

# Prestige Class: Guardian of the Shining Light

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# Guardian of the Shining Light

## *The order of the Guardians of the Shining Light*

*tbd.*

## *Becoming a Guardian of the Shining Light*

*tbd.*

## Rules

**Hit Die:** d10.

## Requirements

To qualify to become a guardian of the shining light, a character must fulfill all the following criteria.

**Alignment:** Lawful good.

**Base Attack Bonus:** +6.

**Skills:** Knowledge (religion) 3 ranks, Ride 8 ranks.

**Feats:** Mounted Combat.

**Special:** Ability to Smite Evil. Must possess a Special Mount having a flight speed.

## Class Skills

The guardian of the shining light's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Ride (Dex), and Sense Motive (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

## Advancement

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	0	0	Aura of good, smite evil, lay on hands, turn undead, special mount, enhance sword	
2nd	+2	+3	0	0		+1 level of existing class
3rd	+3	+3	+1	+1	Bonus Feat	
4th	+4	+4	+1	+1	Enhance sword	+1 level of existing class
5th	+5	+4	+1	+1	Smite evil +1/day	
6th	+6	+5	+2	+2	Bonus Feat	+1 level of existing class
7th	+7	+5	+2	+2	Enhance sword	
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	Bonus Feat	
10th	+10	+7	+3	+3	Enhance sword, smite evil +1/day	+1 level of existing class

## **Class Features**

All of the following are Class Features of the guardian of the shining light prestige class.

**Weapon and Armor Proficiency:** Guardians of the shining light are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Spells per Day/Spells Known:** When a new even numbered guardian of the shining light level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a guardian, she must decide to which class she adds the new level for purposes of determining spells per day.

**Aura of Good (Ex):** The level of a guardian of the shining light directly adds to any relevant class levels (like Cleric or Paladin) for the purpose of the guardian's aura of good (see the detect good spell).

**Smite Evil (Su):** The guardian may add her class level to the levels of the class granting her the Smite Evil ability for the purpose of defining the total level applicable for the strength of the smiting ability.

The guardian gains additional uses of the smite ability she possesses at 5<sup>th</sup> and 10<sup>th</sup> level.

**Lay on Hands (Su):** A guardian of the shining light with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her guardian level × her Charisma bonus. A guardian may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a guardian can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The guardian decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

If the guardian already possesses the same ability from another class, she may add the class levels of those, to determine the total level for this ability.

**Turn Undead (Su):** A guardian that already possesses the ability to turn undead from another class may add her class level to those of the other class to determine her total turning power.

If she does not have this ability prior to becoming a guardian of the shining light, she gets it when she reaches 4th level. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

**Special Mount (Sp):** The guardian adds her class level to those of the class granting her the Special Mount ability to determine the total level for this power.

**Enhance Sword (Su):** All guardian of the shining light obtain a special weapon from their order upon being allowed into it's ranks. This weapon improves it's magical properties when the guardian reaches the 1<sup>st</sup>, 4<sup>th</sup>, 7<sup>th</sup>, and 10<sup>th</sup> level. At 10<sup>th</sup> level, two improvement steps conclude the development. See below for details.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> level a guardian of the shining light gains a bonus feat selected from: any feat that has Mounted Combat as prerequisite, the Leadership feat, any feat building upon the ability to run undead, and any feat that allows the guardian to increase her available selection of mounts.

## Sword Enhancement

The guardian of the shining light receives a special sword upon entering the order. Those swords are either longswords or greatswords and differ in their basic characteristics. When the guardian is ordained with her first level in this prestige class (and also later, as mentioned above) the sword increases in power.

To determine the additional powers of the sword gained, roll d% and consult the following table. Note, that the total virtual bonus cannot exceed 10 through the enhancements granted by this class ability.

d%	Improvement	Description
01-50	+1 Enhancement Bonus	The enhancement bonus of the sword increases by 1. Reroll, if this would increase the total enhancement bonus of the weapon to more than 5.
51-55	Demon Bane	The sword gains the Bane ability vs. Demons. *
56-60	Devil Bane	The sword gains the Bane ability vs. Devils. *
61-65	Dragon Bane	The sword gains the Bane ability vs. Dragons. *
66-70	Undead Bane	The sword gains the Bane ability vs. Undead. *
71-75	<i>Circle against evil</i>	The sword radiates a permanent <i>circle against evil</i> (as the spell) when drawn. The circle can be dispelled, but the bearer can reactivate it on her turn as a free action. *
76-80	<i>Dispel Magic</i>	As a Holy Avenger, this power enables the wielder to use greater dispel magic (once per round as a standard action) at the class level of the guardian (plus the level of the class originally granting the smite ability). (Only the area dispel is possible, not the targeted dispel or counterspell versions of greater dispel magic.) *
81-90	Axiomatic	The sword gains the Axiomatic special ability. *
91-100	Holy	The sword gains the Holy special ability. *
		*: Reroll, if the sword already has this ability.

## Ex-Guardians

A guardian of the shining light who ceases to be lawful good, who willfully commits an evil act, or who grossly violates the code of conduct loses all guardian spells and abilities (including the service of the guardian's mount, but not weapon, armor, and shield proficiencies). She may not progress any farther in levels as a guardian. She regains her abilities and advancement potential if she atones for her violations (see the atonement spell description), as appropriate.

To qualify for this prestige class, a guardian must have (at least) a previous class, and as such is a multiclass character. However, she faces special restrictions. A guardian who gains a level in any class other than guardian or paladin may never again raise her guardian level, though she retains all her guardian abilities. The exception to this is that a guardian may freely multiclass with the paladin class. This also raises the restriction for multiclassing for the paladin in concern with the guardian of the shining light prestige class.

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