

CLASSIFIEDS: APOSTLE



To the common people it is often a mystery as to how God works through mortal agents. The apostle is a member of the clergy who has been gifted miraculous powers by The One True God. In turn he has been deemed one of the chosen servants of God within the lands of Vathak by the leaders of the great church. Unlike most holy men that struggle through a lifetime of trials to understand the meaning of their faith, the apostle did not choose to follow God; instead, God has chosen him to be a messenger in these dark times. These divine agents are granted their abilities without choice, selected by The One True God to wield an inner fire that even they do not fully understand. Unlike a cleric, who draws divine magic through a lifetime of devotion, apostles garner strength and power directly from a deity which has selected them to serve as a worthy vessel for their power.

Role: Apostles within Vathak are delivered their divine powers to combat a rising darkness which threatens to engulf all things. As mentioned above, those chosen to receive these divine gifts are far from deserving. These individuals are typically no more than common thieves, murderers, or worse. When asked of how they discovered the presence of their powers, these individuals often recall that they were struck down by The One True God before they were able to commit a sin which would have labeled them as lost souls by the doctrines of God. During this time they describe being afflicted with intense visions of eldritch

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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horrors rising from the broken earth to consume and warp flesh, creatures whose sole goal was to destroy all that remains of the light. It was, as many say, a chance for redemption that could not be refused.

Alignment: Lawful Good

Hit Dice: d8

CLASS SKILLS

The apostle's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the Apostle.

Weapon and Armor Proficiency: Apostles are proficient with all simple and martial weapons, light armor, medium armor and shields (except tower shields).

Spells: An apostle casts divine spells which are drawn from the inquisitor spell list. His alignment, however, may restrict him from casting certain spells opposed to his moral or ethical beliefs. An apostle must choose and prepare his spells in advance. To prepare or cast a spell, an apostle must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an apostle's spell is 10 + the spell level + the apostle's Wisdom modifier. Like other spellcasters, an apostle can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the *Apostle Spells Per Day Table*. In addition, he receives additional bonus spells per day if he has a high Wisdom score.

Domains: All apostles within the setting of Shadows over Vathak follow the church of the One True God and must adhere to the stringent restriction of the imposed alignment of Lawful Neutral. The following rules regarding the choice of alternate domains can be used if a game master wishes to use the apostle character class within a game outside of Shadows over Vathak. An apostle's deity influences his alignment, what magic he can perform, his values, and how others see him. An apostle chooses one domain from among those belonging to his deity. An apostle can select an alignment domain (Chaos, Evil, Good, or Lawful) only if his alignment matches that domain. The domain grants a number of domain powers, dependent upon the level of the apostle, as well as a number of bonus spells. An apostle gains one domain spell slot for each level of apostle spell he can cast, from 1st on up. Each day, an apostle can prepare one of the spells from his domain in that slot. Domain spells cannot be used to cast spells spontaneously. In addition, an apostle gains the listed powers from his domain, if he is of a high enough level. Unless otherwise noted, using a domain power is a standard action.

Orisons: Apostles can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Prayers: Each apostle draws upon a divine being to grant his powers. At first level the apostle gains the ability to use prayers. Like his divine spells an apostle must choose and prepare his prayers in advance. An apostle gains the use of one lesser prayer upon taking his first level and again each level indicated. Unlike most spell-like-abilities prayers have only a verbal component and so cannot be used if the Apostle is unable to speak for any reason. There are four types of prayers (*Lesser*, *Moderate*, *Greater*, and *True Prayer*), an apostle may not make use of prayers from a given type until he acquires the appropriate level. The DC for any prayer is a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). The number listed beside each prayer are the total number of times that an apostle may make use of that particular prayer type per day. While the apostle gains access to any prayer of a type he may make use of, he must choose and prepare his prayers in advance. Like his cleric spells, an apostle must have a full nights rest to regain his uses of the prayer ability.

Hymns (Su): The apostle can use this ability to help companions and allies, or to use the word of the One True God as a weapon to hinder his enemies. It is through these verbal proclamations of faith that his god grants boons and power to his chosen servant and any who lend an ear to his messages. Divine Hymns create magical effects on those around him, including himself if desired. The apostle gains the ability to use hymns a number of rounds equal to 3 + his Charisma modifier. At each level after 1st an apostle can use Divine Hymn for an additional 1 round per day. Each round, the apostle can produce any one of the types of Divine Hymn that he knows, as indicated by his level. Starting a Divine Hymn is a standard action, but it can be maintained each round as a free action. Changing a Divine Hymn from one effect to another requires the apostle to stop the previous Hymn and start a new one as a standard action. A Divine Hymn ends immediately if the apostle is killed, paralyzed, stunned, knocked unconscious, unable to speak or otherwise prevented from taking a free action to maintain it each round. An apostle cannot have more than one hymn in effect at one time.

Divine Hymn (Sp): A 1st-level apostle can inspire his allies through his devotion, bolstering them in combat for a cause deemed worthy by the will of his god. To be affected, an ally must be within 30ft of the apostle and be able to hear the apostle's hymn. An affected ally receives a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every five apostle levels thereafter, this bonus increases by +1, to a maximum of +5 at 20th level. Divine hymn is a mind-affecting ability.

Healing Hymn (Sp): An apostle's prayers are devout and through his unyielding faith, he is able to modify the effects of

any one item, spell, or spell-like-ability that restores hit points. In addition to the healing offered by the above mentioned source, the effects of the healing are increased by +1 point per apostle level.

Hymn of Sermon (Su): Upon reaching 4th level the apostle gains the ability to deliver a verbal message, speech, or sermon that any creature will hear in their own native language (the apostle gains the effects of a *Tongues* spell). Only creatures within 90 feet, able to see and hear the apostle are affected by this hymn. For every three levels the apostle has attained beyond 1st, he can target one additional creature with this hymn. Each creature within range receives a Will save (DC 10 + 1/2 the apostle's level + the apostle's Cha modifier) to negate the effect. If a creature's saving throw succeeds, that creature become immune to the apostle's sermon ability for 24 hours. If its saving throw fails, the creature stops its actions and become held in place by the conviction of the apostle's words for as long as the apostle continues to maintain the sermon it and becomes fascinated. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks and

is flatfooted until the sermon ends. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target automatically breaks the effect. Sermon is an enchantment (compulsion), mind affecting ability. Sermon relies on audible and visual components in order to function.

Hymn of Sanctuary (Su): An apostle of 7th level is able to use the word of his god to produce a divine barrier of protection against the attacks of his enemies. When activating this ability the apostle may choose to bestow its benefits onto multiple targets or a single creature. When used on multiple creatures the apostle may select a number of targets equal to his Charisma modifier and replicate the effects of a *Sanctuary* spell. When used in this way it requires the apostle to use a move action to maintain the effects of this hymn. The saving throw to overcome the *Sanctuary* effect is a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). If bestowed onto a single creature it creates a glowing light and replicates the effects of a *Sanctuary* spell save that hostile actions by the warded creature

THE APOSTLE

Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Divine Hymn Lesser Prayer 1/day	4	2+1	—	—	—	—	—
2nd	+1	+3	+0	+3	Healing Hymn	5	3+1	—	—	—	—	—
3rd	+2	+3	+1	+3	Lesser Prayer 2/day	6	4+1	—	—	—	—	—
4th	+3	+4	+1	+4	Hymn of Sermon	6	4+1	2+1	—	—	—	—
5th	+3	+4	+1	+4	Lesser Prayer 3/day	6	4+1	3+1	—	—	—	—
4th	+4	+5	+2	+5	Hymn of Sanctuary	6	4+1	4+1	—	—	—	—
7th	+5	+5	+2	+5	Moderate Prayer 1/day	6	5+1	4+1	2+1	—	—	—
8th	+6/+1	+6	+2	+6	Vengeful Hymn	6	5+1	4+1	3+1	—	—	—
9th	+6/+1	+6	+3	+6	Moderate Prayer 2/day	6	5+1	4+1	4+1	—	—	—
10th	+7/+2	+7	+3	+7	Commune	6	5+1	5+1	4+1	2+1	—	—
11th	+8/+3	+7	+3	+7	Moderate Prayer 3/day	6	6+1	5+1	4+1	3+1	—	—
12th	+9/+4	+8	+4	+8	Holy Incantation	6	6+1	5+1	4+1	4+1	—	—
13th	+9/+4	+8	+4	+8	Greater Prayer 1/day	6	6+1	5+1	5+1	4+1	2+1	—
14th	+10/+5	+9	+4	+9	Hymn of Revelation	6	6+1	6+1	5+1	4+1	3+1	—
15th	+11/+6/+1	+9	+5	+9	Greater Prayer 2/day	6	6+1	6+1	5+1	4+1	4+1	—
16th	+12/+7/+2	+10	+5	+10	Consuming Hymn	6	6+1	6+1	5+1	5+1	4+1	2+1
17th	+12/+7/+2	+10	+5	+10	Greater Prayer 3/day	6	6+1	6+1	6+1	5+1	4+1	3+1
18th	+13/+8/+3	+11	+6	+11	Cause of Righteousness	6	6+1	6+1	6+1	5+1	4+1	4+1
19th	+14/+9/+4	+11	+6	+11	True Prayer 1/day	6	6+1	6+1	6+1	5+1	5+1	4+1
20th	+15/+10/+5	+12	+6	+12	Revelation of Heaven	6	6+1	6+1	6+1	6+1	5+1	5+1

do not break the effects of the *Sanctuary*. When used in this manner this hymn expends 3 uses of the apostle's hymns per day per round it is maintained.

Vengeful Hymn (Su): An apostle of 8th level or higher can use the power of his god's word to inspire or to foster a sense of growing dread in his wicked enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to hear the apostle's Hymn. Each round the target creature receives a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier) to negate the effect of the divine hymn. If a creature's saving throw succeeds, that creature becomes immune to the apostle's Vengeful Hymn ability for 24 hours. If its saving throw fails the target becomes shaken for a number of rounds equal to 1d4 + the apostle's Charisma modifier. A second failed save will cause the shaken creature to become frightened. Finally, a third failed save results in bestowing the panicked condition. The condition persists for the duration of the effect. Vengeful Hymn is a mind-affecting fear effect, and it relies on audible and visual components.

Commune (Su): At 9th level the apostle becomes able to ask his god for guidance. Once per day the apostle gains the use of *Commune* as a spell like ability. Unlike the direct casting of the spell, the apostle need not use material components or a divine focus required in the casting. The answers provided always prove truthful as relayed from the deity's point of view. An apostle that chooses to abandon his god loses access to this ability until he atones.

Hymn of Holy Incantation (Su): Through long study, an apostle has committed powerful holy incantations to memory. By expending 3 uses of his daily allotment of hymns, he may replicate any divine spell of 4th level or lower. In order for this hymn's abilities to have the desired effect he must also "lose" a prepared spell that is not an orison or domain spell in order to cast the desired spell. All other requirements of casting the desired spell (such as components and/or any divine focus) must also be met.

Hymn of Revelation (Su): At 14th level, an apostle can use this divine hymn to compel creatures that are in hiding to reveal themselves. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the Apostles level + the Apostle's Cha modifier). If they fail, they must cease using Stealth, unlock and open doors between themselves and the apostle, and dismiss, suppress, or dispel if necessary any magical effects that grant invisibility or any other form of concealment from the apostle. As long as they can hear the hymn, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the apostle continues his

hymn. This ability is language-dependent and requires audible components.

Consuming Hymn (Su): At 16th level, an apostle can use this divine hymn to cause creatures he deems evil to burst into a conflagration of divine fire. By expending 3 uses of the apostle's hymns the apostle forces a target enemy of a single chosen type (the creature types are: Aberration, Animal, Construct, Dragon, Humanoid, Fey, Monstrous Humanoid, Magical Beast, Ooze, Outsider, Plant and Undead) within 30 feet to make a Fortitude save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). Those which failed the saving throw suffer 1d6 damage per two apostle levels as holy sheets of white fire burst from their forms consuming them. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. Creatures which pass the Fortitude save suffer 3/4 damage (rounded down) from the attack but cannot be the target of the same apostle's Consuming Hymn for another 24 hours. Creatures of the chosen type which failed their saves and remain in the area must make a new save each round the apostle continues this hymn. This ability is language-dependent and requires audible components.

Cause of Righteousness (Ex): At 18th level, the apostle can lift a crowd's emotions and turn them toward a common purpose. The apostle must first start by using his Sermon Hymn before a crowd which he wishes to lead. He must continue using the Sermon Hymn for a minimum of 15 rounds without interruption, at which time he fills them with purpose. Fascinated creatures must make Will saves (DC 10 + 1/2 the Apostle's level + the Apostle's Charisma modifier) to resist. Those who fail are affected by *Mass Suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark rebellion, overthrow a wicked noble, build a beneficial structure such as an orphanage or donate money to a cause.

Revelation of Heaven (Ex): At 20th level, an apostle is gifted a secret of the heavens by his deity. The apostle may choose any one **Oracle Final Revelation**. The apostle does not gain any of the other effects associated with the Oracle mystery, but gains all benefits of the Final Revelation.

APOSTLE PRAYERS

LESSER PRAYERS

ARMOR OF CONVICTION

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: n/a

Once activated this prayer adds a +2 sacred bonus to AC. This prayer's protection increases as the apostle grows in power and providing an additional +1 bonus for every six levels the apostle has gained (maximum +5 sacred bonus at 18th level).

SKIN OF BRONZE

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

With this Prayer a single target is granted damage reduction 10/-. The protection lasts only a few fleeting moments, but is long enough to protect the target of this prayer from a single attack. This power must be used before the roll for damage against the target is made.

TONGUES

Casting Time: 1 Standard Action

Range: Personal

Duration: 10 minutes / level

Saving Throw: n/a

Spell Resistance: n/a

The apostle can understand all written and spoken languages as per the *Tongues* spell.

DIVINE SHIELDING

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Duration: 10 minutes / level

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

Activation of this Prayer grants a single target resistance 5 to one energy type of the apostle's choice. This prayer's protection increases as the apostle grows in power providing an additional 5 points of resistance for every 5 levels (maximum resistance 20 at 20th level).



DIVINE KNOWLEDGE

Components: V

Casting Time: 1 Standard Action

Range: Personal

Duration: 10 minutes/ level

Saving Throw: None

Spell Resistance: No

Once activated, the apostle may add his Charisma bonus to all Knowledge skill checks.

DIVINE RETRIBUTION

Components: V

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 round/ level

Saving Throw: None

Spell Resistance: No

Once activated the apostle may add his Charisma bonus to all weapon damage rolls.

MARK OF DISFAVOR

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Effect: Targeted creature

Duration: 1 round / level

Saving Throw: Will partial

Spell Resistance: Yes

With this prayer the apostle marks one of his opponents to receive the disfavor of his god. On a failed save the target takes a penalty equal to the apostle's Charisma score bonus to all attack rolls, saving throws, skill checks, and ability checks. On a successful saving throw this penalty is reduced to a -1 to these checks.

SAVING GRACE

Components: V

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

With this prayer the apostle grants himself or his allies the ability to reroll a failed saving throw with a bonus equal to his Charisma modifier. This ability must be used before the negative effects resulting in the failed saving throw are revealed. The target of this prayer must take the results of the second roll, even if it is worse.

HEALING HANDS

Casting Time: 1 Swift Action

Range: Personal

Duration: 1 minute/ level

Saving Throw: none

Spell Resistance: no

The apostle gains a +1 per apostle level bonus to all Heal and Diplomacy skill checks.

REST OF THE FAITHFUL

Components: V

Casting Time: 1 Standard Action

Range: Touch

Duration: 8 hours

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

The apostle places his hand on the target and mutters a short prayer, placing an enhancement upon them. When the target next sleeps a full night's rest (8 hours) he regains hit points as if he had taken 2 days of full bed rest under the effects of Long Term Care (see the Heal skill) and heals a total of 4 hit points per level and 4 ability score points.

SUSTENANCE

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: touched creature

Duration: 24 hours

Saving Throw: Fort negates

Spell Resistance: Yes

The apostle is able to use divine energy to suppress the need for food and water. The apostle may grant the benefits of this prayer to a number of creatures equal to one-half his apostle level. For the next 24 hours these selected creatures no longer need to eat or drink and are immune to the effects of starvation and thirst. In addition the creatures affected by this prayer gain the benefits of the Endurance feat for the duration of the prayer.

MODERATE PRAYERS

LIFE UNWORTHY

Components: V

Casting Time: 1 Standard Action

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

An apostle takes life from those who are unworthy before the eyes of their god and grants the stolen energy to those in need. The apostle charges his hand with divine energies and

makes a single melee touch attack that causes a living creature 1d8 damage per apostle level (maximum 10d8). Following a successful use of this prayer the apostle may cause either himself or one of his allies to heal an amount of hit points equal to the damage dealt. Healing himself is a swift action, healing another willing target is a move action (with a range of touch). The healing provided by this prayer cannot be used to cause damage to undead creatures.

BREAKING DEATH'S GRASP

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer has any negative levels that have the potential to result in level loss, he may immediately make a Fortitude save (with a bonus equal to the apostle's Charisma modifier) to remove a number of negative levels from the touched creature equal to the apostle's Charisma modifier. The DC of the Fortitude save to benefit from this prayer is the same as the DC to avoid level loss. If the save succeeds, the target loses a number of negative levels equal to 1/2 the apostle's level. If the save fails, the target keeps the negative level and cannot benefit from this prayer again for 24 hours.

RESTORATIVE TOUCH

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer has suffered from ability damage they may make a Fortitude save (with a bonus equal to the Apostle's Charisma modifier) to remove a number points of ability damage equal to the apostle's Charisma modifier. The DC of the Fortitude save to benefit from this prayer is the same as the DC to avoid the effect which caused the initial ability damage. If the save fails, the target keeps the ability damage and cannot again benefit from this prayer again for 24 hours.

CLEANSING

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer is affected by any of the following conditions: disease (magical or otherwise), poison, paralysis, petrification, polymorph, curse, charm, dominate, or compulsion, he may immediately make a new save (with a bonus equal to the apostle's Charisma modifier) to remove these effects. If the save succeeds the listed effects end immediately. Failure of the saving throw yields no effect and the target cannot benefit from this prayer again for 24 hours. The DC and type of the save is the same as was used to cause the initial effect. The apostle may, if he chooses to, substitute a Heal check in place of the new save. If used to remove a curse, any special requirement listed in the curses description must be met before it can be removed.

HALO OF PROTECTION

Casting Time: 1 Swift Action

Range: Self

Duration: Special

Saving Throw: None

Spell Resistance: No

Once activated the apostle gains the effects of a *Stone Skin* spell using the Apostle's level as the caster level to determine the effects of the spell. Once enough damage has been absorbed to end the effects of the *Stone Skin* spell, the halo shatters into dust and the prayer ends.

TOUCH OF THE CHOSEN

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: 1hr/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of the prayer receives a +2 sacred bonus to one ability score of the apostle's choosing. This bonus improves by +1 as the apostle attains 12th level and each four levels beyond 12th (to a maximum of +5 at 20th level). No creature may benefit from this prayer more than once in any 24 hour period.

GREATER PRAYERS

DIVINE INTERVENTION

Components: V

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An apostle may call upon this prayer just as he or one of his allies are struck by an attack or spell. Calling on the celestial power of his God to spare the victim from the wounds suffered, all the inflicted damage of the attack or spell (the total damage including all modifiers) is halved (this is applied before any damage reduction or resistance is applied). This Prayer may be invoked after any attack or spell penetration roll conformation.

FAITH'S FREEDOM

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Targeted creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This prayer grants the target the effects of a *Freedom of Movement* spell.

SPELL RESISTANCE

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Once activated this prayer grants the target a Spell Resistance of 10 + the apostle's level.

TRUE PRAYERS

CALM THE STORM

Components: V

Casting Time: 1 Immediate Action.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 spell or attack.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using the power of his god, the apostle is able to completely negate all damage from a single attack or spell. For area effect spells the damage is stopped at its source and so negates the damage for every target. Any secondary effects that require the target to fail a save are also ignored. This prayer has no effect on any attack or spell that cannot deal damage. Because this prayer requires calling on the power of the gods directly it cannot be used more than once per round. This prayer must be used before any save or damage roll but may be invoked after any attack or spell penetration roll confirmation.

DIVINE VIGOR

Components: V

Casting Time: 1 Swift Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 willing ally

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this prayer the apostle wills either himself or an ally to act. The target of this prayer may immediately take a standard action. For example, an apostle could use this prayer to interrupt an enemy spell caster by granting an ally an action that is then used to attack the spell caster, if the attack is successful it would then force the caster to make a caster check or lose the spell. Once affected by this prayer the target cannot be affected again until after 24 hours have passed.

RAISE DEAD

Components: V

Casting Time: 1 minute

Range: Touch

Effect: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this prayer the apostle is able to bring the dead back to life. The apostle can raise a creature that has been dead for no longer than one minute per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this spell. A creature that has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. Once affected by this prayer the target cannot be affected again until after 24 hours have passed.

Apostle Archetypes

Held to a higher standard by a calling from their god, the apostle is thrust into the tradition of his religion, using his newly found powers to forge a path through the madness of violence and bloodshed. Driven by visions and a zealous devotion to the One True God, they act as heralds bringing the news of salvation to their allies and messengers of death and destruction to their enemies. Although ordained as divine champions through circumstances beyond their control, they are known to all as the “true” servants of the One True God through the awesome display of his divine power.

Doomsayer (*Apostle Archetype*)

Some apostles are pulled from the horror of their lives and delivered a message of profound divinity. In but a few fleeting moments they are shown the truth of all things. With these revelations come the lasting visions of a terrifying consequence to the world, a foretold doom for all of mankind, should they fail in their new calling. While most apostles recover from this vision and find true purpose, there are others who cannot shake the visions of their dying world. Blessed with divine might, the Doomsayer’s mind is wracked not with visions of a perfect world, but of the dying world around him. These individuals walk the lands of Vathak, proclaiming its ultimate fate and destruction, all the while trying to forestall the dreaded prophecy they speak through their actions.

Prophetic Doom

The Doomsayer’s hopes are for a better world despite the knowledge which he has been granted. The dark visions of the events that will eventually come to pass gnaws upon his every waking thought, making each hymn sung a distorted and warped version of what he considers to be true salvation – oblivion.

Prophetic Doom (Su) A 1st-level Doomsayer can tell of the end times shown to him through his apocalyptic visions, causing fear and instilling a sense of growing dread with each truthful word spoken. To be affected, an enemy must be able to see and hear the apostle. The Doomsayer may affect a number of creatures up to the Doomsayer’s Charisma modifier. An affected creature may choose to suffer a -2 penalty on all attack and weapon damage rolls or make a Will saving throw to avoid the hymn’s effect. Those who attempt to make a saving throw must succeed a Will Saving throw equal to (10 + ½ the apostle’s class level + Charisma modifier) or become shaken for a number of rounds equal to ½ the apostle’s hit dice +3. At 5th level and every 6 levels thereafter the penalty increases by a further -1 (-3 at

5th, -4 at 11th, -5 at 17th). A failed save results in physical illness, as the target of a hymn of Prophetic Doom begins to believe and accept the truth at all hope is lost. At 5th level a failed save results in a creature becoming frightened. At 10th level they become panicked, at 15th level they become staggered and at 20th level nauseated. Prophetic Doom is a mind-affecting ability. This ability replaces the apostle Divine Hymn, Healing Hymn and Hymn of Sermon class features.

The Face of Fear (Ex) Being gifted the terrible visions of the world’s end; the Doomsayer’s mind has grown abstract in his thoughts. At 3rd level, a Doomsayer gains immunity to all fear effects. At 5th the Doomsayer gains a +2 to all Will saving throws



made to avoid mind-affecting effects. Once the Domsayer reaches 10th level, he gains immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). This ability replaces the apostle's Divine Health, Divine Grace and Holy Incantation class features.

Apocalyptic Visions (Su) At 9th level the apostle becomes riddled with the visions of his dying world. It is through this madness that he is reviled truth. Once per day as a swift action, the apostle gains the use of True Seeing as a spell-like ability. This ability replaces the apostle's Commune class feature.

Move to Madness (Ex) At 18th level, the Domsayer's can cause a crowd to panic by the weight of his dark truth. By his words alone, the Domsayer can turn a group of people into a raging crowd of frenzied individuals who have been given preview to the end of days and driven into rage induced madness. To use Move to Madness the Domsayer must expend 2 uses of his hymn ability per size category of the group which are available to effect with this ability. Gaining the Mob template, a mob gathered with this ability also gains the following special attacks in addition to its traits:

Surge of Madness (Ex) The horror of the mob's violence causes any creature which takes damage from the mob to make a Will save (DC 10 + the mob's Hit Dice + the Domsayer's Charisma modifier) or suffer 1d6 points of Wisdom damage.

Leading the Mob: Once assembled, the Domsayer must continue to expend a use of his hymn each round to maintain the mob. Directing the actions of the mob requires the Domsayer to expend a move action and succeed on a DC 15 Charisma check. Failure of this check results in the mob acting as if they are under the effect of a confusion spell until the Domsayer once again regains control. Acting until either the Domsayer runs out of hymns, chooses to end the effect, or are dealt enough damage to dissipate. The mob continues to fight for a number of rounds equal to 3+ the Domsayer's Charisma bonus, during which it is under the effects of confusion. See the mob template in the **Creatures of Vathak** chapter. This ability replaces the Cause of Righteousness class features.

Apostle/Inquisitor Spells

0-Level Apostle/Inquisitor Spells

City Rumor I: The city whisper a rumor to caster; 50% chance of a true rumor.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

1st-Level Apostle/Inquisitor Spells

Bleeding Wounds: Accelerates injuries and makes inflicted wounds cause more damage.

City Rumor II: The city whisper a rumor to caster; 75% chance of a true rumor.

Courage: + 1 deflection bonus to AC and temporary hit points.

Draw Upon Faith: Receive a surge of divine energy that grants you a competence bonuses.

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.

Potent Weapon: Cause wielded weapons to deal additional damage to designated creature type.

Protection from Aberrations: Wards a creature from aberrant creatures.

2nd-Level Apostle/Inquisitor Spells

City Rumor III: As city rumor 1, but 98% chance of a true rumor.

Eyes of the Vigilant: +10 to Perception checks against Stealth checks plus 15 ft. blind-sense and tremor-sense.

Fearless Mount: Mount gains immunity to fear.

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Infuse Sanity: Gain benefit when using holy symbol as a divine focus.

3rd-Level Apostle/Inquisitor Spells

Bravery: Subject gains +2 to AC and temporary HP.

4th-Level Apostle/Inquisitor Spells

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Mind Crush: target's brain begins to swell uncontrollably.

Steady Hand: Next ranged attack roll made with a firearm or crossbow is consider a critical hit.

5th-Level Apostle/Inquisitor Spells

Faithful Determination: Ignore the dead, disabled, dying, staggered, and/or unconscious conditions.

BRAVERY

School abjuration; **Level** cleric 3, apostle/inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, OF

Range close (25 ft. + 5 ft./2 level)

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the target a +2 deflection bonus to AC and a number of temporary hit points equal to the casters level + 10 (maximum of 25). A creature may only receive the benefit of this spell once in any 24 hour period, regardless of the spells source. If *bravery* is cast on a creature which has already received its blessings, the spell simply fails and is wasted.

CITY RUMOR I

School divination; **Level** bard 0, cleric 0, apostle/inquisitor 0, sorcerer/wizard 0

Casting Time 1 minute

Components V, S, M/DF (a pebble from the city)

Range personal

Target you

Duration instantaneous

When this spell is cast, the voice of the city whispers a rumor in the ears of the caster. This is a rumor that has been whispered or spoken to someone else within the last day or so and is true 50% of the times this spell is cast. These rumors can be just about anything and it is really up to the GM to decide what the specific details are. The caster must be within a city which can be as large as a metropolis or as small as a hamlet. The size of the place also helps to decide the complexity of the rumor.

CITY RUMOR II

School divination; **Level** bard 1, cleric 1, apostle/inquisitor 1, sorcerer/wizard 1

This spell works exactly as city rumor I, but instead of there being 50% chance of a true rumor, the chance is now 75%.

CITY RUMOR III

School divination; **Level** bard 2, cleric 2, apostle/inquisitor 2, sorcerer/wizard 2

The chance of a true rumor is now 98%, but there may still be times when these rumors have half-truths hidden within them.

COURAGE

School abjuration; **Level** cleric 1, apostle/inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the target a +1 deflection bonus to AC and a number of temporary hit points equal to the caster's level + 5 (maximum of 15). A creature may only receive the benefit of this spell once in any 24 hour period, regardless of the spell's source. If *courage* is cast on a creature which has already received its blessings, the spell simply fails and is wasted.

EYES OF THE VIGILANT

School divination; **Level** apostle/inquisitor 2

Casting Time 1 standard action

Components S, DF

Range personal

Target you

Duration 10 min./level (D)

For the duration of this spell, the inquisitor gains a +10 enchantment bonus to Perception checks, but only for the purposes of noticing creatures attempting to sneak towards, past or away from the inquisitor, his party or their campsite. This includes using the Stealth skill, visual and non-visual clues of invisible opponents and even the vibrations caused by burrowing creatures. Also, for the duration of this spell the inquisitor gains blindsense and tremorsense.

FAITHFUL DETERMINATION

School abjuration; **Level** antipaladin/paladin 4, apostle/inquisitor 5

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 rd./per level

You ignore the dead, disabled, dying, staggered, and/or unconscious conditions. You are also immune to all healing spells and effects, such as: conjuration (healing) spells, fast healing, regeneration, and even temporary hit points. Increases to your Constitution score while this spell is in effect do not increase your hit points; at the end of this spell's duration, you suffer the effects of all the conditions you were ignoring.

FEARLESS MOUNT

School abjuration; **Level** druid 2, apostle/inquisitor 2, paladin 2, ranger 2, eldritch conjuror/summoner 2

Casting Time 1 minute

Components V, S, DF

Range touch

Target mount touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Your calming touch gives the mount immunity to fear. This calming effect also makes the mount easier to handle. For the duration, anyone who interacts with the fearless mount gains a +4 morale bonus to Ride and Handle Animal skill checks. For the purpose of this spell a mount is any creature that allows a rider.

INFLECT PAIN

School necromancy [evil]; **Level** antipaladin 1, cleric/oracle 1, apostle/inquisitor 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration special (see below)

Saving Throw Fortitude partial; **Spell Resistance** yes

Surrounding your hand with a dull red glow, this spell allows you to send blindingly hot pinpricks through your target's body. This deals 2d6 points of nonlethal damage, plus 1 point per caster level (maximum +5), and the target suffers a -1 penalty to attack rolls, skill checks, and ability checks for 1 minute. A successful saving throw results in half damage and negates the penalty.

INFUSE MADNESS

School transmutation [evil]; **Level** cleric/oracle 4, apostle/inquisitor 4, antipaladin/paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Target your unholy symbol

Duration 5 rounds

Saving Throw none; **Spell Resistance** no

Calling upon the power of the Old Ones, your unholy symbol becomes temporarily infused with a dark energy, and begins to emit a sickly yellow illumination. For the duration of the spell, all channel energy and lay on hands attempts used to deal damage are maximized; you also cast spells that require a divine focus as if you were one caster level higher. In addition, whenever you channel energy and a creature fails their Will save, they suffer the effects of *lesser confusion* spell until the end of their next turn.

INFUSE SANITY

School transmutation; **Level** cleric/ oracle 4, apostle/ inquisitor 4, paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Target your holy symbol

Duration 5 rounds

Saving Throw none; **Spell Resistance** no

Calling upon the power of the One True God, your holy symbol becomes temporarily infused with a divine energy, and begins to glow with an amber-hued light. For the duration of the spell, all channel energy and lay on hands attempts used to heal damage are maximized; you also cast spells that require a divine focus as if you were one caster level higher. In addition, whenever you channel energy and a creature is healed, they gain the benefits and effects of a *bless* spell until the end of their next turn.

KNOW ANATOMY

School necromancy.; **Level** alchemist 1, cleric 0, druid 0, apostle/inquisitor 0, ranger 1, sorcerer/wizard 0, witch 0

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level

The caster gains insight into humanoid anatomy. She gains a +4 insight bonus to all Heal checks made while treating humanoid subjects.

MIND CRUSH

School evocation [death]; **Level** antipaladin 4, apostle/ inquisitor 4, sorcerer/wizard 6, witch 7

Casting Time 1 standard action

Components V, S, M (a small bit of brain matter)

Range close (25 ft + 5 ft./2 levels)

Target one living creature

Duration concentration + 1 round/level (D)

Saving Throw **Fortitude** negates **Spell Resistance** yes

Once the caster invokes this horrific spell, the target's brain begins to swell uncontrollably. Extremely gruesome to witness, the physical effects of the spell cause the target to profusely bleed from their nose, ears, mouth, and eyes. Each round that this spell remains in effect, the target suffers 3d4 points of damage and the loss of 1 point of Intelligence. A successful Fortitude save negates the Intelligence damage dealt that round.

POTENT WEAPON

School transmutation; **Level** cleric/oracle 1, apostle/inquisitor 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S

When you cast this spell, you designate a foe by creature type (see bane special weapon property) and imbue a weapon you touch with the power to deal additional damage to that foe. The weapon gains a +1 enhancement bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

PROTECTION FROM ABERRATIONS

School abjuration; **Level** cleric/oracle 1, apostle/inquisitor 1, paladin 1, sorcerer/wizard 2, eldritch conjuror/summoner 1

Casting Time 1 standard action

Components V, S, M

Range touch

Target creature touched

Duration 1 min/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell wards a creature from attacks by creatures with the aberration and pseudo-natural type. First, against attacks made by aberrations, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Next, the subject becomes immune to any effects caused by these creatures that can be removed by the spells *remove disease* or *remove curse*. Lastly, the subject immediately receives another save against any spells or ongoing effects originating from an aberration that attempts to gain mental control over the creature, with a +2 moral bonus.

STEADY HAND

School divination; **Level** apostle/inquisitor 4, ranger 3, sorcerer/wizard 3, witch 4

Casting Time 1 standard action

Components V, F (a small iron replica of a firearm or crossbow)

Range one creature touched

Target you

Duration see text

You gain a limited precognition that allows you to aim your attacks more precisely. Your next ranged attack roll made with a firearm or crossbow (if it is made before the end of the next round) automatically hits and is considered a critical threat. You must still make an attack roll to confirm the critical threat.

Feats

Holy Inspiration

Your faith and worship to a god has given you the words to inspire your allies.

Prerequisites: Cha 13, Apostle level 1.

Benefit: You can speak an inspiring word to your allies within 30 feet. Those allies receive a +2 divine bonus on attack rolls, skill checks, ability checks, and saving throws for one round. You can use this ability once per day.

Overwhelming Faith

The god of your faith shows his favor to you by granting you the power to cripple his ancient enemies.

Prerequisites: Apostle level 1.

Benefit: Once per day as a swift action, the apostle may select an enemy within 30 ft. that has damage reduction. This damage reduction is reduced by 1/2 of your apostle level (minimum 0). This effect lasts for one round per two apostle levels.

Touch of Faith

Calling upon the god of your faith, he instills in you great power over your enemies.

Prerequisites: Apostle level 3, non-evil alignment.

Benefit: Holy light surrounds your melee, ranged, or natural weapon, causing half the damage inflicted to be holy damage and causing the weapon to be treated as good-aligned for bypassing damage reduction. Once per day as a swift action, the apostle may call upon the powers of this feat. This ability remains active for a number of rounds equal to 1/2 the apostle's class level.



Shadows over Vathak

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