

The Genius Guide to: Mystic Godlings



((GIANT SIZED EDITION!))

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A mortal with the blood of a god flowing through her veins—a hero with one foot in the world of man and the other in the realm of the divine. This concept was explored in the best-selling *Genius Guide to the Godling*, but that material hardly exhausted the subject. The godlings in that first volume focused on flesh and blood, brawn and brains, striding the world as paragons of human endeavors. They did not, however, touch on the idea of godlings whose affinities lie closer to the mystical world—channeling their connections to divinity into magical effects that no mortal spellcaster could ever equal.

The Genius Guide to Mystic Godlings expands the concept of semi-divine characters to include those whose godly heritage manifests itself through magics and spellcasting. These godlings do not fit as readily into the ordinary world. Mortals can sense the power they wield and sometimes find it unsettling. Even the godlings themselves have an uneasy relationship with their own powers—some finding their earthly bodies barely up to the task of containing so much raw energy.

This book presents two new godling base classes, mystical counterparts to the ones from the previous book. It also contains a collection of godling spells—magic so tightly bound to the gods that only those with divine blood can wield it. In addition, there are also new godling feats, divine traits, and scion talents that can be used with these classes or the previously published mighty and clever godlings.

The Genius Guide to Mystic Godlings stands on its own, containing everything you need to create semi-divine spellcasting heroes for the *Pathfinder Roleplaying Game*. When used in conjunction with the original *Genius Guide to Godlings*, though, your players can create an entire pantheon of godlings, ready to prove their worth in the mortal world and then take their place among the gods.

MYSTIC GODLINGS

Below are two new base classes—sub-classes of godling, both with spellcasting ability and strong links to the gods of magic—the adept godling and the eldritch godling.

Adept godlings are imbued with the power of gods of divination, the elements, destruction, creation, spells, and magic. Mystic power flows through their veins, and the ability to tap that power is their birthright. But they are also skilled in other ways, with many becoming renowned sages, craftsmen, advisors, and explorers. Adept godlings are often hailed as local heroes and paragons of their homeland's virtues.

Eldritch godlings are even more steeped in mystic power. Indeed, it might be more accurate to say eldritch godlings *are* mystic power—more akin to actual thinking, breathing, spells incarnate than mortals with spellcasting power. Eldritch godlings feel the constant crush of their own potency straining to escape their physical forms, as though they were just shells of flesh ready at any second to explode in preternatural displays of magic. Despite this, eldritch godlings often look sickly even when feeling hale and hearty, with grayish skin and dark circles under their eyes. Others simply

have odd appearances—unusual hair colors, parchment-thin skin, or exaggerated features. Eldritch godlings are often feared by their neighbors, and sometimes mistaken for monsters.

OTHER GODLINGS

The Genius Guide to Mystic Godlings is a companion to an earlier Super Genius Games product, *The Genius Guide to the Godling*. While *Mystic Godlings* focuses on characters with a dose of divine power from the gods of mystic and arcane power, *The Genius Guide to the Godling* focuses on characters with ties to gods more closely aligned to battle, trickery, and similar earthly concerns.

While the two books complement each other, neither requires possession or use of the other. Everything you need for adept and eldritch godlings can be found in these pages. That having been said, having both books does open up expanded possibilities for godling characters. Any of the four classes count as godlings for the purposes of all feat, talent, and spell prerequisites. Also, all godlings can select freely from either book when choosing divine traits (see “Divine Traits” on page 6 for details).

THE ADEPT GODLING

Alignment: An adept godling may be of any alignment.

Hit Die: d8

Starting Wealth: At 1st level an adept godling begins play with 4d6 × 10 gp.

TABLE 1: THE ADEPT GODLING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+2	+2	Minor ascendancy	1	–	–	–	–	–
2	+1	+0	+3	+3	Lineage domain	2	–	–	–	–	–
3	+2	+1	+3	+3	Divine trait	3	–	–	–	–	–
4	+3	+1	+4	+4		3	1	–	–	–	–
5	+3	+1	+4	+4	Minor ascendancy	4	2	–	–	–	–
6	+4	+2	+5	+5		4	3	–	–	–	–
7	+5	+2	+5	+5	Divine trait	4	3	1	–	–	–
8	+6/+1	+2	+6	+6		4	4	2	–	–	–
9	+6/+1	+3	+6	+6	Minor ascendancy	5	4	3	–	–	–
10	+7/+2	+3	+7	+7		5	4	3	1	–	–
11	+8/+3	+3	+7	+7	Divine trait	5	4	4	2	–	–
12	+9/+4	+4	+8	+8		5	5	4	3	–	–
13	+9/+4	+4	+8	+8	Major ascendancy	5	5	4	3	1	–
14	+10/+5	+4	+9	+9		5	5	4	4	2	–
15	+11/+6/+1	+5	+9	+9	Divine trait	5	5	5	4	3	–
16	+12/+7/+2	+5	+10	+10		5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Major ascendancy	5	5	5	4	4	2
18	+13/+8/+3	+6	+11	+11		5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Divine trait	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Demigod	5	5	5	5	5	5

CLASS SKILLS

The adept godling's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all)(Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Int).

Skill Ranks per Level: 6 + Int modifier.

THE ELDRITCH GODLING

Alignment: An eldritch godling may be of any alignment, though very few are lawful.

Hit Die: d6

Starting Wealth: At 1st level an eldritch godling begins play with 2d6 x 10 gp.

CLASS SKILLS

The eldritch godling's class skills are Appraise (Int), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana)(Int), Knowledge (history)(Int), Knowledge (planes)(Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiencies: Adept godlings are proficient with all simple and martial weapons, light armor, and bucklers. Eldritch godlings are proficient with simple weapons, but no armor or shields.

Spells: The spells of a godling are an expression of her raw will and inherent mystic power. Because of this, her spell ability works slightly differently than most spellcasting classes. The details of a godling's spell ability are detailed below.

Spell List Selection: A godling casts spells drawn from a spell list selected when the character is created. Adept godlings may

choose the list of any class that grants access to 1st level spells at level 1. For eldritch godlings, the class must be a dedicated spellcasting class (one that both has access to 1st level spells at level 1, and that eventually receives 9th level spells). The godling is considered an arcane spellcaster if an arcane spell list is selected, and a divine caster if a divine list is selected. The selected list becomes the class spell list for that particular godling character.

Spellcasting Attribute: A godling must select an ability score to fuel her spells when she takes her first level of godling. This is referred to as her spellcasting attribute. She may select any ability score to act as her spellcasting attribute,

TABLE 2: THE ELDRITCH GODLING

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+0	Ascendancy	2	–	–	–	–	–	–	–	–
2	+1	+0	+0	+0	Lineage domain	3	–	–	–	–	–	–	–	–
3	+1	+1	+1	+1	Divine trait	4	–	–	–	–	–	–	–	–
4	+2	+1	+1	+1		5	2	–	–	–	–	–	–	–
5	+2	+1	+1	+1	Minor ascendancy	5	3	–	–	–	–	–	–	–
6	+3	+2	+2	+2		5	4	2	–	–	–	–	–	–
7	+3	+2	+2	+2	Divine trait	5	5	3	–	–	–	–	–	–
8	+4	+2	+2	+2		5	5	4	2	–	–	–	–	–
9	+4	+3	+3	+3	Minor ascendancy	5	5	5	3	–	–	–	–	–
10	+5	+3	+3	+3		5	5	5	4	2	–	–	–	–
11	+5	+3	+3	+3	Divine trait	5	5	5	5	3	–	–	–	–
12	+6	+4	+4	+4		5	5	5	5	4	2	–	–	–
13	+6	+4	+4	+4	Major ascendancy	5	5	5	5	5	3	–	–	–
14	+7	+4	+4	+4		5	5	5	5	5	4	2	–	–
15	+7	+5	+5	+5	Divine trait	5	5	5	5	5	5	2	–	–
16	+8	+5	+5	+5		5	5	5	5	5	5	3	2	–
17	+8	+5	+5	+5	Major ascendancy	5	5	5	5	5	5	3	2	–
18	+9	+6	+6	+6		5	5	5	5	5	5	3	3	2
19	+9	+6	+6	+6	Divine trait	5	5	5	5	5	5	4	3	3
20	+10	+6	+6	+6	Demigod	5	5	5	5	5	5	4	4	4

Table 3: Adept Godling Spells Known

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

but once this choice is made it can never be changed.

To learn or cast a spell, a godling must have a spellcasting attribute score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a godling’s spell is 10 + the spell level + the godling’s spellcasting attribute modifier.

Spells Known/Spells Per Day: The godling can cast any spell she knows without preparing it ahead of time. Like other spellcasters, a godling can cast only a certain number of spells of each spell level per day. Her base daily spell

allotment is given on “Table 1: Adept Godling” or “Table 2: Eldritch Godling”. In addition, she receives bonus spells per day if she has a high spellcasting attribute score.

The godling’s selection of spells is extremely limited. A godling begins play knowing four 0-level spells and two 1st-level spells of the godling’s choice from her spell list. At each new godling level, she gains one or more new spells, as indicated on “Table 3: Adept Godling Spells Known” and “Table 4: Eldritch Godling Spells Known”. (Unlike spells per day, the number of spells a godling knows is not affected by her spellcasting attribute score. The numbers on Tables 3 and 4 are fixed.)

Godlings can periodically change their spells known. An adept godling does so upon reaching 5th level, and at every third godling level after that (8th, 11th, and so on). An eldritch godling does so at 4th level, and every even-numbered level after that (6th, 8th, and so on). At these levels, the godling can choose to learn a new spell in place of one she already knows. In effect, the godling “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spell the godling can cast from her spell list. A godling may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A godling need not prepare her spells in advance. She can cast any spell he knows at



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

any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Dispel Resistance: Because the spells of adept and eldritch godlings are powered by internal immortal might, rather than drawn from a pool of magic accessed by some mortal heritage or tapped through skill and training, the spells are much harder to dispel or suppress. The godling is considered to have special spell resistance that applies only against dispel and antimagic effects. This special SR applies to antimagic and dispel affects that ignore normal SR.

to cast her spells, even if she suffers damage, distraction, violent motion, or is grappled. A godling does still need a free hand to cast spells with somatic components, so a pinned godling may not be able to cast such spells because her hands are also pinned.

Arcane Spell Failure: As long as a godling feels secure and confident, she can make very simple gestures to satisfy the somatic componets of her spells. As a result, godlings do not suffer arcane spell failure in armor with which they are proficient. This is true

When spells cast by a godling first interact with an antimagic field (or any similar area), there is a chance the field fails to suppress the godling's innate spell power. A caster level check must be made for each spell when it first encounters the antimagic field. This SR also applies to any similar effect that does not work against gods and artifacts.

Concentration: As acts of will, the spells cast by godlings do not require focused attention to cast. Thus a godling does not need to make concentration checks

even for godlings that select a spell list from a class that does suffer arcane spell failure.

Ascendancy: As expressions of the godling's innate mystic power, her spells are subject to her desires, and can be altered through pure acts of will. This power is known as the godling's ascendancy and is divined into minor and major powers. An adept godling has one minor ascendancy at 1st level. An eldritch godling has one minor and one major ascendancy at 1st level. Each godling receives additional minor ascendancies at 5th and 9th level, and major ascendancies at 13th and 17th level. Once an ascendancy has been selected, it cannot be changed. A godling may always select a minor ascendancy instead of a major, if she prefers.

MINOR ASCENDANCIES

Common Element Ascendancy (Su): Choose one of the following damage types: cold, electricity, fire. Whenever you cast a spell from your godling spell list that deals hit point damage, you may change the type of damage it does to your selected damage type. If you do so, the spell loses any of the following descriptors: acid, cold, electricity, fire, force, and sonic. It gains the type of damage it now deals as a descriptor. This ascendancy may be selected more than once.

Chaotic Ascendancy (Su): Only godlings with a chaotic alignment may select this ascendancy. The godling cannot cast spells with the lawful descriptor. The godling may cast any spell that has a save DC and is from her godling spell list as a chaotic spell. Such spells gain the [chaotic] descriptor. Lawful creatures suffer a -1 penalty to saving throws against spells the godling casts with the [chaotic] descriptor.

The godling may imbue additional chaos into a spell with the [chaotic] descriptor, causing it to have a secondary effect on one creature affected by the spell. The godling may do this a number of times per day equal to 3 + her spellcasting attribute modifier. If the chaotic spell affects multiple targets, randomly select which one is targeted by the additional spell effect.

If the target saves against the chaotic spell, it also saves against the additional spell effect. If the chaotic spell does not have a saving throw, the target is allowed a Fortitude save against the additional spell effect with a DC of (10 + chaotic spell's level + the godling's spellcasting attribute modifier) to negate the additional spell effect. Roll 1d4 and consult the table below to see what spell the additional spell effect functions as.

DIVINE TRAITS FROM THE GENIUS GUIDE TO THE GODLING

The four types of godling (adept, clever, eldritch, and mighty) may choose from among the traits presented in both *The Genius Guide to the Godling* and *The Genius Guide to Mystic Godlings*. Adept godlings may select traits from *The Genius Guide to the Godling* as if they were clever godlings, and clever godlings may select traits from *The Genius Guide to Mystic Godling* as if they were adept godlings. Eldritch and mighty godlings may select traits from these books, but are restricted to those traits available to all godlings and those granted specifically to their subclasses of godling.

CHAOTIC ADDITIONAL SPELL EFFECT

Die Roll	Effect
1	<i>Arcane mark</i>
2	<i>Flare</i>
3	<i>Lullaby</i>
4	<i>Touch of fatigue</i>

Evil Ascendancy (Su): Only godlings with an evil alignment may select this ascendancy. The godling cannot cast spells with the good descriptor. The godling may cast any spell that has a save DC and is from her godling spell list as an evil spell. Such spells gain the [evil] descriptor. Good creatures suffer a -1 penalty to saving throws against spells the godling casts with the [evil] descriptor.

The godling may imbue additional evil into a spell with the [evil] descriptor, causing it to have a secondary effect on one creature effected by the spell. The godling may do this a number of times per day equal to 3 + her spellcasting attribute modifier. If the evil spell affects multiple targets, randomly select which one is targeted by the additional spell effect.

If the target saves against the evil spell, it also saves against the additional spell effect. If the evil spell does not have a saving throw, the target is allowed a Fortitude save against the additional spell effect with a DC of (10 + evil spell's level + the godling's spellcasting attribute modifier) to negate the additional spell effect. A creature affected by the secondary spell effect suffers 1d4 untyped damage that bypasses hardness, DR, and resistances.

Godling Spell: The godling gains a godling spell, which is added to the godling's class spell list. This must be of a level the godling can cast. The godling automatically knows the selected spell. (Godling spells are detailed later in the book.) This ascendancy may be selected more than once.

Good Ascendancy (Su): Only godlings with a good alignment may select this ascendancy. The godling cannot cast spells with the evil descriptor. The godling may cast any spell that does not include her as a target and is from her godling spell list as a good spell. Such spells gain the [good] descriptor. Evil creatures suffer a -1 penalty to saving throws against spells the godling casts with the good descriptor.

The godling may imbue additional good into a spell with the [good] descriptor, causing it to have a secondary effect on one creature affected by the spell. The godling may do this a number of times per day equal to 3 + her spellcasting attribute modifier. If the good spell affects multiple targets, randomly select which one is targeted by the additional spell effect. The affected creature gains a +1 luck bonus to AC and saving throws for 1 round.

Lawful Ascendancy (Su): Only godlings with a lawful alignment may select this ascendancy. The godling cannot cast spells with the chaotic descriptor. The godling may cast any spell that has a save DC and is from her godling spell list as a lawful spell. Such spells gain the [lawful] descriptor. Chaotic creatures suffer a -1 penalty to saving throws against spells the godling casts with the [lawful] descriptor.

The godling may imbue additional lawfulness into a spell with the [lawful] descriptor, causing it to have a secondary effect on one creature effected by the spell. The godling may do this a number of times per day equal to 3 + her spellcasting attribute modifier. If the lawful spell affects multiple targets, the godling selects which one is targeted by the additional spell effect.

If the target saves against the lawful spell, it also saves against the additional spell effect. If the lawful spell does not have a saving throw, the target is allowed a Fortitude save against the additional spell effect with a DC of (10 + lawful spell's level + the godling's spellcasting attribute modifier) to negate the additional spell effect. A creature affected by the secondary spell effect cannot ready or delay on its next round.

Lineage Domain: The godling gains an additional lineage domain. (Lineage Domains are detailed below.) This ascendancy may be selected more than once.

MAJOR ASCENDANCIES

By Will Alone (Su): Once per day, the godling can cast a spell without fulfilling any of its components. The spell requires no somatic, verbal, or material components. Even spells with expensive foci or material components can be cast without such materials by using this ability. The godling may select this ascendancy more than once. Each time it is selected, the godling may cast a spell with no components one additional time per day.

Spellstorm: The godling can imbue a spell with extra power. The godling may expend additional spell slots when casting a spell. The extra slots must be the same level or higher than the spell being cast. For each additional spell slot expended, the godling increases her caster level by +1 for the spell cast. This may be done a number of times per day equal to 3 + the godling's spellcasting attribute modifier.

Uncommon Element (Su): Choose one of the following damage types: acid, force, sonic. Whenever the godling casts a spell from her godling spell list that deals hit point damage, she may change the type of damage it does to the selected damage type. The spell loses any of the following descriptors: acid, cold, electricity, fire, force, and sonic. It gains the type of damage it now deals as a descriptor. This ascendancy may be selected more than once.

Lineage Domain: As a result of their divine bloodline, adept and eldritch godlings gain access to the powers and spells of a cleric domain. Once these domains are selected they cannot be changed. (While the player selects these domains, the godling character gains these as inherent powers with no choice or effort required). Lineage domains need not be the ones the godling's divine parent grants to clerics—not all godlings have powers related to their parent's realm of authority. The godling uses her class level for her effective cleric level. A godling uses her spellcasting attribute modifier (rather than her Wisdom modifier) to determine save DCs and uses/day of all her lineage domain powers.



A multiclass cleric/godling who has the same domain from both classes adds the two classes together when determining what granted powers and spells the character has and their effectiveness.

Divine Traits: Divine traits are special powers a godling gains through her divine heritage. Players may select any divine traits for a godling character, regardless of the godling's divine parentage. Each divine trait has 4 degrees—listed from I to IV—though some of the upper degrees may be limited to only adept or eldritch godlings. A godling gains the benefit of all the degrees of a trait she possesses (though in some cases higher degrees make lower degrees superfluous).

A godling gains divine trait ranks at 3rd, 7th, 11th, 15th, and 19th levels. The number of ranks gained increases each time, 1 rank at 3rd level, 2 ranks at 7th, and so on. Each time a godling gains divine trait ranks, she may spend them on one or more traits. Raising a trait up one degree costs a number of ranks equal to its new degree, but the godling must buy each degree separately. Thus taking a new trait at degree I costs 1 divine trait rank, while taking a trait a godling already has at degree I to degree III costs 5 ranks (2 ranks to bring it from degree I to degree II, and 3 more ranks to bring it from degree II to degree III).

A godling may save unspent ranks if she wishes, but can only spend them when she gains a new level. Once ranks are spent, the trait chosen is permanent and the ranks cannot be regained.

Artificer I: The godling adds half her godling level to any skill check required to create a magic item (normally Spellcraft). She also spends only

95% of the normal cost for materials to make magic items.

Artificer II: The godling can craft magic items in 4-hour blocks of time, rather than the 8-hour minimum for most craftsmen. The artificer also creates magic items in half the normal time, 4 hours of work per 1,000 gp of value of the finished item. The godling may work up to 8 hours in day, in two 4-hour blocks. She also spends only 90% of the normal cost for materials to make magic items.

Artificer III: The godling need not have the appropriate item creation feat to create a magic item. If she lacks the correct feat, she takes a –5 penalty to the skill check needed to create the item. She also spends only 85% of the normal cost for materials to make magic items. Only adept godlings may select Artificer III.

Artificer IV: The godling can craft magic items in 2-hour blocks of time, rather than the 8-hour minimum for most craftsmen. The artificer also creates magic items in one-quarter the normal time, 2 hours of work per 1,000 gp of value of the finished item. The godling may work up to 8 hours in day, in four 2-hour blocks. She also spends only 80% of the normal cost for materials to make magic items. Only adept godlings may select Artificer III.

Nemesis (elemental) I: The godling selects three of the following elements: air, earth, fire, water. The godling is a nemesis to creatures with a subtype that matches any of the selected elements. The godling is at –2 to all Diplomacy checks with a creature she is nemesis to, but +1 to all other skills,

all attack rolls, and all damage rolls against such creatures.

Nemesis (elemental) II: The godling is at an additional –2 to all Diplomacy checks with a creature she is nemesis to (–4 total), but such creatures also suffer a –1 penalty to all saving throws made against the godling's spells and abilities.

Nemesis (elemental) III: The godling is at an additional –2 to all Diplomacy checks with a creature she is nemesis to (–6 total), but each time the godling deals hp damage to such a creature it takes an additional 1d6 damage. (This damage is of the same type as the original source of damage. If the original source had more than one damage type, the godling decides which type is dealt by the additional damage.) Only eldritch godlings may select Nemesis (elemental) III.

Nemesis (elemental) IV: The godling gains the scent ability, which only functions against creatures to which she is nemesis. Additionally, against such creatures she acts as if she had permanent *see invisibility* and *shield* spells in effect. Only eldritch godlings may select Nemesis (elemental) IV.

Nemesis (ethical) I to IV: The ethical nemesis divine trait functions identically to the elemental nemesis divine traits of the same rank, except the godling becomes nemesis to opposed ethical beliefs. Good godlings are nemesis to all evil creatures. Chaotic godlings are nemesis to all lawful creatures. Evil godlings are nemesis to all good creatures. Lawful godlings are nemesis to all chaotic creatures. Thus a lawful good godling is nemesis to chaotic evil, chaotic good, chaotic neutral, neutral

evil and lawful evil creatures. True neutral godlings cannot select this divine trait.

If you are both elemental and ethical nemesis to a creature, all penalties and bonuses from the two divine traits stack.

Paramortal I: The godling does not need to eat or drink. While the godling may partake if she desires, she suffers no penalties for lack of food or water, and does not suffer starvation or thirst. The godling ages only 1 year for every 2 years that pass.

Paramortal II: The godling suffers no penalties from the fatigued condition. A godling that is fatigued and gains the condition again becomes exhausted, as normal. The godling gains darkvision out to 60 feet. A godling that already has darkvisions adds 60 feet to her darkvision's range. The godling ages only 1 year for every 10 years that pass.

Paramortal III: The godling does not need to sleep. If the godling has a class that grants spells that normally require a full night's sleep, the godling instead regains spells once per day (at a time agreed upon by the player and GM). Preparing spells for the day still requires an hour of meditation. The godling ages only 1 year for every 50 years that pass.

Paramortal IV: The godling is never blinded, confused, deafened, fatigued, or exhausted. The godling does not age, and is immune to magical aging.

Seer I: As a standard action the godling can attempt to gain knowledge and learn rumors about a given topic. This functions as the gather information function of the Diplomacy skill (except for the reduced

time taken) and the godling gets a special check to determine success. The check is $1d20 + (\text{godling level} \times 1.5) + \text{the godling's spellcasting attribute modifier}$. The godling may only make a single check for a given topic, and cannot make a new check until she has gained another godling level.

If the godling casts a divination spell with a percentage chance of gaining information (such as *augury* or *divination*), the godling adds her spellcasting attribute modifier to the chance of success.

Seer II: When not distracted (under circumstances calm enough the godling could normally take 10 on a skill check), the godling may examine a spoken statement made by another creature to see if it is an intentional deception or equivocation. The godling makes a Sense Motive check opposed by the speaker's Bluff check. On a successful check, the godling is aware if the speaker is intentionally lying, concealing the truth, making a partially true statement, or omitting important details that change the context of the statement examined. The godling is not aware which of these evasions is taking place, nor the motivation for the deception, only that the speaker has intentionally avoided telling the whole and complete truth.

The godling can only examine one specific statement per round. This ability can be used a total number of times per day equal to $3 + \text{the godling's spellcasting attribute modifier}$.

Additionally, any time the godling casts a divination spell with a duration of concentration (including those with

concentration to a maximum duration, or concentration plus a number of rounds after concentration ends), the godling can maintain concentration on the spell as a swift action each round.

Seer III: Once every 7 days week, the godling can gain information about the coming week. This functions as a *divination* spell with a 99% chance of success. If casting a divination spell with a material component or focus with a cost of (25 gp \times caster level) or less, the godling does not need the material or focus to cast the spell. Only eldritch godlings may select Seer III.

Seer IV: The godling can gain yes/no answers to a number of questions each day equal to half her godling level. This functions as the *commune* spell, but there is no material component or focus required, and the godling need not use all the questions in a single sitting. Only eldritch godlings may select Seer IV.

Demigod (Ex): You elevate from the ranks of deifically-blooded heroes to the lower ranks to true divinity. This has several effects, including changing your type to outsider (native).

You gain a cult of worshipers. This functions as the Leadership feat, except that all your followers are adepts, clerics, druids, or other classes that gain access to divine spells, and your cohort is your high priest. You may use *sending* (as the spell) a number of times per day equal to $1 + \text{your spellcasting attribute modifier}$ (minimum 1) to contact any of your followers or cohort. Clerics that worship you may access any domains associated with your lineage domain ability.

You become much harder to kill. You add your level to the negative hit point value you

must reach before dying. If you are ever dropped to negative hit points, you automatically stabilize. Any time an event would normally cause your death (including taking hp damage that exceeds a sufficiently low negative value), you make a DC 20 ability check using your spellcasting attribute. If the check is successful you do not die, instead your hp total resets to a negative value one point shy of dying, and stabilizes.

You can *plane shift* once per day. This functions as the spell, but you may only use it to access the native plane of your divine parent or the material plane.

NEW SCION TALENTS

The following talents can be taken with the Extra Talent feat. If using *The Genius Guide to the Godling*, clever and mighty godlings may select these talents when they gain a new scion talent.

Changeling: The godling can change minor features about their appearance. This is not an illusion, but an actual change to how the godling appears. The godling adds half her class level to all Disguise checks.

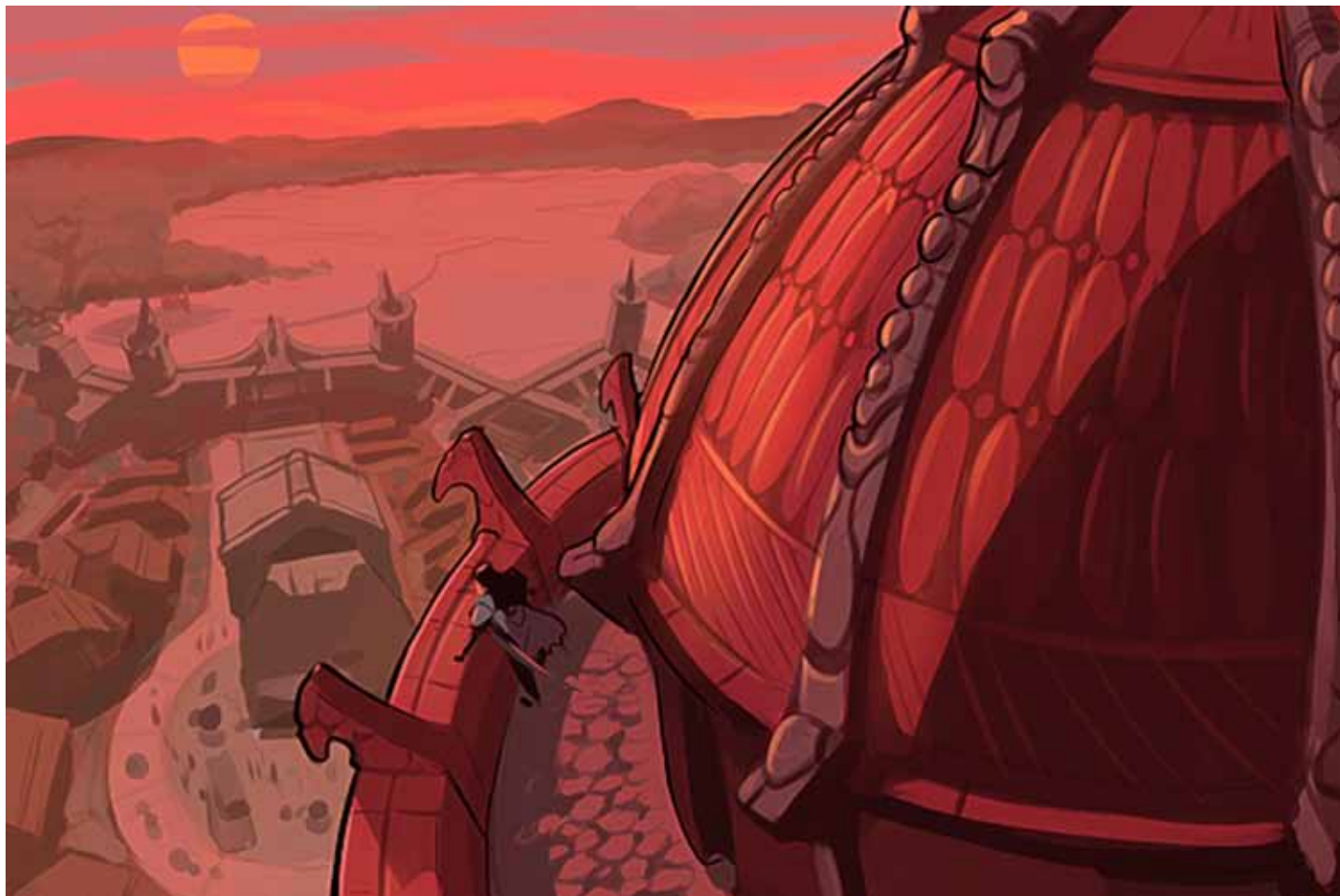
Divine Power: The godling gains the Godling Spell feat. The godling must meet all the feat's prerequisites.

Sigil-marked: The godling's skin is covered in marks, which may be tattoos, brands, birthmarks, or ritual scars. Once per day, the godling may absorb a scroll or potion into her skin, creating a new mark. (If a scroll is absorbed, it may only have spells with

a casting time of 1 standard action or less.) The godling may then use the scroll or potion as a standard action at any time in the future, causing the marks that represented them to be erased. Only the godling may be the target of a potion she has absorbed in this way. If the godling could not normally use the scroll, she makes a special Use Magic Device check (against the normal DC to use the scroll), with a bonus of 3 + her godling class level + her spellcasting attribute modifier.

Spellsense (Su): Whenever the godling casts an area spell, she may make a Perception check to notice creatures within the area. This can allow a godling to know the exact location of creatures within a spell's area, but outside the godling's line of sight.

Unaligned (Su): Any time a creature uses magic to determine information about the godling's alignment, the godling may make a DC 18 Will save. On a successful save, the godling's alignment is not revealed.



GODLING SPELLS

Godling spells can only be learned with the Godling Spell ascendancy or feat, or the Divine Power talent. Only godlings can know or cast godling spells.

1ST-LEVEL GODLING SPELLS

By The Blood I: Use your divine heritage to curse a target.

Detect Domain: Sense the presence of creatures with access to cleric domains.

Manifest I: Cast a 0-level spell with ties to one of your lineage domains.

Protection from Emissaries: Ward target against creatures thematically tied to one of your lineage domains.

Suspend Domain: Cut target off from domains spells and abilities.

2ND-LEVEL GODLING SPELLS

By The Blood II: Use your divine heritage to curse a target.

Manifest II: Cast a 1st-level spell with ties to one of your lineage domains.

3RD-LEVEL GODLING SPELLS

By The Blood III: Use your divine heritage to curse a target.

Know Faith: See creature's cleric domains and what gods they worship.

Manifest III: Cast a 2nd-level spell with ties to one of your lineage domains.

Suspend Divine: Cut target off from divine spells and domain abilities.

4TH-LEVEL GODLING SPELLS

By The Blood IV: Use your divine heritage to curse a target.

Manifest IV: Cast a 3rd-level spell with ties to one of your lineage domains.

5TH-LEVEL GODLING SPELLS

By The Blood V: Use your divine heritage to curse a target.

Manifest V: Cast a 4th-level spell with ties to one of your lineage domains.

6TH-LEVEL GODLING SPELLS

By The Blood VI: Use your divine heritage to curse a target.

Celestial Sanctum: Gain access to a demiplane that exists for your convenience.

Manifest VI: Cast a 5th-level spell with ties to one of your lineage domains.

7TH-LEVEL GODLING SPELLS

By The Blood VII: Use your divine heritage to curse a target.

Manifest VII: Cast a 6th-level spell with ties to one of your lineage domains.

8TH-LEVEL GODLING SPELLS

By The Blood VIII: Use your divine heritage to curse a target.

Manifest VIII: Cast a 7th-level spell with ties to one of your lineage domains.

9TH-LEVEL GODLING SPELLS

By The Blood IX: Use your divine heritage to curse a target.

Manifest IX: Cast an 8th-level spell with ties to one of your lineage domains.

NEW SPELLS

BY THE BLOOD

School: evocation; **Level:** godling 1–9

Casting Time: 1 standard action

Components: None

Range: touch

Target: creature touched

Duration: permanent

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

One version of this spell exists at spell levels 1–9, and each version of manifest must be selected separately as a godling spell.

You call upon the divine power of your heritage to place a curse on the subject. There are three standard curse effects all godlings can access. Additionally, for each lineage domain you possess you gain another curse option from which to choose. Each special domain curse is detailed below. The power of these curse effects are determined by what level of *by the blood* you cast on the subject.

The three standard curse effects are:

- Decrease to an ability score by an amount equal to *by the blood* level x2 (minimum one).
- Penalty on attack rolls, saves, ability checks and skill checks equal to *by the blood* level.
- Each turn, the target has a percent chance to take no action equal to *by the blood* level x 10%.

The lineage domain curses, by domain, are:

Lineage Domain	Curse				
<i>Air</i>	Each minute, 10% chance the subject takes electricity damage equal to 1d6/level of <i>by the blood</i> .	<i>Earth</i>	Each minute, 10% chance the subject takes acid damage equal to 1d6/level of <i>by the blood</i> .	<i>Knowledge</i>	Each day, 5% chance per level of <i>by the blood</i> the subject is unable to make a successful Knowledge check.
<i>Animal</i>	Penalty to AC against attacks from animals and magical beasts equal to -2/level of <i>by the blood</i> .	<i>Evil</i>	Each day, 5% chance per level of <i>by the blood</i> the subject's alignment shifts toward evil for 1 day. Characters with a good moral alignment shift to a neutral moral alignment, those with a neutral moral alignment switch to an evil moral alignment.	<i>Law</i>	Each day, 5% chance per level of <i>by the blood</i> the subject is unable to lie.
<i>Artifice</i>	Each minute, 10% chance a random object in subject's possession takes damage (bypassing hardness) equal to 1d6/level of <i>by the blood</i> .			<i>Liberation</i>	Each day, 5% chance per level of <i>by the blood</i> the subject is unable to grapple or trip foes, or use any form of lock.
<i>Chaos</i>	Each round, 5% chance per level of <i>by the blood</i> the subject is confused for 1 minute.	<i>Fire</i>	Each minute, 10% chance the subject takes fire damage equal to 1d6/level of <i>by the blood</i> .	<i>Luck</i>	Each day, 5% chance per level of <i>by the blood</i> the subject must roll all attack rolls, skill checks, saving throws, and random determination rolls twice and take the worse of each result.
<i>Charm</i>	Each round, 5% chance per level of <i>by the blood</i> the subject's attitude toward you is helpful.	<i>Glory</i>	Each day, 5% chance per level of <i>by the blood</i> the subject cannot grant enhancement, luck, or morale bonuses to other characters, and receives no benefit from enhancement, morale, or luck bonuses.	<i>Madness</i>	Each day, 5% chance per level of <i>by the blood</i> the subject is confused.
<i>Community</i>	When subject meets a creature with less than 1/3 your hit dice/level, the creature has a 5% chance per level of <i>by the blood</i> of suffering the results of <i>bestow curse</i> as if cast at your level.			<i>Magic</i>	Each minute, 10% chance the subject takes force damage equal to 1d4/level of <i>by the blood</i> .
<i>Darkness</i>	Each round, 5% chance per level of <i>by the blood</i> the subject is unable to see (not even with blindsense or tremorsense).	<i>Good</i>	Each day, 5% chance per level of <i>by the blood</i> the subject's alignment shifts toward good for 1 day. Characters with an evil moral alignment shift to a neutral moral alignment, those with a neutral moral alignment switch to a good moral alignment.	<i>Nobility</i>	Each day, 5% chance per level of <i>by the blood</i> the subject fails all Charisma checks and Charisma-based skill checks.
<i>Death</i>	Each minute, 10% chance the subject takes negative energy damage (similar to <i>inflict light wounds</i>) equal to 1d4/level of <i>by the blood</i> .			<i>Plant</i>	Penalty to AC against attacks from plants equal to -2/level of <i>by the blood</i> .
<i>Destruction</i>	Each minute, 10% chance the subject takes sonic damage equal to 1d6/level of <i>by the blood</i> .	<i>Healing</i>	Each round, 5% chance per level of <i>by the blood</i> the subject is unable to benefit from magic healing.	<i>Protection</i>	Penalty to AC -1/level of <i>by the blood</i> .
				<i>Repose</i>	Each day, 5% chance per level of <i>by the blood</i> the subject cannot cast necromancy (evil) spells.

Rune Each day, 5% chance per level of *by the blood* the subject cannot read or write (including being unable to use or create scrolls or magic writing).

Strength Each day, 5% chance per level of *by the blood* the subject has heavy encumbrance of 5–10 lbs and fails all Strength checks and Strength-based skill checks.

Sun Each day, 5% chance per level of *by the blood* the subject radiates light like a torch and cannot succeed at a Stealth check.

Travel Each day, 5% chance per level of *by the blood* the subject at half its normal movement rates.

Trickery Each day, 5% chance per level of *by the blood* the subject fails all Wisdom checks and Wisdom-based skill checks.

War The damage subject deals with any attack, spell, or ability is reduced by 10% x *by the blood* level.

Water Each day, 10% chance per level of *by the blood* the subject fails all swim checks and can hold breath only 1 round before beginning to drown.

Weather Each day, 10% chance per level of *by the blood* the subject is affected by winds as if the wind force was 2 categories stronger than actual conditions.

The curse bestowed by this spell can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. Because the power of the curse comes directly from you, it can also be removed by casting dispel magic on you (though not by casting it on the subject), and automatically ends if you die. Any effort to remove the spell that requires a caster level check always rolls against your current caster level, rather than your caster level at the time the spell was cast.

CELESTIAL SANCTUM

School: transmutation (teleportation);
Level: godling 6
Casting Time: 1 minute
Component: none

This spell allows you to open a portal connecting the plane you are currently on to a demiplane that exists only to be your divine sanctum. It is identical to *mage's magnificent mansion*, except as noted above.

DETECT DOMAIN

School: divination; **Level:** godling 1
Casting Time: 1 standard action
Component: none
Range: 60 ft.

Area: cone-shaped emanation
Duration: concentration, up to 10 min./level (D)
Saving Throw: none; **Spell Resistance:** no

You can sense the presence of creatures able to access one or more cleric domains. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of creatures able to access cleric domains.

2nd Round: Number of creatures able to access cleric domains in the area and the power of the most potent such creature present.

3rd Round: The location and available domains of each such creature. If a creature is outside your line of sight, then you discern its direction but not its exact location.

Each round, you can aim *detect domain* in a new area. The spell can penetrate barriers but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. In addition to clerics with domains, this spell detects creatures with domains from other sources (such as a druid gaining a domain through the nature's bond ability, or a godling's lineage domains).

KNOW FAITH

School: divination; **Level:** godling 3
Casting Time: 1 standard action
Components: None
Range: personal
Target: you
Duration: 1 min./level (D)

This spell makes your eyes glow (gold or red, as you prefer) and allows you to see what clerical domains can be accessed by creatures within 120 feet of you. The effect is similar to that of a *detect domain* spell, but *know faith* does not require concentration and discerns the location and power of creatures with access to domains more quickly.

You know the location and available domains of all creatures within your sight that have access to cleric domains. If, as a standard

action, you concentrate on a specific creature within 120 feet of you, you can determine what gods, outsiders, concepts, or pantheons the creature worships. If the creature is itself an outsider, you learn both its creature type and subtype. Any spell, item, or effect that conceals a creature's alignment also wards it from the *know faith* spell.

Know faith can be made permanent with a permanency spell, using the rules for making *arcane sight* permanent.

MANIFEST I-IX

School: evocation; **Level:** godling 1–9

Casting Time: 1 standard action

Components: None

Range: personal

Effect: spell related to your lineage (see text)

Duration: instantaneous

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

One version of this spell exists at spell levels 1–9, and each version of manifest must be selected separately as a godling spell.

You display a manifestation of your divine power in the form of a spell effect. The effect matches a spell you select from the bard, cleric, druid, or sorcerer/wizard spell list that is related to your lineage domains (see below). The spell must be lower level than the *manifest* used to create it. The spell must have a casting time of 1 standard action or less, no material components that cost more than 1 gp, and no focus requirement. Your godling level is your caster level for the spell effect. The spell effect cannot be modified by feats you possess (including metamagic feats). You make all decisions about effects and targets as if you had cast the spell effect.

Each lineage domain you possess gives you access to spells that meet one or more requirements, listed below. When the requirement references a name, it's the common name for the spell in question. (Thus having the magic domain as a lineage domain allows you to use *manifest* to cast *detect magic*, as the word "magic" is in the name of that spell.) Note that not all lineage domains grant the same number of potential spell effects (especially at lower levels). Look at your domains carefully prior to taking this spell.

Lineage Domain	Spell Effect Requirement
<i>Air</i>	Electricity descriptor
<i>Animal</i>	Animal or nature in title
<i>Artifice</i>	Conjuration (creation)
<i>Chaos</i>	Chaos descriptor
<i>Charm</i>	Enchantment (charm)
<i>Community</i>	Harmless entry for saves and spell resistance
<i>Darkness</i>	Darkness descriptor
<i>Death</i>	Necromancy with evil descriptor
<i>Destruction</i>	Deals hp damage, does not have acid, cold, electricity, or fire descriptor
<i>Earth</i>	Acid descriptor
<i>Evil</i>	Non-necromancy spells with evil descriptor
<i>Fire</i>	Fire descriptor and instantaneous duration
<i>Glory</i>	Spells that grant a bonus to other creatures, but do not heal
<i>Good</i>	Good descriptor

<i>Healing</i>	Conjuration (healing)
<i>Knowledge</i>	Divination with no descriptor or subschool
<i>Law</i>	Lawful descriptor
<i>Liberation</i>	Abjuration with instantaneous duration
<i>Luck</i>	Grants luck bonus
<i>Madness</i>	Enchantment (compulsion)
<i>Magic</i>	Dweomer, magic, or spell in name
<i>Nobility</i>	Grants morale bonus, increase to Charisma, or increase to Charisma-based skill
<i>Plant</i>	Bark, berry, plant, seed, tree, or wood in name
<i>Protection</i>	Abjuration with duration of 1 round or more
<i>Repose</i>	Necromancy without evil descriptor
<i>Rune</i>	Circle, erase, page, glyph, symbol, or rune in name
<i>Strength</i>	Grants attack bonus, increase to Strength, or increase to Strength-based skill
<i>Sun</i>	Fire descriptor and duration or 1 round or more
<i>Travel</i>	Transmutation (teleportation) and spells that affect or grant move rate
<i>Trickery</i>	Illusion (glamer)
<i>War</i>	Grants more than one target bonus to attack rolls or armor class
<i>Water</i>	Water descriptor
<i>Weather</i>	Mist, fog, sleet, storm, weather or wind in name

PROTECTION FROM EMISSARIES

School: abjuration; **Level:** godling 1

Casting Time: 1 standard action

Components: none

Range: touch

Target: creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless); **Spell**

Resistance: no (see text)

This spell wards a creature from mental control, from summoned creatures, and from attacks by creatures considered

emissaries of your divine heritage (see below). It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses only apply against attacks made or effects created by emissaries of your divine heritage.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment

[charm] effects and enchantment [compulsion] effects). This saving throw

is made with a +2 morale bonus, using the same DC as the original effect.

If successful, such effects are suppressed for the duration of this spell.

The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them

from controlling the target. This effect only functions against spells and effects created by emissaries of your divine heritage.

Third, the spell prevents bodily contact by summoned emissaries of your divine heritage. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not emissaries of your divine heritage are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

What creatures qualify as emissaries of your divine heritage is determined by your lineage domains. Each lineage domain causes creatures that meet a specific criteria (detailed below) to qualify as emissaries. This is a mystic relationship between the creatures and the domains granted by your godling status—individual “emissaries” may have no direct connection to your divine parent.

Where the descriptions of emissaries mention to “roles,” they are referring to monster roles as defined in Appendix 13 of the *Pathfinder Roleplaying Game Bestiary*. As this information is not included in stat blocks, godlings with emissaries defined by roles are encouraged to prepare a list of the appropriate creatures for the GM to reference. When a creature does not have a defined role, it’s status as an emissary of a godling is determined by GM discretion.



Lineage	Emissary
Domain	Creatures
<i>Air</i>	Air subtype
<i>Animal</i>	Animal and magical beast type
<i>Artifice</i>	Construct type
<i>Chaos</i>	Ahaotic subtype
<i>Charm</i>	Fey type
<i>Community</i>	Organization includes army, clan, flock, herd, pack, platoon, tribe, or warband
<i>Darkness</i>	Has darkvision
<i>Death</i>	Undead
<i>Destruction</i>	Has the "combat" role
<i>Earth</i>	Earth subtype
<i>Evil</i>	Evil subtype
<i>Fire</i>	Fire subtype
<i>Glory</i>	Charisma 22 or higher
<i>Good</i>	Good subtype
<i>Healing</i>	Fast healing or regeneration abilities
<i>Knowledge</i>	One or more Knowledge skills at +20 or more
<i>Law</i>	Lawful subtype
<i>Liberation</i>	Incorporeal subtype
<i>Luck</i>	Has the "any" role
<i>Madness</i>	Enchantment (compulsion)
<i>Magic</i>	Has the "spell" role
<i>Nobility</i>	Solitary is only organization
<i>Plant</i>	Plant type
<i>Protection</i>	Immunity or resistance abilities
<i>Repose</i>	Channel energy ability
<i>Rune</i>	Has the "skill" role
<i>Strength</i>	Giant subtype
<i>Sun</i>	Fire subtype
<i>Travel</i>	Natural ability to teleport or blink
<i>Trickery</i>	Has the "special" role

<i>War</i>	Organization includes gang, platoon, or squad
<i>Water</i>	Water subtype
<i>Weather</i>	Air subtype

SUSPEND DIVINE

School: abjuration; **Level:** godling 3
Casting Time: 1 standard action
Components: None
Range: medium (100 ft. +10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates; **Spell Resistance:** yes

This spell prevents its target from accessing divine spells and cleric domain abilities. The target cannot use domain granted powers or cast any divine spells. A target of this spell can still cast arcane spells, even if the spell also exists as a divine spell, and can still use divine powers not tied to a cleric domain.

If you have at least one domain that is the same as a domain possessed by the target, the spell's duration increases to 1 minute/level for that target.

SUSPEND DOMAIN

School: abjuration; **Level:** godling 1
Casting Time: 1 standard action
Components: None
Range: short (25 ft. +5 ft./2 levels)
Targets: Up to five creatures, no two of which may be more than 30 ft. apart
Duration: 1 minute/level
Saving Throw: Will negates; **Spell Resistance:** yes

This spell prevents its targets from accessing clerical domains. Targets cannot use domain granted powers or cast spells prepared from a domain. This is true even for characters that gain access to a domain from a source other than the cleric class (such as a druid gaining a domain through the nature's bond ability, or a godling's lineage domains). Targets of this spell can still cast spells that happen to be in a domain they possess, if it is also accessed from their class spell lists and not prepared using a domain spell slot.

If you have at least one domain that is the same as a domain possessed by the target, the spell's duration increases to 10 minutes/level for that target.

GODLING FEATS

The following feats are designed to expand the options for godling characters, and to allow characters of other classes to become very minor godlings.

EMERGENT DIVINITY

Your innate, godlike powers grow.

Prerequisite: Godling.

Benefit: You gain 1 rank of godling divine traits.

Special: This feat may be taken more than once. Each time it is selected, it gives you 1 additional divine trait rank.

EXTRA TALENT

You are learning new ways to use your divine powers.

Prerequisite: Godling.

Benefit: You gain a scion talent. (Scion talents are described in *The Genius Guide to Godlings*.)

DIVINE RIGHT:

THE SUSPEND SPELLS

Both *suspend divine* and *suspend domain* may seem like extremely powerful spells. After all, they cut off a cleric's access to divine powers granted by the gods themselves! And seen it that light, it's easy to understand why only godlings (who themselves access deific powers) have access to these spells that suppress the divine link between deity and mortal. From a game-play point of view, neither spell is overwhelmingly powerful. Pragmatically, it would be more effective to totally paralyze a target with *hold person* than reduce his effectiveness by cutting off spells. With the normal Will save mechanism, it is unlikely a godling can cut off a higher-level character's spells.

What the spells do accomplish is to make godlings feel unique and powerful by letting them do things other characters can't. While the spells do not actually affect play outcome more than most 1st and 2nd level spells do, simply knowing that godling characters have the potential to produce such unprecedented effects will change how players think and feel about the class.

Special: This feat may be taken more than once. Each time it is selected, it gives you 1 additional scion talent.

GODLING SPELL

You can tap into the divine magic power of your heritage

Prerequisites: Able to cast spells, godling.

Benefit: You learn a godling spell. The spell is added to the class list of one of your classes that grant spellcasting ability. This spell must be 1st level, unless you already know a 1st level godling spell. If you already have a 1st level godling spell, you may select a higher-level spell. You cannot know more 2nd-level godling spells than you know 1st-level godling spells, or more 3rd level godling spells than you know 2nd-level godling spells, and so on.

If you do not have a lineage domain, you do not gain any of the special benefits of a godling spell that are linked to lineage domains.

Special: This feat may be taken more than once, each time granting a new godling spell.

SPARK OF DIVINITY

You aren't a full-fledged godling, but you have some divine power in your bloodline.

Prerequisite: One ability score 18 or higher.

Benefit: You qualify as a godling for feat, spell, and talent prerequisites.



WE ERR ON THE SIDE OF AWESOME!

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