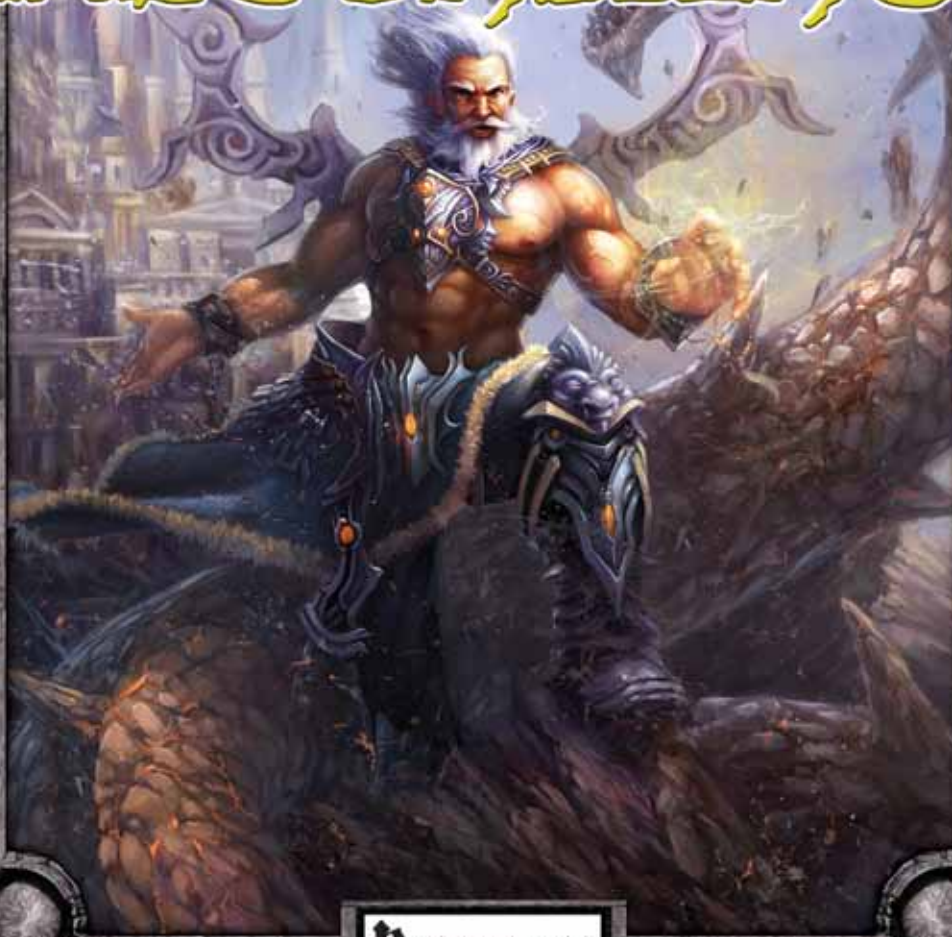


The Genius Guide to: The Godling Ascendant



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Beings with powers drawn from the might of the heavens themselves, godlings first appeared in *The Genius Guide to the Godling*. That product gave us two hero classes, the clever godling and mighty godling, based on the classic Greek heroes and heroines who could claim Olympians as parents or grandparents. It also offered a godling prestige class, for characters whose divine heritage doesn't manifest until later in their careers. Not long after, the spellcasting classes of adept godling and eldritch godling were presented in *The Genius Guide to Mystic Godlings*, creating godlings that took after the demi-mortal spellcasters of myth and legend. The classes immediately garnered a large following, and requests for additional material quickly began making their way to Super Genius Games.

The first book to offer additional support for them was Rite Publishing's *101 Renegade Class Feats*, which includes 7 feats designed specifically for use by the godling classes, as well as feats for numerous other classes created by Super Genius Games and other publishers. And now, *The Genius Guide to the Godling Ascendant* expands the classes even further, with rules for using godling abilities to create exemplar monsters, new ways for characters with non-godling classes to represent scions of immortal power, and new divine traits, ascendancies, scion talents, and feats for the four godling classes, as well as new ways to introduce the concept of godlings to a campaign.

HOW TO USE THIS BOOK

The easiest way to use the material in *The Genius Guide to the Godling Ascendant* is as additional options for the four godling classes found in *The Genius Guide to the Godling* and *The Genius Guide to Mystic Godlings* – the material in this book is fully compatible with both those products. They introduce the idea of four new linked classes of demimortals with some of the power of the gods – the adept godling (a spellcaster who has some faculty in combat and a broad range of skills to fall back on), the clever godling (a classic hero full of tricks and surprises), the eldritch godling (a spellcaster with access to powerful magics that demand all his attention to control) and the mighty godling (a powerful warrior focused on striking down his foes). The divine traits, ascendancies, and scion talents found in this book are designed to directly expand the options for these four classes.

However, even without those two products, it's possible to add material from *The Genius Guide to the Godling Ascendant* into a campaign. For player characters, a range of options exist to pick up some godling powers with feats from the New Godling Feats section, or to take advantage of one of the new character build options presented in the **Godling Characters of Other Classes** section. Here are presented the deific studies (for wizards), great hero (for fighters),

godling bloodline (for sorcerers), godling domain (for clerics, druids, and inquisitors), and immortal mystery (for oracles).

Nor are all the godling options restricted to characters with class levels. The Exemplar Monster section provides rules for GMs who wish to add godling monsters – called exemplars – to their campaign, including a sample exemplar monster, the maze lord.

Actually introducing new character and monster options to a campaign is generally

fairly easy. Once a GM has decided to allow material from *The Genius Guide to the Godling Ascendant* into his campaign, it's a simple matter to give players a list of the new feats, ascendancies, talents, and archetypes they may select from at future levels.

The GM may opt to allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed. However, sometimes limiting availability somewhat can actually make new options significantly more interesting to players. Such material can be used to distinguish various organizations within a campaign by making membership in those groups an additional prerequisite, or stating that certain options can only be learned from specific instructors. Perhaps only the Harbingers of Argonax can train a young godling in the use of the divine portfolio trait, or only by drinking the blood of a dragon slain by their own actions can a young pantheon earn the dragon slayer talent.

If a Game Master enjoys building campaign-specific prestige classes, new godling powers may not be generally available at all, instead becoming powers for specific prestige classes. Players aren't likely to complain if the guarded spellcaster ascendancy is actually a power in the Godslayer prestige class (designed by the GM to fill a specific role in a campaign), since the players had no expectation of being able to take the power anyway.



NEW DIVINE TRAITS

Divine traits are special powers some godlings gain through their divine heritage, and were first introduced in *The Genius Guide to the Godling*. Each divine trait has 4 degrees—listed from I to IV—though some of the upper degrees may be limited to specific types of godlings. A godling gains the benefit of all the degrees of a trait he possesses (though in some cases higher degrees make lower degrees superfluous).

The clever and mighty godling classes gain divine trait ranks at 2nd, 6th, 10th, 14th, and 18th levels. The number of ranks gained increases each time, 1 rank at 2nd level, 2 ranks at 6th, and so on. Other godlings may acquire divine trait ranks through feats or other means. Each time a godling gains divine trait ranks, he 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 raising a trait a godling already has from 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 he wishes, but can only spend them when he gains a new level. Once ranks are spent, the trait chosen is permanent and cannot be changed.

DIVINE PORTFOLIO

The godling begins to develop powers that relate to the themes he could eventually be a deity of, if he survives to earn true godhood.

Divine Portfolio I: The godling selects one oracle mystery. He gains one revelation from the mystery. He must meet all the revelation's prerequisites. The godling treats his godling level as his oracle level for this revelation (including fulfilling the revelation's prerequisites). The godling may choose to have any of the ability's calculations that are normally based on Cha modifiers instead be based on any ability modifier of the godling's choice. (Once this choice is made, it cannot be changed).

This divine trait may be selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a different mystery and one revelation from that mystery.

Divine Portfolio II: The godling gains a revelation granted by a mystery he selected with the divine portfolio I trait. This otherwise functions as divine portfolio I.

This divine trait may be selected more than once if divine portfolio I has been selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a new revelation from a different mystery the godling has selected with divine portfolio II.

Divine Portfolio III: This functions as divine portfolio II does. In addition, any spellcasting ally that has a cleric domain, oracle mystery, sorcerer bloodline, or witch patron that grants a bonus spell that is also normally granted by the oracle mystery the godling has selected gains a rush of mystic energy when close to the godling. This energy grants the character a +1 morale bonus to caster level within 30 feet of the godling.

Divine Portfolio IV: This works as divine portfolio II does. In addition, the morale bonus granted by divine portfolio III now has a range of 60 feet, and increases to +2. Characters who decide to worship the godling (forsaking the worship of any other god, being, or philosophy) also gain a +1 morale bonus to Charisma-based skill checks and saving throws when within 60 feet of the godling.

HORSE LORD

The godling is a natural rider, and some of his immortal power is shared with his steed (which need not be a horse).

Horse Lord I (Su): The godling gains Ride as a class skill (and gains a +3 bonus to all ride checks if it was already a class skill). Any steed the godling rides gains a +10 ft. haste bonus to all its movement rates.

Horse Lord II (Su): The godling treats any steed he rides as a battle-trained mount. Steeds the godling rides gain a bonus to



attack and damage checks equal to his Wis or Cha bonus (whichever is higher). The haste bonus to all movement rates gained by any steed the godling is riding increases to +20 ft.

Horse Lord III (Su): When the godling is mounted, both he and his steed may use the godling's normal CMD, or a CMD

of 10 + the godling's total Ride skill bonus. The penalty the godling takes when using a ranged weapon while mounted is halved (if the godling also has the Mounted Archery feat, he takes no penalty when using ranged weapons while mounted). Riding does not count as vigorous motion or violent motion for the godling in regards to making concentration checks to cast spells. The haste bonus to all movement rates gained by any steed the godling is riding increases to +30 ft.

Horse Lord IV (Su): Any steed the godling rides gains a bonus to its attack rolls equal to half the godling's level (to a maximum attack bonus equal to the godling's base attack bonus). Once per hour, as a swift action the godling may grant his steed a number of temporary hit points equal to double the godling's level. Additionally, any steed the godling rides gains either a 30 foot fly speed (average maneuverability) or a 30 foot swim speed.

INSTINCTIVE SPELLCASTING

The godling requires less and less focus to summon up mystic powers.

Instinctive Spellcasting I (Ex): The godling can cast a spell instinctively, taking the normal time to perform the necessary words and gestures, but leaving his attention free to focus on other concerns (which may vary from combat to movement to concentration on an existing spell). When he uses this ability, he may cast a

spell (with a casting time of one standard action or less) by taking a combined move action and a swift action (which must be taken in the same round). This leaves him a standard action free for other acts he wishes to perform, though he cannot use it to cast a spell or use a spell-like ability. Casting a spell with this ability does not provoke an attack of opportunity (the godling isn't distracted enough to let his guard down). The godling can only use instinctive spellcasting with 0-level spells (as they are simple enough to cast without paying much attention). The godling may use this ability twice per day.

Instinctive Spellcasting II (Ex): As instinctive spellcasting I, but now the godling can use the ability with spells of nearly any level, though he cannot use instinctive spellcasting with the highest-level spell he is capable of casting (he's not mastered such spells to the degree required for instinctive spellcasting).

Instinctive Spellcasting III (Ex): As instinctive spellcasting II, but the godling may use the standard action that remains after using instinctive spellcasting to take any normal action, including casting a spell or using a spell-like ability. Only adept, clever, and eldritch godlings may select instinctive spellcasting III.

Instinctive Spellcasting IV (Ex): As instinctive spellcasting III, except the godling may use it three times per day, and with even his highest-level spells and spell-like abilities that take a standard action (or less) to use. Only adept godlings may select instinctive spellcasting IV.

LEGENDARY BEAUTY

Godlings have the grace, striking appearance, perfect frame, dulcet tones, and flawless features of a god. Their appearance is such that songs are sung about it, and wars may be fought over it.

Legendary Beauty I (Ex): Diplomacy and Perform skills are always class skills. The godling gains a bonus equal to half his class level to Diplomacy checks made to make a request of a creature that is at least indifferent toward him (see the Diplomacy skill).

Additionally, once per day he may make a Diplomacy check to make a request of a creature that is unfriendly or hostile toward him (though he does not gain the benefit of this trait on such checks, as the targets are not at least indifferent). Each time he uses this ability on a specific creature, it becomes immune to this ability until the godling gains a level.

Legendary Beauty II (Ex): The godling's presence lifts spirits and inspires artists. Creatures within 60 feet of the godling that can hear or see him gain a circumstance bonus to Perform checks equal to the godling's Charisma modifier. Additionally, creatures



within 60 feet of him that can hear or see him who gain a morale bonus (from any source) act as if that bonus were 1 higher.

Additionally, so inspired are those who work to assist the godling that if a character takes an aid another action to help him, the godling gains double the normal bonus.

Legendary Beauty III (Su): The godling can focus his resplendent appearance on a single creature, and overwhelm it with his divine demeanor. This counts as a *charm monster* spell, using the godling's level as the caster level and with a saving throw of $(10 + 1/2 \text{ level} + \text{Con or Cha modifier} - \text{whichever is higher})$. He may use this ability once per day, but may never have more than one creature under the thrall of his beauty at a time. If he focuses his immortal magnificence on a new creature to charm it while a previous charm from this divine trait is still in effect, the previous charm immediately ends.

Legendary Beauty IV (Su): The godling's loveliness is so great, creatures are loathe to harm him and risk marring his appearance even if they hate him. The godling may add his Constitution or Charisma modifier (whichever is higher) as a bonus to his armor class and saving throws against attacks and effects made by creatures with an Intelligence score who can see him. This has no effect on attacks and effects from mindless sources (such as traps and constructs) or foes who cannot see the godling.

MYSTIC INHERITANCE

Godlings with this trait have a strong link to an arcane concept, which manifests in powers similar to those possessed by sorcerers and wizards.



Mystic Inheritance I: The godling selects one sorcerer bloodline or wizard arcane school. If the godling selects a bloodline, he gains the bloodline arcana and the bloodline

power gained at 1st level. If he selects an arcane school, he gains one power the arcane school grants at 1st level. The godling treats his godling level as his sorcerer or wizard level (as appropriate) for these powers. The godling may choose to have any of the ability's calculations that are normally based on Int or Cha modifiers instead be based on any ability modifier of the godling's choice. (Once this choice is made, it cannot be changed).

This divine trait may be selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a different bloodline or arcane school.

Mystic Inheritance II: The godling selects one sorcerer bloodline or wizard arcane school he has already selected with mystic inheritance I. If he selects a sorcerer bloodline, he gains a power granted by the bloodline at 7th level or lower. If he selects an arcane school, he gains one power the arcane school grants at 1st level the godling doesn't already possess. This otherwise functions as mystic inheritance I.

This divine trait may be selected more than once if mystic inheritance I has been selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a different bloodline or arcane school the godling has selected with mystic inheritance I.

Mystic Inheritance III: The godling selects one sorcerous bloodline or wizard arcane school he has already selected with mystic inheritance II. If he selects a sorcerous bloodline, he gains a power granted by the bloodline at 14th level or lower. If he selects an

arcane school, he gains one power the arcane school grants which the godling doesn't already possess. This otherwise functions as mystic inheritance II.

A godling must be at least a level equal to the level when the bloodline or school grants the power gained by this trait to select it. This divine trait may be selected more than once if mystic inheritance II has been selected more than once. Each time it is selected it costs one more divine trait rank, and grants access to a different bloodline or arcane school the godling has selected with mystic inheritance II.

PRETERNATURAL SENSES

The godling perceives the world without depending on such mortal senses as sight, hearing, smell, taste, or touch. An inherent awareness of what exists constantly gives him a vague idea of what exists in the world around him.

Preternatural Senses I (Su): The godling's preternatural senses are little more than a flash of insight. When making an attack against a foe within 30 feet, every time the godling misses due to concealment, he can reroll his miss chance percentile roll once. (If the godling has Blind-Fight or a similar ability that allows him to reroll an attack that misses as a result of concealment, that re-roll is in addition to the one provided by preternatural senses).

Preternatural Senses II (Su): The godling gains blindsense with a range of 30 feet. If the godling has darkvision, it now gives him full-color vision even in the absence of light. When attacking creatures with concealment, the percent chance to miss with an attack roll

is reduced by 20% – making it 30% for creatures with total concealment, and 0% for creatures with normal concealment. If the godling has the Greater Blind-Fight feat, his percent chance to miss creatures with total concealment drops to 0%.

Preternatural Senses III (Su): The godling's blindsense now extends 90 feet. If the godling doesn't have darkvision, he gains with a range of 60 feet (with the color vision benefits of Preternatural Senses II). If the godling already has darkvision, he gains the See in Darkness ability out to 30 feet, giving him full vision even in total, magical darkness. (See the *Bestiary* for more information on the See in Darkness ability.)

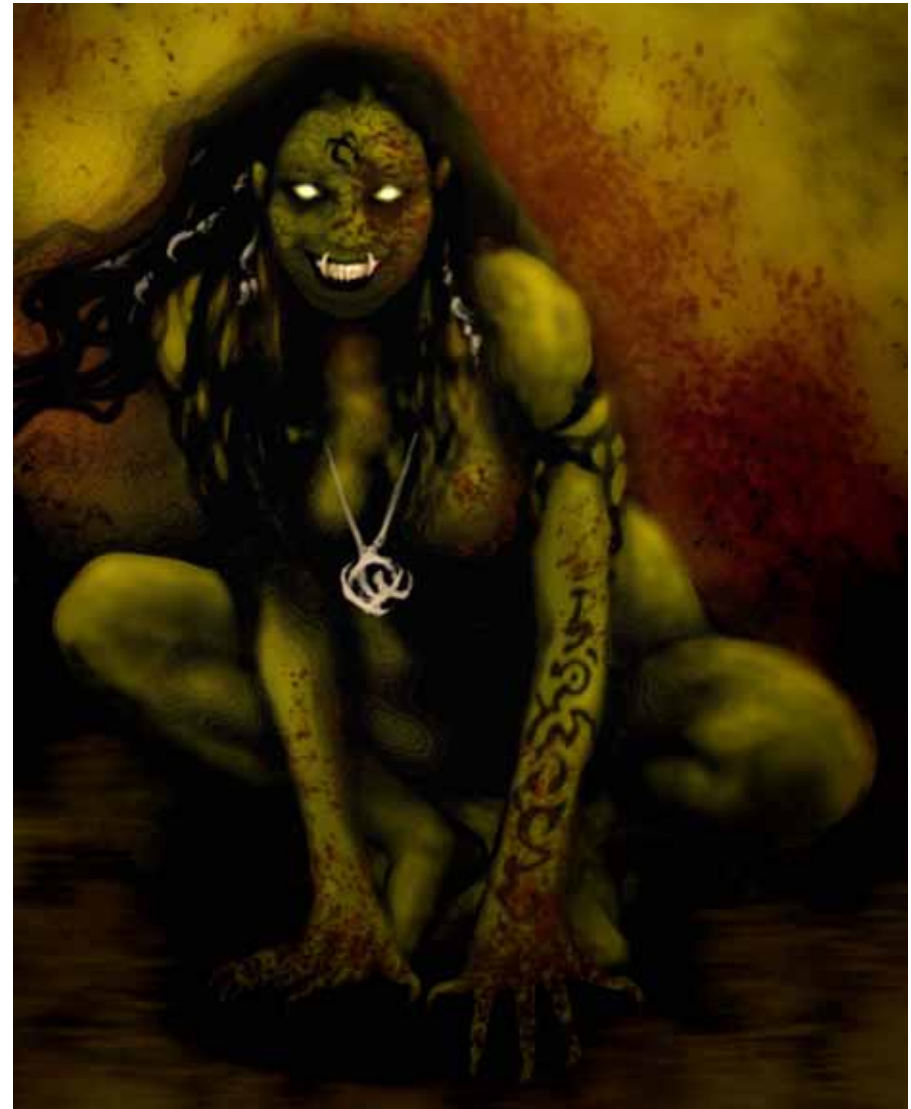
Preternatural Senses IV (Su): The godling gains blindsight with a range of 30 feet.

RESOURCEFUL COMBATANT

The godling is filled with sudden flashes of cunning inspiration in battle, making him a master of unexpected and unusual combat maneuvers. This manifests as a knack for throwing sand in foe's faces, breaking the heels of their boots, tangling their weapons in

a cloak, throwing them off balance, bruising their wings, and just generally making life miserable for all who dare to oppose him.

Resourceful Combatant I (Ex): The godling selects one condition or effect listed below. The godling may inflict the selected condition or effect with a successful use of the dirty



trick* combat maneuver. The condition or effect has the same rules and duration as a normal dirty trick. Once the godling has selected a new condition or effect, this choice may not be changed.

*See the *Advanced Player's Guide* for more information on this combat maneuver.

- **Bind:** Select one weapon or natural weapon of the target. Any attacks it makes with this weapon suffer a -4 circumstance penalty. If you select unarmed attack, you bind only a single limb. If the creature is able to make unarmed attacks with limbs you have not bound, it does not suffer this penalty.
- **Broken:** Cause 1 object held or easily accessible by a creature you make a dirty trick maneuver against to gain the broken condition.
- **Fatigued:** Cause the target to become fatigued. This cannot make an already fatigued creature exhausted, nor are creatures suffering this effect of a dirty trick exhausted if they later become fatigued from another source.
- **Lame:** Reduce the movement rate of one form of the target's movement by 50% of its normal maximum. If you successfully affect a target with this ability a second time while the first use is in effect, its movement rate drops to 0 until one of the effects wears off.



- **Mute:** Cause target to be unable to speak or complete the verbal components of spells. The creature can still make noise other than speech, and may be able to communicate with a Bluff check.

Resourceful Combatant II (Ex): The godling selects a second condition or effect from resourceful combatant I. The condition or effect has the same rules and duration as a normal dirty trick. Once made, this choice may not be changed.

Additionally, if the godling has at least one hand free (not being used to cast spells, hold a shield or other gear, or wield a 2-handed weapon), once per round he may make a dirty trick combat maneuver in place of a melee attack. Any penalties that would apply to the melee attack apply to the CMB check of the dirty trick made in its place.

Resourceful Combatant III (Ex): The godling selects a third condition or effect from resourceful combatant I. The condition or effect has the same rules and duration as a normal dirty trick. Once made, this choice may not be changed.

Additionally, the duration of the godling's dirty trick's condition or effect is +1 round for every 3 his CMB check exceeds the target's CMD (rather than the normal +1/5 rounds).

Only adept and clever godlings may take resourceful combatant III.

Resourceful Combatant IV (Ex): The godling selects a fourth condition or effect from resourceful combatant I. The condition or effect has the same rules and duration as a normal dirty trick. Once made, this choice may not be changed.

Additionally, an opponent attempting to remove a condition (as a move action, or a standard action if the godling has the Greater Dirty Trick feat) the godling imposed by way of the dirty trick combat maneuver must make a Reflex save (DC 10 +1/2 godling's level + godling's Dex or Int modifier – whichever is higher) to succeed. The condition or effect still ends normally when its duration runs out.

Only clever godlings may take resourceful combatant IV.

NEW ASCENDANCIES

Ascendancies were first introduced in *The Genius Guide to the Mystic Godling*, and represent special mystic powers a godling develops as an evolution of their inherent magic power.

MINOR ASCENDANCIES

Assault Caster (Ex): You can cast a touch-range spell with a casting time of 1 standard action or less at the end of a charge (instead of a melee attack). Your caster level is considered to be 2 higher for determining the effects of the spell, and you take the normal limitations to movement while charging. The charge has no effect on the touch spell's damage (even if you have special abilities that normally apply to damage done by a charge).

Attuned Mysticism (Su): You can attune your spells, spell-like abilities and supernatural abilities to affect different types of creatures. This is useful only for spells that require a target be a particular type of creature (such as *charm person*, which targets “one humanoid creature”) or has a different effect for creatures of a specific type (such as *consecrate* which unsettles undead in its area). Select one creature type. (Once this choice is made, it cannot be changed.) You may cast a spell so it targets or applies its special type-specific effects to creatures of the type selected, rather than the creatures it normally targets or effects. You may select one additional creature type for every 5 caster levels.

When you cast a spell, you can only change its targets and effects that are dependant on a creature’s type. For example, Eliana is an eldritch godling with attuned mysticism for dragons. She cannot attune a *fireball* so it only affects dragons (as *fireball* has no type-specific rules). She can cast a *charm person* so it works on a dragon (at which point it no longer works on creatures of any other type), or can cast *consecrate* so its special effects apply to dragons rather than undead.

Defiant Magic (Ex): Because the spell-like and supernatural powers of 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, they can be much harder to dispel or suppress. The godling is considered to have special

spell resistance that applies only against dispel and antimagic effects. The value of the SR is 10 + the godling’s level.

This special SR applies only to antimagic and dispel affects, though it applies to such effects even if they normally ignore SR. When

spell-like and supernatural abilities used 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 ability. A caster level check must be made for each spell-like or supernatural ability when it first encounters the antimagic field (including when a godling in an *antimagic field* attempts to use such an ability). If the caster level check does not exceed the godling’s SR, the spell-like or supernatural ability works normally in the antimagic area.

Similarly, when a *dispel magic*, *greater dispel magic*, *remove curse*, or similar magic is used against a spell-like or supernatural ability, the dispelling effect must overcome the godling’s special SR in order to have any chance to dispel or remove the supernatural or spell-like effect. This SR also applies to any similar effect that does not work against gods and artifacts.

Eldritch Magic (Ex): You gain ancient lore of magic from before the time mortals began to codify and define how spells work. You may add one spell from any spellcasting class’s spell list to your class spell list. A cleric/wizard spell becomes a godling spell of the same level. A druid or witch spell becomes a godling spell one level higher. Any other spell becomes a godling spell three levels higher. The spell is simply added to your godling class list, you do not automatically learn it. Unless you are an eldritch godling, the spell’s godling level must be lower than the highest level spell you can cast. You may take this ascendancy more than once.





Guarded Spellcaster (Ex): As a full-round action, you may cast a single spell (with a casting time of 1 round or less) with great caution, gaining a +2 dodge bonus to AC for 1 round. You must cast the single spell defensively, and take a -4 penalty to the concentration check to do so. Your AC improves at the start of this action. You can't

not more than once per 5 levels. Each time it is selected, it grants you an additional witch hex.

Lord of the Domain (Ex): Your mastery of your godling domains has grown. Select a domain power you have that is granted by the domain at 1st level, normally takes a standard action to use, and has a limited number of uses per day. You may use this

combine this ascendancy with fighting defensively or with the benefit of the Combat Expertise feat. You can't make attacks of opportunity while using guarded spellcaster.

Hex Lord (Su): You have developed a power similar to those granted witches by their supernatural patrons, but in your case the power is fueled by your own mote of divinity. Select one witch's hex (not major hex or grant hex). You gain use of that hex, using your godling level as your witch level when determining the hex's effects. You may base any calculations regarding the hex that are ordinarily based off of Intelligence or Charisma off of any ability score of your choice instead (once made, this choice cannot be changed).

This ascendancy may be selected more than once, but

ability as a swift action by expending two daily uses of the power. You may select this ascendancy more than once. Its effects do not stack. Each time you select it, it applies to a different domain power granted at 1st level.

Magic Is Magic (Ex): You have realized that to a godling all magic is, at the root, the same. To determine your caster level for all your spellcasting classes, add all your levels in classes that grant both 0-level and 1st-level spells at level 1, and half your levels in classes that grant up to 4th level spells. This does not grant you additional spell slots of spells known, only a higher caster level for determining the effects of your spells.

Swift Casting (Ex): You can rush many of the lengthier elements of casting a spell. You may cast spells with a casting time of 1 full round as a standard action, and spells with a casting time of greater than 1 full round in half the normal casting time.

For most godlings with this ability, when casting a spell with a casting time of 1 full round, the effect of the spell still does not occur until the beginning of your next round (though you are finished casting and the spell can no longer be interrupted, the magic takes time to coalesce). However, for adept godlings, the effect of the spell occurs as soon as you finish the standard action casting time.

Talent for Mysticism (Su): Your godling magic has expanded into other magic powers. You gain a bonus scion talent (or greater scion talent if you are at least 10th level). The talent must be a spell-like or supernatural ability. (You cannot use this to gain a scion talent that is an extraordinary ability or has no listed type).

MAJOR ASCENDANCIES

Major ascendancies are more potent mystic powers fueled by a godling's growing divine might, and are normally only available to godlings of 10th level or higher.

Bestow Eldritch Might (Ex): You have begun to develop a true god's ability to grant others a shred of your mystic power, though your ability to do so is currently limited. As a full-round action, you may sacrifice a prepared spell or spell slot to restore a spell slot to another spellcaster touched. Spontaneous spellcasters (such as bards and sorcerers) may use this slot immediately, while spellcasters that prepare their spells in advance (such as clerics and wizards) must take time to prepare a spell with the new slot (as if they had left a slot open when preparing their spells for the day).

If your caster level is equal to or greater than the target, you can restore a spell slot one level lower than the slot you sacrifice. If the target is a higher level spellcaster, you can restore a spell slot two levels lower than the slot you sacrifice. You cannot grant a slot above the target's normal maximum – the target spellcaster must have expended a spell slot of the level granted in order to benefit from this ability. No creature can receive more than 1 spell slot per day through this ability.

Dual Casting (Su): You have so mastered your spellcasting powers that you can cast two spells at once, though you must divide your mystic power to do so. As a full-round action, you may cast two spells that each have a casting time of 1 standard action or less. Your caster level for both spells is halved.

Both spells cast must have a spell level no greater than 1/4 your normal caster level.

Immortal Invocation (Su): You can call upon the immortal power of the gods when casting spells, but doing so is dangerous and can exact a price. You can attempt to cast more powerful spells with lower-level spell slots. Spontaneous spellcasters must take a minimum of a full round casting time to use immortal invocation (as if casting a metamagic spell), while preparation spellcasters must prepare spells in lower-level slots to attempt immortal invocation.

Immortal invocation requires a concentration check with a DC of 10 + (level of spell to be cast x3) + (difference between

spell slot used and level of spell x2). For example, a sorcerer attempting to cast a 5th level spell with a 3rd level spell slot must make a concentration check with a DC of 29 (10 +15 for level of spell +4 for difference in spell level vs slot used). Each time after the first you use immortal invocation in the same day, the concentration check DC increases by +3. Because the concentration check is being made to call on vast, divine powers, bonuses to concentration from spells or magic items do not apply to this check.

The first time you fail an immortal invocation concentration check, you suffer the effects of being fatigued. The second, you suffer the effects of being exhausted. The



third, you fall unconscious. These conditions cannot be healed or removed through magic less powerful than a *wish* or *miracle*, but you

recover on step (unconscious to exhausted, exhausted to fatigued, fatigued to normal) each day when you regain your uses of daily abilities. Being immune to the fatigued, exhausted, or unconscious conditions does not grant immunity to these effects if gained through failed immortal invocation effects.

Inner Power (Su): Your mote of deific power gives you an aura of menace and forces creatures to treat you with caution even when you are otherwise impotent. As long as you have any unused spell slots left, you are never considered to have the helpless condition and always threaten adjacent spaces -- even if unconscious and unable to take actions.

Mystic Bridge (Su): If you can forge a mystic link between yourself and a target, you can form a bridge of raw magic that eliminates the distance between the two of you. When you successfully hit a creature with a touch-range spell, until the end of your next round you can target the same creature with spells that have a range of "touch," as long as the creature is within short range (25 ft. +5 ft./2 caster levels).

Power Words (Su): You can cast spells as power words. Only spells that have one or more defined targets and allow a saving throw may be cast as power words, and as power word spells they affect only a single target. The spell no longer allows a saving throw. Instead, if the target has fewer current hit points than the spell's level x15, the target is affected as if it made a successful save against the spell. If it has fewer current hit points than the spell's level x5 the target is affected as if it failed its save. Otherwise, the spell has no effect. Spell resistance works normally against power words. Power word spells always have verbal components (they cannot be cast as silent spells) and never have somatic components. You may use this ability once per day, plus once for every 6 caster levels.

Primordial Magic (Sp): You can invoke primitive, primal magic effects using the raw, unfiltered magic of the cosmos. You may use any of the effects listed below, fueling each with a spell slot or prepared spell of 1st level or higher. Using this ascendancy is a full-round action.

- **Barrier:** You create a force effect which is a translucent barrier of energy. The barrier may be up to one 10-foot-square per caster level, and has 20 hp and 1 hardness per spell slot expended. The barrier has a duration of concentration, +1 round for every 3 levels of the spell slot used to create it. The barrier has a maximum range from you of 25 feet +5 feet/2 caster levels. The barrier may form any simple shape (line, arc, circle), but not complex shapes.



You may not create a new barrier while a previous barrier exists (you may dismiss a barrier as a standard action).

- **Blast:** You create a blast of raw energy. This is a ranged touch attack with medium range (100 ft. +10 ft./level). If the target has spell resistance, you must make a caster level check to overcome it. The blast deals 1d4 points of damage per spell slot expended, +1/2 point of damage per caster level. This damage is magic force damage – energy resistances and DR do not apply against it.
- **Compel:** You force one creature within 10 feet per spell slot expended to do your bidding. The creature receives a Will save (DC = 10 +1/2 caster level + highest ability score) to negate this effect. The creature obeys any orders you give, though if a command violates its alignment or puts it in obvious risk it receives an additional save with a +4 bonus. The effect lasts for 1 round, +1 round for every 3 levels of the spell slot used to fuel this power.

- **Portend:** You rip raw knowledge from the fabric of the universe. You gain information about a creature, object, or mystery as if you had made a Knowledge check with a total equal to your caster level + (level of spell slot used to fuel this power x4). For example, an 18th level eldritch godling using a 6th level spell slot to fuel this power to gain information about a dragon learns as much as he would from a Knowledge (arcane) skill check with a total of 42 (18 + [6x4]).
- **Heal:** With a touch you heal one target of 1d8 hit points per level of spell slot used to fuel this spell.
- **Translocate:** You (and up to one creature touching you per 2 levels of the spell slot used to fuel this power) teleport to a location that is well known to you, or that you can see. The maximum distance you can teleport is dependent on the level of spell slot used to create this effect.
 - 1st:** 1 foot per caster level
 - 2nd:** 5 feet per caster level
 - 3rd:** 10 feet per caster level

- 4th:** 100 feet, +10 feet/caster level
- 5th:** 100 feet, +25 feet/caster level
- 6th:** 400 feet, +25 feet/caster level
- 7th:** 100 feet/caster level
- 8th:** 1 mile/caster level
- 9th:** 10 miles/caster level

Retributive Strike (Su): When you are knocked unconscious, you may choose as a free action to deal damage to all foes within 30 feet. Damage is equal to 1d4/level of the highest level spell slot you have remaining. The spell slot is expended. A Reflex save (DC = 10 +1/2 caster level + highest ability score) is allowed for half damage. You may also use this ascendancy when killed, increasing damage dice to d6s.

Soothsayer (Sp): You may cast a spell from the following list by expending a spell slot of at least the listed level: augury (2nd level), clairaudience/clairvoyance (3rd level), commune (5th level), contact other plane (5th level), divination (4th level), identify (1st level), legend lore (6th level), locate object (3rd level), scrying (4th level), vision (7th



level). You do not have to meet any material or focus requirements of the spell, but the casting time is 1 minute or the spell's normal casting time, whichever is longer. You may do this a once a day, +1/5 levels.

Wrath Spells (Su): You can invoke divine wrath to turn a spell into an affliction. Only spells with a duration of 1 round/caster level or more, that do not deal damage of any kind (including hp, bleed, ability drains, and ability damage), require an attack roll or allow a saving throw, and are not tagged as "harmless" in their saving throw or spell resistance lines may be turned into wrath spells. The spell cannot be the highest level of spell you can cast. The spell gains a duration of permanent, and is considered a curse (gaining the curse descriptor). The spell cannot be dispelled with *dispel magic*, but can be affected by spells that remove curses (such as *remove curse*). You may use this ability once per day, +1/day at 15th level.

NEW SCION TALENTS

Scion talents were first introduced in *The Genius Guide to the Godling*. They represent special abilities acquired by more-than-mortal heroes, drawing on a mote of divine ability to fuel preternatural powers or alter themselves to be able to accomplish extraordinary accomplishments.

SCION-NAMED TALENTS

Talents that actually include "scion" in the title are special abilities that represent the godling's strong affinity for a specific concept.

These are generally concepts the scion would be strongly associated with if he ever becomes a full god, and may be related to a godling's lineage domain. A godling cannot have more than one talent with "scion" in the name for every 4 godling levels.

SCION TALENTS

Ascended Spellcaster (Ex): Your godling skill and natural talent has given you extra skill manipulating spell energies. You gain a bonus minor ascendancy (or greater ascendancy if you are at least 10th level). The ascendancy must be an extraordinary ability. (You cannot use this to gain an ascendancy scion talent that has no listed type or is a spell-like or supernatural ability).

Channel Energy (Su): You may channel energy as a cleric does, using your godling level as your cleric level. You may do this a number of times per day equal to 1 + 1/2 the modifier of one ability score of your choice.

Crushing Wrath (Ex): Your divine heritage includes deities with bludgeoning weapons as holy symbols or favored iconography, possibly an earth mother goddess or patron of blacksmiths. You must declare that you are using this talent before you make your attack roll (thus, a failed attack roll ruins the attempt). Crushing wrath forces a foe damaged by an attack you make that deals bludgeoning damage to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str or Con modifier -- whichever is higher), in addition to dealing damage normally. A defender who fails this saving throw is staggered for 1d4 rounds. You may

attempt a crushing wrath once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by this ability.

Deep Channeling (Su): You can channel energy from a deep well of divine energy inside you, essentially creating a minor miracle. When you channel energy in this way, you may expend a spell slot to increase the energy channeled by +1d6 per level of the spell slot expended. You gain no benefit from a deep channel (you are not healed by the channeling, and do not gain any associated benefits). A godling must have the ability to channel energy to select this scion talent.

Dragon Slayer (Su): Your divine mote of power is especially attuned to slaying dragons, one of the few mortal creatures that can threaten the gods themselves. Whenever you are exposed to a fear effect, you never suffer a level of fear worse than shaken. (Treat any greater level of fear effect as being shaken.) You also gain a +4 bonus to saving throws against breath weapons and crush attacks.

Edged Wrath (Ex): Your divine heritage includes deities with edged weapons as holy symbols or favored iconography, possibly a warrior god or patron of beasts. You must declare that you are using this talent before you make your attack roll (thus, a failed attack roll ruins the attempt). Edged wrath forces a foe damaged by an attack you make that deals slashing damage to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str or Dex modifier -- whichever

is higher), in addition to dealing damage normally. A defender who fails this saving throw gains the bleed condition for 1d6 hp/round. You may attempt an edged wrath once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by this ability.

Favored Armor (Su): You have a natural affinity for one type of armor, perhaps armor favored by your divine ancestor. Select one kind of armor (chain shirt, breastplate, splint mail, etc.) with which you are proficient. When wearing a suit of this armor, you gain a +4 bonus to AC against attack rolls to confirm critical hits. If a sneak attack hits your normal AC, but not your AC against critical confirmation rolls, it does not deal its additional sneak attack dice or effects.

Fear Hunter (Ex): You are descended from gods of valor or warfare, and the very smell of fear is a distasteful, palpable smell to you. You gain the keen scent ability, but it only applies to creatures that have been affected by a fear effect or condition within the past hour. You gain a +4 bonus on checks made to detect or locate creatures currently suffering a fear effect or condition.

Force of Brawn (Su): Your deific heritage manifests in the form of amazing physical might, which allows you to accomplish things through sheer power of sinew rather than mental acuity or natural talent. This brawn



also powers a barrier of divine defense which helps protect you from harm. You may add your Str mod, rather than any other ability

scores, to your saving throws. (Replace your Con mod with your Str mod for Fort saves, your Dex mod with your Str mod for Ref saves, and your Wis mod with your Str mod for Will saves).

If you are a mighty godling, you may also use your Strength modifier rather than the normal ability modifier for three Dex- or Cha-based skills of your choice. Once these skills have been selected, the choice cannot be changed.

You cannot take this talent if you already have the force of intellect or force of personality talents.

Force of Intellect (Su): Your deific heritage manifests in the form of an amazingly strong intellect, which allows you to accomplish things through sheer mental acumen rather than physical ability or natural talent. This intellect also powers a barrier of divine defense which helps protect you from harm. You may add your Int mod, rather than any other ability scores, to your saving throws. (Replace your Con mod with your Int mod for Fort saves, your Dex mod with your Int mod for Ref saves, and your Wis mod with your Int mod for Will saves).

If you are an adept or clever godling, you may also use your Intelligence modifier rather than the normal ability modifier for three skills of your choice. Once these skills have been selected, the choice cannot be changed.

You cannot take this talent if you already have the force of brawn or force of personality talents.



Force of Personality (Su): Your deific heritage manifests in the form of an amazingly strong presence, which allows you to accomplish things through sheer ego rather than physical ability or natural talent. This presence also powers a barrier of divine defense which helps protect you from harm. You may add your Cha mod, rather than any other ability scores, to your saving throws. (Replace your Con mod with your Cha mod for Fort saves, your Dex mod with your Cha mod for Ref saves, and your Wis mod with your Cha mod for Will saves).

If you are a clever or eldritch godling, you may also use your Charisma modifier rather than the normal ability modifier for three skills of your choice. Once these skills have been selected, the choice cannot be changed.

You cannot take this talent if you already have the force of brawn or force of intellect talents.

Giant Slayer (Ex): As many heroes of deific heritage do, you have learned the tactics needed to combat giants, titans, and other monsters much larger than your mortal form. If you have at least one hand free, you may make a special CMB check to perform a special kind of grapple that allows you to ride along on a foe at least one size category bigger than you. Because it is easier to avoid the limbs of larger creatures when you are on them, if the foe is larger than Medium, you gain a special bonus to

your CMB check based on its size (Large +1, Huge +2, Gargantuan +4, Colossal +8).

On a failed CMB check, your move ends. On a successful CMB check you are grabbed onto the target and move with it. The foe is not encumbered or slowed, but you remain adjacent to it where it goes, unless it grapples you or you are knocked prone. This maneuver provokes an attack of opportunity unless you have the Improved Grapple feat (or some other ability that prevents you from suffering an attack of opportunity when you perform a grapple).

If you are a clever godling, you gain a +4 bonus to this special CMB check.

Instinctive Parry (Ex): As long as you have a weapon you are proficient with in hand and are not suffering an armor check penalty, you have a minimum armor bonus to AC equal to half your base attack bonus. This overlaps (does not stack with) any other armor bonus or enhancement to armor bonus you may have.

Light Conduit (Sp): You can call on the illumination of the outer planes. When you channel energy to heal, you may also choose to have a light center on yourself as a swift action. This acts as a daylight spell of a spell level equal to half the dice you channel, using your godling level as your caster level. A godling must have the channel energy class ability to select this talent.

Monstrous Rage (Ex): When you are taken by surprise, extremely frustrated, or badly injured, you may fly into a rage, as the titans and old gods are said to have

done. Whenever you roll a natural 1 on a saving throw (a "1" shows on the die), are hit by a critical hit or sneak attack, roll a natural 1 on a skill check under circumstances that prevent you from taking 10, or are damaged in a surprise round before you have taken an action, you must make a Will save (DC 10 + 1/2 your level + your Cha modifier) or fly into a monstrous rage. You may intentionally fail this save. You may also choose to rage (with no roll required) if an ally, cohort, animal companion, familiar, steed, or follower is slain within your line of sight.

Your rage gives you a +2 bonus to saving throws, attack rolls and weapon damage rolls, a +5 bonus to Strength checks and Strength-based skill checks, double your carrying capacity, and 1 temporary hit point per level. It lasts for 1 minute. While you are raging you attack the last foe that harmed you (if possible). You may use any attack you normally use against your foes (including spellcasting). If that foe is beyond your ability to attack, or is unconscious or dead, you attack the nearest creature to you (friend of foe). Any round you wish to take some other action while raging you must make a Will save (DC 10 + 1/2 your level + your Cha modifier) to do so. If you attack an ally, you may immediately make the same Will save to change targets after your attack resolves.

You can't rage for one hour after previous rage ends. You can rage a maximum number of times per day equal to your Con or Cha bonus (whichever is higher, minimum 1 rage/day).

Penetrating Wrath (Ex): Your divine heritage includes deities with piercing weapons as

holy symbols or favored iconography, possibly a hunting goddess or patron of mounted knights. You must declare that you are using this talent before you make your attack roll (thus, a failed attack roll ruins the attempt). Penetrating wrath forces a foe damaged by an attack you make that deals slashing damage to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Str or Dex modifier -- whichever is higher), in addition to dealing damage normally. A defender who fails this saving throw is fatigued for 1d6 rounds. You may attempt a penetrating wrath once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by this ability.

Retribution (Su): When foes dare to strike your person, which is a vessel for the divine energies that make you a godling, you can call upon those divine energies to strike



down the heathens who dare defile your physical perfection. When you are hit by a melee attack, you may make a melee attack at your full attack bonus against the attacker. Alternatively, you may cast a touch or ranged touch spell with a casting time of 1 standard action or less at the attacker.

Using this ability counts against your attacks of opportunity for the round, and you cannot use it if some condition or circumstance prevents you from making attacks of opportunity. You may use this ability a number of times per day equal to 3 + your highest ability modifier.

Scion of Fury (Ex): You can unleash divine wrath in your attacks, at the cost of leaving yourself open to spells and afflictions. As a free action at the beginning of your round, you may take a -1 penalty on all saving throws to gain a +1 bonus to all attack rolls. The penalty and bonus increase by 1 for every 3 points of your lowest base saving throw bonus. The penalties and bonuses last until the beginning of your next round.

Scion of Lances (Ex): You can call upon the penetrating nature of piercing weapons. As a standard action you may make a single special attack with a piercing weapon with which you are proficient. This attack is at -2 to its attack roll, but ignores half the target's DR and hardness. You may do this 1/day, +1 for every 4 full levels you possess.

Scion of Logos (Ex): You are considered to have the Craft Wondrous Item feat when creating magic books, tomes, Librums and similar wondrous magic items. You can write spells into spellbooks, scribe magic scrolls,

and create books (both mundane books and those created with Craft Wondrous Item) in half the normal time. If you beat the skill check DC to create the item by 10 or more, you can do it in 1/4 the normal time. A godling must have the Scribe Scroll feat to select this talent.

Scion of Scales (Ex): Your godling powers allow you to call upon the movement powers of serpents. You are amazingly flexible, and can dislocate most of your bones at will. You gain an ability similar to the compression ability, allowing you to move through an area as small as one-quarter your space without squeezing. (Clever godlings with this talent may also move through an area as small as one-eighth their space by squeezing). Also, if you make an Escape Artist check to escape from a grapple as a full-round action, you gain a +4 bonus to the check. (This is a +6 bonus if you are a clever godling.)

Scion of Shadows (Ex): Your mote of divinity allows you to understand the shadows, and share that lore with allies, aiding them in picking silent paths to tread and darker shadows to crouch within. As a move action, you can allow allies within 60 feet who can hear or see you to use your Stealth bonus, rather than their own, for a Stealth check. Allies with armor or circumstance penalties to their bonus apply those penalties to their checks, and they must be moving at no more than half their move rate.

Scion of Swords (Ex): You can call upon the cutting and slicing abilities of slashing weapons. As a standard action you make a single special attack with a slashing weapon with which you are proficient. This

attack is at -2 to its attack roll, but gains additional damage equal to half the weapon's maximum base damage (damage from the weapon's damage dice, not counting any maneuver, feat, or magic property). You may do this 1/day, +1 for every 4 full levels you possess.

Scion of the Hearth (Ex): Your deep understanding of household objects allows you to use them for a wide range of unusual purposes. As long as you have access to a few household objects, you are considered to have the tools required to use any skill without penalty. Additionally, select one specific type of normally innocuous object. You may treat such objects as a specific light, 1-handed, or thrown exotic, martial, or simple weapon with which you are proficient. For example, you may use this talent to treat ale mugs as maces, silk scarves as longswords, or playing cards as shuriken.

Scion of the East Wind (Ex): Your godling powers allow you to call upon the sudden and powerful gusts of the east wind. You may charge as a standard action. When doing so, you are only allowed to move up to your speed (instead of up to double your speed) and you cannot draw a weapon unless you possess the Quick Draw feat. Your turn ends after you make the attack at the end of the charge.

Scion of the North Wind (Ex): Your godling powers allow you to call upon the speed and constant might of the





such as teleportation or etherealness), you move only half the normal distance. You gain a +1 bonus to your CMD against bull rush, drag, reposition, and trip combat maneuvers for every 3 levels you possess. If an effect would physically move you or knock you prone against your will and does not require a CMB check or allow you a saving throw, you may make a Fortitude save to negate the movement or prone effect. The DC of

this save is equal to $10 + 1/2$ the attacker's HD + the attacker's Str, Int, Wis, or Cha modifier (as determined by the GM based on what ability fuels the effect).

Special Knacks (Ex): You gain favorite class benefits as if you had gained three levels in a favored class. You do not gain any actual benefits of the class levels, just the per-level benefit gained for taking a level in a favored class. Any godling may gain +3 skill points or +3 hit points (or any combination of skill points and hit points that total +3) using this ability.

Specific godlings can gain racial favored class benefits linked to other classes (which the godling need not have levels of). An adept godling may take racial favored class benefits for any class that gains spellcasting ability, but never gains the ability to cast 7th-9th

level spells. A clever godling may take racial favored class benefits for any class that gains 4 or more skill points/level. An eldritch godling may take racial favored class benefits for any class that eventually gains the ability to cast 7th-9th level spells. A mighty godling may take racial favored class benefits for any class that has a base attack bonus equal to its level.

A godling taking a racial favored class benefit that applies to a class ability doesn't automatically gain that class ability. For example, a clever dwarf godling can take the racial favored class benefit of a rogue twice, gaining a +1 bonus on Disable Device checks regarding stone traps and a +1 bonus to trap sense regarding stone traps. However, if the dwarf godling does not have the trap sense ability, selecting this option only gives him a +1 bonus to Disable Device checks regarding stone traps.

If a racial favored class bonus grants a new ability, even if it is a class ability, the godling does gain the ability (and treats his godling level as levels in the class the ability comes from for purposes of using the ability). For example, a clever human godling could take this talent twice, selecting the racial favored class benefit of a rogue six times, and thus gain +1 rogue talent. For purposes of that talent, the character would treat his godling levels as rogue levels.

This talent may be taken more than once, but not more often than once for every three character levels.

Unlimited Potential (Ex): As a near-immortal, there are few limits to what you can learn when you set your mind to it. For

north wind. Your movement rate gains a +10 ft. bonus. Also, as a swift action you can move up to your movement rate. You may do this once per day, +1 additional time per day for every 5 levels you possess.

Scion of the South Wind (Ex): Your godling powers allow you to call upon the raging updrafts and rough gusts of the south wind. When you make an Acrobatics check to jump, you are always treated as making a running jump. If you fall (even unintentionally) you may make a DC 15 Acrobatics check as an immediate action. If you succeed, you take half the normal falling damage and are not knocked prone (even if you are damaged by the fall).

Scion of the West Wind (Ex): Your godling powers allow you to call upon the calm stillness of the west wind. Whenever you are moved against your will (excluding planar effects

purposes of feat and prestige class prerequisites treat your base attack bonus and caster level as if they are 2 higher, to a maximum of your class level. For prerequisites you also treat all ability scores as if they are 2 higher. These bonuses increase to being treated as 4 higher at 6th level, 6 higher at 12th level, and 8 higher at 18th level (though you never treat your base attack bonus or caster level as being higher than your character level).

Violent Surge (Ex): You can conceal your violent intent until it is time to unleash your divine wrath. When not in combat, you may make a Bluff check as a free action prior to starting combat. Every creature aware of you makes an opposed Perception or Sense Motive check (whichever has a higher bonus). If your Bluff check beats the Perception/Sense Motive check of every foe, the combat begins with a surprise round. Only you, and allies who make a Perception/Sense Motive check that beats your Bluff, may act in this surprise round. Because you are trying to hide your intent, you suffer a -4 penalty to Initiative checks for a combat you start with a use of this feat.

GREATER SCION TALENTS

Greater scion talents are more powerful versions of scion talents, and normally are only available to godlings of 10th level or higher.

Channel Vengeance (Su): When you channel energy to heal allies, you may choose to expend two uses of your channel energy ability. This causes the channeled energy to also deal 1/2 its total as damage to any creature the area that has attacked you in the past hour. (Creatures that take damage from channeled energy receive the



normal Will save to halve the damage.) A godling must have the channel energy class ability and the Selective Channeling feat to select this talent.

Divine Weapon (Su): You have developed a supernatural weapon of pure immortal power. Summoning the weapon is a free action, and it is permanent until you dispel it (a swift action) or it leaves your hand (causing it to dissipate at the end of your turn). You may wield the weapon as any weapon with which you are proficient. It deals 4d6 base damage if used as a 2-handed weapon, 3d6 damage if used as a 1-handed, thrown, or ranged weapon, and 2d6 if used as a light weapon. The weapon deals energy damage of a type chosen when you select this talent (acid, cold, electricity, fire, or sonic). The appearance of the weapon reveals the energy type it does (a javelin that does electricity appears to be a lightning bolt, a sword that does fire damage appears to be a column of pure flame, and so on).

Hellish Fury (Su): You direct your full divine fury at a target, forcing it to come face to face with the anger of a deific scion. As a full-round action, you can direct your wrath at a single target you can see within 10 feet per level. Your anger is obvious to all who see you and may be (but is not required to be) accompanied by a display, such as a battle-cry or crackling mystic effects linked to your divine heritage. The target must make a Will save (DC 10 + 1/2 your level + your highest ability modifier) or be staggered for 1d4 rounds. This is a mind-affecting fear effect. You may use this ability a number of times per day equal to 3 + your highest ability modifier.

Immortal Effort (Su): As more than a typical mortal, you can call upon internal reserves of supernatural power to put extra effort into your attacks, though such power comes at a price. As a swift action you gain a bonus to your next melee or thrown attack roll equal to your highest ability score bonus, and a bonus on damage equal to your level. Your maximum hit point total is reduced by half your level until you sleep for at least 8 hours. Nothing short of a wish can restore this loss to your hit point total early.

Line of Destruction (Ex): You unleash the combat skills normally reserved for gods and titans. As a full-round action, you may move up to your movement rate, and make one melee attack at your full attack bonus against each creature you are adjacent to at any point during your movement. You may not attack any creature more than once. Your movement provokes attacks of opportunity normally. A godling must have the Whirlwind Attack feat to select this scion talent.

Mystic Shield (Su): You can extend the power of your deific heritage into a shield you are carrying, giving it the ability to ward against attacks that would otherwise pass through it. Add the bonus of AC you gain from any shield you are holding to your AC against touch attacks and attacks from insubstantial or ethereal foes.

Paragon of the 4 Winds (Su): You can transform yourself into a whirlwind, and remain in that form for up to

1 round/level. These rounds need not be used consecutively. If you do not have a fly speed, you gain a 30 foot fly speed (average maneuverability) while you are a whirlwind.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from a minimum of 10 feet high to a maximum

of 5 feet/level. A whirlwind's width at its peak is always equal to half its height. While in whirlwind form you do not provoke attacks of opportunity from movement, even if you enter the space another creature occupies, and you cannot make your normal attacks and do not threaten the area around you.

Other creatures may be caught in your whirlwind if it touches or enters their space, or if you move into or through a creature's space. A creature that comes in contact with you in whirlwind form must succeed on a Reflex save (DC 10 + 1/2 godling level + ability modifier of your choice) or take damage (1d10 + your Strength modifier). It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the same damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in your whirlwind form cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit



inside the whirlwind's volume. As a free action, you can eject any carried creatures, depositing them in an adjacent space.

If your whirlwind form's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on you and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

A godling must have all four scion of the wind talents to select this talent.

Rupture Magic (Su): When you strike a foe or object with a successful weapon attack, as a swift action you may attempt to break magic effects on the target. This acts as a targeted dispel from a *dispel magic* spell, except the check is 1d20 + your base attack bonus. You may use this ability a number of times per day equal to your highest ability score modifier (minimum 1/day).

Spell Reaver (Su): You can channel your mystic power through a weapon and use it to cut apart the fabric of an incoming spell. You may use this ability to weaken the energy forming a spell that includes you as a target, or that is cast with you in the area. Make an attack roll against an AC of the spell's caster level +10. If your attack roll succeeds, you reduce the saving throw DC of the spell by 2 or reduce its duration by 50% (your choice). This ability has no effect on spells that don't allow saving throws or that have a duration greater than 1 round.

Using this ability counts against your attacks of opportunity for the round, and you cannot use it if some condition or circumstance prevents you from making attacks of opportunity.

Unbreakable Grip (Ex): Your hands are hard as stone, and just as unyielding. You gain a bonus equal to your class level to your CMD against disarm attacks, and you

do not suffer a -4 penalty to grapple checks if you have only one hand free (though you must have at least one hand free to initiate or maintain a grapple). You also receive this bonus to CMB checks made to establish or maintain a grapple, as long as you do not deal damage, pin, or tie up your foe. (While using this bonus on a grapple check, you can only grapple and move a foe.)



SOMETHING SPECIAL IN THE CARDS

There are special decks of cards produced to work alongside the *Pathfinder Roleplaying Game*, most relevantly decks of plot events, and decks of critical hit effects. Obviously not all groups use such cards, but for those that do they represent another way to express the special nature of godlings without bogging down gameplay or creating unbalancingly powerful rules. The following abilities are designed for use in campaigns where the GM has decided to use decks of plot event or critical hit effect cards. They may be taken as minor ascendencies or scion talents.

Death Dealer (Ex): Your ability to slay and maim is unparalleled. When you score a critical hit, you may choose to draw one more critical hit effect card than normal, from which to select your critical effect. You may use this ability a number of times per day equal to half your level (minimum 1/day).

Devastating Spell (Ex): You can imbue your spells with extra divine power, making them far more effective -- though at the cost of not knowing what exact effect you may

create. You may cast a spell that requires an attack roll as a devastating spell. This acts as preparing the spell with a metamagic feat (or applying it on the fly for spontaneous spellcasters), and it can be modified by abilities that alter how metamagic spells work. If the spell's attack hits, you may select a number of cards from a critical hit effect deck equal to the spell's true level. You may apply any one effect from the cards drawn that applies to the type of spell you cast. A devastating spell takes up a slot two levels higher than normal.

Eldritch Wrath (Su): When you select a critical hit effect from a critical hit effect card, you may select from either the effect for the damage type you are dealing (bludgeoning, piercing, or slashing), or from the effect for magic critical hits. If you score the critical hit with a weapon and the magic critical hit effect's only option is to alter how the spell works (such as increasing its duration or causing a spell slot not to be expended), the effect may not be applicable. (The GM has final say over

the applicability of such effects, though you always retain the option to deal a normal damage type of critical hit effect.)

Heroic Blow (Su): You can focus your will unto forcing fate to aid you in incapacitating a specific part of a foe. When you make a melee attack you may take a penalty of your choice, up to your base attack. Name a body part on the target you are aiming for. If the attack hits, select a number of critical hit effect cards equal to the penalty you took. If any card results in an effect to the named body part, you may apply the effect of the card.

Master of Your Own Fate (Ex): As you approach true divinity, even the fates must occasionally bow to your will. Whenever you gain a plot event card, you may draw 2 cards and decide which one to keep. A godling must be 10th level to select this ability.

Minor Miracle (Su): The very nature of your existence can affect reality around you, causing extremely unlikely or even impossible things to happen. While you have only limited control over this effect, you have learned to force such events to occur (for good or ill). Once per day, you may choose to apply a rules-based effect from a plot event card to yourself. Draw 2 cards, +1 card per 4 levels. Select one game effect from one card, and apply it to yourself immediately. Though you can pick which effect applies, you must apply one, even if all the choices have negative consequences.

Spell Curse (Ex): You can imbue your spells with extra divine power, making them far more effective -- though at the cost of not knowing what exact effect you may create. You



may cast a spell that requires an attack roll as a spell curse. This acts as preparing the spell with a metamagic feat (or applying it on the fly for spontaneous spellcasters), and it can be modified by abilities that alter how metamagic spells work. If the spell's attack hits, you may select a number of cards from a plot event deck equal to the spell's true level. You may apply any rule one effect from the cards drawn to the target of the spell. A spell curse takes up a slot two levels higher than normal.

GODLING FEATS

These feats are designed to be used by creatures with godling class levels or wishing to qualify as godlings. The feats Emergent Divinity, Extra Talent, and Spark of Divinity are reprinted from *The Genius Guide to Mystic Godlings*, and appear here in expanded and revised forms.

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, but not more often than once per 3 levels. Each time it is selected, it gives you 1 additional divine trait rank.

EXTRA ASCENDANCY

You are learning new ways to use your divine magics.

Prerequisite: Godling

Benefit: You gain a minor ascendancy. If you have a caster level of at least 10, you may instead gain a major ascendancy. You must meet all the ascendancy's prerequisites.

Special: This feat may be taken more than once, but not more than once per three caster levels. Each time it is selected, it gives you 1 additional ascendancy.

EXTRA TALENT

You are learning new ways to use your divine powers.

Prerequisite: Godling

Benefit: You gain a scion talent. If you are at least 10th level, you may instead gain a greater scion talent. You must meet all the talent's prerequisites.

Special: This feat may be taken more than once, but not more than once per three levels. Each time it is selected, it gives you 1 additional scion talent.

PANTHEURGE

Your mote of divine power grants you a broad range of powers.

Prerequisites: Godling

Benefit: Select two types of godling (adept, clever, eldritch, mighty) you do not already qualify as. You count as those types of godlings for purposes of qualifying for and using ascendancies, feats, spells, and talents.

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: Select one type of godling (adept, clever, eldritch or mighty). You qualify as a godling of that type for all prerequisites, and treat your class level as your godling level for any calculations pertaining to godling abilities you gain.

GODLING CHARACTERS OF OTHER CLASSES

The powers presented in this book are easily accessed by characters that take one of the four godling classes or the godling prestige class presented in *The Genius Guide to the Godling* and *The Genius Guide to Mystic Godlings*, but there are other ways for characters to gain such powers. Presented below are several new character build options designed to turn characters of standard base classes into godlings.

Many of these options are designed to represent godlings of types other than simply having a god as a parent. For example, the godling domain is built specifically for characters who have been raised to demimortal status through the intervention of a patron god. However, as with all godling origins, a player should feel to discuss what background he desires for his character, and how the immortal power of near-godhood came to be in his character's grasp.

DEIFIC STUDIES

Many wizards believe that gods (especially gods of magic) are the ultimate source of arcane power, and seek to understand that power by researching the gods themselves. Such arcane theologians who successfully glance behind the curtain of divine power are masters of deific studies, and slowly learn that it is possible, at least theoretically,

to become a god (or god-like being) through ritual and sacrifice.

Wizards who select deific studies do not specialize in a school of magic, and have no opposing schools.

Magic of the Gods (Ex): Your wizard levels count as eldritch godling levels for all prerequisites, as well as for all calculations for godling abilities you may gain. You may use your bonus wizard feats to gain ascendancies (or major ascendancies, if you are 10th level or higher). Additionally, you gain a +2 bonus to concentration checks and caster level checks for any spell you cast that is found on both the cleric and wizard class spell lists.

Ritual of the Gods (Su): At 8th level, you can apply the secrets of divine power you've learned to actually gain a mote of divine power. Each day, when you prepare your spells, you may also select a single divine trait. You gain access to 1 degree of this divine trait. The divine trait remains until you next prepare spells for the day. If you are 16th level or higher, you gain the second degree of the divine trait you select with this ability. Divine traits that give you one or more items or grant special powers to items – such as trophy taker (see *The Genius Guide to the Godling*) cannot be selected with this ability.

GODLING BLOODLINE

Somewhere in your bloodline, an ancestor made a deal with a godlike force, granting a future relative vast power. This may have been part of a pact for greater power for your ancestor, or a reward for a faithful agent of a god, or the result of an epic ritual to bind



forces such as the princes of hell, lords of the elements, or most powerful of titans. The powers of the godling bloodline can't normally be accessed by characters of the godling class.

Class Skill: Knowledge (planes)

Bonus Spells: The godling bloodline grants a sorcerer a selection of spells drawn from the lists of divine spellcasting classes as bonus spells. Each bonus spell must be from a divine spellcasting class that gains access to spells at 1st level, and has a class list that includes 0-9th level spells. Each spell selected is treated as an arcane spell one level higher. Once the choice of bonus spell is made, it cannot be changed.

Divine 0-level spell as 1st level spell (3rd), divine 1st-level spell as 2nd-level spell (5th), divine 2nd-level spell as 3rd-level spell (7th), divine 3rd-level spell as 4th-level spell (9th), divine 4th-level spell as 5th-level spell (11th), divine 5th-level spell as 6th-level spell (13th), divine 6th-level spell as 7th-level spell (15th), divine 7th-level spell as 8th-level spell (17th), divine 8th-level spell as 9th-level spell (19th).

Bonus Feats: Emergent Divinity, Extra Ascendancy, Extra Talent, Pantheurge

Bloodline Arcana: Your spells are acts of will, powered by the internal mote of divine power that is your heritage. As acts of will, the spells you

cast do not require focused attention to cast. Thus, you do not need to make concentration checks to cast your spells, even if you suffer damage, distraction, violent motion, or are grappled. You do still need a free hand to cast spells with somatic components, so if pinned you may not be able to cast such spells because your hands are also pinned.

Bloodline Powers: You can draw upon the eldritch source of power within you to boost your spell power, and manipulate spells' energies.

Eldritch Resistance (Su): At first level you add your Charisma bonus to all saving throws against spells, spell-like abilities, and supernatural abilities.

Adept Metamagic (Ex): At 3rd level you no longer need to increase the casting time for a spell when you add a metamagic feat to it.

Eldritch Boost (Su): At 9th level, you may augment a spell being cast by another character. As a standard action you may touch an ally, granting them access to a portion or your eldritch spell power. The next spell the creature casts (within 10 minutes) gains either a +4 bonus to its caster level, or up to 2 levels worth of metamagic feats you know. Metamagic feats added in this way do

not change the spells level or alter its casting time. At 9th level you may use this ability once per day. At 17th level you may use it twice per day, and at 20th level you may use it three times per day.

Adept Power (Su): At 15th level you gain the Primordial Magic major ascendency.

Eldritch Mastery (Ex): You have gained near total mastery of the eldritch power that fuels your spells, and you can use it to change what spells you know. Each day

when you spend 15 minutes concentrating to ready your mind to cast your daily allotment of spells, you may choose to learn a new spell in place of one you already know. In effect, you lose 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. You may swap only a single spell each day, though the effect on your spells known is permanent (unless you swap it back on a future date).

GODLING DOMAIN

The godling domain represents a cleric, druid, or inquisitor who has been granted special powers by a patron god which makes their powers self-sufficient rather than constantly being renewed by the god's will. A character with the godling domain has become a special agent of the gods, and is often referred to as an arahant, bhagat, paramahansa, saint, tzadik, or virtue. The godling domain is not normally available as a lineage domain for characters with the godling class.

Granted Powers: A character with the godling domain has been granted a permanent set of powers by his deity. As a result, the character does not have any alignment restriction. A lawful good cleric of a lawful good god could turn to chaotic evil, and retain all his cleric abilities, as they are now fueled by internal power. However, the turning or slaying of such a twisted agent would quickly become a priority for other agents of the same god.

Godling (Ex): Select one type of godling (adept, clever, eldritch, or mighty). You treat your class levels as godling levels of



this type for all prerequisites, as well as for all calculations for godling abilities you may gain. If you gain a godling ability that allows you to select any ability score for its calculations, you must select Wisdom or Charisma. At 1st level, you may select one minor ascendancy or scion talent.

Divine Trait: At 6th level, you gain 1 degree in a divine trait. At 12th level, this increases to the next degree in the same divine trait. At 20th level, this increases to the third degree in the same divine trait.

Domain Spells: The godling domain does not grant bonus spells. A cleric (or other class that gains two domains and their bonus spells) that takes this domain uses his domain spells slots for spells from his other domain. A druid (or other class that gains one domain and its bonus spells) that takes this domain uses his domain spell slots to prepare spells from the normal druid spell list. Any character with the godling domain who has access to godling spells (see *The Genius Guide to Mystic Godlings*) may use domain slots to prepare those spells. Inquisitors (and other classes that gain a domain, but not its bonus spells) simply ignore this section.

GREAT HERO

The great hero is an advanced archetype for the fighter class. Sometimes, though rarely more than once in a generation, a threat arises which is so dire that the power of fate itself creates a great hero to confront it. Such heroes are often the long-lost progenies of ancient and powerful dynasties, the fulfillment of misunderstood prophecies, or

the birth of a new race slightly different from the great hero's heritage. Of course not all great heroes decide to oppose the event that spawned them, and sometimes different forces arise which each have one great hero assigned to overcome them.

More than Mortal (Ex): You treat your fighter level as your godling level for all prerequisites, and count as both a clever and mighty godling. Also use your fighter level as your godling level for all godling abilities you acquire.

Unstoppable (Ex): The more a foe attempts to destroy the great hero, the more resilient and dangerous the great hero becomes. At 1st level when a foe scores a critical hit or sneak attack against a great hero, the hero gains his heroic bonus as a dodge bonus to AC against future attacks from that foe. If the great hero loses his Dexterity bonus to AC he loses this dodge bonus (even if the hero doesn't have a Dex bonus). If a great hero fails a saving throw against a spell or effect from a foe, the hero gains his heroic bonus to future saving throws from spell or effects from the same foe.

The heroic bonus of a great hero is equal to $1 + 1/4$ his great hero class levels (+2 at 4th level, +3 at 8th level, and so on). The great hero only applies this bonus against a single foe. If a new foe activates the heroic bonus, it no longer applies to attacks and effects from previous foes.

Scion of Fate: At 6th level, and again at 12th and 18th level, a great hero may select a scion talent or greater scion talent.



Abilities Lost: A fighter with the great hero advanced archetype does not receive the bonus feats fighters normally gain at 1st, 6th, 12th, and 18th levels, or bravery and weapon training. Additionally, the character

cannot take feats whose prerequisites include levels in the fighter class (such as Weapon Specialization).

Divine Traits: At 5th level, the great hero receives 1 rank to spend on divine traits. He gains +2 ranks at 9th level, +3 ranks at 13th level, +4 at 17th level, and +5 at 20th level.

IMMORTAL MYSTERY (ORACLE)

The immortal mystery reveals the true nature of the gods, expanding the oracle's mind in an effort to encompass the existence of all the divine powers. Oracles of the

immortal mystery are often harbingers of a new race of gods. Not marked to become deities themselves, they are instead the first sign that an entire pantheon of divinities is soon to be born. Similarly oracles of the immortal mystery are sometimes born when a god dies, and its divine knowledge is released back into the universe.

Class Skills: An oracle with the immortal mystery adds Fly, Intimidate, Linguistics, Knowledge (arcana), and Knowledge (nature) to her list of class skills.

Bonus Spells: The immortal mystery grants an oracle a selection of spells drawn from the lists of arcane spellcasting classes as bonus spells. Each bonus spell must be from an arcane spellcasting class that gains access to spells at 1st level, and has a class list that includes 0-9th level spells. Each spell selected is treated as a divine spell one level higher. Once the choice of bonus spell is made, it cannot be changed.

Arcane 0-level spell as 1st level spell (2nd), arcane 1st-level spell as 2nd-level spell (4th), arcane 2nd-level spell as 3rd-level spell (6th), arcane 3rd-level spell as 4th-level spell (8th), arcane 4th-level spell as 5th-level spell (10th), arcane 5th-level spell as 6th-level spell (12th), arcane 6th-level spell as 7th-level spell (14th), arcane 7th-level spell as 8th-level spell (16th), arcane 8th-level spell as 9th-level spell (18th).

REVELATIONS

An oracle with the immortal mystery can choose from any of the following revelations.

Ascendancy: You gain an ascendancy (but not major ascendancy). This revelation may be taken more than once. Each time it is taken, it grants you a new ascendancy. You must meet all the ascendancies' prerequisites (including counting as a godling).

Deopolis (Su): You can create a demiplane, which will eventually serve as the home plane for the pantheon whose existence you foretell. This acts as if you had cast lesser create demiplane, but the plane is permanent and you may only maintain 1 demiplane at a time. If you are 16th level, the demiplane acts as if created by the create demiplane spell. If you are 20th level, the demiplane acts as if created by the greater create demiplane spell. An oracle must be 11th level to select this revelation.

Detect Divinity (Su): You gain the ability to detect magic at will, using your oracle level as your caster level. If you gain 3 rounds of information on a creature, you learn if it is a godling (and if so of what type and strength (using its godling level as if was a caster level to determine faint, moderate, strong, or overwhelming godling aura strength). If you gain 3 rounds of information for a creature with the aura class feature (such as clerics) or which is an outsider, and that creature has a patron deity, you learn the name of its patron. If a spell effect or item was created by someone with a godling aura or the aura class feature and a patron deity, you learn the name of the godling or patron if you gain 3 rounds of information on the spell or item.

THE GREAT HERO ADVANCED ARCHETYPE

For customers who have one of the Super Genius Games archetype books (*The Genius Guide to Arcane Archetypes*, *The Genius Guide to Archer Archetypes*, *The Genius Guide to Divine Archetypes*, or *The Genius Guide to Martial Archetypes*), the great hero advanced archetype can be treated as a universal archetype for any class using the rules in those products. The abilities a great hero does not gain exactly match the Battle Master archetype fighters normally begin with. A GM could thus allow other classes to gain access to the great hero by giving up the archetype package normally granted to their class, as defined in the various Genius Guide to Archetypes products.

Note that it is not necessary to have any of these additional products to use the great hero as described here—as an advanced archetype specifically designed for fighters. If allowing the archetype to be taken by other classes, a GM should allow spellcasting classes that select it to choose to count as adept or eldritch godlings, and to gain access to ascendancies rather than scion talents if they do so.

Divine Trait: You gain 1 degree of a divine trait. This revelation can be taken more than once. Its effects do not stack. Each time it is taken, you gain 1 degree in a new divine trait. You must meet all the traits' prerequisites (including counting as a godling).

Immortal Harbinger (Ex): Select one type of godling (adept, clever, eldritch, or mighty). You treat your class levels as godling levels of this type for all prerequisites, as well as for all calculations for godling abilities you may gain.

Scion: You gain a scion talent (but not greater scion talent). This revelation may be taken more than once. Each time it is taken, it grants you a new scion talent. You must meet all the talents' prerequisites (including counting as a godling).

Words of Creation (Ex): Your knowledge of the secret language used by gods to create reality has unveiled the mysterious arcane power words. You can cast any "word" spell using a spell slot of the appropriate level, even if the spell is not on your list of spell's known. A word spell is any spell with the words "power word" or "word of" in its name. You can use such spells even if your alignment would normally prevent you from doing so. You must be at least 7th level to select this revelation.

EXEMPLAR MONSTERS

Some of the monstrous creatures that walk the lands of mortals are more than just inhuman – they are godlings in their own right. Known as exemplars, these creatures may also be the offspring of one mortal and one deific parent, but many other origins are possible as well. Many are special agents of a monstrous god, often used by the gods of uncivilized creatures – who may not have organized religions, formal priests or access to creatures such as angels and demons -- to do their bidding and communicate with their followers. Others have developed a mote of divinity through the constant and dedicated worship of lesser creatures. If a powerful minotaur is seen as a god by thousands of goblins, kobolds, and mites, their devotion can actually elevate the horned monster to a status greater than simple mortal existence –

a half-step toward true godhood. More rarely a creature may simply grow so powerful it begins to ascend toward being a deity naturally – a path rare in any event, and almost solely restricted to the most powerful dragons, undead, and outsiders.

Exemplar monsters are treated as a specific type of godling (adept, clever, eldritch, or mighty) for purposes of feat and talent prerequisites, and treat their hit dice as their godling levels for such abilities. When determining what kind of godling a monster qualifies as (adept, clever, eldritch or mighty), look at the monster's role (as defined in the *Bestiary*). Monsters with any role or a special role can count as any one kind of godling (selected by the GM when making the monster an exemplar). Monsters with a combat role act as mighty godlings. Monsters with a skill role act as clever godlings. Monsters with a spell role act as adept godlings.



Adding godling options to a monster can also be a good way to keep monsters with additional hit dice competitive with threats designed for higher-level adventures. While this is less of an issue for monsters with spellcasting abilities or extensive special abilities, monsters that depend on brute force for most of their threat often come up short when they are advanced to higher CRs. No matter how many hit dice an advanced minotaur has, for example, even with bonus feats and ability score advancement it runs short of options to threaten characters by the time it's raised to CR 9 and up. Adding options as if the minotaur was a mighty godling not only gives it new options, it makes it a more interesting and customized foe.

Exemplars are never run-of-the-mill monsters – they are emergent divinities or the agents of monstrous gods, and they always have a purpose greater than a typical example of their race. Exemplar monsters may not be the ultimate foe of an adventure, but they also shouldn't be commonplace or bit actors in the main plot. Treat exemplar monsters as you would a major nobleman or powerful wizard – even when they are the tools of others, exemplars see themselves as major forces in the world and expect to come out on top in most confrontations.

The simplest way to create exemplar monsters is to add godling ascendancies and talents, or divine traits. These two ideas can be combined for the most powerful exemplars, and both are discussed below.

MONSTER ASCENDANCIES AND TALENTS

Exemplar monsters can be created by replacing some of a creature's feats with ascendancies and/or scion talents. Monsters with a base CR 10 or higher may replace one feat with a major ascendancy or greater scion talent, plus one for every 3 CR above 10 (2 at CR 13, 3 at CR 16, and so on). These exemplar monsters are +1 CR for having access to godling powers, regardless of how many feats they replace.

If a GM wishes to give an exemplar monster bonus ascendancies and talents without trading in existing feats, this increases the exemplar's CR adjustment. Up to 3 additional ascendancies or talents can be granted for an additional +1 CR, or up to 6 for an additional +2 CR. In most cases it's a bad idea to give a monster more than 6 additional ascendancies or talents, and normally you don't want to more than double a monster's CR through this method.

DIVINE MONSTER TRAITS

Divine traits are generally more powerful than traits and ascendancies, and are organized to ensure the higher-ranked versions of a trait aren't available until characters reach appropriate levels. Rather than taking time to assign a set of trait ranks to a monster and then spend them to buy different ranks at various levels, the simple way to handle monsters with divine ranks is to just add them as a bonus. A monster with a base CR up to CR 5 gains the first rank of a divine trait, CR 6-10 the first two ranks, 11-15 the first three ranks, and CR 16+ all four

ranks. Since this keeps the upper ranks of divine traits from being added to creatures at a CR too low to handle them, a creature using this system is only +2 CR.

It is possible to add a second set of divine traits using the same guidelines, though each set after the first is only an additional +1 CR. As with ascendancies and talents, it's a bad idea to boost a monster's CR by more than 50%.

EXAMPLE EXEMPLAR MONSTER

Coal black horns curve from the bull head of this blood red figure as its yellow eyes glow with inner power.

THE MAZE LORD **CR 11**

XP 12,800

CE Huge monstrous humanoid

Init -1; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 22*, touch 8, flat-footed 22 (+6 armor, +8 natural, -2 size)

*26 vs rolls to confirm critical hits, see the favored armor scion talent.

hp 104 (11d10+44)

Fort +13, **Ref** +15, **Will** +16

Defensive Abilities natural cunning, spell reaver (see spell reaver scion talent)

OFFENSE

Speed 30 ft.

Melee greataxe +19/+14 (3d8+12/×3) and gore +4 (1d8+4)

Space 15 ft.; **Reach** 15 ft.

Special Attacks powerful charge (gore +21, 2d8+8), shard explosion (5d6, DC 23)

STATISTICS

Str 27, **Dex** 9, **Con** 19, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +21 (+23 for bull, rush); **CMD** 30 (32 against bull rush)

Feats Great Fortitude, Improved Bull Rush, Power Attack +1

Skills Intimidate +10, Perception +15, Stealth -2, Survival +10; Racial Modifiers +4 Perception, +4 Survival

Languages Giant

Treasure: Huge greataxe, huge breastplate

GODLING OPTIONS

Divine Traits: Divine portfolio I (stone mystery, shard explosion), divine portfolio II (stone mystery, earth glide)

Scion Talents: favored armor (breastplate), force of brawn, spell reaver

SPECIAL ABILITIES

Earth Glide (Su): The maze lord can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. It glides at its base land speed. While gliding, it breathes stone as if it were air (it does not need to hold its breath). Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of its presence. A move earth spell cast on an area where it is while earth gliding flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save. Activating this ability is a free action.

The maze lord can glide for 11 minutes per day. This duration does not need to be consecutive, but it must be spent in 1-minute



increments. The maze lord can bring other creatures with it when it glides, but each passenger costs an additional minute per minute of travel.

Natural Cunning (Ex): Although the maze lord is not especially intelligent, it possesses innate cunning and logical ability. This gives it immunity to maze spells and prevents it from ever becoming lost. Further, it is never caught flat-footed.

Shard Explosion (Su): As a swift action, the maze lord can cause jagged pieces of stone to explode outward from its body. These shards deal 5d6 points of piercing damage to all creatures within a 10-foot burst. A DC 23 Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until the maze lord's next turn. The maze lord can use this ability three times per day.

The maze lord is an old, cunning minotaur who has dwelled within an ancient labyrinth for so long, other creatures have begun to worship it as a deity, or at least a supernatural spirit of the maze. Nearby primitive tribes call

it the Thing That Walks in Walls, and the Angry Stone. The Maze Lord has begun to absorb the power of the maze's very stone, and has grown a mote of near-divine power it manifests in the form of great strength and durability.

Tactics: The maze lord fights only within its stone labyrinth whenever possible, using its earth glide ability both to attack from another corridor without warning, and to give it a clear escape route whenever combat goes against it, simply delving into the floor if necessary.

It knows its home well, and often fights near traps or pits it can bull rush foes into.

While the maze lord enjoys charging into foes, it knows its most effective attacks are its mighty axe blows, and gets close to a foe as soon as possible. As a result of the maze lord's force of brawn talent, many afflictions and spells simply seem to slough off its hide uselessly, or at least with reduced effect. It can also use spell reaver to reduce the effectiveness of spells that target it or catch it in their area once per round. Thus when a lightning bolt seems to catch the exemplar dead center, the beast heaves a mightily-muscled arm and actually deflects part of the spell, and it often shakes its mighty head furiously to clear its mind from charms and illusions. As a result the exemplar usually ignores spellcasters in preference to well-armed combatants.

If surrounded or blinded, the maze lord uses its shard explosion to damage foes near it, a tactic it also prefers if it can get amongst a larger number of weaker foes, such as summoned monsters or wizards.

WE ERR ON THE SIDE OF AWESOME!

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