for flight. Roughly humanoid in shape, they nevertheless have aspects that mimic other creatures, and overall aegises appear as glowing balls of radiance until their discernible physical forms become visible withing the brilliant orbs—in reality, the illumination is also part of their being, and though their glow makes them rather easy to spot, it also allows them to see in just about any situation.

- Glowing inside orbs of golden-iron light, guardian aegises have two faces facing two diametrically opposed directions, along with two arms and legs reflecting the two creatures, with a two-sided torso mirroring the creatures as well. The two creatures within them include one mortal folk, plus one beast—featured specimen: a dweorg plus a boar.
- Glowing inside orbs of copper-bronze light, warden aegises have three faces facing three diametrically opposed directions, along with three arms and legs reflecting the three creatures, with a three-sided torso mirroring the creatures as well. The three creatures within them include one mortal folk, plus two beasts—featured specimen: an oerc, plus a vulture and a bruin.
- Glowing inside orbs of silver-platinum light, escutcheon aegises have four faces facing four diametrically opposed directions, along with four arms and legs reflecting the four creatures, with a four-sided torso mirroring the creatures as well. The four creatures within them include one mortal folk, plus three beasts—featured specimen: a faun, plus a lion, a bull and an eagle.

Each aegis has special powers reflecting the creatures that comprise it, and the below featured specimens contain descriptions of the powers that come with each creature. The below examples are by no means comprehensive, and GMs are encouraged to create alternate specimens with differing powers, allowing aegises to execute surprising feats of physicality and magic.

AEGIS TRAITS
Class: archon Origin: Easkye or Gaothrash or Carrtor
Sapience: moral-agent Lifeviews: <i>lawful-hearted-outward, laxful-hearted-outward, lashful-hearted-outward</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning—1×1×1 to Crowning—4×4×4
Role: magician Creature Knowledge: • <i>General:</i> <i>farlore</i> (imp) DR 22 • <i>Specific:</i> <i>farlore</i> (adv) DR 29
Roottrait Points: 4+[4×(tier-1)] Attack Roottraits: • <i>Physical Strikes/Harm:</i> Glt/Lth • <i>Magical Strikes/Harm:</i> Glt/Smt
Augmentations/Lifeskills: Nml +3, Ftl +3, Mfl +3; hasten +5; physical strikes +1; magical strikes +5, magical harm +7; <i>barter</i> ±0 (train: sta); <i>brew</i> ±0 (train: sta); <i>chip</i> ±0 (train: sta); <i>clout</i> +2 (train: sta); <i>deepfare</i> ±0 (train: sta); <i>dive</i> ±0 (train: sta); <i>farlore</i> +1 (train: imp; <i>avail:1</i>); <i>heed</i> +3 (train: imp; <i>avail:1</i>); <i>hew</i> ±0 (train: sta); <i>landfare</i> ±0 (train: sta); <i>look</i> +7 (train: imp; <i>avail:1</i>); <i>lurk</i> ±0 (train: sta); <i>mingle</i> +1 (train: sta); <i>nighlore</i> ±0 (train: sta); <i>seafare</i> ±0 (train: sta); <i>search</i> +4 (train: imp; <i>avail:1</i>); <i>smith</i> ±0 (train: sta); <i>taw</i> ±0 (train: sta); <i>toil</i> ±0 (train: sta); <i>trick</i> ±0 (train: sta); <i>tumble</i> ±0 (train: sta); <i>weave</i> ±0 (train: sta); <i>wile</i> ±0 (train: sta); <i>writ</i> +3 (train: imp; <i>avail:1</i>)
Carcass Harvest: • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 4 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 6 • <i>Hides:</i> [(3d8)×cubes] golds; <i>taw</i> (adv) DR 28
Lair Treasure: • <i>Mundane:</i> modest • <i>Magical:</i> abundant

GUARDIAN AEGIS
Tier: Raising Lifeview: <i>lawful-hearted-outward</i> Languages: Common, Archon, Genie, Fiend, Faerie, Giant, Weird
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 3; fly 11
Roottraits: Brw 1; Lth 2; Smt 3; Wis 2; Glt 4 Hasten: +7 Defenses: Nml 21; Ftl 21; Mfl 23 Grit: 33+12d4 [63] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>wreck, whelm, flare, frost, rasp, shake, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>gloom 4</i> ; <u>resistant</u> <i>rot 7, shock 4</i> ; <u>immune</u> <i>gleam, logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, unconscious, comatose, imbalanced, prostrated, incapacitated, nauseated, retched, poisoned, diseased, scared, panicked, confused, deranged</i>
Lifeskills: <i>barter +5 (sta); brew +4 (sta); chip +4 (sta); clout +8 (imp); deepfare +2 (sta); dive +2 (sta); farlore +7 (imp; avail:1); heed +8 (imp; avail:1); hew +3 (sta); landfare +2 (sta); look +12 (imp; avail:1); lurk +3 (sta); mingle +6 (sta); nightlore +5 (imp); seafare +4 (sta); search +9 (imp; avail:1); smith +4 (imp); taw +2 (sta); toil +3 (sta); trick +4 (sta); tumble +3 (sta); weave +3 (sta); wile +5 (sta); writ +8 (imp; avail:1)</i>
ATTACKS AND POWERS
Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Fist: targeted melee 1; strike +5; <i>wreck (rend-stab)</i> harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d2) • 1 Tusk: targeted melee 1; strike +5; <i>wreck (rend-stab)</i> harm 1d6+1 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4)
Arcane Firesmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 1; strike +9; <i>flare</i> harm 1d10+10
Arcane Lightningray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 40; strike +9; <i>shock</i> harm 1d8+8
Arcane Radiancespears — 4 strikes; assail Nml [utilization; 1 pneuma]: targeted barrage 30; strike +9; <i>wreck (stab)</i> harm 1d6 plus <i>gleam</i> harm 1d6 Option [adjuvant; 2 pneuma]: <i>combine</i>
Magnetic Haze [adjuvant; 2 pneuma]: with powers of earthen minerals, dweorg-face creates a magnetic field that distorts mental processes; affects 1 zone 4×4×4 within range 50; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it is <i>disoriented</i> (1 encounter)
Frightening Squeal [ambulation; 2 pneuma]: boar-face makes a loud, scary, snorting squeal that fills foes with fear; affects an aura of range 2; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it is <i>jostled</i> and <i>scared</i> of aegis (1 encounter)
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane shroudbright</i> ; <i>arcane sigil</i> ; <i>aura of ruin</i> (<i>gleam</i> : 1d2); <i>choral escutcheon</i> ; <i>contemptuous mockery</i> ; <i>grappling</i> — standard; <i>illusory mendacity</i> ; <i>inner glow of the empyrean</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>obscuring mist</i> ; <i>palm of grasping</i> ; <i>unseen shields</i> ; <i>zephyr of whispers</i>
Ascension-Point Value: 31

WARDEN AEGIS**Tier:** Helming**Liferview:** *lawful-hearted-outward***Languages:** Common, Archon, Genie, Fiend, Faerie, Giant, Weird, Celestial, Infernal, Abyssal**Shape:** 2×2×2**Size Modifier:** -2**Mass Modifier:** +4**Speed:** walk 6; fly 14**Roottraits:** Brw 2; Lth 4; Smt 6; Wis 5; Glt 7**Hasten:** +10**Defenses:** Nml 27; Ftl 28; Mfl 32**Grit:** 132+24d4 [192]**Pneuma:** 19**Harm Yields:** susceptible *wreck, whelm, flare, frost, rasp, shake, chaos, hubris, heinous*; vulnerable *gloom 6*; resistant *rot 9, shock 5*; immune *gleam, logos, charis, hallow***Condition Adaptations:** renitent (*avail:1*) *disoriented, stunned, unconscious, comatose, imbalanced, prostrated, incapacitated, nauseated, retched, poisoned, diseased, scared, panicked, confused, deranged***Lifeskills:** *barter* +9 (sta); *brew* +8 (sta); *chip* +8 (sta); *clout* +13 (imp); *deepfare* +6 (sta); *dive* +4 (sta); *farlore* +13 (adv; *avail:1*); *heed* +13 (adv; *avail:1*); *hew* +7 (sta); *landfare* +6 (sta); *look* +17 (adv; *avail:1*); *lurk* +6 (sta); *mingle* +11 (sta); *nighlore* +8 (sta); *seafare* +8 (sta); *search* +14 (adv; *avail:1*); *smith* +8 (imp); *taw* +6 (sta); *toil* +5 (sta); *trick* +7 (sta); *tumble* +7 (sta); *weave* +7 (sta); *wile* +9 (sta); *writ* +12 (imp; *avail:1*)**ATTACKS AND POWERS****Innate Weapons**—4 strikes; **assail Nml [utilization; 0 pneuma]:**• **1 Fist:** targeted melee 1; strike +8; *wreck* (*rend-stab*) harm 1d8+2 |**Option [adjutant; 1 pneuma]:** *squash* (1d6)• **1 Talon:** targeted melee 1; strike +8; *wreck* (*rend-stab*) harm1d10+2 | **Option [adjutant; 1 pneuma]:** *slash* (1d6)• **1 Claw:** targeted melee 1; strike +8; *wreck* (*beat-chop*) harm 2d6+2| **Option [adjutant; 1 pneuma]:** *slash* (1d6)**Arcane Acidsmite**—1 zone 1×1×1; **assail Ftl [utilization; 0****pneuma]:** blast area melee 1; strike +12; *rasp* harm 1d10+13**Arcane Iceray**—1 strike; **assail Nml [utilization; 0 pneuma]:**targeted barrage 40; strike +12; *frost* harm 1d8+10**Arcane Thunderspears**—4 strikes; **assail Nml [utilization; 1****pneuma]:** targeted barrage 30; strike +12; *wreck* (*stab*) harm 1d6plus *rot* harm 1d6 | **Option [adjutant; 2 pneuma]:** *combine***Arcane Radiancesphere**—1 zone 6×6×6; **assail Ftl [utilization; 1****pneuma]:** blast area barrage 30; strike +12; *gleam* harm 1d6+4**Arcane Lightningwall**—12 zones 1×1×1; **assail Ftl [utilization; 3****pneuma]:** wall area barrage 20; strike +12; *shock* harm 1d4+7—*persist* (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade**Arcane Firewisp**—1 strike; **assail Nml [utilization; 3 pneuma]:**targeted barrage 10; strike +12; *flare* harm 1d4—*persist* (10 rounds; range 10)**Strengthened Bones [adjutant; 1 pneuma]:** oerc-face lets loose a shout of aggression, causing aegis's bodily structure to grow denser; aegis gains resist *wreck* 3 and *whelm* 3 (1 encounter)**Rotting Carrion [ambulation; 2 pneuma]:** with disturbing squawks and hisses, vulture-face vomits chunks of half-digested, defiled flesh over a swath of the battlefield; affects 1 zone 2×2×2 within range 10; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it becomes *nauseated* (1 encounter) and *diseased* (*medial*) (1 day)**Urge to Hibernate [adjutant; 3 pneuma]:** bruin-face emits a groggy, contagious yawn that makes nearby creatures sleepy; affects an aura of range 3; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it falls *unconscious* (1 encounter)**Monster and Mortal Powers:** *ability substitution* (Glt); *arcane omen*; *arcane radiance*; *arcane shadow*; *arcane shroudbright*; *arcane sigil*; *aura of ruin* (*gleam*: 1d4); *choral escutcheon*; *contemptuous mockery*;*grappling*—standard; *illusory mendacity*; *inner glow of the empyrean*; *magic channeling*; *magic countering*; *magic deciphering*; *magic sensing*; *obscuring mist*; *palm of grasping*; *unseen shields*; *zephyr of whispers***Ascension-Point Value:** 45

ESCUTCHEON AEGIS
Tier: Reckoning Lifewiew: <i>laxful-hearted-outward</i> Languages: Common, Archon, Genie, Fiend, Faerie, Giant, Weird, Celestial, Infernal, Abyssal, Purgatorial, Dragon, Primal
Shape: 3×3×3 Size Modifier: -8 Mass Modifier: +13 Speed: walk 11; fly 18
Roottraits: Brw 3; Lth 6; Smt 9; Wis 8; Glt 10 Hasten: +13 Defenses: Nml 31; Ftl 35; Mfl 41 Grit: 300+36d4 [390] Pneuma: 28
Harm Yields: <u>susceptible</u> <i>wreck, whelm, flare, frost, rasp, shake, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>gloom</i> 9; <u>resistant</u> <i>rot</i> 14, <i>shock</i> 7; <u>immune</u> <i>gleam, chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, unconscious, comatose, imbalanced, prostrated, incapacitated, nauseated, retched, poisoned, diseased, scared, panicked, confused, deranged</i>
Lifeskills: <i>barter</i> +10 (sta); <i>brew</i> +10 (sta); <i>chip</i> +10 (sta); <i>clout</i> +13 (imp); <i>deepfare</i> +9 (sta); <i>dive</i> +6 (sta); <i>farlore</i> +13 (adv; <i>avail:1</i>); <i>heed</i> +15 (adv; <i>avail:1</i>); <i>hew</i> +11 (imp); <i>landfare</i> +9 (sta); <i>look</i> +19 (adv; <i>avail:1</i>); <i>lurk</i> +10 (sta); <i>mingle</i> +11 (sta); <i>nighlore</i> +10 (sta); <i>seafare</i> +10 (sta); <i>search</i> +16 (adv; <i>avail:1</i>); <i>smith</i> +12 (adv); <i>taw</i> +9 (sta); <i>toil</i> +8 (sta); <i>trick</i> +10 (sta); <i>tumble</i> +10 (sta); <i>weave</i> +10 (sta); <i>wile</i> +10 (sta); <i>writ</i> +15 (adv; <i>avail:1</i>)
ATTACKS AND POWERS
Inmate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]: • 1 Fist: targeted melee 2; strike +11; <i>wreck</i> (<i>rend-stab</i>) harm 1d12+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d10) • 1 Claw: targeted melee 2; strike +11; <i>wreck</i> (<i>rend-stab</i>) harm 3d6+5 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d10) • 1 Hoof: targeted melee 2; strike +11; <i>wreck</i> (<i>beat-chop</i>) harm 2d8+5 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d10) • 1 Talon: targeted melee 2; strike +11; <i>wreck</i> (<i>beat-chop</i>) harm 2d8+5 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d10)
Arcane Poisonsmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +15; <i>rot</i> harm 1d10+16
Arcane Acidray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 40; strike +15; <i>rasp</i> harm 1d8+12
Arcane Frostspears — 4 strikes; assail Nml [utilization; 1 pneuma]: targeted barrage 30; strike +15; <i>wreck</i> (<i>stab</i>) harm 1d6 plus <i>frost</i> harm 1d6 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Thundersphere — 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area barrage 30; strike +15; <i>shake</i> harm 1d6+4
Arcane Firewall — 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area barrage 20; strike +15; <i>flare</i> harm 1d4+8 — <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Lightningwisp — 1 strike; assail Nml [utilization; 3 pneuma]: targeted barrage 10; strike +15; <i>shock</i> harm 1d4 — <i>persist</i> (10 rounds; range 10)
Charming Song [adjuvant; 2 pneuma]: through dulcet music, faun-face sings a song to charm listeners; affects an aura of range 5; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it becomes <i>captiveated</i> with aegis (1 encounter)
Majestic Roar [adjuvant; 3 pneuma]: lion-face unleashes a resounding roar; affects an aura of range 5; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it is <i>deafened</i> and <i>panicked</i> of aegis (1 encounter)
Charge of Rage [ambulation; 2 pneuma]: bull-face snorts and projects invisible, intimidating magical force; affects up to 5 creatures within range 10; aegis engages each target in a counter-magic challenge; if target fails, it is pushed back 3 cubes away from

aegis and suffers 4d4 <i>wreck</i> harm (instantaneous)
Wingwind [ambulation; 4 pneuma]: eagle-face screeches angrily, and aegis temporarily grows huge eagle wings that stir up a mighty wind that sucks creatures into a vortex; affects 1 zone 5×5×5 within range 100; aegis engages each creature in affected area, or that moves into area on its turn, in a counter-magic challenge; if target fails, it is swept into the whirlwind and rendered <i>imbalanced</i> (1 encounter), plus if it can be buffeted against solid objects or if it cannot fly and ends up dropped on the ground, it suffers 2d4 <i>wreck</i> and 2d6 <i>whelm</i> harm (instantaneous); if it cannot fly, it lands <i>prostrated</i> in its original position (instantaneous)
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane shroudbright</i> ; <i>arcane sigil</i> ; <i>aura of ruin</i> (<i>gleam</i> : 1d8); <i>choral escutcheon</i> ; <i>contemptuous mockery</i> ; <i>grappling</i> — <i>standard</i> ; <i>illusory mendacity</i> ; <i>inner glow of the empyrean</i> ; <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>obscuring mist</i> ; <i>palm of grasping</i> ; <i>unseen shields</i> ; <i>zephyr of whispers</i>
Ascension-Point Value: 67