

SIRIUS THE HOUND, HUNTER OF THE LABYRINTH

CR 11

XP 12,800

Male advanced divine guardian blink dog sorcerer 8

LG Medium magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, scent, Perception +19**Aura** aura**DEFENSE****AC** 23, **touch** 15, **flat-footed** 18 (+4 armor, +4 Dex, +1 dodge, +4 natural)**hp** 97 (11 HD; 3d10+8d6+44) fast healing 5**Fort** +9, **Ref** +9, **Will** +14**Immune** disease, mind-affecting effects, poison; **Resist** acid 5 , cold 5**OFFENSE****Speed** 80 ft.**Melee** bite +10 (1d6+4)**Special Attacks** heavenly fire 8/day (1d6+4 divine energy)**Innate Spell-Like Abilities:** *alarm* (3/day) *arcane lock* (1/day) *augury* (DC , 1/day) *blink* (DC , at will) *clairaudience/clairvoyance* (1/day) *commune* (DC , 1/day) *dimension door (within sacred site)* (at will) *dismissal* (DC 10, 1/day) *guards and wards* (DC 10, 1/day) *hold portal* (1/day) *knock* (3/day) *quickened dimension door (self only)* (at will)**Known Sorcerer Spells** (CL 8th, concentration +13):4th (4/day)—*shout*(DC 20)3rd (6/day)—*hold person*(DC 19), *lightning bolt*(DC 19), *magic circle against evil*2nd (7/day)—*bull's strength*, *flaming sphere*(DC 18), *hideous laughter*(DC 18), *resist energy*1st (8/day)—*charm person*(DC 17), *grease*(DC 16), *mage armor*, *magic missile*, *sleep*(DC 17), *bless*0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound*(DC 15), *light*, *mage hand*, *prestidigitation*(DC 15), *ray of frost***STATISTICS****Str** 17, **Dex** 19, **Con** 19, **Int** 15, **Wis** 21, **Cha** 21**Base Atk** +7; **CMB** +10; **CMD** 25**Feats** Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Iron Will, Spell Focus (Enchantment, Evocation),**Skills** Intimidate +19 , Knowledge (Arcana) +13 , Perception +19 , Sense Motive +10 , Spellcraft +13 , Stealth +14 , Survival +9 , Survival (Track by scent) +13**Languages** Sylvan**SQ** ability healing, aura, blessed life, blink, bloodline arcana (summoned creatures gain DR 4/evil), cantrips, celestial bloodline, celestial resistances, divine swiftness, fast healing 5, resistance to acid 5, resistance to cold 5, sacred site, scent, spells, weapon and armor proficiency**Gear** bite**SPECIAL ABILITIES****Ability Healing (Ex)** A divine guardian heals 1 point of ability damage per round in each damaged ability score.**Aura (Ex)** A divine guardian with the chaotic, evil, good, or lawful subtypes has an aura as if it were an aligned outsider of equivalent Hit Dice (see the detect evil spell for details).**Blessed Life (Ex)** A divine guardian does not age or breathe. It does not require food, drink, or sleep.**Blink (Sp)** You can use Blink, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated as a swift action.**Bloodline** Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the

sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed.

Bloodline Arcana Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR 4/evil. This does not stack with any DR the creature might have.

Bloodline Powers Your celestial heritage grants you a great many powers, but they come at a price. The lords of the higher planes are watching you and your actions closely.

Cantrips Sorcerers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Celestial Bloodline Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Although this power drives you along the path of good, your fate (and alignment) is your own to determine.

Celestial Bloodline ~ Bonus Spells

Celestial Resistances (Ex) You gain resist acid 5 and resist cold 5.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Divine Swiftness (Ex) A divine guardian is gifted with incredible speed, granting it a +4 bonus on initiative rolls. In addition, each of the base creature's speeds is doubled. If the base creature has a fly speed, the divine guardian's maneuverability becomes perfect if it was not already. If the divine guardian acquires the air, earth, or water subtype, it gains a fly, burrow, or swim speed equal to its highest speed.

Eschew Materials A sorcerer gains Eschew Materials as a bonus feat at 1st level.

Fast Healing (Ex) You regain hit points at 5 hit points per round. You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Heavenly Fire (Sp) You can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 + 4 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 + 4 points of damage. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability 8 times per day.

Immunity to Disease (Ex) You are never subject to disease effects.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Immunity to Poison (Ex) You never take poison damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Resistance to Acid (Ex) You may ignore 5 points of Acid damage each time you take acid damage.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Sacred Site (Ex) Each divine guardian is assigned to guard a specific site sacred to the deity that invested it with power. This area may be a structure, a series of structures, or a natural site with clearly defined borders. It can be as large as a city, but in most cases it's a single temple or a sacred grove. Gods don't waste their powers on places that their worshipers can protect, so most divine guardians keep watch over abandoned burial grounds or lost temples. The divine guardian of such a site is charged with protecting it from harm and preventing incursions by those not of the faith. It must keep its vigil until the god deems the guardian's task done. If the divine guardian ever moves out of the area defined as the sacred site, it immediately loses the divine guardian template and any

spellcasting ability the deity might have granted from class levels. It cannot regain the template unless it atones for its failure (usually by completing some quest or via an atonement spell) and reenters the site within 1 week. Otherwise, it loses the template permanently, taking 6d6 points of Constitution drain as the years of lost food, drink, and sleep return to it tenfold. A creature that lacks a Constitution score takes 2d6 points of damage per Hit Die from this process. Even if it survives the Constitution drain, the creature can never regain the template.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Spells A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 15 + the spell level.

Weapon and Armor Proficiency Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail.

TEMPORARY BONUSES

Temporary Bonuses Applied Mage Armor,