

Glaives of Azharadian

The knights of the Order of the Golden Sun are known as the Glaives of Azharadian. The knighthood consists of three ranks, from the nascent Glaives Martial to the journeymen Glaives Valorous and ultimately to the Glaives Virtuous, who comprise the most puissant warriors in the order. The foremost Glaive of Azharadian (typically a scion of one of Onnwal's four Great Noble Houses) is known as the Glaive Superior.

The knighthood follows the tenets of Heironeous. Members take up an active opposition of evil through honourable combat and good works throughout Onnwal. Since the nation fell to the Scarlet Brotherhood during the Greyhawk Wars, the Glaives have worked to free their homeland from the clutches of tyranny.

Prospective knights must be sponsored by a glaive in good standing and seconded by any member of the Order of the Golden Sun (who need not be a knight). A candidate can be granted the title of knight only by the Glaive Superior at a conclave of no fewer than four other knights or priests of Heironeous,

preferably members of the Glaives Cohort. At the ceremony, the candidate must swear an oath of allegiance to the Order of the Golden Sun, to the Free State of Onnwal, and to the nation's rightful and just ruler, Szek Jian Destron. A second oath is sworn to Heironeous to uphold honour, justice, and the ideals outlined in the Strictures of Azharadian. Before Onnwal's occupation, such ceremonies were held under the Sacred Banner of the Golden Sun, once flown by Azharadian.

Glaives of Azharadian are expected to at least wear chainmail in the field, and as **so far** all members of the knighthood have been nobles full plate predominates. Skill with a battleaxe is required, to honour the Archpaladin, and familiarity with the lance is greatly appreciated. All candidates to the order must know how to ride a horse. Full knights bear shields emblazoned with the arms of the Order of the Golden Sun—the Aerdi sun surmounted by a silver hand gripping a lightning bolt with the slogan "Unvanquished even in death" written in Old Oeridian beneath the image.

Paladins dominate the order (they may

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Martial Axe,+1 divine caster level
2	+2	+3	+0	+3	Unvanquished Even In Death (+4 Con), Golden Sun of the Aerdy 1/day, +1 divine caster level
3	+3	+3	+1	+3	Presence of Azharadian, Bolt of Glory 1/day,+1 divine caster level
4	+4	+4	+1	+4	Valorous Axe,+1 divine caster level
5	+5	+4	+1	+4	Unvanquished Even In Death (+8 Con), Golden Sun of the Aerdy 2/day, +1 divine caster level
6	+6	+5	+2	+5	Wisdom of Azharadian, Bolt of Glory 2/day,+1 divine caster level
7	+7	+5	+2	+5	Virtuous Axe,+1 divine caster level
8	+8	+6	+2	+6	Unvanquished Even In Death (+12 Con), Golden Sun of the Aerdy 3/day, +1 divine caster level
9	+9	+6	+3	+6	Presence of Azharadian, Bolt of Glory 3/day,+1 divine caster level
10	+10	+7	+3	+7	Superior Axe, +1 divine caster level

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multiclass freely as a Glaive). Fighters, who have the greatest potential for mastering the axe, and powerful clerics of the Invincible One round out the order. Members of other classes, though uncommon, can become Glaives.

Requirements

To qualify to become a glaive of Azharadian, a character must fulfil all the following criteria:-

Base Attack Bonus: +6.

Language: Old Oeridian.

Skills: Handle Animal 3 ranks, Knowledge (religion) 3 ranks, Ride 6 ranks.

Feats: Leadership, Weapon Focus (battleaxe).

Alignment: Lawful good or lawful neutral (rare).

Other: Must worship Heironeous. Also, would-be glaives must have done a great deed in the eyes of the Order of the Golden Sun garnering the sponsorship of two members of the order. They also must pass the first trial of membership, known as the Trial Martial.

Class Skills

The glaive of Azharadian's class skills (and the key ability for each skill) are:

Climb (Str), Diplomacy (Cha), Handle Animal (Wis), Heal (Wis), Jump (Str), Knowledge (history) (Int), Knowledge (Religion) (int), Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Glaive of Azharadian prestige class.

Hit Die: d10

Weapon and Armor Proficiency:

Glaives of Azharadian are proficient in the use of all simple and martial weapons and all armor, and with shields,

Martial Axe (Ex): Glaives of Azharadian receive a +2 skill bonus to attacks made with battleaxes.

Unvanquished Even in Death (Su): Through inner strength and faith in

Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a bonus of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +4 enhancement bonus to Constitution, at 6th level, the bonus increases to +8, and at 9th level, the bonus increases to +12. The Constitution bonus lasts a number of rounds equal to twice the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

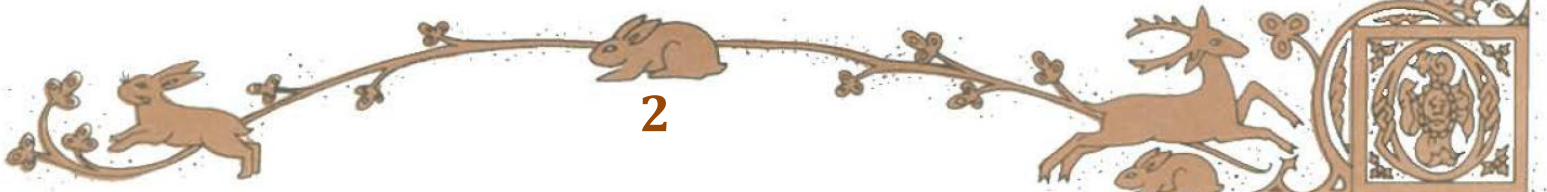
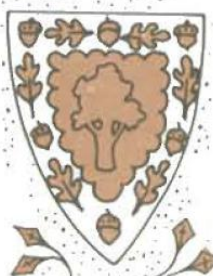
The Golden Sun of Aerdy (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe can cast the spell *searing light* as though cast by a cleric equal to the glaive's character level.

Bolt of Glory (Sp): By yelling an oath to the Archpaladin, a glaive wielding a battleaxe can cast the spell *bolt of glory* as though cast by a cleric equal to the glaive's character level.

Presence of Azharadian (Su): The mere presence of the glaive is enough to holster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

Valorous Axe (Su): The Glaive of Azharadian receives an additional +2 to damage rolls with a battleaxe. Once per day, when employing a battleaxe in combat, the glaive can treat the weapon as if it has the *keen* weapon quality for a number of rounds equal to the Glaive of Azharadian's class level.

Wisdom of Azharadian (Ex): The glaive embodies Azharadian's natural talent for the martial life and thus selects a number of Glaive of Azharadian class skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the glaive can take 10 even if



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stress and distractions would normally prevent him from doing so.

Virtuous Axe (Su): The Glaive of Azharadian gains a further +2 to attacks and damage with a battle axe. Once per day, when employing a battleaxe in combat, the glaive can treat the weapon as if it has the *holy* weapon quality. The glaive can do this for a number of rounds equal to the Glaive of Azharadian's class level.

Sight of Azharadian (Ex): The supreme embodiment of the virtues of Azharadian, the glaive also embodies Azharadian's intuitive knowledge of his enemies. Therefore the glaive is never surprised and thus can always take a partial action during a surprise round (unless otherwise prevented from doing so).

Superior Axe (Su): The Glaive of Azharadian gain the Improve Critical feat. If he already has it then this ability stacks and the critical threat is lowered further.

Structure of the Order

Ranks within the Glaives of Azharadian can be divided into three specific branches, each technically subservient to those above it. When a candidate becomes a glaive, he is counted among the ranks of the Glaives Martial, which generally consists of knights of levels 1-4. More experienced knights often are elevated into the ranks of the Glaives Valorous. Around the time a knight achieves 7th level in the glaive of Azharadian prestige class, he is invited to test for the most

honored rank within the knighthood, that of the Glaives Virtuou.

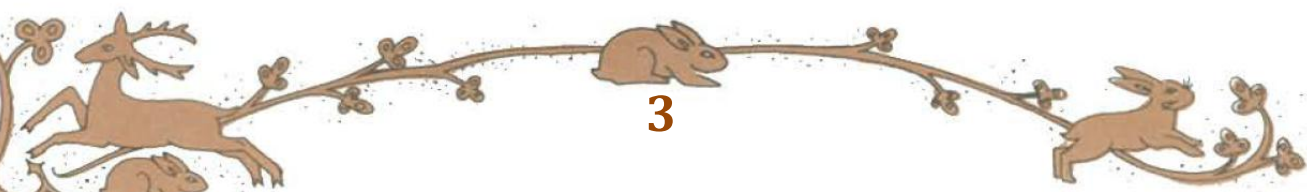
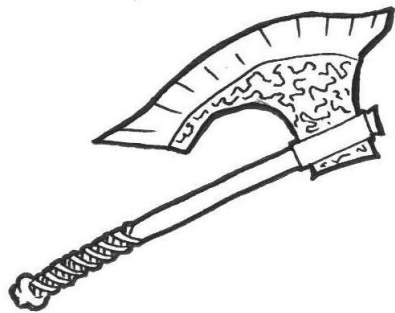
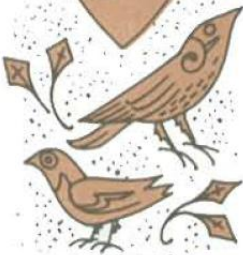
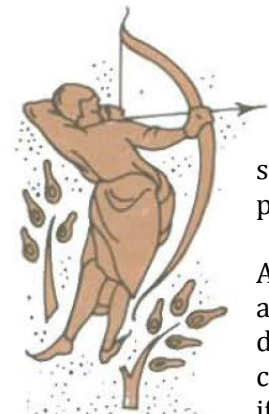
Each rank enjoys its own characteristic rituals and observances, and prospective knights must apply for and successfully test into each of the branches. Such tests generally take place at knightly conclaves. At the end of such meetings, those who have successfully tested are elevated to their new rank.

The Trial Martial: The Order of the Golden Sun holds a trial by combat annually at the Pavilion of the Order (near Azharadian's Pillar). Candidates who have garnered a sponsorship endure a battle against an active Glaive Martial attending the conclave. While the candidate humbles himself in obeisance to Heironeous, the glaive dons ornamental black full plate and ceremonial robes, clothing his horse in onyx barding. The supplicant is not told the identity of his helmed opponent, who is meant to represent the Ebon Knight, Azharadian's final opponent.

The supplicant and the Ebon Knight fight a duel from horseback with axes until one or the other asks for quarter. Such combats occasionally escalate to battles on foot, and throughout the history of the order, several obstinate knights or would-be glaives have been killed rather than dishonour themselves in surrender. While the hierarchy of the order frowns upon such lethality, the spirits of those who have fallen in the Trial Martial loom large over the proceedings, and all take the combats extremely seriously.

If the supplicant proves victorious, he is said to have died and been reborn as a Glaive Martial, "unvanquished even in death." Only after he has been defeated is the identity of the mysterious Ebon Knight revealed, an event usually greeted with congratulations or commiserations from the "vanquished" foe.

The Trial Valorous: Few know the details of this intensely secret trial, in which a prospective journeyman knight is subjected not to a test of his martial ability, but of the mettle of his spirit and soul. Candidates fast and meditate within



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the shadow of Azharadian's Pillar, reportedly struggling with a vision of their own inner turmoil and the darkest aspects of their soul. Those who manage to overcome their personal weaknesses without being defeated by them are elevated to the ranks of the Glaive Valorous, but the specifics of how the contest is judged remain occluded to all who have not undergone the ordeal.

The Trial Virtuous: Like the trial that precedes it the test to enter the Glaives Virtuous involves a meditative spiritual journey into the darkness of the knight's own heart. The trial begins when the knight is ushered to a secret cave beneath the Pillar of Azharadian. There, spirits from the serried ranks of Azharadian's fallen allies assail the knight in visions, testing his compassion, honor, valor, humility, and sense of justice. It is said that the final test is given by the spirit of Azharadian himself with Heironeous. Glaives who ultimately prove unworthy often quit the test in shame, their minds wholly broken by the terrible ordeal. Those who succeed join the highest echelons of the Glaives of Azharadian and claim the title of Glaive Virtuous.

Bolt of Glory

Evocation [Good]
 Level: Glory 6
 Components: V, S, D F
 Casting Time: 1 standard action
 Range: Close (25 ft.+5 ft./level)
 Effect: Ray
 Duration: Instantaneous
 Saving Throw: None
 Spell Resistance: Yes

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a ranged touch attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence:

Creature's Plane of Origin/Nature	Damage	Maximum Damage
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, creature	1d6/level	14d6
Positive Energy Plane, good outsider	-	-

