

Hyperion

(Watcher Above, He Who Goes Above, Father of Light)

Intermediate Power of Carceri, LN

PORTFOLIO:	Light, cycles of day and night, observation, loyalty, oaths
ALIASES:	None
DOMAIN NAME:	Othrys/Mount Othrys (Phaosseum)
SUPERIOR:	Kronos
ALLIES:	Eos, Helios, Selene, Theia, the Titans
FOES:	Erebos, Nyx, the Olympians (nominally)
SYMBOL:	An eye in a solar disc
WOR. ALIGN.:	Any

The fifth-born son of Ge and Ouranos is Hyperion (high-PEER-ee-on), whose birth brought forth light into creation. With his fathering of the Titans Helios, Selene, and Eos, he regulated the cycle of day and night, ensuring that neither lasts too long. Hyperion also infused the mortal creations of the Titans and the Olympians with the ability to observe their surroundings and learn from what they see. Finally, as the Watcher Above, many oaths are sworn in his name under the belief that he will see and punish those who break their sacred word.

The quietest of the Titan brothers, Hyperion is a keen observer but speaks little of what he learns. He does not keep this knowledge to himself out of greed, however; he believes in only sharing what is critical in any given situation. When he speaks, his brothers listen, for they know that his words carry import. "When Hyperion speaks" is a well-known aphorism among followers of the Titans for a rare event that holds great significance.

Hyperion is intensely loyal to his siblings and holds that nothing is more important than his word. He swore to serve first Kreios Megamedes and immediately transferred that oath to Kronos when Kreios abdicated his rulership of the Titans. This loyalty bade him join the attack on Ouranos even though he recognized the danger involved. His observances, however, were critical to the success of the ambush the five brothers executed. Similarly, he stood by Kronos and his brothers when the younger generation of gods challenged the Titans for the rulership of Olympos even knowing a loss would lead to imprisonment. He accepts this imprisonment, and advocates with his siblings to strive for forgiveness and pardon from Zeus, although he recognizes it is a heavy task.

After Ouranos was defeated, the love Eros brought to the Titans touched Hyperion and his sister Theia, for they were much alike in character. To the Father of Light she bore Tireless Helios, Rich-Tressed Selene, and Rosy-Armed Eos. Hyperion cared for each of his children deeply and took his fatherhood duties quite seriously. Nevertheless, when it came time for each to choose a side in the Titanomachy, he was unsurprised that his children chose the side of the Olympians, for he too would have, if not for his oath of loyalty to Kronos. At the end of the conflict, he voluntarily took to his imprisonment with the goal of eventually healing the breach between the Titans and the Olympians. As yet he has seen little progress, but he persists, believing that one day he will succeed.

Imprisoned as he is in Carceri, the Father of Light cannot send avatars directly to the Prime Material Plane. While portals on the other planes would serve to get around this restriction, Hyperion is too focused on his brothers to bother to do so. As such, only in extraordinary circumstances are his avatars found outside of Carceri.

Hyperion's Avatar (Cleric 33, Mage 29, Fighter 20)

Hyperion appears as an enormous human with golden-bronze skin and piercing golden eyes. His hair and beard are a similar hue of gold, and he wears an orange-red himation that seems to glow with solar fire. His figure is always shining in some way, either dim as a torch or blindingly bright like the sun, as he desires. Over the course of one round, Hyperion can easily alter his height between that of a normal human and his full stature. He draws his spells from all schools and spheres except those

pertaining to elemental earth and water, and the sphere of chaos. He never casts any spell that creates darkness.

AC -1; MV 36; HP 144; THAC0 0; #AT 2
Dmg 4d8 (light blasts)
MR 55%; SZ M-G (6 feet tall to 100 feet tall)
STR 22, DEX 18, CON 23, INT 21, WIS 21, CHA 21
Spells P: 13/13/13/12/10/9/9, W: 7/7/7/7/6/6/6/6
Saves PPDM 2; RSW 3; PP 4; BW 4; Sp 4

Special Att/Def: In combat, Hyperion wields pure light as a weapon. He may wield it as a melee weapon or send blasts of light against foes up to 300 yards away, striking twice per round. Any sighted creature struck by these blasts of light must make a saving throw vs. spell with a -6 penalty or be blinded for 3d4 days. Undead and creatures of shadow and darkness suffer double damage from these light attacks.

Once per day the Father of Light can radiate an aura of light around him, mimicking a *circle of sunmotes* with triple the area of effect, as well as each of *crown of radiance*, *crown of flame*, *crown of brilliance*, and *crown of glory* once per day each. He can cast *light* at will in addition to any other actions, and he can unleash a *sunray* from his robe once per hour.

Hyperion can only be struck by +2 or better weapons, and is immune to all fire-, heat-, and light-based attacks. He cannot be magically blinded and is unaffected by size-altering magic and psionics. His robes radiate light as bright as daylight and he can dim these robes to no more than glowing embers at will; regardless of the brightness of his robes, all magical darkness within 300 yards of him is instantly dispelled. Any attempt to view the Father of Light with infravision causes immediate blindness for 1d4+6 rounds.

Other Manifestations

As with the other male Titans, the Father of Light's manifestations are few and far between. When he chooses to do so, it is often as a blinding radiance around a follower that blinds all foes who fail a saving throw vs. spell with a -2 penalty for 1d3 turns. This blinding light also deals 3d6 points of damage to any undead within 40 feet. On other occasions, he has been known to grant an individual desperately trying to uphold an oath against overwhelming odds the effects of a *potion of heroism* for up to a week in order to complete their task.

The Titans call on asuras, lesser titans, and monsters of legend as their preferred servants, but Hyperion is also served by blindheims, crystal dragons, firestars, focoids, glass golems, light aasimon, mercury dragons, nyths, oathbinder tasked genies, radiance fundamentals, radiance quasiaelementals, radiant mephits, sunflies, will o'dawns, and will o'wisps. He displays his favor through unusual displays of light, such as cloud iridescences, crepuscular rays, and sun dogs. He displays his disfavor through the appearance of unusual darkness or shadows, a lack of light where there should be light, or the mysterious dimming of flames or other lights.

The Church

CLERGY:	Clerics, specialty priests, monks, paladins
CLERGY'S ALIGN.:	LG, NG, LN, N, LE
TURN UNDEAD:	C: Yes, SP: Yes, Mon: No, Pal: Yes
CMND. UNDEAD:	C: No, SP: No, Mon: No, Pal: No

All clerics, monks, and specialty priests of Hyperion receive religion (Titan) as a bonus nonweapon proficiency.

The church of Hyperion is well regarded among those who worship the Titans. Even those who worship the Olympians have grudging respect for Hyperion's priesthood. They seek to ward off darkness and the dangers of night-time predators, as well as those who would use the cover of night to steal or otherwise harm people. The clergy of the Watcher Above also administers oaths and seek to enforce laws, either by operating as law enforcement officers or as independent operators who turn those guilty of crimes over to the proper authorities. The priesthood is primarily interested in ensuring laws are followed rather than the dispensing of justice, but this varies from temple to temple.

Temples dedicated to the Watcher Above are always brightly lit, either through mundane or magical means. As with Okeanos and Tethys,

these temples also serve the clergy of Hyperion's spouse Theia, with each priesthood having parallel hierarchies within the grounds of the sanctuary. Within the temple proper, statues of the two gods take the focus, each typically decorated with gold, silver, and various gemstones, all designed to sparkle and gleam in the light. The walls are similarly decorated, often set into friezes, mosaics, and other sculptures. This art depicts the two gods, their children, and well-known landscape scenes. Tapestries and other cloth hangings are rare; polished bare stone is preferred to light-absorbing cloth.

Novices of Hyperion are called Glimmers, while full priests of the Father of Light are called Luminars. In ascending order of rank, the titles used by the Hyperion priesthood are Spark, Ember, Flicker, Shimmer, Glow, Lucent, Incandescent, and Blinding. High ranking priests have unique individual titles. Specialty priests in the service of the Father of Light are called brightshines. The majority of Hyperion's clergy consist of specialty priests (48%) and clerics (41%), with much smaller numbers of monks (8%) and paladins (3%) filling out the ranks. Males (55%) and females (45%) are drawn to the ranks of the clergy in relatively equal numbers.

Dogma: Watch and observe the world around you, for the world is a natural teacher for those willing to learn. Bring light to darkness, for in light the children of the Titans prosper. Oaths are sacred under the light of Hyperion; keep to yours and ensure others keep to theirs as well.

Day-to-Day Activities: Outside of temple sanctuaries, most priests of Hyperion serve as justices of the peace. They handle local, low-level crimes and infractions outside of the urban centers, and officiate agreements and oaths between individuals. Those priests who operate within temple sanctuaries often spend their time on scholarly matters such as studying legal cases or documenting their observations of the natural world.

Important Ceremonies/Holy Days: The equinoxes and solstices hold importance to the clergy of Hyperion, and each one is celebrated with a sacrifice and feast at midday. Collectively, these celebrations are known as the Hyperioa, and they honor the Father of Light for his creating the cycle of day and night that results in these solstices and equinoxes. Often, Helios, Selene, Eos, and Theia are honored during these ceremonies as well.

Major Centers of Worship: The priesthood of the Watcher Above still maintains a temple in the foothills surrounding Olympus in Arborea. It has only a small priesthood and the temple's condition is not what it once was, but the followers of Helios, Selene, and Eos contribute to its maintenance. This temple, known as the Lucereum was once famed for its intricate lamps, but the clergy no longer has the skill to create such artistry anymore. They are, however, able to maintain such devices, all of which are magical. The lamps are quite popular among the wealthy realms of the Outer Planes.

Affiliated Orders: The priesthood of Hyperion has one associated monastic order, although they have been known to sponsor bands of paladins and warrior priests who are dedicated to destroying undead. The Order of Night and Day is a group of monks who study the natural world through observation in order to divine its secrets. Their monasteries often have great caches of notes and tomes detailing anything from the lifecycle of butterflies to the diets of great dragons and much in between.

Priestly Vestments: The clergy of the Watcher Above wear yellow or golden himations during ceremonies, with wave-like patterns on the fringes in white or silver. They keep their hair cut short, with even the women never wearing their hair past their shoulders, and simple red or gold rings adorning their heads, like a crown. The holy symbol used by the priesthood is an amulet depicting an eye within a solar disc.

Adventuring Garb: When traveling, the members of Hyperion's priesthood most often wear common and humble travel garb, for they favor observing the world as a common person does. If expecting trouble, however, they make use of light armor and weaponry such as staves, maces, and spears to defend themselves. Those members of the clergy who operate as judicial officers wear finer garb to display their positions and their holy symbols are always visible. Most use maces or staves in their duties.

Specialty Priests (Brightshines)

REQUIREMENTS: Intelligence 10, Wisdom 14
PRIME REQ.: Intelligence, Wisdom

ALIGNMENT: LN
WEAPONS: All piercing or bludgeoning (wholly type P or B as well as P/B) weapons
ARMOR: Any up to scale, plus shields
MAJOR SPHERES: All, creation, divination, elemental (fire), guardian, healing, law, protection, sun, time
MINOR SPHERES: Astral, combat, numbers
MAGICAL ITEMS: As clerics
REQ. PROFS: Fire-building
BONUS PROFS: Observation

- Brightshines must be human.
- Brightshines are not allowed to multiclass.
- Brightshines can use a *wand of illumination* more efficiently than other characters. All powers from such a wand use half the normal number of charges in the hands of a brightshine; thus, one-charge powers use half a charge, two-charge powers use one charge, etc.
- When facing creatures of shadow or darkness (shadows, slow shadows, shades, shadow dragons, shadow fiends, etc.), brightshines add a +1 bonus to their attack and damage rolls.
- Brightshines can cast *faerie fire* or *light* (as the 1st-level priest spells) once per day.
- At 3rd level, brightshines can cast *blessed watchfulness* (as the 1st-level priest spell) or *dazzle* (as the 2nd-level priest spell) once per day.
- At 5th level, brightshines can cast *continual light* (as the 3rd-level priest spell) or *infravision* (as the 2nd-level wizard spell) once per day.
- At 7th level, brightshines can cast *eagle vision* (as the 3rd-level wizard spell) or *robe of glory* (as the 4th-level priest spell) once per day.
- At 10th level, brightshines can cast *Nystul's lightburst* (as the 4th-level wizard spell) or *true seeing* (as the 5th-level priest spell) once per day.
- At 15th level, brightshines can cast *prismatic eye* (as the 6th-level wizard spell) or *sunray* (as the 7th-level priest spell) once per day.

Hyperion Spells

2nd Level

Dazzle (Pr 2; Invocation/Evocation)

Sphere: Sun
Range: 10 yds. + 10 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 15-ft. radius
Saving Throw: Neg.

This spell creates a blinding flash of light in its area. Everyone within the area of effect who fails a saving throw vs. spell is subject to a –4 penalty on initiative rolls, attack rolls, and proficiency checks. Dazzled individuals receive a –20% penalty to all thief abilities. Effects of this spell last for 2d4 rounds.

The material component for this spell is the priest's holy symbol.

Lance of Light (Pr 2; Invocation/Evocation)

Sphere: Sun
Range: 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Special

By means of this spell, the caster causes a lance of light to burst from their holy symbol towards a single target. This light strikes as a warrior of the same level as the caster, with no range modifiers or modifiers for Dexterity or Strength. Any creature struck by the light suffers 1d3+1 points of damage per level of the caster (to a max of 10d3+10), with a

save vs. spell allowed for half damage. An additional save, also versus spell, or be blinded for 1 level per caster level; those sensitive to light (goblins, drow, etc.) make the save with a -2 penalty. Creatures composed of darkness or shadow, as well as undead, suffer 1d6+2 points of damage per caster level, to a maximum of 10d6+20.

The material component for this spell is the priest's holy symbol.

3rd Level

Oathbinding (Pr 3; Enchantment/Charm)

Sphere: Charm
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the caster binds a single willing target to uphold an oath they have made. The oath must be achievable or the spell will fail, although the reason for why it failed will not be known. It will also fail if the oath requires the one taking the oath to harm himself. Oaths can either have a duration, a specific goal, or be open-ended. The caster can eliminate the *oathbinding* at any time, otherwise it only ends upon completion of the oath. The oath cannot be lifted with *dispel magic*, but a *limited wish* can remove the oath.

If a creature bound by oathbinding violates their oath, they grow sick and die within 1d4 weeks. Deviation from or twisting of the oath causes a corresponding loss of Strength points until the deviation ceases. In such a case, a *remove curse* can lift the oath but doing so debilitates the individual (as cause disease) for 3d4 weeks.

The material components for this spell are the priest's holy symbol and anointing oil worth 50 gp.

4th Level

Robe of Glory (Pr 4; Alteration, Conjuraton/Summoning)

Sphere: Sun
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 7
Area of Effect: The caster
Saving Throw: None

With the *robe of glory* spell, the caster enshrouds himself with a bright, flaming robe. This robe causes no harm to the caster, but radiates harmful heat up to 10 feet away, causing any other creature not immune to heat or fire 1d6 points of damage per round within the zone. In addition, all those who look at the caster within 60 feet must make a saving throw versus spell or be blinded for 1d3 rounds; if seen with infravision, this save is made with a -4 penalty.

While wearing the *robe of glory*, the caster is immune to all fire-, heat-, and light-based attacks, but suffers double damage from ice and cold. The robe gives off light as the *continual light* spell, and all attacks by sighted non-blinded creatures are made with a -1 penalty to attack and damage rolls. This bright light dispels magical darkness within 40 feet automatically and any shadow creatures (shadows, slow shadows, shades, shadow fiends, etc.) must make a saving throw vs. spell to approach closer than 60 feet, and should they do so, they suffer 1d6 points of damage per round within that area.

Once every other round, the caster can cause the robe to unleash a bright blast of light and heat at a single target within 30 feet, dealing 6d6 points of damage (save vs. spell for half). However, this dims the radiance from the *robe of glory* for the next round, nullifying the blinding effect and heat aura but not the personal protection of cold vulnerability.

The material component for this spell is a strip of cloth that must be burned during the casting.