

# GATEKEEPER MYSTAGOGUE

"Nine thousand years ago the daelkyr came. On my life, they will not come again."  
—Runnar Khurak, gatekeeper mystagogue

Heirs to a tradition over sixteen millennia old, the gatekeeper mystagogues stand among the greatest foes of the daelkyr and their aberration spawn. Charged with cleansing Khyber of all aberrations and maintaining the dimensional seals that protect Eberron against another incursion from Xoriat, gatekeeper mystagogues are the highest echelon of the Gatekeeper druids.

## BECOMING A GATEKEEPER MYSTAGOGUE

All gatekeeper mystagogues are at least 3rd-level druids, and most have at least six druid levels. Because the prestige class enhances your animal companion, you'll get the most benefit from the class if you maximize your druid levels. It's possible to enter the class as a 3rd-level druid/2nd-level ranger, but your animal companion will be weaker for it.

You need to be a gatekeeper before you can become a gatekeeper mystagogue. That is, you must be a member of the Gatekeeper sect, and you must have earned the rank of gatekeeper, passing through the aspirant and initiate ranks first. Most druids who meet the other requirements to enter this class have already earned the rank of gatekeeper, but it is possible that you might have to perform a quest to prove your worth before you are permitted to take your first level in this class. Such a quest might involve destroying an aberration such as a will-o'-wisp, a water naga, a phasm, or an umber hulk, or a couple of gibbering mouthers or a nest of carrion crawlers.

### Entry Requirements

**Alignment:** Any non-evil

**Base Attack Bonus:** +4

**Spells:** Ability to cast 2nd-level divine spells

**Skills:** Knowledge (the planes) 8 ranks

**Feats:** Gatekeeper Initiate, Repel Aberration

**Special:** Must hold the rank of gatekeeper within the Gatekeeper sect

### CLASS FEATURES

Dedicating yourself to fighting aberrations, you learn supernatural powers that allow you and your animal companion to hamper aberrations and, ultimately, destroy them. Your animal companion gains additional

## WHAT DO YOU KNOW?

### Knowledge (nature)

**DC 10:** The Gatekeepers are members of a small druid sect found in the Eldeen Reaches and the Shadow Marches.

**DC 15:** The Gatekeepers—many of whom are orcs—dedicate themselves to protecting the world from aberrations and outsiders.

**DC 20:** The original Gatekeepers were the first druids of Khorvaire, taught by a dragon. The sect played a major role in repelling the invasion of the daelkyr.

**DC 22:** A few Gatekeepers take their dedication to an extreme, wandering into the world to seek out and destroy aberrations and root out cults of the Dragon Below. Some of these carry the title of gatekeeper mystagogue, and they wade into battle with their animal companions, wielding mighty magic against aberrations.

**DC 25:** One of these druids was the half-orc Runnar Khurak, who slew a pair of beholders that had enslaved a remote village in the western Shadow Marches before disappearing into the swamp.

**DC 30:** Some druids still tell the tales of Havarrien Banhammer, a mighty orc who was solely responsible for the death of no less than three daelkyr in the time of Karrn the Conqueror.

## THE GATEKEEPER MYSTAGOGUE

HIT DIE: D8

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special  |
|-------|-------------------|-----------|----------|-----------|--|
| 1st   | +0                | +0        | +0       | +2        | Animal companion, repel aberration, invest byeshk weapon, weapon proficiency |
| 2nd   | +1                | +0        | +0       | +3        | Aberration Banemagic, purifying arc  |
| 3rd   | +2                | +1        | +1       | +3        | Venom immunity, animal immunity, animal companion (byeshk)                   |
| 4th   | +3                | +1        | +1       | +4        | Torturing arc  |
| 5th   | +3                | +1        | +1       | +4        | Purge aberrations  |
| 6th   | +4                | +2        | +2       | +5        | Slippery mind, animal companion (slippery mind)                              |
| 7th   | +5                | +2        | +2       | +5        | Disrupting arc   |
| 8th   | +6                | +2        | +2       | +6        | Temporary seal   |
| 9th   | +6                | +3        | +3       | +6        | Animal companion (bonus damage)  |
| 10th  | +7                | +3        | +3       | +7        | Wracking arc   |

**Class Skills (4 + Int modifier per level):** Concentration, Diplomacy, Escape Artist, Handle Animal, Knowledge (nature), Knowledge (the planes), Listen, Ride, Spellcraft, Spot, Survival, Swim.

special abilities as you advance in the class, and you become able to create lines of power that arc between you and your companion, devastating aberrations that are caught in their path.

**Spellcasting:** At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a gatekeeper mystagogue, you must decide to which class to add each level for the purposes of determining spells per day, caster level, and spells known.

**Animal Companion:** If you have an animal companion, your gatekeeper mystagogue levels stack with your previous class levels (usually druid or ranger) to determine the animal companion's abilities. If you do not already have an animal companion, you gain one at 1st level, and your effective druid level is equal to your gatekeeper mystagogue level.

At 1st level, your animal companion gains a +2 bonus on saves against the supernatural and spell-like abilities of aberrations.

At 3rd level, your animal companion's natural weapons are considered to be made of byeshk (see page 126 of the *EBERRON Campaign Setting*) for the purpose of overcoming damage reduction. These attacks do not gain any other benefits of byeshk.

At 6th level, your animal companion gains the slippery mind class feature (see page 50 of the *Player's Handbook*).

At 9th level, if your animal companion hits an aberration that you also hit with a melee attack in the same round, the animal companion's attack deals an extra 2d6 points of damage. This ability functions only once per round (so multiple hits by the animal companion don't deal the extra damage more than once).

**Repel Aberration:** Your gatekeeper mystagogue levels stack with your druid levels for the purpose of this feat (described on page 58 of the *EBERRON Campaign Setting*). You also gain one additional daily use of this feat for every two class levels of gatekeeper mystagogue.

**Invest Byeshk Weapon (Su):** As a swift action, you can spend a use of your repel aberration ability to charge a byeshk weapon with *nature's wrath* for 1 round, enabling it to overcome any form of damage reduction possessed by an aberration. Additionally, any aberration struck by the weapon is dazed for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

**Weapon Proficiency:** You gain proficiency with the light and heavy mace at 1st level. This proficiency allows you to make best use of byeshk weapons, which are most effective as bludgeoning weapons.

**Aberration Banemagic:** At 2nd level, you gain Aberration Banemagic (see the sidebar on page 86) as a bonus feat.

**Purifying Arc (Su):** Beginning at 2nd level, as a swift action you can spend a use of your repel aberration ability to create a line of purifying energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line takes a –1 penalty on attack rolls and saving throws for 1 round (no save).

## A gatekeeper mystagogue

**Venom Immunity (Ex):** At 3rd level, you gain immunity to poison.

**Torturing Arc (Su):** Beginning at 4th level, as a swift action you can spend a use of your repel aberration ability to create a line of disrupting energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line takes 2d6 points of damage and is nauseated for 1 round. A successful Fortitude save (DC 10 + mystagogue level + Cha modifier) negates the nauseated effect.

**Purge Aberrations (Su):** At 5th level, as a standard action, you can spend a use of your repel aberration ability to deal 5d6 points of damage + 1d6 points per class level to all aberrations within a 30-foot burst. A successful Will save (DC 10 + mystagogue level + Cha modifier) halves this damage.

**Slippery Mind (Ex):** At 6th level, you gain the slippery mind class feature.

**Disrupting Arc (Su):** Beginning at 7th level, as a swift action, you can spend a use of your repel aberration ability to create a line of disrupting energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line is incapable of manifesting psionic powers or using psi-like abilities for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

**Temporary Seal (Su):** At 8th level, as a standard action, you can spontaneously create an area similar to a *dimensional seal* (see page 272 of the *EBERRON Campaign Setting*) by sacrificing any uncast divine spell (similar to spontaneously casting *summon nature's ally*). The caster level of this effect is equal to your highest divine caster level. You choose a point within close range (25 ft. + 5 feet/2 caster levels), and the area extends in a 20-foot-radius emanation centered on that point in space. The duration is 2 rounds per level of the spell sacrificed. Within this area, dimensional travel is impossible (as with the *dimensional lock* spell), and the effects of any manifest zone are suppressed.



**Wracking Arc (Su):** At 10th level, as a swift action, you can spend a use of your repel aberration ability to create a line of wracking energy between you and your animal companion (which must be within 20 feet of you for this effect to function). Any aberration along this line is stunned for 1 round unless it succeeds on a Fortitude save (DC 10 + mystagogue level + Cha modifier).

## PLAYING A

### GATEKEEPER MYSTAGOGUE

The world faces a serious threat. As long as aberrations lurk in the depths of Khyber, not only are humanoids in peril, but the world itself could be destroyed. You must never take the spawn of the daelkyr and the threat they represent lightly. Some adventures you undertake might not involve aberrations, or the Cults of the Dragon Below, or an ancient artifact left by the daelkyr that has fallen into the wrong hands—but it's important to rule out the possibility that any threat might be connected to the daelkyr. If such a connection is discovered, you stand ready, and your vigilance could mean the difference between the continued existence of the world and its utter annihilation.

Not every high-ranking druid among the Gatekeepers chooses the path of the mystagogue. Most lack the single-minded focus on fighting aberrations that you possess. That's all right—there are many different tasks to be done, and not everyone can follow your high calling. You are not superior to other gatekeepers in the sect purely by virtue of being a mystagogue, but neither does your dedication to hunting aberrations marginalize you in any way. You lack the time and the desire to rise to a position of high authority in the sect—leave that to the others. You are a vital part of Eberon's defense against a new daelkyr invasion.

**Combat:** You truly shine when in combat against aberrations—which is what you live for, after all. Your animal companion is your best ally in these situations. Maneuver it into a position where an arc between your companion and you will catch as many aberrations as possible, and let loose. Since you and your companion must be no more than 20 feet apart for you to use one of your arcs, chances are you will be right up in melee or close to it. You might choose to hang back and try to use your arc abilities while blasting your foes with spells enhanced by your Aberration Banemagic feat. After a few rounds of this, however, even a gibbering mouther will get wise and close with you, so you'd better be ready for melee—preferably with a byeshk weapon in hand.

Of course, not every combat encounter involves an aberration. You lack the wild shape ability of other druids of your character level, which might restrict your usefulness in melee against nonaberrations, but you still have a perfectly capable animal companion and a full complement of druid spells to bring to bear. You should find a balance between using attack spells (*call lightning*, *flame strike*, *insect plague*) and using spells to assist your allies, including your animal companion (*cure wounds*, *animal growth*, *mass bear's endurance*).

At the highest levels in this class, you gain the most powerful arc abilities, as well as one unique ability that might only come into play in certain circumstances, but can really turn the tide of important battles: your temporary

scalability. The Shadow Marches are littered with manifest zones linked to Kyrthi and Xoriat, and aberrations you encounter within those manifest zones gain exceptional power from them. Your temporary dimensional seal gives you three strong advantages: It can negate any benefit a creature gains from a manifest zone, it can prevent a foe from escaping (such as a mind flayer using its *plane shift* ability), and it can allow you to banish an extraplanar creature that otherwise couldn't be forced back to its home plane while within the manifest zone (see page 122 for more about manifest zones).

**Advancement:** Characters who become gatekeeper mystagogues do so because they come to feel an overwhelming sense of the wrongness of aberrations, a fevered awareness that such creatures are a violation of nature and all that is right in the world. Often, this realization occurs while a character is using his Repel Aberration feat, and it is accompanied by a strong sense of nature's wrath flowing through his body in an almost tangible form to drive away the abominations. Soon after having this experience, the character goes into a period of retreat and emerges as a gatekeeper mystagogue.

Once you have donned the mantle of a mystagogue, you are largely on your own. You still have the full support and encouragement of the Gatekeeper sect, of course, but with so few mystagogues within the sect you can chart your own course and you need answer to no one except perhaps the highest-ranking gatekeepers of the sect. It is not unusual for a mystagogue to feel that the only one who truly understands his calling is his animal companion—the one creature that shares his devotion to battling aberrations.

As you advance through the levels of the gatekeeper mystagogue prestige class, you can become a serious specialist, focusing all your abilities on fighting aberrations. You might consider additional feats such as Iron Will, Indomitable Discipline, Unnatural Enemy (see page 86), or Darkstalker (from *Lords of Madness*) to further increase your resistance against the attacks of aberrations and make yourself more effective against them. You could spend skill points on Escape Artist, for escaping the tentacles that all too often coil around your limbs, as well as your usual suite of survival skills. This approach is great if you know you're going to be fighting a lot of aberrations for the rest of your career, but if you expect to encounter other types of monsters as well, you might want to consider broadening your capabilities accordingly.

**Resources:** The Gatekeepers have few resources as such things are measured by the wider world—they are not wealthy or influential, except perhaps in the Shadow Marches, where their druids lead and guide some tribes of orcs. However, the Gatekeepers possess vast stores of knowledge as heirs to a sixteen-thousand-year-old tradition. A gatekeeper mystagogue who seeks out the most learned masters of this tradition can learn much about aberrations, the daelkyr and their invasion, the plane of Xoriat, and the *dimensional seals* that keep Xoriat from spilling into the world again. As a general rule, these NPCs can make a Knowledge (dungeoneering) or Knowledge (the planes) check with a +15 bonus on behalf of the mystagogue. Seeking out these knowledgeable Gatekeepers can be an adventure in itself; such characters are almost exclusively located in the Shadow Marches.

## GATEKEEPER MYSTAGOGUES IN THE WORLD

*"There is no denying that Khurak was enthusiastic, dedicated, even inspired. But would I have entrusted the care of a village to him? That would hardly have been fair—to the village or to him."*

—Saala Torrnn, half-orc Gatekeeper

The gatekeeper mystagogue is a true adventuring prestige class. Dedicated to fighting aberrations, a mystagogue has no patience for the day-to-day maintenance of communities in the Shadow Marches and the mundane business of the Gatekeeper sect. He has a calling to be out in the world fighting against the forces of corruption.

**Daily Life:** Daily life for a gatekeeper mystagogue involves venturing into the depths of Khyber to exterminate nests of grells, unearthing a Cult of the Dragon Below meeting in the sewers of Sharn and slaying its naga patron, and rooting out the mind flayer behind all the strange recent events in the town of Wyr. There is no room in his life for anything that does not carry the taint of an aberration's touch—or at least suggest that an aberration (or a Cult of the Dragon Below) might be involved. Since the Gatekeeper sect has become an established religion involved in offering spiritual guidance to individuals and communities, it has an ambivalent relationship with the mystagogues, who remain dedicated to the original vision of the sect.

**Notables:** It seems that every generation produces one great gatekeeper mystagogue, a hero destined for mighty deeds in the struggle against the spawn of the daelkyr. No such hero is alive today, but every living Gatekeeper remembers the deeds of the half-orc mystagogue Runnar Khurak, who slew a pair of beholders that had enslaved a village in the western Shadow Marches before disappearing into the swamp. Decades ago, the orc Vashkal the Black vanquished an illithid triumvirate in Starlaskur, a brood of chauls in Silver Lake, and a cabal of mad sorcerers, along with the gibbering mouthers they revered, in the city of Meurl.

**Organization:** By definition, gatekeeper mystagogues are part of the Gatekeeper sect, though their relationship with the sect is ambiguous. The mystagogues continually pull the sect back toward its original vision, and away from the distractions that have built it into an organized religion and even a political force. They are prophets and reformers, in a way, though most do not identify themselves as either—they simply want the freedom to pursue their mission without interference from the sect's leadership or members. For the most part, the leaders of the sect are willing to grant that freedom, and so the tension between the mystagogues and the sect rarely develops into open conflict.

Relationships between the mystagogues and the other Gatekeepers are at their best within the Shadow Marches, where the sect has resources it can provide to help a mystagogue face any threat that arises. When a Cult of the Dragon Below or some aberration comes to light beyond the Marches, however, mystagogues grow frustrated with the sect's unwillingness or inability to provide any concrete assistance. The mystagogues come

to feel that the Gatekeepers have little interest or concern for the world beyond their immediate care, though the real problem is less one of interest and more one of limited resources.

For more information about the Gatekeeper sect, see the entry on the Eldren Reaches, pages 59–60.

## NPC Reactions

To most people across Khorvaire, a gatekeeper mystagogue is just another adventurer—with a big animal companion. Their initial reactions are likely to be colored by the mystagogue's race and appearance: Few people respond warmly to barbaric-looking orcs in their towns, but neither are they blatantly hostile. In general, NPCs begin with an indifferent attitude toward a mystagogue, and allow the character's deeds and words to change their attitudes appropriately.

Followers of the Gatekeeper sect within the Shadow Marches and the Eldren Reaches, and elsewhere, have friendly initial reactions to a mystagogue, seeing such an individual as a hero who lives the doctrine of the sect and visibly protects them against the threat of aberrations. Leaders of the Gatekeeper sect are also initially friendly, even if the warmth of their reaction is tempered by their concerns about the mystagogue's potentially disruptive influence.

Aberrations and members of the Cults of the Dragon Below are immediately hostile to a character they can identify as a gatekeeper mystagogue—and a mystagogue's reputation often precedes him in these circles. They go to great lengths to eliminate a mystagogue, ideally without revealing their presence in the process.

## GATEKEEPER MYSTAGOGUES IN THE GAME

The gatekeeper mystagogues are so few in number that it would hardly be surprising if even high-level characters had never encountered one in the course of their previous adventures. If your characters' adventures bring them into conflict with aberrations or the Cults of the Dragon Below, they might find themselves working alongside a gatekeeper mystagogue. If your campaign revolves around these threats, a gatekeeper mystagogue can make a great player character.

A smart player running a gatekeeper mystagogue makes sure that he has something to do even when he is fighting creatures that aren't aberrations, but any player who has a mystagogue PC will be happiest if he has ample opportunities to put his best powers to work. One way to bring about this situation is for the DM to make the Cults of the Dragon Below a significant, ongoing opponent in the campaign.

**Adaptation:** At its heart, the gatekeeper mystagogue class represents a druid dedicated to fighting a specific kind of foe. It would be relatively simple to change the type of creature the mystagogue's powers are most effective against, though you should be careful to stay within the established flavor of the druid class. A variant class that gained bonuses against animals or plants, for example, would make little sense, but a druid dedicated to exterminating the undead or outsiders could be quite effective.