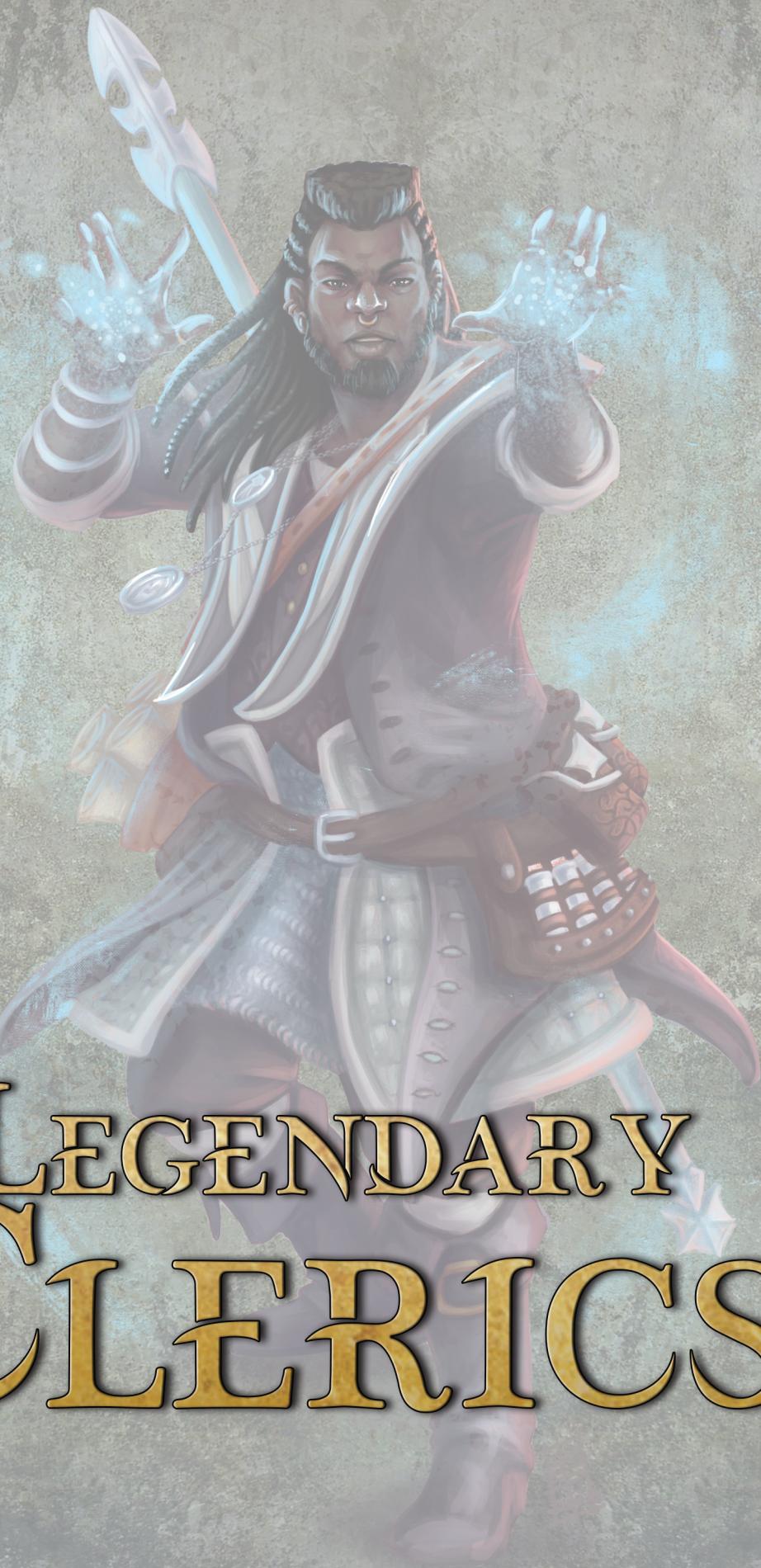




LEGENDARY CLERICS

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

BY MATT DALEY AND NATHAN REINECKE



LEGENDARY CLERICS



LEGENDARY CLERICS

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ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
AG = *Pathfinder Roleplaying Game Adventurer's Guide*
AMH = Softcover Companion for armor masters
AP₃₅ = 35th Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
AP₄₂ = 42nd Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
AP₈₀ = 80th Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
AP₈₁ = 81st Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
AP₈₂ = 82nd Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
AP₈₄ = 84th Issue of the official *Pathfinder Roleplaying Game* series of Path Adventures
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
ASoI = *Arcforge Campaign Setting: Spheres of Influence*
BoS = Softcover guide to characters descended from shadows
BotD = Hardcover book of damned creatures from the lower planes
CoB = Softcover guide to balanced champions
CoL = Softcover guide chronicling legends
CoP = Softcover guide to pure champions
CoR = Softcover guide to rivals in concordance
CotR = Softcover guide chronicling the righteous
C&C = Softcover guide to companions and cohorts
DA = Softcover anthology for divine characters
DH = Softcover guide to dungeoneering
DHH = Softcover guide to demon hunting
DoG = Softcover guide to dwarves
DTT = Softcover guide to dirty tactics
DuoG = Softcover guide to dungeons
FoP = Softcover guide to pure faiths
F&P = Softcover guide to philosophy and faith

GoG = Softcover guide to goblins
MC = *Pathfinder Roleplaying Game Monster Codex*
MSH = Softcover guide to monster summoning
HA = *Pathfinder Roleplaying Game Horror Adventures*
HotW = Softcover guide to wild heroes
HuG = Softcover guide to humans
ISG = Hardcover guide to gods in the lands of the Inland Sea (see OGL)
ISM = Softcover guide to magic in the lands of the Inland Sea (see OGL)
ISWG = Hardcover guide to the lands of the Inland Sea (see OGL)
KoIS = Softcover guide to knights in the lands of the Inland Sea (see OGL)
MeTT = Softcover companion for melee tactics
MTT = Softcover companion for magic tactics
OA = *Pathfinder Roleplaying Game Occult Adventures*
OlotP = Softcover companion for the Land of Pharaohs
OO = Softcover companion for the origins of occult characters
PA = *Pathfinder Roleplaying Game Planar Adventures*
PFU = *Pathfinder Roleplaying Game Pathfinder Unchained*
Q&C = Softcover companion for campaigns and quests
SMH = Softcover companion for spymasters
SoM = *Spheres of Might*
TBS = *The Bear Sphere*
TEoG = Softcover companion for the Glorious Fallen Empire
TFW = Softcover campaign setting guide to the world of the fey
TG = Softcover campaign setting to technology
TIH = *The Initiate's Handbook*
TInH = *The Inventor's Handbook*
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*
USH = Softcover Companion for undead slaying
USoP = *Ultimate Spheres of Power*
UW = *Pathfinder Roleplaying Game Ultimate Wilderness*
WMH = Softcover Companion for weapon masters



WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word Legendary in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE LEGENDARY CLERICS

Legendary Clerics is the latest volume in our new series of class-focused player supplements for the *Pathfinder Roleplaying Game*, this time raising high the sacred banner of the cleric class! This book brings a completely redesigned cleric class built around their faith and blessings, with integrated domains and doctrines that grow as their faith and power does. Domains have been redesigned to incorporate the vast diversity of spells available beyond the *Pathfinder Roleplaying Game Core Rulebook*, with expanded domain powers and alternate doctrines for 30 domains, like Doctrines of Friendship and Enthrallment for the Charm Domain, Fortune and Misfortune for Luck, and Domestication and the Wild for Animals! Plus you'll find nearly a dozen archetypes like the **prophet** and **planar envoy** and even more new spells, feats, alternate class features, favored class bonuses, and more! Plus to cap it all off, we bring you **Ishmael Bremen**, a ready-to-use with a detailed history, personality, and powers ready to show off what the legendary cleric can do! Whether you call down the fires of heaven or raise up the powers of hell to unleash divine power upon the world, you'll find a ton of terrific options for your cleric in this book.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!





INTRODUCTION

Traditionally in roleplaying games, clerics are defined by the relationship with a deity. They are granted magic in exchange for their devoted service, typically in the role of a priest. However, the scope of theology and the beliefs of the religious and spiritual extends far beyond deities, whether singular or plural. What truly sets a cleric apart, along with other classes and archetypes rooted in religion, is their faith. A cleric believes so strongly in the subject of their faith that they can draw on the raw energy of existence, molding it into powerful magic reflective of their faith. Whatever their origin or religion, all clerics are united by one thing: their powerful and unshakeable belief in and dedication to what they don't know, but still feel in their soul.

LEGENDARY CLERIC

Whether a trained priest or a particularly devoted layperson, clerics are often respected figures in their communities, spiritual leaders to their fellow faithful and acknowledged for their wisdom by those outside their beliefs. Moreso than any other kind of spellcaster, one is likely to encounter clerics anywhere they might go, though the kinds of clerics and the level of their importance in a town or city will vary greatly. Adventuring clerics typically travel because their faith demands it, whether to spread the word of their religion, fulfill its tenets, or complete a quest important to their beliefs.

Role: Clerics fulfill supportive roles in adventuring parties. Their magic is naturally suited towards spells that heal, empower, and protect. That isn't to say that clerics cannot take more proactive, offensive, or violent routes; the wide variety of training and powers they can derive from their faith allow a wide variety of clerics in the world with many approaches, including self-empowered warriors, explosive battle mages, and masters of battlefield control. Regardless of their chosen specialty, very few parties will reject a cleric seeking to join them.

Legendary Class: The legendary cleric's component elements are similar in nature to the base version of the class, but have been heavily adjusted to offer

advancements at every level beyond spellcasting, give domains more prominence as a feature, and offer more choices throughout character progression.

Alignment: Any (see Faith)

Hit Die: d8

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: $4 + \text{Int Modifier}$

Weapon and Armor Proficiencies Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with one weapon based on their faith, typically the favored weapon of a deity or a thematically appropriate weapon to their nontheistic beliefs.

Faith (Su): A cleric's power is drawn from their faith, a deep and powerful belief in a greater power or meaning. This may take the form of a deity or pantheon, spirits, ancestor worship, a deep reverence of nature, or any other religious or spiritual belief. A cleric's alignment must be appropriate to their religion; if they worship a deity, their alignment must be within one step of that deity's. Otherwise, they should choose an alignment which reflects the values of their faith.

At 1st level, the cleric's faith manifests itself in a pool of points which fuel their domain powers. The cleric's faith pool is equal to $\frac{1}{2}$ their level plus their Wisdom modifier (minimum 1). When casting a spell, they can expend 1 point of faith to increase their effective caster level by 1 or increase the DC of the spell by 1. The cleric regains all expended faith when they regain spells each day.

Aura (Ex): A cleric treats their level as 5 higher when determining the strength of their alignment aura. If they worship a deity or an aligned faith, they gain a particularly powerful aura corresponding to the deity's alignment (see *detect evil* for details).

Spellcasting: A cleric casts divine spells which are drawn from the cleric spell list. They cannot cast spells whose alignments oppose theirs or their faith's. A cleric must choose and prepare their spells in advance.

To prepare or cast a spell, a cleric must have a Wisdom score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a cleric's spell is $10 + \text{the spell level} + \text{the cleric's Wisdom modifier}$.





TABLE 1-1: LEGENDARY CLERIC CLASS FEATURES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Prepared									
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura, channel energy 1d6, faith, knowledge of the faith, orisons, primary domain, spontaneous casting	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Blessing of the faith	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Channel energy 2d6	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Primary domain	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Channel energy 3d6, devoted skill	4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Blessing of the faith	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Channel energy 4d6	4	4	3	2	1	—	—	—	—	—
8th	+6	+6	+2	+6	Primary domain	4	4	3	3	2	—	—	—	—	—
9th	+6	+6	+3	+6	Channel energy 5d6	4	4	4	3	2	1	—	—	—	—
10th	+7	+7	+3	+7	Blessing of the faith, secondary domain	4	4	4	3	3	2	—	—	—	—
11th	+8	+7	+3	+7	Channel energy 6d6	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Primary domain (doctrine)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	Channel energy 7d6	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Blessing of the faith, secondary domain	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Channel energy 8d6	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Primary domain (doctrine)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	Channel energy 9d6	4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Secondary domain	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Channel energy 10d6	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	True faith	4	4	4	4	4	4	4	4	4	4

Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on **Table 1-1: Legendary Cleric Class Features**. In addition, they receive bonus spells per day if they have a high Wisdom score (see **Table: Ability Modifiers and Bonus Spells**).

Clerics must meditate, pray, or otherwise focus to gain their spells. A cleric must spend 1 hour each day in quiet contemplation or supplication to regain

their daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells, but they must wait at least 24 hours to regain their spells again.

Orisons: Clerics can prepare a number of orisons, or 0-level spells, each day as noted on **Table 1-1: Legendary Cleric Class Features** under “Spells per day.” These spells are treated like any other spell, but they are not expended when cast and may be used again.



Knowledge of the Faith (Ex): A cleric automatically gains a number of ranks in Knowledge (religion) equal to their class level and may use Wisdom in place of Intelligence for Knowledge (religion) checks. In addition, they automatically succeed at any Knowledge check related to their faith, though if it isn't about their faith specifically (for instance, a story about a different deity that theirs is involved in), they only know the parts that involve their faith.

Channel Energy (Su): A cleric can release a wave of energy by channeling the power of their faith through a divine focus, typically a holy symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. At 1st level, the cleric must choose whether they channel positive or negative energy.

A cleric who channels positive energy can choose to deal damage to undead creatures or to heal living creatures. A cleric who channels negative energy can choose to deal damage to living creatures or to heal undead creatures. Channeling energy creates a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. When channeling, they can select a number of targets in the area of up their Wisdom modifier. These targets are unaffected by the channel (this counts as having the Selective Channeling feat as well as 13 Charisma for the purpose of meeting prerequisites).

The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to $10 + \frac{1}{2}$ the cleric's level + the cleric's Wisdom modifier. A cleric may channel energy a number of times per day equal to 3 + their Wisdom modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include themselves in this effect.

Domains: The power of a given faith is not all-encompassing. Regardless of how powerful a deity is or how wide-reaching a faith may be, a cleric can only contain so much of that power and scope within themselves. At 1st level, the cleric chooses one domain based on their faith; though the setting may include set domains for a deity or religion, at the GM's discretion the cleric may choose any domain that is appropriate.

Each domain has an associated skill known as a divine skill. When a domain is selected, the cleric immediately gains that skill as a class skill.

At 10th level, the cleric gains a secondary domain, treating their cleric level as 10 lower when determining what abilities they gain from it (minimum 1). They still may use Wisdom as their ability score for that skill.

At 12th level, the cleric selects one of two doctrines for their primary domain. The chosen doctrine determines the abilities which the cleric gains at 12th and 16th levels.

Spontaneous Casting: Each domain has one spell at each spell level. A cleric can channel stored spell energy to cast these spells any time. The cleric can "lose" any prepared spell that is not an orison in order to cast any domain spell of the same spell level or lower.

Blessing of the Faith (Su): At 2nd level, the cleric gains one of the following feats as a bonus feat: Celestial Obedience^{CoTR}, Deific Obedience^{ISG}, Fey Obedience^{TFW}, Fiendish Obedience^{BoTD}, Monitor Obedience^{CoR}. They need not meet the skill prerequisites but must worship the requisite entity. At 6th level (or 8th level if they select a feat other than Deific Obedience), they gain the benefits of the first boon offered by their faith, selecting between the Evangelist, Exalted, and Sentinel boons at this level (these determine all other boons the cleric receives). At 10th level (or 12th level if they select a feat other than Deific Obedience), they gain the benefits of the second boon, and at 14th level (or 16th level if they select a feat other than Deific Obedience) they gain the third boon.

If the cleric does not worship an entity or worships an entity without listed bonuses for one of these feats (or if they don't like any of the presented options for their deity), they may instead choose to receive a +1 sacred bonus to skill checks with a single skill at 2nd level. This bonus improves by 1 at 6th level and every 4 levels thereafter. At 6th level, 10th level, and 14th level, the cleric chooses one of the following types of rolls for this sacred bonus to also apply to: attack rolls, concentration checks, caster level checks, or skill checks with a different skill.

Devoted Skill (Ex): At 5th level, the cleric gains the skill unlocks^{PFU} for Knowledge (religion) and for their first domain's divine skill.

True Faith (Su): At 20th level, the cleric chooses a third domain. They gain the benefits of all domain powers offered by all of their domains as if they had selected them as primary domains, although they only gain the benefit of one doctrine per domain.

Ex-Clerics: A cleric who violates the tenets of their faith or their domain, or whose alignment is no longer appropriate to their faith, loses all spells and class features, except for armor, shield and weapon proficiencies. They cannot thereafter gain levels as a cleric of that faith until they atone for their deeds (see the *atonement* spell description). They can, however, join a new faith that supports the actions that made them lose their powers or exchange their cleric levels for levels in cleric with the faithless archetype, in which case they cease to be an ex-cleric.



CLERIC SPELLS



ORISONS

bleed, create water, detect magic, detect poison, enhanced diplomacy^{TEoG}, guidance, light, mending, purify food and drink, read magic, resistance, sacred bolt*, spark, stabilize, virtue

1ST LEVEL

air bubble^{UC}, abstemiousness^{ISG}, aspect of the nightingale^{ISG}, bane, barbed chains^{HA}, bestow planar infusion I^{PA}, bless, blessed fist^{ACG}, bless water, blessing of the watch^{ISG}, carrión compass^{USH}, cause fear, celestial healing^{AA}, ceremony^{Q&C}, clarion call^{KoIS}, compel hostility^{UC}, comprehend languages, cultural adaptation^{UI}, cure light wounds, curse water, dancing lantern^{APG}, deathwatch, decompose corpse^{UM}, detect chaos/evil/good/law, detect charm^{AG}, detect demon^{DHH}, detect the faithful^{UI}, detect radiation^{TG}, detect undead, divine favor, doom, dream feast^{ISG}, endure elements, enhance water^{ISG}, entropic shield, fairness^{ISG}, forbid action^{UM}, grasping corpse^{HA}, guardian armor^{AMH}, hidden diplomacy^{SMH}, hidden spring^{UW}, hide from undead, ice armor^{ISG}, infernal healing^{ISWG}, inflict light wounds, ironbeard^{ARG}, karmic blessing^{ARG}, liberating command^{UC}, lighten object^{ISG}, magic weapon, moment of greatness^{UC}, obscure poison^{UI}, obscuring mist, positive pulse^{PA}, protection from chaos/evil/good/law, ray of sickening^{UM}, read weather^{ISG}, recharge innate magic^{ARG}, reinforce armaments^{UC}, remove fear, remove sickness^{UM}, restore corpse^{UM}, rite of bodily purity^{DA}, rite of centered mind^{DA}, sanctify corpse^{UM}, sanctuary, shield of faith, songbird^{PA}, spiked armor^{ISWG}, stunning barrier^{ACG}, swallow your fear^{AP35}, tap inner beauty^{ISG}, technomancy^{TG}, touch of blindness^{BoS}, touch of bloodletting^{ISG}, touch of truthtelling^{ISG}, unbreakable heart^{ISWG}, weapons against evil^{ISG}

2ND LEVEL

abeyance^{AP82}, admonishing ray^{TEoG}, aid, air step^{ACG}, align weapon, arrow of law^{UM}, augury, bear's endurance, blessing of courage and life^{APG}, blessings of luck and resolve^{ARG}, blinding ray^{ARG}, bloodbath^{HA}, blood of the martyr^{CotR}, boneshaker^{HA}, build trust^{UI}, bull's strength, burst of radiance^{CoP}, calm emotions, communal endure elements^{UC}, communal protection from chaos/evil/good/law^{UC}, communal reinforce armaments^{UC}, compassionate ally^{UM}, conditional favor^{UI}, consecrate, contact entity I^{HA}, cure moderate wounds, communal water walk^{UC}, darkness, defending bone^{ISG}, delay disease^{ARG}, delay pain^{UM}, delay poison, desecrate, detect relations^{Q&C}, diminish resistance^{PA}, divine trident^{ISG}, dread

bolt^{UM}, dress corpse^{UI}, eagle's splendor, early judgment^{ISG}, effortless armor^{UC}, find traps, gentle repose, ghostbane dirge^{APG}, grace, greater detect magic^{UI}, hold person, holy ice weapon^{ACG}, imbue with aura^{UM}, inflict moderate wounds, instant armor^{APG}, instant weapon^{MeTT}, instrument of agony^{UC}, ironskin^{MC}, lesser angelic aspect^{CoP}, lesser animate dead^{UM}, lesser curse terrain^{HA}, lesser restoration, life channel^{ARG}, life pact^{ACG}, make whole, martyr's bargain^{ISM}, muffle sound^{ACG}, owl's wisdom, path of glory^{ACG}, pilfering hand^{UC}, protection from outsiders^{DHH}, protection from technology^{TG}, protective penumbra^{UM}, reallocate life*, recentering drone^{CoB}, remove paralysis, resist energy, sacred space^{ARG}, sense fear^{HA}, sense madness^{HA}, sentry skull^{ARG}, shard of chaos^{UM}, share language^{APG}, shatter, shield of fortification^{ACG}, shield other, silence, silent table^{ACG}, snow shape^{HoG}, soothing word, sound burst, spear of purity^{UM}, spiritual weapon, status, stave off corruption^{HA}, surmount affliction^{UM}, tears to wine^{AA}, touch of mercy^{CoP}, trail of the rose^{FoP}, tremor blast^{ISG}, undetectable alignment, unholy ice weapon^{ACG}, visualization of the body^{DA}, visualization of the mind^{DA}, weapon of awe^{APG}, zone of truth

3RD LEVEL

accept affliction^{CoP}, agonize^{UM}, agonizing rebuke^{ARG}, aggravate affliction^{AP82}, air breathing^{MC}, animate dead, archon's aura^{UM}, aura sight^{ACG}, bestow curse, bestow insight^{ARG}, blindness/deafness, blot^{GoG}, chain of perdition^{UC}, channel the gift^{ISG}, channel vigor^{ISG}, charitable impulse^{CotR}, communal align weapon^{ACG}, communal delay poison^{UC}, communal resist energy^{UC}, communal share language^{UC}, contact entity II^{HA}, contagion, continual flame, create food and water, cure serious wounds, damnation^{HA}, daybreak arrow^{UC}, daylight, deeper darkness, discharge^{TG}, dispel magic, disrupt silence^{UI}, divine illumination^{ISM}, enter image^{APG}, fractions of heal and harm^{ISG}, glyph of warding, greater stunning barrier^{ACG}, holy javelin^{HA}, inflict serious wounds, invisibility purge, iron stake^{UW}, irradiate^{TG}, life shield^{USH}, locate object, magic circle against chaos/evil/good/law, magic vestment, mark of obvious ethics^{ACG}, nap stack^{APG}, obscure object, planar inquiry^{AG}, prayer, protection from energy, recharge^{TG}, remove blindness or deafness, remove curse, remove disease, sacred bond^{APG}, sands of time, see beyond^{DA}, severed fate^{APG}, shield of darkness^{BoS}, speak with dead, spirit bonds^{DA}, spotlight^{BoS}, symbol of exsanguination^{HA}, symbol of healing^{UM}, trial by fire^{SMH}, unravel destiny^{APG}, vision of hell^{UM}, water breathing, water walk, wind wall, wrathful mantle^{APG}

4TH LEVEL

absolution^{UI}, air walk, anti-incorporeal shell^{ACG}, ardor's onslaught^{PA}, aura of doom^{UM}, bestow planar infusion II^{PA}, blessing of fervor^{APG}, borrow corruption^{HA}, bountiful banquet^{UI}, burst with light^{DHH}, chaos hammer, communal protection from energy, cure critical wounds, death ward, dimensional anchor,





discern lies, dismissal, divination, divine power, forceful strike^{ISM}, freedom of movement, glimpse of truth^{UI}, greater celestial healing^{AA}, greater infernal healing^{ISWC}, greater magic weapon, greater make whole^{TG}, greater path of glory^{ACG}, greater positive pulse^{PA}, greater shield of fortification^{ACG}, guardian of faith^{ACG}, healing warmth^{ARC}, holy smite, imbue with spell ability, inflict critical wounds, instant restoration^{MSH}, lesser planar ally, magic circle against technology^{TG}, malediction^{BoD}, mighty strength^{DoG}, nature's ravages^{DH}, neutralize poison, order's wrath, persistent vigor^{ACG}, planar adaptation^{APG}, red hand of the killer^{UI}, remove radioactivity^{TG}, rest eternal^{APG}, restoration, rigor mortis^{HA}, sending, shadow barbs^{ISM}, shield of dawn^{ISWC}, speak with haunt^{ACG}, spiritual ally, summon accuser^{RG}, suppress primal magic^{ISM}, symbol of revelation^{UM}, symbol of slowing^{UM}, terrible remorse^{UM}, tongues, torpid reanimation^{HA}, umbral infusion^{BoS}, unholy blight, virulence^{APs1}, wall of bone^{MTT}, ward shield^{KoIs}

5TH LEVEL

angelic aspect^{CoP}, atonement, ban corruption^{HA}, boneshatter^{APs4}, break enchantment, breath of life, burst of glory^{ISG}, cleanse^{APG}, communal air walk^{UC}, communal spell immunity^{UC}, communal tongues^{UC}, commune with plane, commune, constricting coils^{AP42}, contact entity III^{HA}, darkvault^{BoS}, daywalker^{C&C}, dispel balance^{PA}, dispel chaos/evil/good/law, disrupting weapon, flame strike, ghoul army^{ISM}, greater contagion, greater forbid action^{UM}, hallow, hasten judgment^{PA}, holy ice^{UM}, hymn of mercy^{CoP}, lesser astral projection^{UM}, life bubble, locate gate^{HA}, mass cure light wounds, mass ghostbane dirge^{APG}, mass inflict light wounds, mass lighten object^{ISG}, pillar of life^{APG}, plane shift, planeslayer's call^{ACG}, profane nimbus^{UM}, raise dead, reprobation^{UM}, righteous might, sacred nimbus^{HA}, sanctify weapons^{CoR}, serenity^{UM}, slay living, smite abomination^{ISG}, spell resistance, summon infernal host^{RG}, summon lesser psychopomp^{APs0}, symbol of pain, symbol of scrying^{UM}, symbol of striking, symbol of sleep, true seeing, undeath ward^{DuoG}, unhallow, unholy ice^{UM}, wall of blindness/deafness^{ACG}

6TH LEVEL

alleviate corruption^{HA}, antilife shell, banishment, blade barrier, bless army^{Q&C}, bloodsworn retribution^{DoG}, chains of light^{CoP}, cold ice strike^{UM}, create undead, dimensional blade^{MeTT}, eaglesoul^{ISM}, elemental assessor^{CoR}, enlightened step^{DA}, epidemic^{UM}, flesh wall^{HA}, forbiddance, geas/quest, greater discharge^{TG}, greater dispel magic, greater glyph of warding, greater shield of dawn^{ISG}, harm, heal, hellfire ray^{BoD}, heroes' feast, impart mind^{ISM}, joyful rapture^{UM}, mass bear's endurance, mass blessings of luck and resolve^{ARG}, mass bull's strength, mass cure moderate wounds, mass eagle's splendor, mass inflict moderate wounds, mass owl's wisdom, mass planar

adaptation, music of the spheres^{ISM}, plague storm^{UM}, planar ally, prognostication^{UI}, source severance^{F&P}, speak with soul^{PA}, summon laborers^{MSH}, symbol of distraction^{MTT}, symbol of fear, symbol of persuasion, symbol of sealing^{UM}, undeath to death, wind walk, word of recall

7TH LEVEL

arbitrament^{PA}, archon's trumpet^{CoP}, bestow grace of the champion^{UM}, bestow planar infusion III^{PA}, blasphemy, circle of clarity^{UM}, contact entity IV^{HA}, destruction, dictum, ethereal jaunt, false resurrection^{UI}, greater nature's ravages^{DH}, greater restoration, holy word, hymn of peace^{UM}, infuse robot^{TG}, jolting portent^{UC}, particulate form^{MTT}, mass cure serious wounds, mass inflict serious wounds, memory of function^{TG}, planar refuge^{HoW}, regenerate, repulsion, resurrection, symbol of stunning, symbol of weakness, umbral strike^{BoS}, waves of ecstasy^{UM}, word of chaos

8TH LEVEL

antimagic field, cloak of chaos, counterbalancing aura^{PA}, create greater undead, dimensional lock, discern location, euphoric tranquility, greater angelic aspect^{CoP}, greater planar ally, greater remove radioactivity^{TG}, holy aura, mass cure critical wounds, mass inflict critical wounds, mass umbral infusion^{BoS}, nine lives^{ARG}, orb of the void^{UM}, quintessence mastery^{PA}, rift of ruin^{BoD}, sacramental seal^{HA}, shield of law, soulseeker^{PA}, symbol of death, symbol of dispelling^{ISG}, symbol of insanity, true prognostication^{UI}, unholy aura

9TH LEVEL

astral projection, canopic conversion^{OlotP}, energy drain, etherealness, gate, greater communal spell immunity^{UC}, greater false resurrection^{UI}, imbue army special ability^{Q&C}, implosion, judgment undone^{PA}, mass heal, massacre^{HA}, miracle, overwhelming presence^{UM}, soul bind, symbol of strife^{UM}, symbol of vulnerability^{UM}, true resurrection

*This is a new spell introduced in Chapter: New Spells of this book

DOMAINS

AIR

The domain of air is one of openness and expression. As a cleric of the air domain, you strive to remain under the open sky as much as possible. The wind is your guide, and when you have no destination or urgency you should follow where it leads.

Divine Skill: Fly



Aerokinesis (Sp): You gain the air blast^{OA} wild talent and the kinetic blast^{OA} class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain the basic aerokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.

Protective Wind (Su): At 4th level, you become surrounded by swirling winds that batter away blows. All ranged attacks made with physical weapons suffer a 20% miss chance against you, except for attacks from massive weapons such as a giant's thrown boulder or a ballista. This ability has no effect on ray attacks. You may activate this ability for 1 minute as a free action by spending a faith point and may spend a faith point whenever the duration would expire to continue the effect for an additional minute.

Nimbus (Sp): At 8th level, swirling mists surround your feet at all times. You can spend 1 point of faith to solidify these mists, casting *air walk* as a spell-like ability that lasts for a minute per caster level.

DOCTRINE OF THE SKY

You embrace freedom above all things. You never tie yourself to one place, always seeking something new. You gain the following abilities.

Powerful Wind (Su): You can spend 1 point of faith as a swift action to extend your wind out over a wide distance for one minute. Allies within 30 feet of you gain the benefits of your protective wind ability. If there are no allies within 30 feet, or if you choose not to share the ability, the increased wind concentrates on you, intensifying and making you immune to ranged attacks made with physical weapons, including massive weapons.

Freedom of the Sky (Sp): At 16th level, you become light enough to ride the winds themselves. When you use your nimbus ability, you gain a perfect fly speed of 60' for the duration.

DOCTRINE OF THE STORM

You venerate the power of air, the raw force of winds in a tornado and the crackle of lightning. You gain the following abilities.

Thunderstorm (Sp): You can use the electric blast wild talent or the thunderstorm composite blast. Instead of accepting burn, you must spend 1 point of faith to use thunderstorm blast. When casting a spell with the electricity descriptor or your lightning or thunderstorm blast, you can spend 1 point of faith as a swift action to designate one creature within line of sight. The spell or blast's damage is increased by 50% against that target.

Lightning Rod (Su): At 16th level, lightning is drawn to you like a moth to the flame. You become immune to electricity. As an immediate action while within 30 feet of the target or center of a spell or ability that does electricity damage, you can spend 1 point of faith to redirect all of the electricity damage to yourself. This does not affect any other damage from the spell or ability.

Domain Spells: 1st-feather fall 2nd-gust of wind 3rd-cloak of winds^{APG} 4th-river of wind^{APG} 5th-control winds 6th-sirocco^{APG} 7th-mass fly 8th-whirlwind 9th-mass suffocation^{APG}

ANIMAL

The domain of the animal is one of respect for the beasts of the world. As a cleric of the animal domain, you have adopted animalistic tendencies, possibly of one specific animal. You may be a vegetarian, or you may eat meat and offer prayers to the creatures that become your food. Either way, you are sworn to protect animals from sapient creatures, and may cause them no harm except what is needed to survive.

Divine Skill: Handle Animal

Call of the Wild (Su): When you first gain this domain, choose from a 1d6 bite, a 1d6 gore, or two 1d4 claws. As a swift action, you can spend 1 point of faith to gain the natural attack(s) you chose for one minute per cleric level. You can only gain them while in your natural form. In addition, you are permanently under the effects of *speak with animals*.

Wild Shape (Su): At 4th level you gain the wild shape ability, as a druid of your cleric level. You can only use this ability to turn into animals or magical beasts.

Animal Friendship (Su): At 8th level, animals are automatically indifferent to you, and will not attack you without provocation. You can improve their attitude using your Handle Animal skill in place of Diplomacy, even when speaking to them normally.

DOCTRINE OF THE WILD

You embrace the deepest, most natural impulses of the animal. You shun the comforts of civilization, typically abandoning it altogether to live in the wild amongst your fellow beasts. You gain the following abilities.

Blessed Fangs (Su): Your natural attacks from call of the wild are infused with the power of your faith. If you chose a bite, you gain your choice of the trip or grab ability on your bite. If you chose a gore, you gain the powerful charge ability, dealing 2d8 + double your Strength modifier. If you chose claws, your claws gain an 18-20 critical range. These effects apply while in wild shape as well, but only to the selected natural attack.



Natural Form (Su): At 16th level, you shed the last anchors you have to humanity, becoming truly one with the beast inside. You can use wild shape at will, and the duration becomes permanent. In addition, while in a wild shape form you can change to any form your wild shape would allow as a swift action. You can dismiss your wild shape at any time as an immediate action.

DOCTRINE OF DOMESTICATION

You recognize the power of animals and humanoids working together. You encourage and foster pack bonds between animals and responsible humanoids, while bringing down your fury on those who harm animals in their care. You gain the following abilities.

Animal Ally (Su): You become aware of all animals within a 100-foot radius of you at all times. As a full round action, you can spend 3 points of faith to call a nearby animal to aid you. This animal becomes an animal companion to you, using your level as your druid level to determine their statistics but gaining no feats for their hit dice. Available companions vary based on your environment. The companion will only stay

with you for the duration of the task you have for it, although this task can be as open ended as “accompany me through this dungeon.”

Aura of Domestication (Su): At 16th level, most animals are automatically friendly to you. Animals allied with or owned by your enemies and magical beasts are indifferent to you. In either case, they will not attack you or your allies without provocation, even if ordered to. As a standard action, you can make a Handle Animal check against any animal or magical beast to perform a task or trick, even if you aren’t its trainer.

Domain Spells: 1st-calm animals 2nd-hold animal 3rd-dominate animal 4th-greater magic fang 5th-animal growth 6th-beast shape iv 7th-animal shapes 8th-mass atavism^{UM} 9th-shapechange

ARTIFICE

The domain of artifice is one of craftsmanship and pride in one’s work. As a cleric of the artifice domain, you are likely a smith, potter, or other craftsman. You work with your hands and encourage others to do the same.





Divine Skill: Knowledge (engineering)

Crafter's Eye (Ex): A skilled eye for detail replaces any need for magic in identifying magic items. You can use Craft in place of Spellcraft to identify magic items. By spending 1 point of faith you can do so at a glance, taking a swift action rather than 3 rounds to identify a magic item.

Master of the Craft (Ex): At 4th level you gain Master Craftsman as a bonus feat. You can craft any magic item even if you do not have the feat required to do so, although you must meet that feat's prerequisites. If you do not have the feat to craft the item, the cost of crafting the item is increased by 50% (to 75% of the item's normal market price).

Sharpen (Su): At 8th level you can spend 1 point of faith as a standard action to make a quick, temporary improvement on a weapon or suit of armor. This increases the enhancement bonus of that weapon, armor, or shield by +1 for 1 minute. This bonus can increase an enhancement bonus above +5 or +10.

DOCTRINE OF CREATION

You honor your faith by creating things, simple and plain. The process of crafting drives and motivates you, pushing you on to produce more. You gain the following abilities.

Rapid Crafter (Ex): You can craft with speed like no other. When crafting items, you require only 4 hours of work per 1,000 gp of the item's base price, or 2 hours per 1,000 gp if you increase the DC by 5.

Efficient Crafter (Ex): At 16th level, you've found countless tricks and techniques that let you cut costs without cutting quality. When crafting magic items, reduce the cost by 50% (to 25% of the item's normal market price) if you have the appropriate feat. If you do not have the requisite item creation feats, you no longer increase the cost of crafting.

DOCTRINE OF IMPROVEMENT

Quantity is never as important as quality. The true master craftsman constantly strives to improve on their craft, and will take every opportunity to study, learn from and improve on the craftsmanship of others. You gain the following abilities.

Improved Sharpen (Su): The enhancement bonus from sharpen increases to +2. In addition, this bonus can be used to add any weapon, shield, or armor special ability the item does not already have.

Reforge (Su): At 16th level, the enhancement bonus from sharpen increases to +3. In addition, when

you use sharpen on a weapon or suit of armor, you can reallocate its existing enhancement bonus and special abilities so long as the item's total effective enhancement bonus is not changed. For instance, the cleric could change the *bane* ability on a +4 *evil outsider bane longsword* to *ghost touch* but could not change the weapon to a +4 *flaming burst longsword*. This effect lasts for the duration of sharpen, although you may spend 1 hour outside of combat to permanently reallocate an item's enhancement bonus and special abilities.

Domain Spells: 1st-*crafter's fortune*^{APG} 2nd-*warding weapon*^{UC} 3rd-*keen edge* 4th-*minor creation* 5th-*fabricate* 6th-*major creation* 7th-*mage's magnificent mansion* 8th-*polymorph any object* 9th-*wish*

CHARM

The domain of charm is one of relationships and companionship. As a cleric of the charm domain, you are likely friendly and personable, though this may be a mask to cultivate friendships for your own end. You are charged with supporting those you have close relationships with as well as the relationships of others.

Divine Skill: Bluff

Honeyed Words (Su): You can layer your words with magic. Your spells with the charm subschool are cast as if they were modified by the Still Spell feat. This does not increase their level or casting time. When you cast such a spell, you can increase the casting time to 1 round and spend 1 point of faith. If you do so, your spellcasting is undetectable by Spellcraft checks, though others can notice your target acting strangely and roll Sense Motive as normal.

Inspiring Kindness (Su): At 4th level, when you cast a harmless spell with a clearly beneficial effect such as a healing spell on a willing NPC you can spend 1 point of faith as a free action to increase their attitude by one step. You can only benefit from this effect once per day per NPC. If the target is already helpful, or is a PC, you instead give them a sacred bonus on saves against mind-affecting effects equal to the spell's level for its duration, or for one minute if the duration is instantaneous.

Charming Smile (Sp): At 8th level you can spend 1 point of faith to cast *charm person* on a single target as a swift action. This does not benefit from honeyed words, but the target does not gain benefits for being in combat or hostile allies. If the target fails, they treat you and all of your allies as friendly. You can only affect one target at a time with this effect; if you use it again, the previous target is no longer affected.



DOCTRINE OF FRIENDSHIP

You believe that friendship, affection and love are the solutions to all problems. You resolve problems by being a supportive voice to others and by defusing situations rather than acting against others. You gain the following abilities.

Loving Kindness (Su): A PC or helpful NPC benefiting from your inspiring kindness also gains half its sacred bonus to attack rolls for the spell's duration.

Aura of Warmth (Su): At 16th level, you gain an aura that soothes allies and prevents bloodshed. Allies within 30 feet of you roll twice and take the higher result on saving throws against emotion effects. Enemies within 30 feet must make a Will save with a DC equal to $10 + \frac{1}{2}$ your cleric level + your Wisdom modifier or be affected by *calm emotions*. This effect lasts until another creature takes a hostile action at them. Regardless of whether they save, they cannot be affected by this ability again for 24 hours.

DOCTRINE OF ENTHRALLEMENT

You believe that peoples' wills are to be bent to yours. Whether for your benefit, for theirs, or for the greater good, your faith compels you to control and manipulate others to achieve the ends you seek. You gain the following abilities.

Silver Tongue (Sp): When you make a request of someone and roll Diplomacy, you can spend 1 point of faith to infuse your voice with magic compelling them to do as you wish. Instead of using your Diplomacy result against the regular DC, they instead make a Will save with a DC equal to $10 + \frac{1}{2}$ your cleric level + your Wisdom modifier + $\frac{1}{4}$ of the Diplomacy result. If they fail, they are compelled to perform the task, as *suggestion*.

Domination (Sp): At 16th level, your words can completely bend someone to your will. As a standard action, you can spend 1 point of faith to control a creature within close range as per *dominate person*, save that it affects them regardless of creature type. This is a mind-affecting effect and the target is allowed a Will saving throw to resist it. The effect lasts only one minute per cleric level you possess. You cannot affect more than one target at a time, and regardless of whether they save they cannot be affected by this ability again for 24 hours.

Domain Spells: 1st-*charm person* 2nd-*hideous laughter* 3rd-*suggestion* 4th-*charm monster* 5th-*dominate person* 6th-*mass suggestion* 7th-*mass demanding message^{UI}* 8th-*irresistable dance* 9th-*dominate monster*

COMMUNITY

The domain of community is one of trust and respect among neighbors and comrades. As a cleric of the community domain, you are likely a pillar of your community, someone those around you look to for leadership and guidance.

Divine Skill: Knowledge (local)

Communal Font (Su): When you cast a harmless spell that targets multiple creatures, you can spend 1 point of faith as a swift action to modify it with the Extend Spell feat. This does not increase their level or casting time. If a creature attempts a save against the spell, this ability has no effect.





Team Support (Ex): At 4th level when an ally within 30 feet of you gains the benefit of Aid Another, increase the bonus by +1. When you perform the Aid Another action, you gain a +2 bonus to your check to aid another and increase the bonus by an additional +1.

Community Organizer (Ex): At 8th level, when you and one or more allies all perform the same task requiring skill checks, you can spend 1 point of faith to direct them to work in a cooperative fashion. Have each ally roll their skill check (they do not have to be the same check). Each ally who participates treats the highest result as their own.

DOCTRINE OF THE COUNCIL

You believe that communities, united under skilled leadership, can accomplish far more than any individual. You strive to provide that leadership, offering your guidance and support to push everyone to succeed. You gain the following abilities.

Supporting Bonds (Ex): The increased bonus to aid another from team support improves by an additional +1. In addition, you may Aid Another as a swift action.

Effective Leadership (Ex): At 16th level, when your allies benefit from community organizer, their rolls all use the highest bonus before applying penalties (such as the sickened condition, ability damage, or armor check penalties).

DOCTRINE OF THE MILITIA

You believe in the importance of communities being able to defend themselves. Though you eschew the regiment and commitment of military service, you strive to ensure those around you know how to step up and work together against an incoming threat. You gain the following abilities.

Minute Coordination (Su): Your presence connects your allies, improving their coordination. Allies within 30 feet of you increase the bonus from flanking by +1 and are considered flanking a target they are both adjacent to regardless of their position.

Sacrifice Play (Su): At 16th level, when multiple allies within 30 feet make a saving throw against the same effect, you can spend 1 point of faith as an immediate action to allow any two willing allies to swap their results for the saving throw. Characters with abilities such as Stalwart and Evasion do not pass these abilities to other creatures.

Domain Spells: 1st-borrow skill^{APG} 2nd-calm emotions 3rd-coordinated effort^{APG} 4th-blessing of fervor 5th-telepathic bond 6th-telepathy 7th-circle of clarity^{UM} 8th-euphoric tranquility^{APG} 9th-communal mind blank^{UC}

DARKNESS

The domain of darkness is one of concealment, secrecy and security. As a cleric of the darkness domain, you do not fear the dark, but embrace it as a tool to protect yourself and those around you. You preach the keeping of secrets, hiding what you wish to protect, and the beauty of the night.

Divine Skill: Stealth

Night Vision (Su): You gain darkvision to a range of 60 feet. If you already have darkvision, you instead increase its range by 60 feet. Darkvision gained from this ability does not work in magical darkness except from your cloak of shadows ability. As a swift action, you can spend a point of faith to grant this ability to your allies within 30 feet for one minute.

Cloak of Shadow (Su): At 4th level, light seems to fade around you, leaving you surrounded by shadow. The light level within 10 feet of you is reduced by one step. You can suppress or resume this aura as a standard action. You cannot use concealment granted by this ability to enter stealth, as the aura reveals your location.

Eyes in the Dark (Su): At 8th level you can spend 1 point of faith as a swift action to gain the see in darkness universal monster ability to yourself and any allies affected by your Night Vision ability for one minute.

DOCTRINE OF THE NOCTURNAL

The night is your domain, the place where you are most comfortable. You move through darkness and shadow with ease, and trust that it will protect and conceal you. You gain the following abilities.

Walk Calmly in the Night (Su): You constantly benefit from the see in darkness universal monster ability. While benefitting from your night vision ability, your allies gain a +2 sacred bonus on saving throws whenever they are in darkness.

Shadowed Reach (Su): At 16th level, you treat the shadows as an extension of your own body. Spells you cast with a range of touch gain a range of close, but only against targets to whom you are connected by a contiguous patch of darkness.

DOCTRINE OF FEAR

You don't fear the dark, but others do. You believe it is the right of those at home in the dark to take advantage of those who are not, to hunt them in the night or drive them away with their own fear. You gain the following abilities.



Nyctophobia (Su): You can spend 1 point of faith when casting a spell that creates darkness. If you do, it gains the [fear] descriptor. While in an area of magical darkness created by a spell cast this way, all creatures without darkvision must make a Will save against the DC of the spell or become shaken for as long as they are in the darkness. If they were already shaken or would become shaken from any other source while suffering this effect, they become frightened instead. In addition, you treat the level of any darkness spell as one spell level higher when determining its interaction with spells that create light.

Claim on the Night (Su): At 16th level, your power over darkness trumps all others, innate or otherwise. As a standard action, you can spend 1 point of faith to target any number of creatures within 30 feet. These creatures must make a Will save or lose any darkvision they have as well as the see in darkness universal monster ability for one round per cleric level.

Domain Spells: 1st-shadow weapon^{UM} 2nd-dust of twilight^{APG} 3rd-deeper darkness 4th-shadow conjuration 5th-shadow evocation 6th-shadow walk 7th-greater shadow conjuration 8th-greater shadow evocation 9th-shades

DEATH

The domain of death is one of change. As a cleric of the death domain, you understand that death is a natural part of life. It is necessary for things to die so that other things may live. You may offer last rites to the recently deceased, offer grief counseling, or attend to funerary or burial matters for your community.

Divine Skill: Sense Motive

Death's Touch (Su): As a standard action, you can spend 1 point of faith to draw on the power of death and decay to remind others of their mortality. You deal negative energy damage to a target within 30 feet equal to $1d6 +$ your Wisdom modifier and make them shaken for one round. A Fortitude save halves this damage and negates the shaken condition. At 4th level, and every 3 levels thereafter this damage increases by $1d6$. This effect damages undead and creatures with negative energy affinity rather than healing them.

Reaper's Grace (Su): At 4th level as an immediate action you can spend 1 point of faith to grant allies within 30 feet of you a sacred bonus equal to your Wisdom modifier on saving throws against death effects, negative levels and disease for one round.

Negative Surgery (Su): At 8th level your healing spells draw on negative as well as positive energy, targeting

unwelcome pathogens, jolting the target's nervous system or even directly affecting magic. When casting a spell with the (healing) subtype, you can spend 1 point of faith to additionally attempt to remove a disease, poison, or negative status effect on the target. Make a caster level check against the save DC of the effect. If you are successful, the effect is removed from the target. If your spell targets multiple creatures, roll once against the same effect on each of them.

DOCTRINE OF BALANCE

Life and death are two sides of a coin, each important in maintaining the balance of the world. With no death, there is insufficient room for life, but with no life, death has no meaning or existence. You believe above all else that to give life to one is to take it from another and to take life from one is to give it to another, even in the most indirect ways. You gain the following abilities.

Death's Gift (Su): When you use your death's touch ability, you can not only take the target's vitality from them but give it to another. Choose an ally within 30 feet of you. They gain hit points equal to the damage you dealt with death's touch.

Balance of Life and Death (Su): At 16th level, you can use the lingering life force of the recently deceased to power your magic. While within 5 feet the body of a creature that has died within the last round, you can spend two points of faith to cast a single death domain spell with a spell level no greater than one quarter the creature's Hit Dice (rounded down) without expending a spell slot.

DOCTRINE OF CYCLES

New life grows from the death of the old. The death of a deer feeds a wolf, the death of the wolf creates nutrients for plants to grow, and the death of those plants feeds a deer. You trust in this cycle, embracing death as a way to give life. You gain the following abilities.

Channel Life (Su): When a creature fails a saving throw against a spell you cast, you can spend 1 point of faith as a swift action to affect them with death's touch with no save for half damage.

Lay to Rest (Su): At 16th level, when you channel negative energy, you can spend 1 point of faith to heal living creatures and harm undead creatures instead of the normal effect. In addition, when you choose creatures to exclude you can instead harm them as though they were undead.

Domain Spells: 1st-ray of enfeeblement 2nd-spectral hand 3rd-vampiric touch 4th-enervation 5th-suffocation^{APG} 6th-circle of death 7th-finger of death 8th-death clutch^{HA} 9th-wail of the banshee





DESTRUCTION

The doctrine of destruction is one of indiscriminate, violent action. As a cleric of the destruction domain, you, and your faith, are not inherently evil, as likely to bring change and renewal as you are to bring ruin. You are dedicated to breaking that which sits whole before you, to either clear the way for something new in its place or else to leave nothing behind you at all.

Divine Skill: Knowledge (engineering)

Destructive Smite (Su): Your weapons carry more impact behind them, meant to obliterate anything they come across. Once per round when you make a non-spell attack and deal damage, you can spend 1 point of faith to add 1/2 your level to the damage (minimum 1).

Explosive Strike (Su): Starting at 4th level when you successfully make a melee attack, you can spend 1 point of faith as a swift action to create an explosion. This deals force damage equal to $1d8 + \text{your Wisdom modifier}$ to all creatures (including yourself) in a 10-foot radius. This damage increases by $1d8$ at 4th level and every 3 levels thereafter.

Destructive Aura (Su): As a standard action you can spend 1 point of faith to emit a 30-foot aura of destruction for a number of rounds equal to your cleric level. All attacks made against targets in this aura (including you) gain a sacred bonus on damage equal to 1/2 your cleric level and all critical threats are automatically confirmed.

DOCTRINE OF DEVASTATION

You leave a trail of carnage in your wake. In your devotion and fervor, you destroy everything your weapon touches and everything around it, leaving little but rubble behind. What purpose this has, if there is any, can vary wildly, but regardless of purpose you will see everything around you shattered. You gain the following abilities.

Rending Burst (Su): The radius of your explosive strike increases to 15 feet. When you use your explosive strike, you may make a single sunder attempt against one item of your choice per two cleric levels within the explosion. You may use your cleric level in place of your BAB and your Wisdom modifier in place of Strength when calculating your CMB for such maneuvers. If you succeed, that item also takes the damage from explosive strike.

Final Flash (Su): At 16th level, as a standard action you can spend 3 points of faith to create a massive, powerful explosion that tears through everything in its path. This deals force damage equal to $20d12 + \text{your cleric level} + \text{double your Wisdom modifier}$ to every creature and object within a 60 foot radius, including yourself. Creatures more than 30 feet away can attempt a Reflex save for half damage.

DOCTRINE OF EXTERMINATION

Death is your gift. Your purpose in this life, what your faith has bid you to do, is to end the lives of others, without hesitation or remorse. This does not serve as a call to kill everyone without discrimination, but you must never show mercy to your enemies, never spare those at your feet, and never, ever let someone live who you have decided to kill. You gain the following abilities.

Lethal Burst (Su): The damage dice of your explosive strike increase to $10d10$. When you use your explosive strike, all creatures damaged by it must make a Fortitude save or gain a negative level. Regardless of their saving throw, the target of your attack takes an additional negative level on top of this. This is a death effect.

Extinction Event (Su): At 16th level, you may spend 3 faith points when using your explosive strike to forgo the damage from the ability, turning the explosive energy into pure negative energy. All creatures in the burst except for you must make a Fortitude save or instantly die. This is a death effect.

Domain Spells: 1st-*magic missile* 2nd-*sonic scream^{ACG}* 3rd-*force punch^{UM}* 4th-*shout* 5th-*sonic thrust^{UM}* 6th-*disintegrate* 7th-*resonating word^{UM}* 8th-*greater shout* 9th-*world wave^{APG}*

EARTH

The doctrine of earth is one of stability, balance, and steadfastness. As a cleric of the earth domain, you stand with your feet planted firmly in the ground, a pillar supporting those around you and a wall against their hardships. You are likely patient and slow to move, yet when you do, there is little that can stop your momentum.

Divine Skill: Knowledge (geography)

Geokinesis (Sp): You gain the earth blast wild talent^{OA} and the kinetic blast class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain the basic geokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.

Stone Wall (Su): At 4th level you can raise stone from the ground to create cover for yourself and your allies. You can spend 1 point of faith to create stone walls, as the kinetic cover^{OA} wild talent. At 10th level, when you use this ability you can raise two faces of any squares in range so long as those faces touch. At 14th level this increases to three faces, and at 18th level it increases to four.

Shatter Earth (Su): At 8th level as a swift action, you can spend 1 point of faith to turn a 10 foot square of dirt or stone within 50 feet of you into difficult terrain. You can instead use this ability to turn a 10 foot square of difficult terrain into normal terrain if it is made of dirt or stone.



DOCTRINE OF ROOTS

You have a deep connection with the ground. You strive to remain in contact with it as much as you can, eschewing wooden floors, footwear, and flight unless necessary in order to maintain your connection. You gain the following abilities.

Earth Sense (Su): You gain tremorsense to a range of 60 feet. This ability does not work through ground that is not stone, metal, or other forms of earth.

Roots of the World (Sp): All people are connected through the soil beneath their feet, and you can see those connections with ease. At 16th level, while standing on earth you can spend 5 points of faith to locate any creature you personally know anywhere in the world, as *locate creature*. This has no effect if the target is airborne.

DOCTRINE OF STONE

The earth itself is the greatest tool mortals have ever used. From it they built the first weapons and tools, and even the advent and use of metal comes from the earth. It makes the strongest structures and the most durable weapons. You show your dedication to the power of earth through its extensive use. You gain the following abilities.

Effortless Geokinesis (Su): You can use your basic geokinesis and stone wall abilities as a swift action. In addition, as a swift action you can spend 1 point of faith to dig deep pits. This functions as *create pit*^{APG}, but deals no damage to creatures in the area of the pit when you use this ability.

Mold Earth (Sp): At 16th level, the earth bends entirely at your whims. You can cast *stone shape* as a swift action by spending a point of faith.

Domain Spells: 1st-*expeditious excavation*^{APG} 2nd-*stone call* 3rd-*shifting sand*^{APG} 4th-*stoneskin* 5th-*hungry earth*^{MC} 6th-*move earth* 7th-*rampart*^{APG} 8th-*repel metal or stone* 9th-*clashing rocks*^{APG}

FREEDOM

The domain of freedom is one of reflection, detachment, and perpetual striving. As a cleric of freedom, you may be seeking to liberate yourself and others from some shackles of physical spiritual oppression. You could be a revolutionary firebrand opening the eyes of the masses to their condition, a warrior battling against forces of subjugation, or a mystic seeking to cast off the bindings of material existence to achieve spiritual perfection.

Skill: Escape Artist

Breaker of Chains (Su): By spending a faith point as an immediate action, you may grant an ally within 30 feet a sacred bonus to Acrobatics checks, Escape Artist checks,

CMD, and saving throws against effects which would restrict their movement for 1 round. This bonus is equal to half your cleric level (minimum 2).

Freedom's Call (Su): At 4th level, you can emit a 30-foot aura of freedom for 1 minute by spending a faith point. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable.

Forever Unbound (Su): At 8th level, you constantly benefit from the *freedom of movement* spell

DOCTRINE OF LIBERATION

You have dedicated yourself to combating the forces of oppression so that all beings may be free. With your actions, you encourage others to rise up against whatever powers would keep them contained, driving them towards change as they cast off the trappings of imprisonment. You gain the following abilities.

Beacon of Freedom (Su): When you use breaker of chains, you may affect a number of targets up to half your cleric level. In addition, the bonus from breaker of chains also applies to saving throws against mind-affecting effects.

Slaves No More (Su): At 16th level, your freedom's call aura is a constant effect and extends out to 60 feet. All allies in the aura benefit from *freedom of movement*.

DOCTRINE OF TRANSCENDENCE

The body and mind are themselves prisons, and you dedicate yourself to escaping their confines to exist in a higher state of being. Through intense physical and mental discipline, you push towards freeing yourself from your own mortal limitations. You gain the following abilities.

Free of Necessity (Ex): You no longer need to eat, drink, or breathe and become immune to poisons and diseases.

Shed Body (Su): At 16th level, you may become incorporeal as a move action and remain incorporeal as long as you wish. You may choose to have your equipment become incorporeal with you. Unlike other incorporeal creatures, you do not gain a deflection bonus to Armor Class from your Charisma modifier. During this time, your body fades into an immaterial form that retains your basic likeness. While incorporeal, you gain a fly speed equal to your land speed (perfect maneuverability).

Domain Spells: 1st-*abjuring step*^{UC} 2nd-*extreme flexibility*^{APG} 3rd-*gaseous form* 4th-*litany of escape*^{UC} 5th-*break enchantment* 6th-*getaway*^{APG} 7th-*ethereal jaunt* 8th-*protection from spells* 9th-*freedom*



FIRE

The domain of fire is one of passion, heat, and creative destruction. As a cleric of the domain of fire, you cherish and speak for the most important tool in mortal existence. Without fire, there is no light in the darkness and no warmth in the cold; it is the cornerstone upon which society is built. Yet it is also dangerous, and to be respected, even feared.

Divine Skill: Acrobatics

Pyrokinesis (Su): You gain the fire blast wild talent^{OA} and the kinetic blast class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain the basic pyrokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.

Purifying Flames (Su): At 4th level you can select a mercy as a paladin of your level. You can spend 1 point of faith to touch a willing creature as a standard action, healing them for an amount equal to your kinetic blast damage and applying any mercies you've chosen. Every 3 levels after you gain this ability, you can select another mercy.

Blue Flames (Su): Starting at 8th level, whenever you cast a spell that deals fire damage or use your fire blast, you can spend 1 point of faith as a swift action to treat the fire resistance of any affected creature as 10 lower. If an affected creature is immune to fire, they are instead treated as though they had fire resistance 30.

DOCTRINE OF INCINERATION

You believe in the truest, most primordial purpose of fire: to burn. To engulf whatever it touches and leave behind nothing but ash. This can be practical as well as destructive, but whatever the reason, you honor this use of fire above all else. You gain the following abilities.

Ignition (Su): When a creature fails a Reflex save against a spell you cast that deals fire damage, they catch on fire, taking damage equal to your kinetic blast each round. At the end of their turn they gain a new Reflex save against the spell's DC to put themselves out.

Blazing Flames (Su): At 16th level, your fire becomes incredibly intense. When you cast a spell that deals fire damage you can spend 1 point of faith to increase its maximum number of damage dice by 5 levels (only for the fire damage), and its damage is increased by 50%. This ability stacks with the Intensify Spell^{APG} metamagic feat and the Empower Spell metamagic feat (additively, increasing the damage by 100% instead of 50%).



DOCTRINE OF PURIFICATION

Fire is destructive but more than that, it is cleansing. Objects are placed in fire to completely clean them, bodies are burned to release their spirits, and evil is cast into fire to purge it from this world. You use fire as a tool not merely to destroy, but to purify. You gain the following abilities.

Radiant Fire (Su): When you cast a spell that deals fire damage, you can expend 1 point of faith to soothe your allies, rather than harm them. A number



of creatures equal to your Wisdom modifier are not damaged by the spell, healed for an amount equal to half the spell's fire damage, and are affected by any mercies you have selected.

Cleanse the World (Su): At 16th level your fire transcends physical limitation and becomes divine in nature. Any [fire] spell or blast you cast also gains the descriptors for your alignment. Dragons, undead, and outsiders with an opposite alignment component to yours take maximum damage from these spells and blasts (as per *Maximize Spell*) and do not gain the benefits of fire resistance or immunity against the damage.

Domain Spells: 1st-burning hands 2nd-flaming sphere 3rd-fireball 4th-wall of fire 5th-fire snake^{APG} 6th-chains of fire^{ARG} 7th-firebrand^{APG} 8th-wall of lava^{APG} 9th-meteor swarm

GLORY

The domain of glory is one of pursuing recognition for your actions. As a cleric of the glory domain, you espouse the value of such pursuit. Most often the pursuit of glory is selfish in nature, but as you might put it, it takes that selfishness and turns it towards a valuable cause. Those who seek recognition do just as great of things as those who do great things purely for others.

Divine Skill: Perform (all)

Victorious Strike (Su): As an immediate action when you reduce a creature below 0 hit points, you can spend 1 point of faith to release a burst of celebratory healing. All allies within 30 feet are healed as though you had just channeled to heal, even if they would normally be unaffected (for instance, if they were living creatures and you channel negative energy). This ability has no effect if the triggering creature was helpless, unaware, or had fewer Hit Dice than half your character level.

Glorious Presence (Su): At 4th level you gain Dazzling Display as a bonus feat, even if you do not meet the prerequisites. You can use Dazzling Display as a standard action and demoralize an enemy as a swift action. You can also use your Perform skill in place of Intimidate whenever you attempt to demoralize a foe, including using Dazzling Display.

Victorious Momentum (Su): At 8th level, allies affected by your victorious strike ability also gain a +2 morale bonus to attack and damage rolls for one round. If they are already benefitting from a morale bonus to one of these rolls, that bonus is instead increased by +1 for the same duration.

DOCTRINE OF HEROISM

To your faith, while true heroism may not inherently be about the reward or the praise at the end, those are still

important parts of being a hero. The promise of fame, fortune and glory encourages people to pursue heroic acts, and to put themselves in danger for a greater cause. You gain the following abilities.

Heroic Aura (Su): As a swift action, you can spend 1 point of faith to double all morale bonuses allies within 30 feet of you are benefitting from for one round.

Awesome Presence (Su): At 16th level, your visage becomes so impressive that it roots people to the ground. When you successfully demoralize a shaken enemy, you can spend 1 point of faith to make them staggered instead for the same duration. When you successfully demoralize a staggered enemy, you can spend 1 point of faith to make them paralyzed for one round.

DOCTRINE OF VICTORY

You believe there is no greater glory to be found than in victory over your enemies. To stand over them, triumphant in battle, is the pinnacle of excellence, and you preach and practice the pursuit of victory at all costs. You gain the following abilities.

Shared Victory (Su): Your allies' victory is just as much your own. The radius of your victorious blow is doubled. In addition, you can use this ability when your allies knock an enemy unconscious as well as yourself.

Victorious Fanfare (Su): Every fight you walk away from as the winner is a glorious one. Starting at 16th level, when combat ends you can spend 3 points of faith to immediately restore yourself and your allies within 60 feet to your maximum hit points. You cannot use this ability if you are unconscious or helpless.

Domain Spells: 1st-timely inspiration^{APG} 2nd-lock gaze^{UC} 3rd-heroism 4th-righteous vigor^{APG} 5th-feeblemind 6th-greater heroism 7th-holy sword (holy, unholy, anarchic, or axiomatic, corresponding to your alignment) 8th-sympathy 9th-overwhelming presence^{UM}

HEALING

The domain of healing is one of care, rest, and kindness. As a cleric of the healing domain, your greatest priority is ensuring that those around you are cared for and healthy. A healing cleric's work is rarely if ever done. The most important aspect of being a cleric of the healing domain is compassion; your power is meant for others, not for yourself, and to be given freely rather than hoarded. As such, while evil healing clerics are not unheard of, almost all healing clerics are of a good alignment.

Divine Skill: Knowledge (nature)

Channel Life (Su): If you chose to channel negative energy at 1st level, you gain the ability to channel positive energy as well. If you chose to channel positive



energy, you can channel energy as a move action instead of a standard. If you do not have the channel energy class feature, you gain it, but can only choose to channel positive energy.

Merciful Healer (Su): At 4th level, choose a paladin mercy as though you were a paladin of your cleric level. When you channel energy or cast a spell with the healing subdomain, you can spend 1 point of faith to apply one mercy to the effect. You can choose one additional mercy every 3 levels after you gain this ability.

Healer's Blessing (Su): At 8th level, all of your spells with the healing subdomain are treated as if they were empowered, increasing the amount by half (+50%). This does not apply to damage dealt to undead with such a spell. This does not stack with the Empower Spell metamagic feat.

DOCTRINE OF RESTORATION

Not all wounds are expressed with the loss of blood or mutilation by weapons. You understand the dangers posed by internal ravages of the body and mind and work to alleviate them. You gain the following abilities.

Restorative Channel (Su): When you channel or cast a spell with the healing subdomain, you can spend 2 points of faith to apply all 3rd and 6th level paladin mercies to the targets of the effect, instead of just one. For each 3rd and 6th level mercy you chose with merciful healer, you can choose a new mercy that you meet the prerequisites for, and are treated as having all 3rd and 6th level mercies for prerequisites.

Word of Restoration (Su): Starting at 16th level you can spend 3 points of faith as a standard action to select one negative effect that an ally within 30 feet is suffering from. This effect can include any negative condition, poison, disease or spell except for death. All willing allies within 30 feet have this effect removed. If it is a magical effect with a caster level greater than your cleric level, the effect is instead suppressed for a number of rounds equal to your Wisdom modifier.

DOCTRINE OF RECOVERY

In the heart of danger, every moment counts, forcing a healer to be quick and resourceful with their work. You excel at rapidly providing the necessary aid to keep your fellows going. You gain the following abilities.

Quicken Recovery (Su): When you spontaneously cast a spell with the healing subtype from your domains, you can spend 1 point of faith to reduce its casting time by one step.

Miraculous Healer (Su): Starting at 16th level you can spend 3 points of faith as a standard action to restore a single adjacent target to their maximum hit points. A creature can only benefit from this ability once per day.

Domain Spells: 1st-cure light wounds 2nd-lesser restoration 3rd-remove disease 4th-restoration 5th-breath of life 6th-heal 7th-greater restoration 8th-mass cure critical wounds 9th-mass heal

KNOWLEDGE

The domain of knowledge is one of understanding, self-improvement and personal growth. It is the highest calling of all people, clerics included, to seek knowledge and education, but as a cleric of the knowledge domain you value learning for its own sake rather than any specific purpose. You most likely hold a role in the community as an educator or source of information and dedicate your free time to the accumulation of more information.





Divine Skill: Any Knowledge skill

Divine Scholar (Ex): All Knowledge skills are class skills for you. You add your Wisdom modifier in place of your Intelligence modifier to all Knowledge skills and can roll Knowledge checks untrained. Before rolling a Knowledge check, you can spend 1 point of faith to add a sacred bonus to the check equal to 1/2 your cleric level.

Identify Weakness (Su): Starting at 4th level, when you successfully identify a creature you can spend 1 point of faith as a swift action to grant allies who can hear you a +1 sacred bonus on attack and damage rolls against creatures of that type for one minute. These bonuses increase by 1 for every 4 levels you possess beyond 4th level.

Lore Master (Ex): At 8th level, you gain the lore master ability, as a bard of your level.

DOCTRINE OF THE SCHOLAR

There is nothing more important to your faith than acquiring new knowledge. You pursue it endlessly, poring over tomes and scrolls, seeking out new teachers, and penning your own treatises and scholarly works exploring the various realms of knowledge. You gain the following abilities.

Divine Inspiration (Su): After failing a Knowledge check, you can spend 1 point of faith to reroll the check. You can continue spending faith to reroll until you succeed.

I Read About It In... (Ex): Starting at 16th level, the breadth of your research and information becomes staggering. When presented with a Knowledge check, you can spend 1 minute going through your own notes, rereading the books you carry with you, or searching through your memory to take 20 on the check without expending a use of your lore master ability.

DOCTRINE OF THE TEACHER

Though knowledge is important in its own right, it is more important that that knowledge reach as many ears as possible. You dedicate yourself to educating others, sharing what you have learned yourself and improving the collective knowledge of everyone. You gain the following abilities.

Thorough Lecture (Su): The bonus from your identify weakness ability also applies to AC and saving throws against the appropriate creatures.

Communal Education (Su): The greatest teachers don't simply tell others the answers but teach them to find the answers themselves. At 16th level, when you successfully roll a Knowledge check, you can spend 1 point of faith

to allow all of your allies to make the same check, even if they are untrained. For every result which equals or exceeds 10, you gain a +2 bonus to your check. This can increase the bonus from identify weakness as normal.

Domain Spells: 1st-*identify* 2nd-*bestow insight*^{ARG} 3rd-*seek thoughts*^{APG} 4th-*scrying* 5th-*contact other plane* 6th-*legend lore* 7th-*vision* 8th-*moment of prescience* 9th-*foresight*

LIFE

The domain of life is built on compassion, resilience, and the value of life. As a cleric of the life domain, you may be a healer, a caregiver, or a protector in times of crisis. You may be a modest figure or an influential leader in your community, but in either case you are quite active in supporting those around you.

Divine Skill: Perception

Life Link (Su): You gain the life link^{APG} ability, as an oracle of your cleric level. You can spend 1 point of faith to cast a harmless spell on a creature you have a life link to, increasing the range of the spell by 1 step (touch to close, close to medium, medium to long).

Anchor to Life (Su): Starting at 4th level, allies within 30 feet of you add your Wisdom score to their Constitution score for the purpose of determining when they die of hit point damage or Constitution damage. Allies within this aura also ignore an amount of ability score damage to each of their ability scores equal to your Wisdom modifier.

Donate Life (Su): At 8th level, you can give your allies a portion of your own life force. As an immediate action, you can spend 1 point of faith and reduce your hit points by any amount. You can then distribute an equal number of hit points among allies you are life linked to, healing them for the amount distributed to them.

DOCTRINE OF THE BODY

The workings of the physical body are endlessly complex, requiring a great deal of maintenance and care in order to maintain their optimal conditions. The doctrine of the body focuses on preserving the body against ravages and keeping its many operations intact. You gain the following abilities.

Transfer Affliction (Su): When an ally would gain a poison, disease, or curse effect, you can spend 1 point of faith to negate the effect on that creature. If you do, you suffer the effect in their place, ignoring any immunities you have.

One Body, One Heart (Su): At 16th level, you can connect the life forces of yourself and your allies to share all of your burdens. As a swift action you can spend 3 points of faith. For one minute, whenever you or a creature



you are life linked to would take damage, that damage is evenly distributed to that creature, yourself, and all other creatures you are life linked to. A creature under your life link can dismiss the effect as a free action before damage is calculated.

DOCTRINE OF THE SOUL

Life exists as more than a series of biological functions, with much of one's essence being contained within the metaphysical structure of the soul. The doctrine of the soul focuses on preserving and nurturing this ethereal form of life. You gain the following abilities.

Restore Soul (Sp): If you have at least 10 points of faith remaining, you can spend all of your remaining faith to cast *raise dead* as a spell-like ability.

Lifeline (Su): Starting at 16th level, if a creature that was life linked to you dies, you can spend 3 points of faith as an immediate action to tether their soul to their body. They fall unconscious but remain alive for three rounds. If their hit point total is increased to a negative amount less than their Constitution score or higher and any other negative effects responsible for their death are removed, they do not die. If they were killed by a death effect that instantly killed them, that effect can be removed with *dispel magic* or similar effects.

Domain Spells: 1st-*remove sickness*^{UM} 2nd-*remove paralysis* 3rd-*remove disease* 4th-*neutralize poison* 5th-*raise dead* 6th-*resurgent transformation*^{APG} 7th-*resurrection* 8th-*clone* 9th-*true resurrection*

LUCK

The domain of luck is not only one of chance, but of influencing those chances. As a cleric of the luck domain, you likely believe in what many others would call "silly superstitions." Black cats are to be avoided, mirrors unbroken, horseshoes treasured, and clovers meticulously inspected. The luck domain is unique in that it requires no formal faith or religion; merely a belief in the power of totems, practices and omens of good and bad luck is sufficient to grant the powers of a luck cleric.

Divine Skill: Perform (all)

Lucky Charm (Su): When you cast a harmless spell or channel energy that heals one or more creatures, you can spend 1 point of faith to infuse the effect with good luck. Anyone affected by the spell or channel can reroll a single d20 before the results of the roll are revealed any time within the next minute. They must take the result of the reroll, even if it's worse than the original.

Superstition (Su): At 4th level whenever you fail a saving throw or skill check, you can spend 1 point of faith as a free action to affect your own luck with an act, such as throwing salt over your shoulder or knocking on wood. Reroll the failed check.

Aura of Luck (Su): As a standard action, you can spend 1 point of faith to exude an aura of good luck. All allies within a 30' radius gain a +1 luck bonus on attack rolls and saving throws for one round. At 13th level and 18th level this bonus increases by +1, to a maximum of +3. This aura can be maintained each round as a free action, but costs 1 point of faith each round.

DOCTRINE OF FORTUNE

You seek to bring good luck into yours and your allies' lives as much as you can. Your day to day life is filled with prayers, practices or rituals improving your own fortunes, empowering your faith, and bringing good luck into your lives. You gain the following abilities.

Bit of Luck (Su): As an immediate action before an ally within 30 feet makes an attack roll, skill check or saving throw, you can spend 1 point of faith to bestow a bit of luck on them. Until the start of their next turn, they roll twice and take the better result on all d20 rolls.

Lucky Surge (Su): Starting at 16th level, you can spend 1 point of faith as an immediate action to double the bonuses granted by your aura of luck for one round. You can use this ability after an ally fails an attack roll or saving throw, potentially changing the results of that check. After this ability ends, your aura of luck ends, and you cannot use it again for one minute. This does not stack with other abilities which double luck bonuses.

DOCTRINE OF MISFORTUNE

You impose ill fate upon your foes and drive situations towards their worst possible outcomes, possibly for strategic reasons or possibly out of spite. Your machinations sow distrust and failure. You gain the following abilities.

Accident (Su): As a swift action, you can spend 1 point of faith to curse an enemy with bad luck. That target must roll twice and take the worse result on all d20 rolls for one round.

Aura of Bad Luck (Su): At 16th level, your aura of luck applies a penalty to the attack rolls and saving throws of enemies in the area. This penalty is equal the bonus granted to allies.

Domain Spells: 1st-*true strike* 2nd-*blur* 3rd-*borrow fortune*^{APG} 4th-*confusion* 5th-*foe to friend*^{APG} 6th-*contingency* 7th-*limited wish* 8th-*moment of prescience* 9th-*wish*



MAGIC

The domain of magic is one of power and esoterica. As a cleric of the magic domain, you believe that magic is the most powerful force in creation and strive to master it. Your faith may view magic as a powerful tool in its own service, or as a sacred practice in its service. Your faith may even worship magic itself, treating it as a living force that lends itself to mortals.

Divine Skill: Use Magic Device

Magic Sense (Sp): You constantly benefit from *detect magic*. You can exclude the presence of magical auras

you already know the presence and location of, such as your allies' magic items. At 10th level, this effect becomes *arcane sight* instead.

Augment Spells (Su): At 4th level, you gain a metamagic feat you qualify for as a bonus feat. When you prepare spells each day, you can spend 1 point of faith for each spell you modify with a metamagic feat to reduce the spell level adjustment on that spell by 1.

Divine Counterspell (Su): At 8th level you gain Improved Counterspell as a bonus feat. You may spend 2 points of faith when counterspelling. If you do, you do not expend the prepared spell used to counterspell.

DOCTRINE OF SUPERIORITY

Magic is ultimately a force, and the more of that force one controls the more they can assert their will upon the world. The doctrine of superiority emphasizes the raw strength of one's magic, allowing you to tear through your foes' mystical energies. You gain the following abilities.

Magical Collapse (Su): When another creature is affected by a spell you cast, you can spend 1 point of faith as a free action to attempt to dispel a single spell on them, as though by *dispel magic*.

Spell Turn (Su): At 16th level, you become so adept at controlling enemy magic, you can turn it back on them. When you successfully counterspell, you may spend 1 additional point of faith to instead redirect the spell. If the spell targets specific creatures, it only affects the original caster, and if it affects an area it is centered on the caster's square.

DOCTRINE OF FLEXIBILITY

Magic can be molded into countless shapes and sizes, and a scholar of magic can bend even the most simple and rigid spell towards many different purposes. The doctrine of flexibility teaches the disciple to embrace the great potential held within every work of magic. You gain the following abilities.

Improved Augment Spells (Su): You gain an additional metamagic feat as a bonus feat. When you reduce the spell level adjustment of a metamagic feat using augment spells you can spend any number of points of faith to reduce the adjustment by the same amount.

Metamagic Mastery (Su): At 16th level, your abilities with metamagic become second to none. Whenever you cast a





spell, you can increase the casting time by 1 step to apply any metamagics you know as though you were a spontaneous caster. When you do so you can spend faith to reduce the spell level adjustment with your augment spells ability.

Domain Spells: 1st-magic aura 2nd-magic mouth 3rd-arcane sight 4th-greater magic aura^{UI} 5th-permanency 6th-analyze dweomer 7th-spell turning 8th-prediction of failure^{UM} 9th-mage's disjunction

NOBILITY

The domain of nobility is one of leadership and valor. As a cleric of the nobility domain, you are likely part of the noble class yourself, but belief in the platonic ideals of nobility can come from all levels of life. A nobility cleric must strive to promote those ideals among their followers and comrades, particularly the ideals of responsibility and duty, and thus are typically lawful.

Divine Skill: Knowledge (nobility)

Inspiring Command (Su): As a standard action, you can spend 1 point of faith to issue an inspiring command to your allies within 30 feet. Affected allies gain a +2 sacred bonus on attack rolls, AC, combat maneuver defense, saving throws and skill checks for 1 round. This is a language-dependent mind-affecting effect.

Noble Visage (Su): At 4th level, you gain a natural aura of nobility that makes you seem more impressive to others. You gain a +2 bonus on Diplomacy, Bluff and Intimidate skill checks. This bonus increases by 1 at 9th level and every 4 levels thereafter, to a maximum of +5 at 17th level. As a standard action, you can spend 1 point of faith to touch an ally and grant them this bonus for a number of minutes equal to your Wisdom modifier.

Aura of Valor (Su): At 8th level, you gain an aura that inspires others. Allies within 30 feet of you gain a +2 morale bonus on saves against fear and compulsion effects. You can spend 1 point of faith as a standard action to grant immunity to those effects for 1 minute but allies already under such an effect do not gain this immunity.

DOCTRINE OF RULERSHIP

Without governing forces which bind the world together, there is not telling what could happen. For that reason, the doctrine of rulership teaches its dedicates to stringently enforce their will and to project their beliefs upon those around them. You gain the following abilities.

Commanding Voice (Su): Your voice itself becomes layered with power. Whenever you cast a spell that has a verbal component, you can spend 2 points of faith to use your inspiring command as a free action.

King's Order (Su): Starting at 16th level your command is great enough to stir others to action past their own limits. As a swift action, you can spend 1 point of faith to command a willing target. The target can take any move action or the attack action as an immediate action.

DOCTRINE OF CHIVALRY

Much is expected from those who receive much, and so a crucial component of nobility is the high moral standard one holds themselves to. The doctrine of chivalry teaches loyalty and commitment, weaving these values into an assistive fighting style. You gain the following abilities.

On the Front (Su): You join your comrades in the thick of battle, inspiring them with your willingness to fight alongside them. On any turn in which you make a melee attack against an enemy, you can use your inspiring command as a swift action.

Knight's Command (Su): Starting at 16th level, your knightly presence inspires others to break free of their shackles. Whenever you use your inspiring command, all affected creatures gain a new save against all negative effects affecting them. A creature can only benefit from this ability once per minute.

Domain Spells: 1st-word of resolve^{UM} 2nd-paladin's sacrifice^{APG} 3rd-pack empathy^{UI} 4th-good hope 5th-hold monster 6th-sacrificial oath^{APG} 7th-brilliant inspiration^{APG} 8th-demand 9th-mass hold monster

PLANT

The domain of plants is one of respect for nature. As a cleric of the plant domain, you likely live in or near a forest, swamp, or other flora-filled region, and preach the importance of its protection. Your most important role is to speak for the trees, as they cannot speak for themselves.

Divine Skill: Knowledge (nature)

Phytokinesis (Sp): You gain the wood blast wild talent^{UW} and the kinetic blast class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain the basic phytokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.



Natural Medicine (Ex): At 4th level, your knowledge of plants allows effective healing, even without magic. You can spend 1 point of faith and 1 minute to treat a willing creature's wounds with medicinal herbs and berries, healing them for 2d8 points of damage. At 6th level, and every 2 levels thereafter, this healing increases by 1d8, to a maximum of 10d8 at 20th level.

Woodland Aura (Su): Starting at 8th level, you and allies within 30 feet of you can move through any sort of natural undergrowth (such as thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. At a swift action, you can spend 1 point of faith to make this aura effect magically created or manipulated undergrowth as well.

DOCTRINE OF HERBALISM

The bounties of the world can be utilized in a wide variety of ways, and the doctrine of herbalism instructs clerics on how to best employ the variety of plants around them for medicinal purposes. You gain the following abilities.

Amazing Herbs (Su): Whenever you use natural medicine, you can attempt to dispel a curse, disease, or other long term effect as though using *dispel magic*, *remove disease* or *neutralize poison*, treating your cleric level as your caster level.

Bloom (Su): At 16th level, the plants you conjure all bloom with delicate flowers that release a soothing scent. When you cast a plant domain spell, you can spend 1 point of faith to infuse these flowers with healing energy. Allies within the radius of the spell gain fast healing equal to your Wisdom modifier for the duration of the spell.

DOCTRINE OF OVERTURE

The endless expansion of plant life is a force which can change the nature of an ecosystem or even a nation. The doctrine of overgrowth taps into this mighty development to rearrange the battlefield according to your needs. You gain the following abilities.

Entangling Roots (Su): Whenever you cast a plant domain spell or use wood blast, you may spend a faith point to cause any affected creatures to become entangled for a number of rounds equal to your Wisdom modifier. Any creature who succeeds at their saving throw against the effect negates the entangled condition, while creatures hit by your wood blast are allowed a Reflex saving throw to negate this entanglement.

Wild Growth (Su): At 16th level, the plants you conjure become thorny or brambly. When you cast a plant domain spell, you can spend 1 point of faith to grow these thorns and brambles to deadly size and sharpness. Creatures that begin their turn in the radius of these spells take 1d6 points of damage per spell level. A creature affected by your woodland aura does not take this damage.

Domain Spells: 1st-entangle 2nd-tree shape 3rd-plant growth 4th-command plants 5th-wall of thorns 6th-repel wood 7th-animate plants 8th-control plants 9th-greater siege of trees^{UC}

PROTECTION

The domain of protection is one of guardianship. As a cleric of the protection domain, you preach the importance of defending those around you. This can extend to protecting those weaker than you, protecting those to whom you owe fealty, or protecting those you've declared allies, whether out of generosity, honor, or holding to your word. The reasons to protect others, and to value such enough to become a cleric of those ideals, are myriad, but they all come to one core belief: you are a shield for those around you, and you will protect them.

Divine Skill: Perception

Guardian's Aura (Su): You grant a +1 resistance bonus to all saving throws to allies within 30 feet of you. This bonus increases by 1 at 5th level, and every 4 levels thereafter, to a maximum of +5 at 17th level.

Overzealous Healing (Su): At 4th level, healing energy in excess of what you need can be converted into a barrier to protect your allies. You can spend 1 point of faith when casting a spell of the healing subdomain or channeling to heal; any healing in excess of their maximum hp becomes temporary hp that lasts for 1 hour.

Emergency Barrier (Su): At 8th level, you can quickly respond to your allies in danger. As an immediate action when an ally would be hit by an attack, you can spend 1 point of faith to grant them a +2 sacred bonus to armor class and temporary hp equal to your level + your Wisdom modifier for one round. If the attack would miss their new armor class, it is negated.

DOCTRINE OF THE DISCIPLINARIAN

To stop harm, sometimes punishment must be enacted. The doctrine of the disciplinarian focuses on penalizing foes for daring to strike against you or your allies. You gain the following abilities.



Energy Field (Su): When you cast a spell that deals damage, you can spend 1 point of faith to convert some of the energy of that spell into a barrier for your allies. Reduce the damage of the spell by 20%, and grant allies within 30 feet of you temporary hp equal to the reduction.

Feedback (Su): At 16th level, you can harness the excess energy from your healing and turn it volatile instead of protective. Whenever you cast a spell of the healing subdomain or channel to heal, you can spend 1 point of faith to convert all healing in excess of the targets' maximum hp into damage. Enemies within 30 feet of you take this damage (maximum 5 points per cleric level, Will save for half).

DOCTRINE OF THE GUARDIAN

As a follower of the doctrine of the guardian, your focus lies upon protecting your allies from harm, using your abilities to minimize their suffering through whatever means possible. You gain the following abilities.

Guardian Beacon (Su): As a swift action you can spend 1 point of faith to empower your guardian's aura, declaring your allies under your protection. For 1 minute, enemies take a penalty to attack rolls against creatures within your aura equal to the resistance bonus granted by the aura. This benefit does not apply to you.

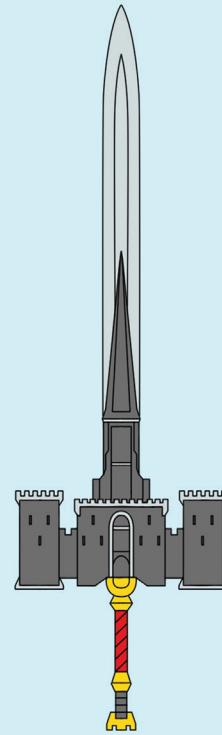
Emergency Force Field (Su): When you use your emergency barrier ability, you can spend 1 additional point of faith to instead create a solid shield of energy between your target and their attacker. This functions as *wall of force*, but only affects one edge of a single 5-foot square and lasts until the start of the target's next turn.

Domain Spells: 1st-shield 2nd-barkskin 3rd-communal resist energy 4th-lesser globe of invulnerability 5th-wreath of blades^{UC} 6th-globe of invulnerability 7th-deflection^{APG} 8th-mind blank 9th-prismatic sphere

REPOSE

The domain of repose is one of stewardship over the dead. As a cleric of the repose domain, your highest task is ensuring that the dead see their final rest. For most clerics in your faith, this likely means performing funerary rites, tending to graves, and leading prayers for the souls of the departed, but there is a secondary role almost all repose domain clerics prepare for: putting the dead back to rest when they rise.

Divine Skill: Survival



Lay to Rest (Su): Undead do not gain channel resistance against your channels. If you channel positive energy, you can spend 1 point of faith when you channel to harm to increase the damage by your cleric level. If you channel negative energy, you can spend 1 point of faith when you channel to harm to damage undead and not affect living creatures.

Turn Undead (Su): At 4th level you gain Turn Undead as a bonus feat, using your Wisdom modifier in place of your Charisma modifier. You can spend uses of channel negative energy or 1 point of faith to use this ability.

Volatile Channel (Su): At 8th level, you can spend 1 point of faith when you channel to harm undead or cast a spell that affects undead. If they fail their save against the channel or spell, they are staggered for 1 round. If the spell does not give them a save, they can make a Will save against this effect.

DOCTRINE OF THE GRAVE

Graves are locations which often need protection, either from robbers or from haunting undead. The doctrine of graves focuses on deterring or destroying such interlopers through positive energy effects. You gain the following abilities.



Fearsome Channel (Su): When you channel to harm undead, you can spend 1 point of faith. Creatures who fail their save against this channel are also affected by Turn Undead. You may affect living creatures with Turn Undead as if they were undead.

Explosive Channel (Su): Starting at 16th level, when you channel to harm undead you can spend 1 point of faith. Unintelligent undead who fail their save against this channel must succeed at a Fortitude save or be instantly destroyed.

DOCTRINE OF REST

The fundamental goal of the repose domain is to ensure peaceful, secure rest for the dead, and the doctrine of rest emphasizes this mission through its disarming impositions of magic. You gain the following abilities.

Peaceful Rest (Su): You become permanently under the effects of *death ward*. As a standard action, you can spend 1 point of faith to extend this effect into an aura affecting allies within 30 feet for a number of minutes equal to your Wisdom modifier. A creature who dies under this effect does not rise as an undead, even if an effect such as ghoul fever or *create spawn* would cause them to.

Exhausting Channel (Su): Starting at 16th level, you can spend 1 point of faith and a use of channel as a standard action to sap the energy from creatures around you. Enemies within 30 feet of you must make a Will save against your channel DC. Living creatures who fail become fatigued, and undead creatures become staggered for the duration of the Turn Undead effect. A living creature who is already fatigued instead falls asleep, while an undead creature who is already staggered becomes paralyzed, even if they would be immune to paralysis.

Domain Spells: 1st-*whispering lore*^{ARG} (functions regardless of race) 2nd-*magic mouth* 3rd-*purge spirit*^{OA} 4th-*greater peacebond*^{UI} 5th-*secret chest* 6th-*incorporeal chains*^{OA} 7th-*sequester* 8th-*trap the soul* 9th-*imprisonment*

RUNE

The domain of runes is one of writing and knowledge. As a cleric of the rune domain, you understand the value of the written word and the power it can contain—both figurative and literal. You've dedicated yourself to the study of runes, sigils and languages, and have mastered their magical use.



Divine Skill: Use Magic Device

Written Magic (Sp): You gain Scribe Scroll as a bonus feat and can use Linguistics in place of Spellcraft when crafting scrolls. You can spend 1 point of faith as a standard action to cast *comprehend languages* as a spell-like ability.

Divine Translation (Su): At 4th level your understanding of magical language grows tremendously. You can spend 1 point of faith when casting a spell from a scroll that is not on your spell list to treat it as though it were on your spell list.

Runic Warding (Su): Starting at 8th level, you can alter your spells by incorporating runework into them. Whenever you cast a spell affecting an area, you can spend 1 point of faith to either increase the radius of the spell as if by the Widen Spell metamagic feat, or increase the duration, as though by the Extend Spellmetamagic feat. This does not increase its level or casting time.

DOCTRINE OF LANGUAGES

Methods of communication form a cornerstone of civilization, and those with a mastery of language can accomplish an endless variety of feats with their understanding. The doctrine of languages focuses upon this mastery to expose the endless secrets of the world. You gain the following abilities.

Polyglot (Sp): You become permanently under the effects of *tongues*. As a standard action, you can spend 1 point of faith to grant your allies within 30 feet the effects of *tongues* for 10 minutes.

Scrollmaster (Su): Starting at 16th level, you gain a total mastery of scrolls. When you cast a spell from a scroll, the spell uses your caster level and your Wisdom modifier to determine its DCs and effects.

DOCTRINE OF ENGRAVINGS

The marks left by people can last for ages, with images and patterns persisting through history long after civilizations have expired. The doctrine of engravings focuses on the stabilizing and protective elements of runes. You gain the following abilities.

Runestone (Su): When you cast a spell that affects a specific area, such as *consecrate*, you can spend 1 point of faith to bind the spell to a rune instead of a location. This rune can be engraved on a stone, woven into clothing, or tattooed into your skin. The area of the spell becomes centered around the rune and moves with it. If the spell's duration

is greater than a day, then you do not regain the faith you spent on this ability until the spell's duration ends.

Runic Warding (Su): At 16th level, when you cast a spell that affects a specific area, you can spend 1 point of faith and increase the casting time by 10 minutes to engrave a rune scheme into the environment, making the duration permanent. Spells cast in this way cannot be tied to a rune using your runestone ability. The spell can be disabled by a Disable Device or Spellcraft check with a DC equal to the spell's DC + 10.

Domain Spells: 1st-*erase* 2nd-*secret page* 3rd-*explosive runes* 4th-*mnemonic enhancer* 5th-*scripted hallucination*^{UI} 6th-*mage's lucubration* 7th-*instant summons* 8th-*scintillating pattern* 9th-*teleportation circle*

SCALYKIND

The domain of scalykind is unusual in its specific focus on snakes, lizards and dragons, rather than more general ideals or concepts. As a cleric of the scalykind domain, your faith likely venerates one of these types of creatures or a deity associated with them. There is little that sets a scalykind cleric's behaviors and beliefs apart, except for a particular fascination with scaled creatures.

Divine Skill: Intimidate

Leather Skin (Su): Your skin doesn't bear the scales of your venerated creatures but is naturally tougher than most. You gain a +1 natural armor bonus to your armor class. This bonus increases by +1 at 5th level and every 4 levels thereafter, to a maximum of +5 at 17th level. As an immediate action you can spend 1 point of faith to double this bonus for 1 round, your skin turning to a facsimile of real scales. If the bonus is already doubled, you may spend a faith point as a free action to extend the duration for an additional round.

Snapping Fangs (Su): Starting at 4th level, your canine teeth elongate, granting you a more fearsome visage. You can intimidate to demoralize creatures as a move action. As a swift action, you can spend 1 point of faith to grow your fangs larger and widen your jaw, granting you a bite natural attack that deals 1d6 points of damage for 1 minute.

Hypnotic Gaze (Su): At 8th level, you learn to harness the natural mind-altering powers many scalykind possess. As a standard action, you can spend 1 point of faith to fascinate a single creature for 1 round (Will negates). This fascination is only broken if the target is dealt damage.





DOCTRINE OF DRAGONKIND

Dragons embody the pinnacle of scalykind in strength as well as wisdom, magical beings of incomprehensible age and power who wield an endless variety of abilities. The doctrine of dragonkind seeks to emulate or improve upon such greatness. You gain the following abilities.

Draconic Scales (Su): You dedicate yourself to the power of dragons and are rewarded with greater resilience. Choose one of the chromatic or metallic dragon types. When you spend faith to double your natural armor bonus, your skin turns the color of the dragon you chose, and you gain immunity to its associated energy type for the duration of the effect (acid for black, green and copper, cold for white and silver, electricity for blue and bronze, and fire for red, brass and gold) and the duration of the benefit extends to 1 minute. In this state, you also grow wings and gain a fly speed with good maneuverability equal to twice your land speed.

Frightful Gaze (Su): At 16th level, when you use your hypnotic gaze, the target instead becomes shaken. If they were already shaken they become frightened, and if they were already frightened they instead become panicked. A successful Will save negates any of these effects.

DOCTRINE OF SERPENTKIND

Serpents have long stood as symbols of perpetuity, tenacity, and the power of subtlety. The doctrine of the serpent employs the tools of such creatures so that you might achieve victory in impossible situations. You gain the following abilities.

Venomous Fangs (Su): Your fangs become magically infused with venom. When you hit a creature with your bite attack, you may spend 1 point of faith to add poison to the attack.

Bite – injury; save Fort; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 1 save.

Ensnaring Gaze (Su): Starting at 16th level, your fascinating gaze lasts a number of rounds equal to your Wisdom modifier. In addition, you can damage the target of your fascinating gaze without breaking their fascination; damage from other creatures still ends the fascination.

Domain Spells: 1st-magic fang 2nd-pernicious poison^{UM} 3rd-draconic reservoir^{APG} 4th-dragon's breath^{APG} 5th-baleful polymorph 6th-form the dragon i 7th-form of the dragon ii 8th-form of the dragon iii 9th-shapechange

STRENGTH

The domain of strength is one of care and improvement of the physical body. As a cleric of the strength domain, you emphasize for yourself and others the importance of exercise and the pursuit of physical prowess. Your faith may be oriented towards strength as a way of ensuring the safety of one's self and others, as one aspect of sport and competition, as a display of gratitude towards a higher power for the body, or because of a cultural inclination towards "might makes right."

Divine Skill: Climb

Physical Domination (Su): You gain either Dirty Fighting^{DTT} or Power Attack as a bonus feat, ignoring prerequisites. When you attempt a combat maneuver, you can spend 1 point of faith as a free action to add your Wisdom modifier to your CMB and CMD for one round.

Might of the Gods (Su): At 4th level, you can spend 1 point of faith as an immediate action to infuse your muscles with divine energy, adding your cleric level as an enhancement bonus to your Strength score for one round. This bonus only applies to combat maneuvers, carrying capacity, Strength-based skill checks, and Strength checks.

Powerful Presence (Su): Your muscular physique makes you more impressive to others, for better or for worse. At 8th level, you can spend 1 point of faith when making a Diplomacy or Intimidate check to add your Strength modifier to the check. In addition, the DC to Intimidate you increases by 4.

DOCTRINE OF THE ATHLETE

A body honed to perfection is an immensely powerful weapon as well as a defense that will rarely fail you. The doctrine of the athlete focuses on continually improving the maneuverability and tenacity of one's own body. You gain the following abilities.

Peerless Maneuvering (Su): Your blessed might allows you to overcome even tremendous foes. You may ignore any size bonuses to CMB or CMD that creatures possess and may perform combat maneuvers on creatures regardless of their size. When you succeed at a combat maneuver, you are treated as having succeeded by 5 more for the purpose of determining the maneuver's effects.

Follow-Through (Su): At 16th level, you may perform a single combat maneuver as a free action whenever you succeed at an attack roll or combat maneuver. You cannot activate this ability from a combat maneuver you perform as a result of this ability.



DOCTRINE OF THE TITAN

Strength is a force that allows one to tower over any obstacle and tread them underfoot. The doctrine of the titan emphasizes this approach, focusing on becoming as large and mighty as possible while crushing your foes into nothingness. You gain the following abilities.

Giant's Stature (Su): As a swift action, you can spend 1 point of faith to grow one size category, as *enlarge person*. This effect lasts for 1 minute. Whenever you cast a spell which would increase your size, you may spend 1 point of faith to increase your size by one additional size category, increasing any size bonuses you receive to Strength or Constitution by 2.

Titanic Blows (Su): Starting at 16th level, while you are under the effects of might of the gods or giant's stature, any creature struck by one of your melee attacks must succeed at a Fortitude save or be stunned for one round.

Domain Spells: 1st-*enlarge person* 2nd-*bull's strength* 3rd-*monstrous physique* ⁱ_{UM} 4th-*stoneskin* 5th-*monstrous physique* ⁱⁱ_{UM} 6th-*transformation* 7th-*grasping hand* 8th-*divine vessel*^{APG} 9th-*crushing hand*

SUN

The domain of the sun focuses on personality, revelation, and overwhelming force. As a cleric of the sun domain, you likely invoke the awe induced by the sun to cow your foes and illuminate the way for your allies. You may provide hope and guidance, serve as a beacon of leadership, or sear your foes with divine brilliance.

Skill: Knowledge (geography)

Luminous Aura (Su): The light level within a 10-foot radius of you increases by one step. This radius increases by 5 feet for every level beyond 1st you possess, to a maximum of 110 feet at 20th level. You may deactivate or reactivate this aura as a free action.

Searing Glory (Su): At 4th level, whenever you cast a spell with the light descriptor, you may spend a faith point to deal fire damage equal to your cleric level to any creatures you choose in the area of the light's effects in addition to the normal effects of the spell.

Soothing Brilliance (Su): At 8th level, whenever you cast a light spell, you may spend a faith point to allow any allies within the area to make a saving throw against one effect on them.

DOCTRINE OF HEAT

The might of the sun is incomprehensible to most mortal minds, and even fewer mortal bodies can stand against its awesome and brilliant heat. The doctrine of heat focuses this immense power upon your foes. You gain the following abilities.

Scorching Brilliance (Su): You may use your searing glory ability with spells of the fire and healing descriptors as well as those of the light descriptor. Light spells you cast count as true sunlight for all purposes and deal an additional 1d4 damage per cleric level to undead when used with searing glory.

Solar Flare (Su): At 16th level, whenever you use searing glory, you may spend an additional faith point to irradiate any creatures you choose within the area of effect. Irradiated creatures must succeed at a Fortitude save or become exposed to Severe Radiation^{TG}. This effect uses the DC of your domain abilities, not the normal DC of severe radiation.

DOCTRINE OF LIGHT

For all the destruction the sun can rain down, it also provides a crucial rule in the cultivation and protection of life. The doctrine of light emphasizes this sustaining power, providing stability to yourself and your allies. You gain the following abilities.

Purifying Radiance (Su): Allies within the area of your light spells receive a +2 sacred bonus to all saving throws.

Luminous Relief (Su): At 16th level, so long as you or your allies are within the area of one of your light spells, they receive fast healing equal to the spell's level (minimum 0).

Domain Spells: 1st-*faerie fire* 2nd-*campfire wall*^{APG} 3rd-*daylight* 4th-*wandering star motes*^{APG} 5th-*mirage arcana* 6th-*blazing rainbow*^{ACG} 7th-*sunbeam* 8th-*sunburst* 9th-*fiery body*^{APG}

TRAVEL

The domain of travel is built around movement, exploration, and guidance. As a cleric of the travel domain, your lifestyle is likely nomadic or otherwise distant from most of society. You may be a guide who leads people through danger, a monastic who protects people in remote parts of the world, or a navigator who helps keep the group on the right path in times of tumult.

Skill: Acrobatics

Agile Feet (Su): By spending a faith point as a free action, you may allow yourself and all allies within 30 feet to ignore all difficult terrain and not take any penalties for moving through it for 1 round.

Blessed Alacrity (Su): At 4th level, all of your movement speeds increase by 10 feet. You may spend a faith point as a free action to double this bonus for one round.

Dimensional Hop (Sp): At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use



this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

DOCTRINE OF GATEWAYS

Every journey has a destination, and your expertise lies in reaching destinations quickly through magical means. The doctrine of gateways is built upon circumventing dangers and bringing your allies directly between points. You gain the following abilities.

Portal (Su): When using dimensional hop, you may spend a faith point to create two 5-foot diameter portals, one in the space you teleported from and one in your current space. These portals persist until the end of your next turn, and creatures of any size can step move through either, using 5 feet of movement to exit from the other portal. At the end of your next turn, you can spend an additional faith point as a free action to extend the portals' duration by 1 round.

Master of Dimensions (Su): At 16th level, you do not expend distance for using dimensional hop to teleport less than 60 feet. In addition, you may spend 20 feet of movement from dimensional hop to transport a willing creature between planes (as per *plane shift*) instead of teleporting it.

DOCTRINE OF ROADS

You serve as a patron of journeys, focusing on mastering the spaces in between landmarks and directing your allies through the great expanse of the world. You may also be skilled in tactics, assisting your allies' mobility amid danger. You gain the following abilities.

Pathforger (Su): The benefits of blessed alacrity apply to all allies within 30 feet of you. For yourself, the speed bonus improves from 10 feet to 30 feet.

Make Your Way (Su): At 16th level, any ally which starts their turn benefiting from your pathforger ability may spend a swift action to move up to their speed once per round.

Domain Spells: 1st-longstrider 2nd-knock 3rd-haste 4th-dimension door 5th-teleport 6th-getaway 7th-greater teleport 8th-phase door 9th-interplanetary teleport^{UM}

TRICKERY

The domain of trickery is one of subterfuge and deception. As a cleric of the trickery domain, you likely rely upon lying and deceit to advance your goals or utilize distortions of the truth to expose the faults and hypocrisies of the world around you. Your faith may be one that thrives in the shadows or which employs complex charades to enthrall its followers and deter its enemies. The commonality to all faiths of trickery is a profit to be obtained by obfuscating the truth.

Divine Skill: Disguise

Copycat (Sp): You can create an illusory double of yourself as a move action by spending a faith point. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level or until the illusory duplicate is dispelled or destroyed. An additional *mirror image* is created at 4th level and every 3 cleric levels thereafter. You can have no more than one copycat effect at a time. This ability does not stack with the *mirror image* spell.





Roguish Escape (Su): Starting at 4th level, as an immediate action, after you are missed by an attack or succeed at a saving throw, you can spend a faith point to teleport up to 10 feet to a space that you can see.

Subtle Caster (Su): At 8th level, you gain Conceal Spell^{UI} and Improved Conceal Spell^{UI} as bonus feats even if you do not meet the prerequisites. You may use your cleric level in place of your ranks in Bluff, Disguise, or Sleight of Hand and your Wisdom modifier in place of your Charisma or Dexterity modifier to set the DC of the Conceal Spell feat, and may spend a faith point as part of using Conceal Spell to increase the DC by 5 for that particular casting.

DOCTRINE OF DECEIT

You rely upon your words and wits to get you through trouble, utilizing subtle manipulations and exploiting the assumptions of those around you to succeed. You gain the following abilities.

Deep-Seeded Treachery (Su): You become immune to any magical effect that would detect that you are lying or would prevent you from lying (such as a *zone of truth*)

Dance of Deceptions (Su): At 16th level, creatures which have failed a Sense Motive check to discern one of your lies or a Perception check to see through one of your disguises within the last 24 hours take a -4 penalty on saving throws against your cleric spells.

DOCTRINE OF ILLUSION

You twist the perceptions of others to suit your needs, creating a variety of convincing falsehoods that leave others questioning whether their own senses can be trusted. You gain the following abilities.

Countless Faces (Su): You gain the ability to alter your appearance at-will, as per the *veil* spell. This effect is permanent until dispelled, until you are slain, or until you dismiss it.

New Reality (Su): At 16th level, you may spend a faith point as part of casting a (glamer) or (figment) spell to make any change quasi-real, like those created by *shadow conjuration*. A creature that interacts with reshaped reality may make a Will save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Will save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hardness and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures.

Domain Spells: 1st-silent image 2nd-invisibility 3rd-major image 4th-greater invisibility 5th-false vision 6th-veil 7th-project image 8th-screen 9th-shapechange

VOID

The domain of void is built upon curiosity, humility, and the pursuit of higher meaning. Exploring the void often means coming to terms with the tremendous and difficult truths of the multiverse and recognizing all that exists outside of human terms. As a cleric of void, you may be a scholar of esoteric sciences, a traveler of reality's far reaches, or a zealot who has sworn themselves to some inscrutable cosmic mission.

Skill: Knowledge (planes)

Powers of the Beyond (Sp): You gain either the telekinetic blast^{OA} or gravity blast^{OO} wild talent and the kinetic blast class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain either the basic telekinesis or basic chaokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.

Fortified Mind (Su): At 4th level, you and all allies within 10 feet of you gain a +2 bonus on saving throws against mind-affecting effects. You may spend a faith point as an immediate action to increase this bonus to half your cleric level (minimum +3) for 1 round.

Part the Veil (Su): At 8th level, you can lace spells you cast or kinetic blasts you use with the sublime by spending a faith point. If the target is struck by the effect or fails their saving throw against the effect, they must succeed at a Will save or become confused for a number of rounds equal to half your cleric level. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You may only affect one target with this ability per use.

DOCTRINE OF OBLIVION

You have gazed into the endless expanse and discovered how little your efforts mean in the grand scheme. Burdened with this knowledge, you invoke the powers of the absurd as devastating weapons. You gain the following abilities.

All-Consuming Expanse (Su): Whenever you use part the veil, you may affect a number of creatures up to half your cleric level. In addition, rather than confused, you may choose to have targets that fail their Will save become frightened for the duration they would be confused or stunned for 1 round.



Unlimited Power (Su): At 16th level, whenever you cast a spell, you may spend a faith point to not consume the spell slot used for the spell. If you do, you become confused for 1 round. This ignores any immunity to confusion you may possess.

DOCTRINE OF INFINITY

Amidst the swirls of galaxies and resonances of the planes, you find a greater meaning to existence which you have dedicated yourself towards. Although you may not understand the full picture, you strive to weave your section of the tapestry. You gain the following abilities.

Perpetuity (Su): Whenever you cast a spell, you may spend a faith point to double its duration as the Extend Spell feat.

Open to Eternity (Su): At 16th level, you become immune to mind-affecting effects, although you may still allow mind-affecting effects to affect you if you so wish. Any bonus granted from fortified mind increases by 2.

Domain Spells: 1st-feather fall 2nd-levitate 3rd-fly 4th-etheric shards^{OA} 5th-wall of force 6th-forceful hand 7th-reverse gravity 8th-telekinetic sphere 9th-time stop

WAR

The domain of war is centered on conflict and grand machinations, often emphasizing coordination and ambition. War clerics are often charged with guiding their followers in times of conflict, be this through tactical advice or the fostering of morale. Your faith may be oriented towards conquest, unity, defense, or simply to the value of discipline, teamwork, and strategy in resolving problems.

Skill: Intimidate

Warrior-Disciple (Ex): You are proficient with all martial weapons and treat your base attack bonus from your cleric level as equal to your cleric level for the purpose of meeting prerequisites. In addition, your levels in cleric count as levels in fighter for the purpose of meeting prerequisites.

Coordination (Su): At 4th level, you gain a single teamwork feat^{APG} as a bonus feat. Whenever you cast a spell on a willing target, you may grant one of them a single teamwork feat that you possess for one minute. If you spend a faith point, you may grant the teamwork feat to all willing creatures affected by the spell.

Martial Aptitude (Ex): At 8th level, you gain either the Armor Training or Weapon Training class feature of a fighter of your cleric level. If you select Weapon Training, you select a single fighter weapon group and do not select additional fighter weapon groups at higher levels.

DOCTRINE OF THE COMMANDER

You make the most of your allies' varied abilities and guide them on the path to victory, using your faith and determination to amplify your leadership capabilities. You gain the following abilities.





Follow My Lead (Su): You gain an additional teamwork feat as a bonus feat plus a third teamwork feat at 20th level. When you use Coordination, you share all teamwork feats you possess rather than just one.

Rally 'Round the Flag (Ex): At 16th level, you gain the banner^{APG} and greater banner class features of a cavalier of your cleric level, and your banner is considered visible so long as your holy symbol is visible. You may select an alternate banner^{COL} if you so wish. By spending a faith point, you may wave your standard as a move action rather than a standard action.

DOCTRINE OF THE SOLDIER

You merge your faith with an intense martial conviction, improving your physical techniques so that you may fight alongside your fellow warriors rather than hiding behind them. You gain the following abilities.

Martial Mastery (Ex): You gain either Armor Training or Weapon Training as a fighter of your cleric level, whichever option you did not select with martial aptitude. In addition, you gain a single Advanced Armor Training^{AMH} or Advanced Weapon Training^{WMM} of your choice.

Critical Determination (Ex): At 16th level, you gain a single critical feat as a bonus feat. Whenever you threaten a critical hit, you may spend a faith point to automatically confirm the critical hit.

Domain Spells: 1st-warding weapon^{UC} 2nd-rage 3rd-haste 4th-mass enlarge person 5th-wreath of blades 6th-battlemind link 7th-mass fly 8th-prismatic wall 9th-heroic invocation^{UC}

WATER

The domain of water is centered on a reverence for the life-giving fluid, valuing its importance to survival as well as its force in the form of rains or waves. Water clerics are often healers or sailors, their communion with the waves often making them particularly popular in coastal towns or aboard ships.

Skill: Swim

Hydrokinesis (Sp): You gain the water blast wild talent^{OA} and the kinetic blast class feature, treating half your cleric level as your kineticist level (minimum 1) and your Wisdom modifier as your Constitution modifier. You also gain the basic hydrokinesis utility wild talent. You can spend 1 point of faith as a free action to treat your cleric level as your kineticist level for one round instead.

Seatouched (Su): At 4th level, you gain a swim speed equal to your base land speed and can breathe underwater as well as on land.

Buffering Waters (Su): At 8th level, whenever you affect a willing creature with a spell, you may spend a faith point to grant that creature temporary hit points equal to your cleric level.

DOCTRINE OF SOOTHING

Water is used to grow crops, quench thirst, sustain sea creatures, clean wounds, and perform countless other roles in preserving life. The doctrine of soothing embodies the benevolent and restorative aspects of water with its relieving secrets. You gain the following abilities.

Cleansing Waves (Su): Any creature under the effects of buffering waters may immediately end the effect to end one of the following conditions on themselves: blinded, confused, cowering, dazed, dazzled, deafened, energy drained, exhausted, fascinated, fatigued, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned. Alternatively, they may make a saving throw against a poison or disease they are suffering from, taking no ill effects on a failed save.

Tides of Relief (Su): At 16th level, so long as you are in contact with at least a gallon of water outside of your own body, you gain fast healing equal to half your cleric level.

DOCTRINE OF SURGES

A mighty storm can destroy cities, flood the lands, send ships tumbling, and alter the terrain with ease. Harnessing the force and might of water, you invoke the doctrine of surges to reshape the environment to your whims. You gain the following abilities.

Crashing Tempest (Su): Whenever you create or manipulate water, you may spend a faith point to have any creatures in the area of the water take 1d6 points of bludgeoning or cold damage (your choice) per 2 cleric levels. A successful fortitude save halves this damage. You are immune to damage from your own uses of this ability.

Incarnate Storm (Su): At 16th level, you gain a +10 bonus to any CMB checks made as part of a kinetic blast or spell with the water descriptor and may increase the Swim DC to move through any water effect you create by 10.

Domain Spells: 1st-hydraulic push^{APG} 2nd-slipstream^{APG} 3rd-hydraulic torrent^{APG} 4th-aqueous orb^{APG} 5th-geyser^{APG} 6th-fluid form^{APG} 7th-vortex^{APG} 8th-seamantle^{APG} 9th-tsunami^{APG}



FAVORED CLASS BONUSES



The following favored class bonuses are available to all characters, regardless of race:

Any: +1/2 faith point

Any: +1/2 damage and healing whenever you use channel energy

Any: +1 on Knowledge (religion or planes) checks

Any: +1/4 caster level on domain spells

Any: +1/5 saving throw DC of domain abilities and domain spells

Any: +1 bonus on caster level checks made to overcome the spell resistance of outsiders

Any: +1 bonus on concentration checks made to cast a cleric spell

SETTING GUIDANCE



The Legendary Cleric is designed to fill all of the typical roles of a normal cleric, but their ability to separate themselves from the faith of specific god in favor of pursuing a distinct cause or goal which they view as sacred enables the class to operate in a number of new contexts.

A starting point for the role of legendary clerics in a setting is their immense degree of power and versatility. The ability to prepare any spells from a vast array every morning means that a single cleric is capable of accomplishing a great deal even when they only possess 1st-level spells. All but the most squalid towns will likely spend time and money to recruit a cleric to assist around town, while prosperous cities and noble courts will likely go out of their way to employ at least one high-level cleric due to their immense utility. In a wide variety of campaign settings, the easiest way to cultivate a large quantity of clerics in an environment would be forging an alliance with the church of some deity, recruiting capable spellcasters from their ranks. That said, this approach is not a necessity for legendary clerics. A similar pool of divine casters

could potentially be nurtured through the fomenting of intense patriotism or dedication to a certain leader or social faction. The tremendously faithful could acquire the ability to perform miracles through training and diligence. This offers a tangible incentive for propaganda and evangelization in a setting, as there now exist exceptional cases where a disciple's commitment to their nation, leader, or goal can literally move mountains.

In environments where clerics are relatively rare, such as a remote village or a setting in which cleric abilities are available only to a select few, clerics are likely to be treated with a degree of reverence. Power is almost universally respected, and when that power stems directly from a person's commitment to their ideals, people will likely give special attention to what this person is trying to say. The elder who speaks with the dead and cures disease with a touch, for example, would likely be some sort of leader within the community or an object of fascination and awe. Other places could have social norms protecting divine casters or other faithful individuals, either because they fear retaliation or want to maintain the favor of such powerful magic-users in case they need assistance. This can swing in the players favor or against it, and this sort of reverence is part of makes evil clerics such effective villains. Without casting a single enchantment spell, a cleric can leverage fear and social norms to have an entire community wrapped around their finger.

The involvement of gods within a setting (or the lack thereof) can be a source of intrigue. Clerics, oftentimes being mortal representatives of their patron or organization, sit at the center of such tension. A cleric's relationship with a deity could be very personal (an individual agreement or even a friendship) or more distant (the cleric drawing power as the result of a larger covenant with a nation or people, the god not even being aware of the cleric's existence, or the god existing only in the cleric's mind), but each case raises questions about the cleric's devotion and service. As a cleric's dedication is the source of their magic, any cleric should genuinely believe in their cause, viewing prayer or meditations as genuine acts of self-betterment rather than just rituals to be followed. Whatever doctrine they follow should similarly be a major part of their worldview, guiding their interactions with others and fulfilling a prominent role in their ambitions. This could draw allies to their side in the form of fellow followers, but this could also be a source of conflict around the cleric. Rival faiths would likely view a cleric's philosophy as



competition, especially in a setting where the power of a cleric is directly tied to the size of their congregation. Of course, there is also the question of divinity's larger role in the setting and how trusting is of the gods and their intentions. Is the power of the divine considered perfect and beyond mortal ken, or are higher powers considered as fallible as earthly ones?

Clerics will rarely be alone in the pursuit of their faith and aspirations, as community serves as the lifeblood of many ideologies. The role of a cleric within their larger congregation, nation, or school is important to consider when creating them, and different faiths are likely to have very different dynamics and hierarchies. The character could be a lone agent attempting to execute the will of their faith in a far-off land, or perhaps they could be one of many ambitious clerics vying for position in an immense hegemony. The crucial fact to remember when building a cleric PC is that they are an adventurer first and foremost and should have a reason to explore the world alongside the rest of the party. They could be seeking to spread their ideals, combat a powerful enemy of the faith, live out their teachings, or just help those in need.

ALTERNATIVE CLASS FEATURES



Alternate class features are small, modular archetypes. They swap out a single class feature (or a few related class features) for new abilities. By affecting only small parts of the class at a time, a player is able to build the legendary cleric that best fits their ideas. With these alternate class features, the legendary cleric is more flexible than ever before. If an archetype or alternate class replaces one of the below class features, the replacement class feature may not be exchanged for an alternate class feature.

WEAPON AND ARMOR PROFICIENCIES

The following options can be taken in place of the legendary cleric's normal weapon and armor proficiencies:

Weapon and Armor Proficiencies Clerics are proficient with all simple weapons, light armor, and bucklers, plus one weapon appropriate to their faith. They may select a single martial tradition of their choice.

Weapon and Armor Proficiencies Clerics are proficient with all simple weapons and one weapon appropriate to their faith. They are not proficient in any armor or shields. In addition, they gain the following class feature:

AC Bonus (Ex): When unarmored and unencumbered, the cleric adds their Wisdom bonus (if any) to their AC and their CMD. In addition, a cleric gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four cleric levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the cleric is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

Weapon and Armor Proficiencies Clerics are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality. They are not proficient in any armor or shields. In addition, they gain the AC bonus class feature (detailed above) as well as Improved Unarmed Strike as a bonus feat.

BLESSING OF THE FAITH

The following options can be taken in place of the legendary cleric's blessing of the faith class feature.

Bonus Feats: At 2nd level and every 8 levels thereafter, the cleric gains a bonus feat from the following list: any channeling feat, any combat feat, any metamagic feat, Bonded Holy Symbol, Command Undead, Expanded Domain Magic, Extra Faith, Sacred Summons, Turn Undead, or Warrior Priest. The cleric does not need to meet any ability score prerequisites for these feats but must meet other prerequisites for them.

Sacred Weapon (Su): At 2nd level, the cleric selects one type of weapon that they are proficient with (which can be changed any time they level up). The cleric can deal damage with this weapon based on the damage of the warpriest's sacred weapon class feature, treating their cleric level as their warpriest level.



SECONDARY DOMAIN

The following options can be taken in place of the legendary cleric's second domain gained at 10th level.

Bonus Feats: At 10th level and every 4 levels thereafter, the cleric gains a bonus feat from the list of bonus feats which can be taken in place of Blessings of the Faith. The cleric does not need to meet any ability score prerequisites for these feats but must meet other prerequisites for them.

Focused Faith (Su): At 10th level, the cleric gains a number of additional faith points equal to half their cleric level.

NEW ARCHETYPES



CHANNELING ADEPT

Channeling Adepts specialize in harnessing the powers of positive or negative energy, employing their intense faith to draw the most from these esoteric energies.

Abundant Channeling (Su): A channeling adept's channel energy is usable a number of times per day equal to $5 +$ their Wisdom modifier. At 2nd level and every 2 levels thereafter, the channeling adept gains an additional use per day of channel energy.

This replaces the domain ability gained at 1st level.

Amplified Channeling (Su): In place of a domain ability at 4th, 8th, 10th, 12th, 14th, 16th, or 18th levels, a channeling adept can select a paladin mercy (if they channel positive energy) or an antipaladin^{APG} cruelty (if they channel negative energy), using their cleric level as their paladin or antipaladin level for the purpose of meeting prerequisites. By spending a faith point or an additional use of channel energy, the channeling adept may apply one mercy or cruelty to all creatures which are affected by channel energy. Any creature which fails its saving throw against channel energy is considered to have failed its saving throw against the mercy or cruelty.

Alternatively, in place of a mercy or domain ability, the channeling adept may select a single Channeling feat, ignoring any ability score or worship prerequisites for the feat.

CLOISTERED CLERIC

Not all disciples of the faith can be seen on the front lines. Perhaps more valuable to a doctrine are the scholars, scribes, and librarians, individuals referred to as cloistered clerics who manage the more theoretical and literary elements of belief.

Martial Distance: A cloistered cleric gains base attack bonus equal to a wizard of his class level.

This modifies base attack bonus.

Hit Dice: A cloistered cleric uses d6 for his Hit Die.

Theologian: A cloistered cleric gains two additional skill points per level and treats all Intelligence-based skills as class skills.





EMBODIMENT

The Embodiment is a being directly connected to some primordial force of existence, a mage-warrior who channels the fundamental aspects of being in a variety of ways to achieve victory over their foes. Their connection may take any number of forms but is often deep and overwhelming.

Proficiencies: Embodiments are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is their first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

Casting: The embodiment may combine spheres and talents to create magical effects. The embodiment is considered a High-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces spells and orisons

Spell Pool: An embodiment gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their class level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: An embodiment gains a combat or magic talent at every even level. This does not stack with caster levels gained from other sources. An embodiment uses their casting ability modifier as their practitioner modifier.

Flexible Manifestation: The DCs and effects of all of the embodiment's class abilities are based on the embodiment's casting ability modifier rather than Wisdom.

Esoteric Romance (Su): In place of the benefits of Blessing of the Faith, an embodiment may choose to gain an additional magic or combat talent at 2nd, 6th, 10th, and 14th levels. This does not render the archetype incompatible with others which replace Blessing of the Faith so long as the embodiment does not choose to replace the class feature with these talents.

Domain Connection (Su): An embodiment gains domains as normal, but does not gain domain spells. Instead, they gain a bonus magic talent at 1st level and every odd level thereafter, chosen from the spheres associated with their selected domains (see **Table 6-1: Domains and Associated Spheres**).

This replaces domain spells but can be replaced as if it were domain spells.

**TABLE 6-1:
DOMAINS AND ASSOCIATED SPHERES**

Domain	Associated Spheres
Air	Nature ^{USoP} or Telekinesis ^{USoP}
Animal	Alteration ^{USoP} or Bear ^{TBS}
Artifice	Creation ^{USoP} or Enhancement ^{USoP}
Charm	Mana TH or Mind ^{USoP}
Community	Mind or War ^{USoP}
Darkness	Dark ^{USoP} or Illusion ^{USoP}
Death	Blood ^{USoP} or Death ^{USoP}
Destruction	Destruction ^{USoP} or Weather ^{USoP}
Earth	Enhancement or Nature
Freedom	Fate ^{USoP} or Warp ^{USoP}
Fire	Nature or Light ^{USoP}
Glory	Light or War
Healing	Fate or Life ^{USoP}
Knowledge	Divination ^{USoP} or Fate
Life	Alteration or Life
Luck	Fate or Time ^{USoP}
Magic	Divination or Mana
Nobility	Telekinesis or War
Plant	Creation or Nature
Protection	Divination or Protection
Repose	Life or Protection
Rune	Enhancement or Mana
Scalykind	Alteration or Mind
Strength	Alteration or Enhancement
Sun	Destruction or Light
Travel	Telekinesis or Warp
Trickery	Illusion or Mind
Void	Time or Warp
War	Enhancement or War
Water	Blood or Nature



EVANGELIST

The power of faith, according to some, lies not in miracles but rather in the inspiration and guidance of the masses. Evangelists embody this approach with their honeyed words and awesome performances, rallying allies and cowering enemies.



Public Speaker (Ex): An evangelist gains Perform as a class skill. In addition, they are trained to project their voice with great skill and effect; the DC to hear them speak in difficult conditions is reduced by an amount equal to their class level plus their Wisdom modifier (minimum 0).

Evangelist's Performance (Su): An evangelist gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes), using the evangelist's Wisdom modifier in place of Charisma for all purposes. An evangelist does not gain a pool of faith points but can spend three rounds of performance in place of a faith point for any effect.

At 1st level, the evangelist can use the following bardic performances: countersong, distraction, fascinate, and inspire courage

At 4th level, the evangelist gains the ability to use inspire competence

At 8th level, the evangelist gains the ability to use suggestion and dirge of doom

At 12th level, the evangelist gains the ability to use inspire greatness and soothing performance

At 16th level, the evangelist gains the ability to use frightening tune and inspire heroics

This modifies faith and replaces the domain gained at 1st level

Songs of the Faith: An evangelist can cast the following spells as domain spells of the corresponding levels. If the evangelist possesses the embodiment archetype, they instead gain a talent from the War sphere or Warleader^{SoM} sphere at 1st level and every even level thereafter.

1st-saving finale^{APG} 2nd-allegro^{UM} 3rd-purging finale^{APG}
4th-exquisite accompaniment^{UM} 5th-virtuoso performance^{UM}
6th-heroic finale^{APG} 7th-shadowbard^{UM} 8th-deadly finale^{APG}
9th-pied piping^{APG}

FAITHLESS

It is possible for skilled or lucky spellcasters to draw upon divine powers even when they lack faith in their doctrine. Some draw this power from dead divinities whose energies still echo across the cosmos, while others leech of the faith of others to fulfill their own intentions.



Beholden to Nothing (Su): A faithless cannot lose their cleric spellcasting ability as a result of violating the tenets of their doctrine or changing their alignment.

Obscured Aura (Su): A faithless never radiates an alignment aura, as if under the effect of a permanent *undetectable alignment* spell.

This replaces the cleric's aura.

Ruinous Channel (Su): The perverse powers of a faithless offer only capacity for destruction. A faithless can channel ruin as a cleric channels negative or positive energy, releasing a wave of twisting void that harms creatures in the area of effect. The amount of damage dealt is equal to that an evil cleric of their level would deal by channeling negative energy, except it affects living, unliving, and undead creatures alike. This functions in all other ways as a cleric's channel energy class feature, including benefiting from feats that affect channel energy (such as Selective Channeling).

This alters channel energy.

Hollow Faith (Su): A faithless does not possess any faith points and does not gain them when they would regain spells as a normal cleric. However, a faithless may expend a use of channel energy or a prepared spell as a free action to gain temporary faith points which last for 1 minute. The number of faith points gained is equal to half the level of the expended spell (minimum 1) or 1 if a use of channel energy is expended. A faithless cannot expend cantrips to gain temporary faith. A faithless with the embodiment archetype may spend a spell point to gain 1 temporary faith point.

This alters faith.

Magic Sink (Su): At 2nd level, the faithless' form behaves in such a way that miracles around them are negated. The faithless gains spell resistance equal to 6 + their faithless level. They may lower this spell resistance for one round as a move action.

At 6th level, whenever a creature fails to overcome the faithless' spell resistance, the faithless gains a single temporary faith point that lasts for one round.

At 10th level, the faithless' spell resistance improves to 11 + their character level.

At 14th level, whenever a creature fails to overcome the faithless' spell resistance, the faithless can forgo gaining a faith point to gain the ability to use the spell negated by their spell resistance once within the next round. The effect uses the faithless' caster level and Wisdom score to determine the save DC.

This replaces blessing of the faith.

GENERALIST DISCIPLE

Having studied a wide variety of doctrines and dogmas, generalist disciples have learned to take up a wide variety of mantles as the situation demands. They can be found in numerous different positions fulfilling whatever role is most appropriate for the occasion.

Versatile Domain (Su): At 2nd level, the generalist disciple gains the ability to exchange any domains or doctrines they possess for any other domains or doctrines they wish whenever they regain their spells after resting. This causes domain spells to be exchanged as well.

At 10th level, the generalist disciple may spend two faith points as a full-round action to exchange one domain (and corresponding doctrine) for any one other domain or doctrine.

At 20th level, the generalist disciple no longer needs to spend faith points to change domains and may do so as a swift action rather than a full-round action.

This alters domains and replaces blessing of the faith and true faith. If the generalist disciple also possesses the embodiment archetype, they do not gain the domain connection ability. Rather, they gain an additional magic talent from any sphere at 1st level and every odd level thereafter.

MACHINIST PRIEST

Among mechanized societies, it is common for members of the clergy to dedicate themselves to the maintenance or development of technology, some even going so far as to transform themselves into partial robots or golems. These are known as machinist priests, keepers of complex technologies intertwined with the faith.

Technological Disciple (Su): At 1st level, the machinist priest gains Knowledge (engineering) and Use Magic Device as class skills and gains bonus skill ranks in either Knowledge (engineering) or Use Magic Device equal to their cleric level. The machinist priest can spend a faith point as free action as part of using or activating a piece of technological equipment to stop it from glitching or as part of making a Use Magic Device check to activate an item to gain a bonus to the check equal to half their cleric level (minimum 2).

At 4th level, a machinist priest gains DR 2/adamantine. At 8th level and every 4 levels after, this damage reduction increases by 2.



At 8th level, the machinist priest may spend faith points in place of charges from technological items or spell trigger items. They may spend 1 faith point in place of a technological charge or 2 faith points in place of a spell trigger charge.

At 12th level, the machinist priest no longer needs to eat, sleep, or breathe. In addition, they receive a +4 bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects.

At 16th level, two of the machinist priest's cybernetic, graft, or item slots each accommodate one more piece of cybertech^{TG}, piece of equipment, or graft^{HA} than normal. In addition, their limit on implantation points increases by half their cleric level (they can allocate these points between his Intelligence and Constitution scores as they choose). In addition, whenever they are struck by a critical hit, the machinist priest may spend a faith point as an immediate to negate that critical hit, causing it to instead deal normal damage.

This replaces the domain gained at 1st level

Artificer's Channeling: A machinist priest gains Repairing Channel as a bonus feat at 1st level. However, they must spend a faith point or additional use of channel energy when channeling to affect targets other than objects or constructs.

Deus Ex Machina: The machinist priest treats the following spells as domain spells of the corresponding levels. If the machinist priest possesses the embodiment archetype, they instead select a talent from the technomancy^{ASoI} or tech^{TInH} sphere at 1st level and every odd level thereafter.

1st-technomancy 2nd-make whole 3rd-discharge 4th-greater make whole 5th-fabricate 6th-control construct^{UM} 7th-memory of function 8th-greater instant summons^{UI} 9th-wish

PLANAR ENVOY

Planar Envoys commune directly with the otherworldly powers of Heaven, Hell, or whatever other eternal realms stretch across the multiverse. Calling upon the aid of outsiders in combat as well as diplomacy, planar envoys embody the might of the outer planes.

Planar Alliance (Su): At 1st level, the planar envoy gains a familiar as a wizard of their class level. In addition, they treat all *summon monster* spells as domain spells, their effective spell level being equal to their level on the sorcerer/wizard spell list.

At 4th level, the planar envoy gains Augment Summoning as a bonus feat even if they do not meet the prerequisites. In addition, they may spend a faith point as part of casting a *summon monster* spell to reduce the casting time to a standard action.

At 8th level, the planar envoy gains Improved Familiar as a bonus feat. By spending a faith point as a standard action, the planar envoy may grant their familiar the *Guardian Spirit*^{MSH} template for a number of minutes equal to their planar envoy level. The effective conjuration spell level for the purpose of determining the effects of the *Guardian Spirit* template is equal to half the planar envoy's level.

At 12th level, the planar envoy adds *lesser planar binding*, *planar binding*, and *greater planar binding* to their spell list (as 4th, 6th, and 8th-level spells, respectively). In addition, they may spend a faith point as part of casting any *planar binding* spell to gain a +2 bonus on Charisma checks or as part of casting any *planar ally* spell to reduce the cost of payment by 20%.

At 16th level, the planar envoy may spend a faith point as part of casting a conjuration (summoning) spell in order to summon one additional creature of the same kind.

This replaces the domain gained at 1st level. A planar envoy with the embodiment archetype gains the *Conjuration*^{USoP} sphere (or a talent from that sphere) at 1st level and an additional conjuration sphere talent at 4th, 8th, 12th, and 16th levels in place of the benefits listed above. For the domain connection ability, they may select talents from the conjuration or fate spheres. A planar envoy may select another archetype which replaces domain abilities at specific levels, replacing the corresponding abilities gained from this class feature.

Planar Channeling (Su): At 1st level, the planar envoy gains Alignment Channel as a bonus feat, but must spend a faith point or an additional use of channel energy to use channel energy without affecting it with the Alignment Channel feat. By spending a faith point, the planar envoy may have their alignment channel affect all creatures of the specified alignment, not just outsiders with the specified alignment subtype.

At 8th level, when the planar envoy spends a faith point in this way when using Alignment Channel, creatures that fail their saving throw against being damaged become sickened for a number of rounds equal to the planar envoy's Wisdom modifier.

This modifies channel energy.





PRIMORDIAL DISCIPLE

The energies of the elements are nigh-infinite, and some among the faithful have learned how to harness them to their own ends. Be they worshippers of mighty elemental entities or esoteric channelers of raw untamed forces, primordial disciples harness the might of creation itself in battle.

Elemental Focus: The primordial disciple must select one of the following domains at 1st level: Air, Earth, Fire, Plant, Void, or Water. For the purpose of their domain abilities, a primordial disciple's effective kineticist level is always equal to their effective cleric level.

This modifies domains.

Infusions (Su): At 1st level and every odd level thereafter, the primordial disciple gains an infusion wild talent^{OA} or utility wild talent from the list of options available based on their elemental focus, treating their cleric level as their effective kineticist level and being able to spend faith points in place of taking burn. At 5th, 11th, and 17th levels, a primordial disciple can replace one of their infusions or wild talents with another infusion or wild talent of the same effective spell level or lower. They can't replace an infusion that they used to qualify for another of their wild talents.

This replaces channel energy.

Elemental Fortifications: At 2nd level, the primordial disciple gains the elemental defense corresponding to the element from their 1st-level domain.

At 6th, 10th, and 14th levels, the primordial disciple selects a new utility wild talent from the list of options available to them. A primordial can select only universal wild talents or those that match their element from their domain. As with their domain abilities, a primordial disciple can spend faith in place of suffering burn to fuel these abilities.

This replaces blessing of the faith.

PROPHET

Employing a smaller variety of miracles, prophets are tenacious disciples of their faith who harness specific magical tools to accomplish great feats. Some may be lay priests who lack the formal tutelage of most clerics, while others could be chosen suddenly from the masses by a higher power.

Prophet Spellcasting: A prophet must prepare their spells ahead of time, but unlike a normal cleric, their spells are not expended when they're cast. Instead, they

can cast any spell that they have prepared, consuming a spell slot of the appropriate level, assuming they haven't yet used up their spell slots per day for that level. The number of spell slots per day a prophet has is equal to that of a normal cleric, including gaining bonus spell slots if they have a high Wisdom score.

The number of spells a prophet can prepare each day is limited. At 1st level, they can prepare four 0-level spells and two 1st-level spells each day. At each new cleric level, the number of spells they can prepare each day increases, adding new spell levels as indicated on **Table 6-2: Prophet Spells Prepared**. Unlike the number of spells they can cast per day, the number of spells a prophet can prepare each day is not affected by their Wisdom score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a prophet can prepare.

A prophet must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour praying or meditating. While doing this, the prophet decides what spells to prepare and refreshes their available spell slots for the day.

Like a sorcerer, a prophet can choose to apply any metamagic feats they know to a prepared spell as they cast it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats). However, they may also prepare a spell with any metamagic feats they know and cast it without increasing casting time like a wizard. They cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

A prophet is always considered to have their domain spells prepared

This modifies spellcasting.

UNDEAD LORD

Among clerics, there are those who employ the power of the divine to twist the cycle of life to their own ends, reanimating the dead to serve them or pushing themselves further towards undeath.

Necromantic Adept (Su): At 1st level, the undead lord gains Command Undead as a bonus feat, using their Wisdom modifier in place of their Charisma modifier. With a ritual requiring 8 hours, an undead lord can animate a single skeleton or zombie whose Hit Dice do not exceed their cleric level. This corpse companion automatically follows their commands and does not



TABLE 6-2: PROPHET SPELLS PREPARED

Level	Spells Prepared									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

need to be controlled by them. The undead lord cannot have more than one corpse companion at a time. It does not count against the number of Hit Dice of undead controlled by other methods. At 8th level, the undead lord can use this ability to create a variant skeleton such as a bloody or burning skeleton can dismiss her companion as a standard action, which destroys it.

At 4th level, the undead lord gains darkvision out to 60 feet and may spend a faith point to gain a profane bonus to a saving throw against a channeled energy effect, mind-affecting effect, death effect, disease, paralysis, poison, sleep effect, fatigue, exhaustion, or stunning effect. This profane bonus is equal to half their cleric level.

At 8th level, when using the *animate dead* spell, a necromantic adept can control 6 HD worth of undead creatures per caster level rather than 4 HD.

At 12th level, The undead lord may expend a faith point as a swift action to exude an aura of negative energy in a 30-foot

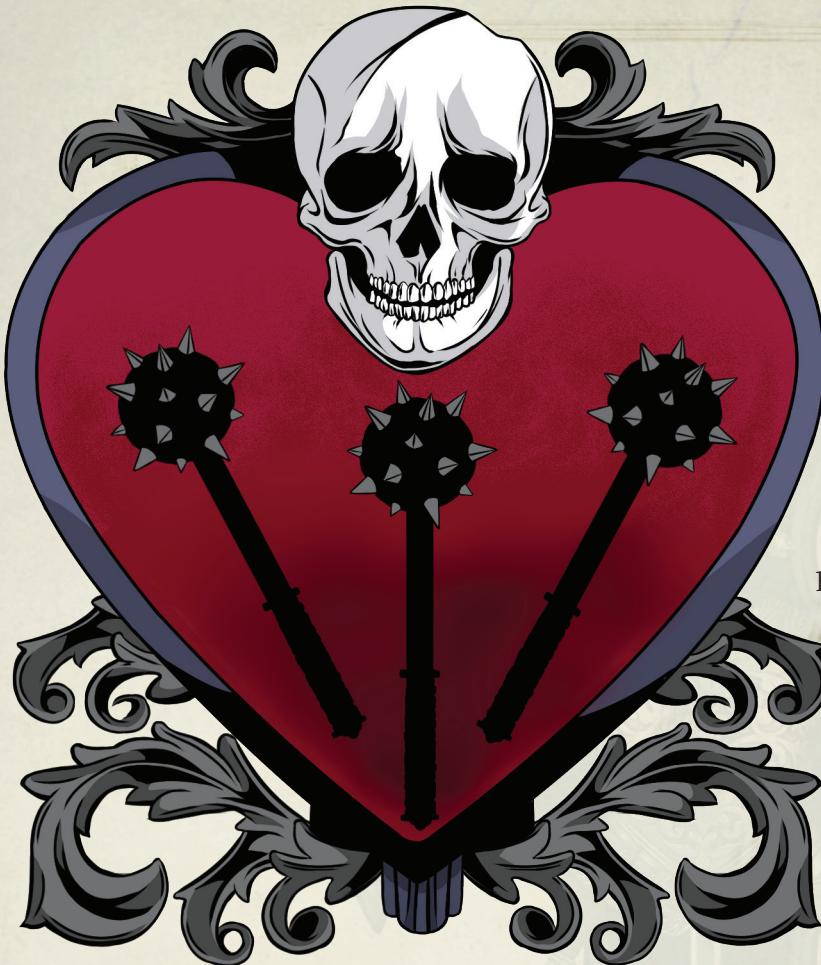
radius for 1 minute. This aura functions as the spell *desecrate* and uses the undead lord as an altar of sorts to double the effects granted. The undead lord gains the benefits of this effect as if they were undead (but does not gain bonus hit points). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to $10 + 1/2$ the undead lord's cleric level + the undead lord's Wisdom modifier. If the character fails, the effect is expended but does not function.

At 16th level, the undead lord may spend a faith point when casting *animate dead*, *lesser animate dead*, *create undead*, or *create greater undead* to ignore any material components for the spell.

At 20th level, the undead lord becomes immune to mind-affecting effects, death effects, disease, paralysis, poison, fatigue, exhaustion, sleep effects, and stunning.



NEW FEATS



BONDED HOLY SYMBOL

Your holy symbol is imbued with special magics that bind your essence to it.

Prerequisites: Ability to cast divine spells

Benefit: You form a powerful bond with a holy symbol, which functions identically to a wizard's bonded object except it can be used to cast spells of your divine casting class (instead of wizard spells) and you can grant your bonded holy symbol only magic abilities appropriate for a holy symbol or a neck slot item. As with a wizard's bonded item, you can add additional magic abilities to your bonded holy symbol as if he had the required item creation feat (typically Craft Wondrous Item), provided you meet the feat's level prerequisites. The magic properties of a bonded holy symbol, including any magic abilities added to the object, function only for you. If a bonded holy symbol's owner dies or the item is replaced, the object loses all enhancements added using this ability.

EXPANDED DOMAIN MAGIC

You have learned to easily access a wider variety of spells on command.

Prerequisites: Legendary cleric, domain spells or equivalent ability

Benefit: Choose up to three spells on the cleric spell list. You may treat these spells as if they were also domain spells.

Special: You may take this feat multiple times, each time selecting three different spells.

EXTRA FAITH

Your passion is such that you can invoke many miracles.

Prerequisites: Legendary cleric, faith class feature

Benefit: You gain 2 additional points of faith per day.

Special: You may take this feat multiple times



FALSE ARCANIST

You can disguise your miracles as arcane machinations.

Prerequisite: Ability to cast divine spells

Benefit: You are able to disguise your divine spellcasting, presenting it as arcane or magic of some other kind. Typically, this is as an alchemist, bard, sorcerer, or wizard magic, although other classes can be mimicked as well.

You must make a skill check (DC 10 + twice the level of the spell) to disguise this casting and successfully cast the spell. The type of skill check depends on the type of caster you pretend to be: Craft (alchemy) for alchemist, Perform for bard, Knowledge (arcana) for sorcerer or wizard, and Knowledge (planes) for psychic or occultist are some examples. Using Spellcraft to identify the spell works normally, though unless the observer beats the DC by 10 or more, they don't suspect the source of the magic is divine.

You must still provide any divine focus components for the spells you cast. However, the divine focus doesn't need to be an obvious symbol of his faith. It could be a small coin, tattoo, or garment bearing the symbol, whether presented openly, disguised, or hidden within a larger picture.

PASSIONATE PREACHER

Your energy and commitment are the source of your divine power.

Prerequisite: Legendary cleric 1st.

Benefit: You may use your Charisma instead of Wisdom for any legendary cleric ability you gain, such as spells, faith, channel energy, or domain abilities. In addition, select 1 Charisma based skill; you gain a +2 bonus to skill checks made with that skill.

Normal: A legendary cleric uses Wisdom to determine their class features.

Special: This feat must be selected at 1st level, or before your 1st level of legendary cleric.

Special: This feat cannot be combined with the Student of the Canon feat.

REPAIRING CHANNEL (CHANNELING)

Your magic affects artificial structures as well as it does life forms.

Prerequisite: Channel energy class feature

Benefit: When you channel energy to heal or harm living or undead creatures, you may instead choose to heal or harm constructs and unattended objects within range.

SPLIT CHANNEL (CHANNELING)

You call upon healing and harming magics simultaneously.

Prerequisites: Channel energy 3d6

Benefit: You can channel energy to heal and harm simultaneously. When you do so, you restore only 1/2 the usual amount of hit points and deal only 1/2 the usual number of points of damage (or 1/4 on a successful saving throw).

STUDENT OF THE CANON

Your knowledge of doctrine allows to you to perform a variety of miracles.

Prerequisite: Legendary cleric 1st.

Benefit: You may use your Intelligence instead of Wisdom for any legendary cleric ability you gain, such as spells, faith, channel energy, or domain abilities. In addition, select 1 Intelligence-based skill; you gain a +2 bonus to skill checks made with that skill.

Normal: A legendary cleric uses Wisdom to determine their class features.

Special: This feat must be selected at 1st level, or before your 1st level of legendary cleric.

Special: This feat cannot be combined with the Passionate Preacher feat.

NEW SPELLS



The following spells are designed to be utilized by legendary clerics and other divine casters

SACRED BOLT

School evocation; **Level** antipaladin 1, cleric/oracle 0, inquisitor^{APG} 0, paladin 1

Casting Time 1 standard action

Components V, S

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

Effect projectile

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

With a word, you hurl a spear of divine energy at your adversary. Make a ranged attack against the target, dealing 1d4 points of damage on a successful hit. The damage dealt by this spell is considered either lawful, good, evil, or chaotic, the spell gaining the descriptor corresponding to its damage type.



REALLOCATE LIFE

School necromancy (healing); **Level** antipaladin 1, cleric/oracle 2, druid 2, inquisitor 2, paladin 1

Casting Time 1 immediate action

Components V, S

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

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

When a creature's vitality would be restored, you may intercede to guide that healing to another creature. A creature whose hit points would be restored by a spell, regeneration, fast healing, or other effect must make a Will saving throw. On a failure, they are not healed, but another creature of your choice within range is healed an equal amount.

2nd—calm emotions^D, grace, make whole, mirror image^D, remove paralysis, shield other, silence, spiritual weapon
1st—borrow skill^D, forbid action, guardian armor, protection from evil, remove fear, remove sickness, sanctuary, true strike^D
o (at will)—create water, detect magic, light, mending

^D = Domain Spell

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 12, **Wis** 22, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 19

Feats Combat Casting, Extra Channel, Extra Faith, Improved Initiative, Quicken Spell, Skill Focus (Diplomacy), Spell Penetration

Skills Diplomacy +21, Knowledge (local) +16, Knowledge (religion) +21, Perception +18, Sense Motive +21, Spellcraft +16

Languages Common, Elven

SQ blessing of the faith (+3 bonus to Diplomacy, caster level checks, concentration checks), devoted skill

Combat Gear +2 glamered breastplate, +1 ranseur, potion of lesser restoration, wand of cure light wounds (50 charges)

Other Gear cloak of resistance +3, headband of inspired wisdom +2, holy symbol, 120 gp

SAMPLE CHARACTER

ISHMAEL BREMEN

CR 11

Male human legendary cleric 12

CG Medium humanoid (human)

Init +5; **Senses** Perception +18

DEFENSE

AC 19 touch 11 flat-footed 18 (+8 armor, +1 dex)

hp 93 (12d8+36)

Fort +13, **Ref** +8, **Will** +17;

OFFENSE

Speed 20 ft

Melee +1 ranseur +9 (2d4-1/x3)

Special Attacks channel positive energy 6d6 (11/day), communal font, community organizer, faith (14/day), lucky charm, spontaneous casting, supporting bonds, team support

Cleric Spells Prepared (CL 12th, concentration +21, DC 16+spell level)

6th—contingency^D, mass blessing of luck and resolve, heal, telepathy^D, word of recall

5th—communal air walk, foe to friend^D, greater forbid action, quickened divine favor, quickened shield of faith, telepathic bond^D

4th—blessing of fervor^D, confusion^D, death ward, freedom of movement, greater magic weapon, spiritual ally

3rd—borrow fortune^D, coordinated effort^D, dispel magic, magic vestment, prayer, remove curse, remove disease

Whatever path one treads through the great city of Lyorth, be you a merchant on the streets or a cutpurse in the alleyways, there is one man that can always be trusted to aid you. He is known as the keeper of the nooks, the hand for the weary, the repairman of citizens, or simply the friend. Although finding him is often difficult, the man is said to show his face wherever his aid might be needed, his actions seemingly guided by an altruistic force stemming from the city of Lyorth itself. Those fortunate enough to have kept the man's attention for longer than a moment have discovered his name to be Ishmael Bremen.

Ishmael was the child of a wealthy cloth merchant, with his family's business driving him to learn all that he could about Lyorth and its people. From a young age, he learned the layout of the city: its neighborhoods, its demographics, and of course all the best routes for smuggling unsavory goods. This familiarity, combined with Ishmael's sociability and impeccable memory, could have made him one of the richest men in the city. However, his inability to look away from the poor, the beaten, and the marginalized of Lyorth turned Ishmael against his family and their excesses. Cast out without an inheritance, Ishmael joined the church of Shoran, placing his faith and abilities in a vision for a better society.

Over time, however, Ishmael found the clergy of Shoran lacking. Too often, his fellow clerics concerned

themselves with position, prestige, and the favor of the merchant class Ishmael had tried to leave behind. His training long since completed, Ishmael turned away from Shoran's congregation, but his faith in community, trust, guidance, and the value of every life allowed him to retain a modicum of divine power despite his lack of a patron. Armed with his training, his devotion, and his immense knowledge of the city, Ishmael dedicated himself to protecting the people of Lyorth from all manner of dangers, asking nothing in return for his service.

Ishmael's legend has spread beyond the city of Lyorth, and adventurers have sometimes sought him out for advice or assistance on a particularly pressing matter. If not otherwise occupied, he may aid them, providing healing and support magic and sometimes even wading into combat himself should the situation demand it. True to his name of "The Friend", however, Ishmael prefers to resolve situations nonviolently whenever possible, relying upon his bevy of spells and penchant for words to make sure that people get out safely.





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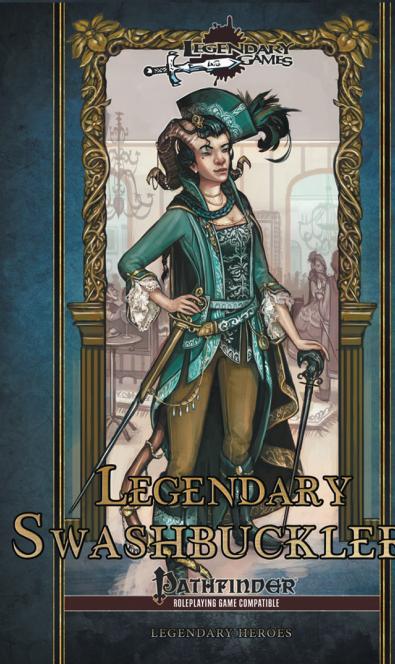
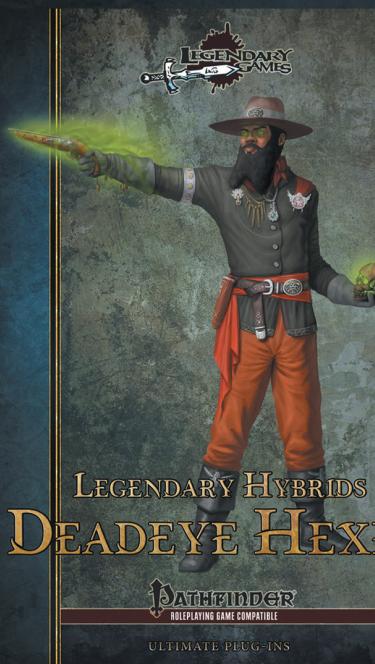
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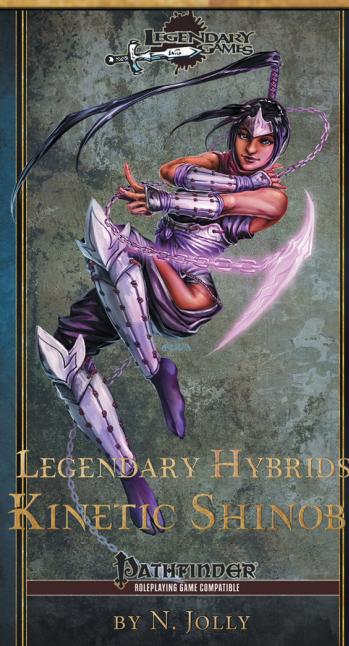
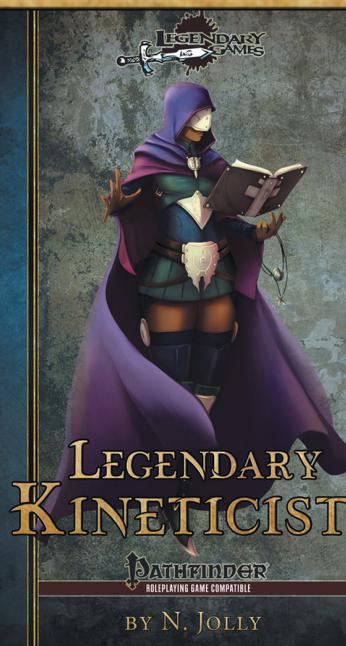
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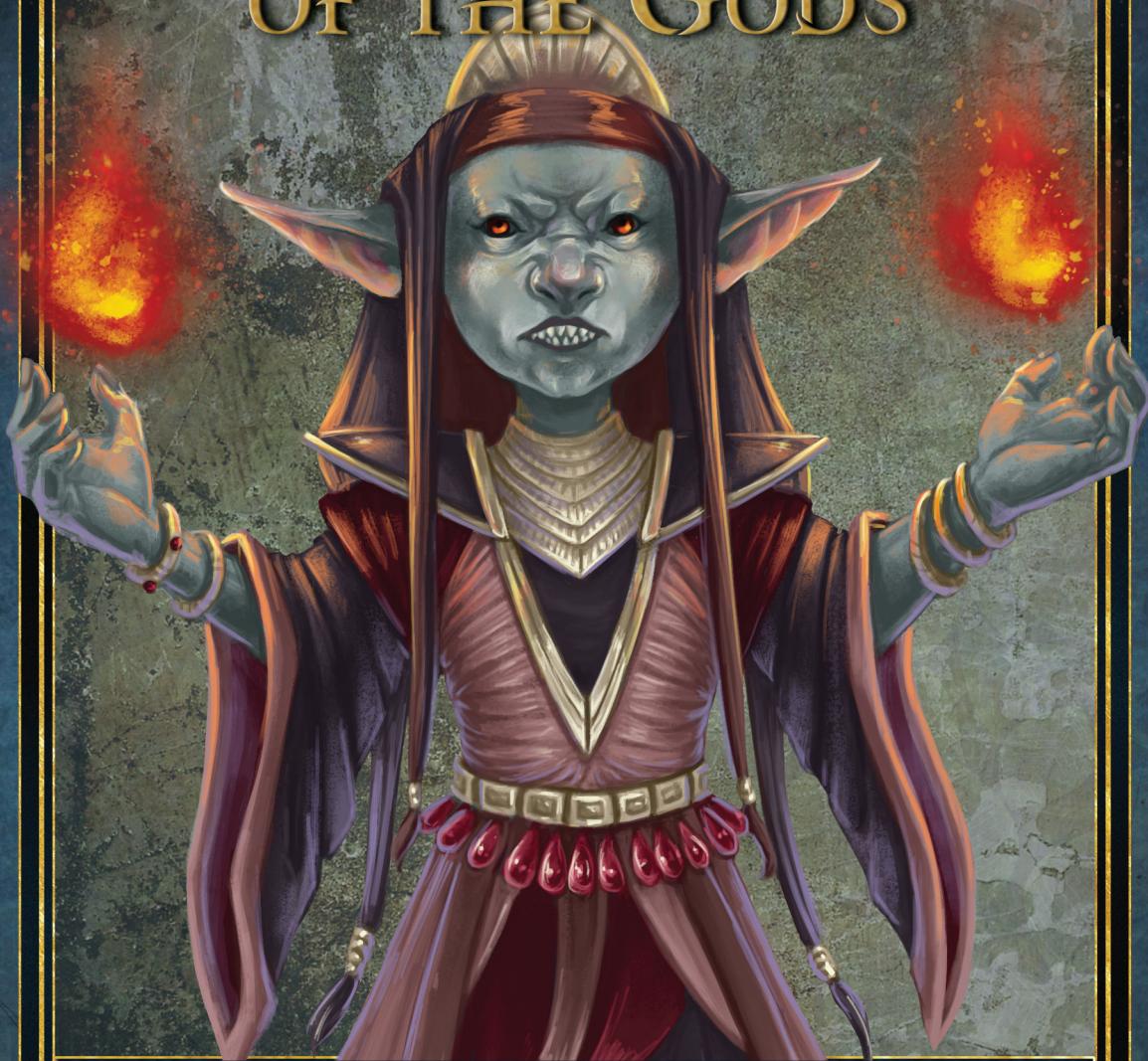
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