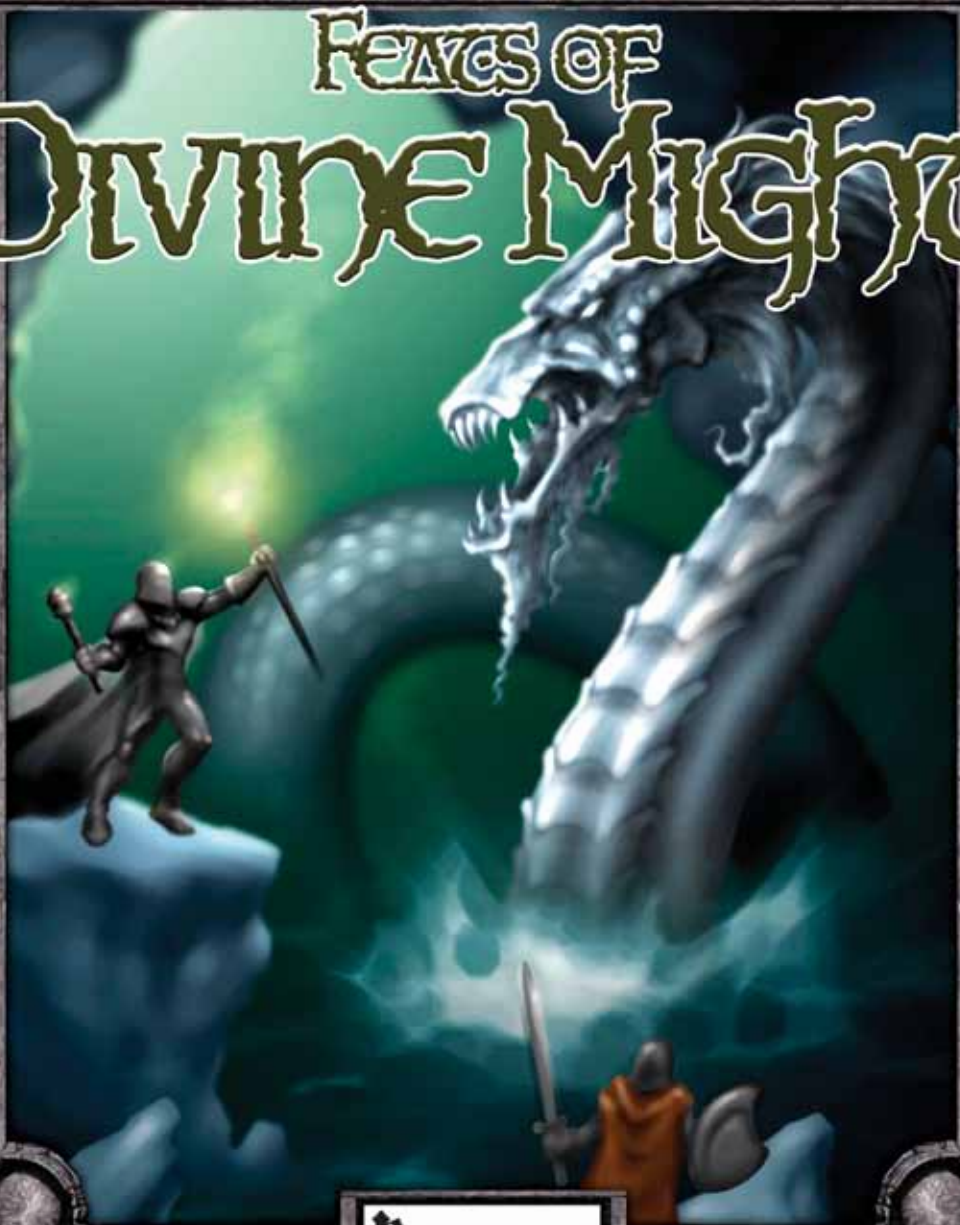


The Genius Guide to:

FEATS OF DIVINE MIGHT



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

New feats for characters focused on divine powers and spells should mean more than new metamagic feats, extra uses of abilities each day, and taking Weapon Focus with a deity's favored weapon. Just as monks, fighters and rogues can use feats to adjust and modify their fighting styles, clerics, druids, rangers and paladins should have a range of options that let them adapt their divinely-granted abilities.

Spellcasters may wish to focus on learning new ways to use their divine spells (such as with Healing Benevolence), increase just one aspect of their spellcasting power (perhaps with Domain Focus), or master a priesthood that grants spells only after the caster's blood has been spilled (with Blood Priest). There are also numerous feats nonspellcaster characters that are devout followers of a god can qualify for and find useful (such as Domain Acolyte and Miracle Worker).

With these feats a campaign can include priests who are not clerics, allowing gods of battle to be served by fighters with some access to the War domain and gods of magic and healing to have temples filled with celestial sorcerers able to cast *cure light wounds*.

NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is fairly easy. Once a GM has decided to allow feats into his campaign, it's a simple matter to give players a list of the new feats that they may select from at future levels. If a large number of new feats are introduced, the GM may want to allow characters an opportunity to rewrite their characters to incorporate feats they would have chosen earlier but did not know existed. However, sometimes limiting availability somewhat can actually make new feats significantly more interesting to players.

New feats can be used to distinguish various organizations within a campaign, making membership

in those groups an additional prerequisite or stating that the feats can only be learned from specific instructors. Perhaps only the Archprelate of the Branch of Rivalen can

teach a character the Healing Benevolence and Healing Focus feats, or acquiring the Acolyte Domain feat requires a special ritual sacrifice to the god granting the domain

power. If a GM enjoys building campaign-specific prestige classes, new feats may not be generally available at all, instead having them serve as powers for specific prestige

Feat	Prerequisites	Benefit
Attentive Benevolence	Wis 15, able to cast divine spells	Grant Perception and Sense Motive bonuses to a target when you cast a spell.
Anchored Soul	Wis 13, worship a deity	Take half damage from ability drains and damage.
Beast Soul	Wis 13, class ability or spell that allows you to shape change	Gain bonuses when in alternate forms.
Beast Voice	Cha 13	You may speak when in alternate forms.
Blood Priest	Base will save +2, worship a god that grants the death, destruction, evil, or war domain	Gain ability to cast spells when you take damage.
Crusader Priest	Power Attack, base Will save +2, worship a god that grants the community, glory, good, law, liberation, nobility, or protection domain	Gain ability to cast spells when you make Power Attacks.
Death Dealer	Wis 13, worship a good-aligned deity, alignment within one step of your deity's	Deal extra damage against undead.
Death Priest	Base Will save +2, worship a god that grants the animal, death, destruction, glory, repose, strength, or war domain.	Gain ability to cast spells when you kill foes.
Demesne	Wis 15, access to one or more domains	+5 to class level for domain powers
Domain Acolyte	Wis 13, worship a deity, alignment within one step of your deity's	Gain minor access to a domain's granted powers.
Domain Devotee	Wis 13, Domain Acolyte*, base Will save +2, worship a deity, alignment within one step of your deity's	Gain full access to a domain's granted powers.
Domain Zealot	Wis 13, Domain Acolyte*, Domain Devotee*, base Will save +6, worship a deity, alignment within one step of your deity's, ability to cast 3rd-level spells	Add a domain's spells to your class spell list.
Empower Channel Energy	Wis 13, channel energy class feature, able to cast divine spells	Sacrifice spells for more channel energy dice.
Gifted Animal Companion	Animal Affinity	Your animal companion gains two bonus feats.
Greater Animal Companion	Wis 13, Animal Affinity	+4 class levels to determine your animal companion.
Greater Beast Soul	Wis 13, Beast Soul*, base Fort save +6, class ability or spell that allows you to shape change	Gain additional bonuses when in alternate forms.
Grieve Enemy	Wis 12, favored enemy class feature, able to cast divine spells	Sacrifice spells to boost an attack against a favored enemy.
Healing Benevolence	Wis 15, able to cast divine spells	Grant a target temporary hp when you cast a spell.
Healing Focus	Wis 13, base Will save +2	Restore extra hp when you heal.
Improved Channel Energy	Wis 13, channel energy class feature	+1d6 to you channel energy.
Improved Domain Power	Wis 15, alignment exactly matches your deity	Your domain powers improve.
Maximize Channel Energy	Wis 13, channel energy class feature, able to cast divine spells	Sacrifice spells to maximize channel energy dice.
Miracle Worker	Worship a deity	Cast one cleric spell at each character level.
Nature Priest	Base Will save +2, worship a god that grants the air, animal, earth, fire, plant, sun, water, or weather domain	Gain ability to cast spells in certain terrains.
Resistant Benevolence	Wis 15, able to cast divine spells	Grant a target energy resistance when you cast a spell.
Smite the Unseen	Wis 13, BAB +3, smite evil class feature	Smite and reveal unseen foes.
Trickster Priest	Base Will save +2, worship a god that grants the chaos, charm, madness, or trickery domain	Gain the ability to cast spells through duplicity.
Widen Channel Energy	Wis 13, channel energy class feature, able to cast divine spells	Expend spells to increase your channel energy radius.

*New feat outlined in this volume.

classes. Players aren't likely to complain if Gifted Animal Companion and Greater Animal Companion are actually powers of the Beastlord of the Crosstimbers prestige class, since the players had no expectation of being able to take those feats anyway.

Another great way to introduce new feats is to make them rewards for players befriending some powerful force or group. If a long plotline had the players clearing the Sanctum of Seven Virtues from an undead infestation, when they gain their next level the GM can inform the PCs that each has picked up a new ability as a reward from the seven archangels of the sanctum, and offer a choice of Anchored Soul, Death Dealer, or Empower Channel Energy. The GM may even opt to waive the feats' normal prerequisites, as they were gained through divine intervention as boons. This allows a GM to reward characters with abilities that can't be stolen by a thief in a crowded bazaar, but don't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,00 gp—or an average of 5,000 gp each) without describing yet another pile of hematite, malachite, and rhodochrosite or a +1 *spell resistance (13) wild tower shield* no character wants.

BASE SAVE BONUS

Some feats of divine might (such as Domain Devotee) have a minimum base save bonus as a prerequisite. In these cases, the character's bonus from class levels to the save in question must meet or exceed the

listed minimum. Bonuses to saving throws granted by ability scores, magic items, and racial abilities do not count toward this minimum.

DIVINE CLASS LEVELS

Some feats of divine might (such as Demesne) grant bonuses to your class level for determining the effectiveness of a specific ability. For these feats, the class you gain the effective bonus to is whatever class granted you the ability in question. If you gain the ability from more than one class, choose one to treat as higher level.

WORSHIPING A DEITY

Many feats of divine might require that a character worship a deity as a prerequisite. These feats represent a direct blessing of supernatural powers upon the character, and such blessings are not given out to characters that are not in service to a divine power. In the vast majority of cases, to access these feats a character should actually worship a specific god, pantheon, or similar divine being (such as an archangel, duke of hell, queen of the fey, or lord of the elemental planes). However, GMs are free to make exceptions if they are appropriate for their campaigns. In such cases, a character devoted to some concept or philosophy capable to empowering a cleric can also qualify for feats requiring worship.

This limitation is not designed to create power balance—these feats could be allowed to drunken sailors and atheist assassins alike and not imbalance the characters—but to maintain conceptual verisimilitude. Since

these feats represent the boon of some divine force being granted to a character, it makes no sense for a character without any religious devotion to gain them. However, the GM of a given campaign is always free to decide what exceptions make sense for his game.

If a GM wants to rule that the people of the nation of Oenerios are all blessed by the Dawn Lord regardless of their mettle, the Jester King of the Fairy Court likes to pass out boons to fools and nonbelievers, or anyone carrying a common item like one of the Nine Thousand Saints of the Old World can access divine powers, he can do so with no fear of creating a power imbalance. In some cases such odd exceptions to the prerequisites can help in fleshing out a game world.

NEW FEATS

ATTENTIVE BENEVOLENCE

You can enhance the spells you cast to make allies more alert, at a cost of personal energy.

Prerequisites: Wis 15, able to cast divine spells

Benefit: Whenever you cast a divine spell, you may also choose to grant a bonus to Perception and Sense Motive checks to one ally within 30 feet that you can see. That ally gains a bonus to these skills equal to the level of spell you cast, this effect lasts for one round per two caster levels. When you take this action, you take nonlethal damage equal to 1d6 + the level of the spell cast.

ANCHORED SOUL

You are totally dedicated to a divine cause, making it difficult for other creatures and powers to affect your personal might.

Prerequisites: Wis 13, worship a diety

Benefit: You take only half the normal damage or drain from ability damage and ability drain attacks.

BEAST SOUL

You were born into your natural body, but your true form is one you achieve only through magic.

Prerequisites: Wis 13, class ability or spell that allows you to shape change

Benefit: When you use wild shape or a transmutation (polymorph) spell to change shape, you may choose one of the following benefits for the new form: +2 Strength, +2 Dexterity, +2 natural armor, +10 feet to once movement rate possessed by the new form.

Each time you assume a new form, you can choose a different benefit from this list. The bonus ends when you leave the new form.

BEAST VOICE

You can speak, even while in animal form.

Prerequisites: Cha 13

Benefit: When you shape change into an animal, elemental, or plant, you can still speak any language that you know. Your voice changes to match your new form (quieter and higher pitched for Small, Tiny, and Diminutive animals, deeper and rougher for Large and Huge animals, made of groans and the sound of wind through the leaves for plants, etc.) but still can be clearly understood.

BLOOD PRIEST

You have learned to gain power by making sacrifices of injury and pain in the name of your god.

Prerequisites: Base Will save +2, worship a god that grants the death, destruction, evil, or war domain

Benefit: You may select 2 spells from the following bonus spell list. The spells selected must be no higher level than 1/2 your character level. You may not select more spells from a level than you have selected from each level below it. (You may take this feat multiple times to gain higher-level spells.) If you are a spellcaster, you must track spells gained through this feat separately from spells gained from your class.

Each time you take hp damage equal to greater than your character level, or have a -2 or greater penalty inflicted on you as a pain affect, you gain one blood mark. You may never have more blood marks than the number of spells you have gained from the Blood Priest feat. You may cast a spell gained from this feat by spending a blood mark. Treat your caster level as your character level, and use your Wisdom to determine the save DCs of your spells. This does not count against your normal spells per day if you are a spellcaster. You must meet all the normal requirements and components of the blood priest spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused blood marks. Any time you recover hit points through any method, you lose one blood mark.

BLOOD PRIEST BONUS SPELL LIST

0 level—*bleed, daze, resistance*

1st level—*enlarge person, hideous laughter, lesser confusion, true strike*

2nd level—*aid, bull's strength, shatter, touch of idiocy*

3rd level—*glyph of warding, heroism, rage, scare*

4th level—*crushing despair, confusion, explosive runes*

5th level—*lesser planar binding, nightmare, shout*

6th level—*greater glyph of warding, phantasmal killer, song of discord*

7th level—*blasphemy, insanity, instant summons*

8th level—*greater shout, regenerate, symbol*

9th level—*unholy aura, weird*

Special: This feat may be selected more than once. Each time it allows you to select 2 more spells from the list.

CRUSADER PRIEST

You have learned to gain power by combating the foes of your god.

Prerequisites: Power Attack, base Will save +2, worship a god that grants the community, glory, good, law, liberation, nobility, or protection domain

Benefit: You may select 2 spells from the following bonus spell list. The spells selected must be no higher level than 1/2 your character level. You may not select more spells from a level than you have selected from each level below it. (You may take this feat multiple times to gain higher-

level spells.) If you are a spellcaster, you must track spells gained through this feat separately from spells gained from your class.

In combat, each time you use Power Attack with a weapon not augmented by a spell (such as *true strike* or *greater magic weapon*) in a situation where you cannot take 10 on skill checks (situations where you are faced with serious threats or distractions) and you successfully hit a foe with a CR at least equal to your level, you gain one champion mark. You may never have more champion marks than you have gained spells from the Crusader Priest feat. You may cast a spell gained from this feat by spending a champion mark. Treat your caster level as your character level, and use your Wisdom to determine the save DCs of your spells. This does not count against your normal spells per day if you are a spellcaster. You must meet all the normal requirements and components of the crusader priest spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused champion marks. At the end of every combat, you lose one champion mark.

CRUSADER PRIEST BONUS SPELL LIST

0 level — *guidance, stabilize, virtue*

1st level—*command, expeditious retreat, shield, true strike*

2nd level—*align weapon, divine favor, magic weapon, shield other*

3rd level — *haste, heroism, magic vestment, rage, see invisibility*

4th level—*bless weapon, freedom of movement, phantom steed*

5th level—*divine power, greater magic weapon, sending*

6th level—*greater command, righteous might, wall of stone*

7th level—*antilife shell, blade barrier, giant form I*

8th level—*demand, giant form II, moment of prescience*

9th level—*iron body, foresight*

Special: This feat may be selected more than once. Each time it allows you to select 2 more spells from the list.

DEATH DEALER

You are empowered by the gods to destroy undead.

Prerequisites: Wis 13, worship a good-aligned deity, alignment within one step of your deity's

Benefit: As a move action, you use prayer and faith to charge a weapon you are wielding with positive energy. The next attack you make with the weapon before the end of your next turn deals additional damage against undead. The additional damage dealt is equal to the base damage of the weapon (not including any enhancements, abilities, or feats). If the next attack you make is not against an undead, the charge of positive energy is wasted. If the attack is a critical hit, multiply the additional dice by the weapon's critical multiplier.

For example, Imet-Toth is a 9th-level paladin with an 18 Strength wielding a +1 holy falchion. Fighting a giant zombie, Imet-Toth takes a move



action to charge his weapon with Death Dealer, and then takes a standard action to hit the creature. On a normal hit he deals 2d4 (for the falchion) +2d6 (for the holy property) +2d4 (for Death Dealer) +6 (for his Strength) +1 (for the weapon's enhancement bonus). On a critical hit, he deals 4d4 (for the falchion's critical damage) +2d6 (for the holy property) +4d4 (for Death Dealer's critical damage) +12 (for his Strength's critical damage) +2 (for the weapon's enhancement bonus's critical damage).

DEATH PRIEST

You have learned to gain power by slaying others in the name of your god.

Prerequisites: Base Will save +2, worship a god that grants the animal, death, destruction, glory, repose, strength, or war domain

Benefit: You may select 2 spells from the following bonus spell list. The spells selected must be no higher level than 1/2 your character level. You may not select more spells from a level than you have selected from each level below it. (You may take this feat multiple times to gain higher-level spells.) If you are a spellcaster, you must track spells gained through this feat separately from spells gained from your class.

Each time you kill a living creature with a CR of at least your level -3, you gain one death mark. You may never have more death marks than you have gained spells from the Death Priest feat. You may cast a spell gained from this feat by spending a death mark. Treat your caster level as your character level, and use your Wisdom to determine the save DCs of your spells. This does not count against your normal spells per day if you are a spellcaster. You must meet all the normal requirements and components of the death priest spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused death marks. If a fight ends with a foe you have injured still alive, you lose one death mark.

DEATH PRIEST BONUS SPELL LIST

0 level —bleed, disrupt undead, touch of fatigue

1st level—cause fear, deathwatch, scare, ray of enfeeblement

2nd level—blindness/deafness, command undead, death knell, gentle repose

3rd level—animate dead, halt undead, speak with dead, ray of exhaustion

4th level—contagion, death ward, fear

5th level—blight, slay living, symbol of pain

6th level—circle of death, create undead, undeath to death

7th level—control undead, destruction, finger of death

8th level—create greater undead, horrid wilting, waves of exhaustion

9th level—soul bind, wail of the banshee

Special: This feat may be selected more than once. Each time it allows you to select 2 more spells from the list.

DEMESNE

Your god's power, represented by your domain abilities, flows strongly through you.

Prerequisites: Wis 15, access to one or more domains

Benefit: When determining the effectiveness of any domain granted ability

you receive, treat your class level as 5 greater. This does not allow you to access domain powers at an earlier level, but does increase any per-level effects of a power.

For example, Xasha is a 5th-level cleric with the Knowledge domain and Domain Lord. When she uses her lore keeper domain ability, she treats her cleric level as if it was 10. She does not receive the remote viewing domain ability, because she is not actually a 6th level or higher cleric.

DOMAIN ACOLYTE

Prerequisites: Wis 13, worship a deity, alignment within one step of your deity's

Benefit: Select one domain your god can grant that you do not already have access to. You gain the first domain power of that domain. Treat your character level as your class level for powers of this domain.

DOMAIN DEVOTEE

Prerequisites: Wis 13, Domain Acolyte, base Will save +2, worship a deity, alignment within one step of your deity's

Benefit: You gain the second domain power of the domain you selected with the Domain Acolyte feat. Treat your character level as your class level for powers of this domain.

DOMAIN ZEALOT

Prerequisites: Wis 13, Domain Acolyte, Domain Devotee, base Will save +6, worship a deity, alignment within one step of your deity's, ability to cast 3rd-level spells

Benefit: Add the spells from the domain you selected with the Domain Acolyte feat to

your class spell list. You do not automatically know these spells, but may learn them using the normal rules for learning spells for your class.

EMPOWER CHANNEL ENERGY

You can use spells to channel greater energy than normal.

Prerequisites: Wis 13, channel energy class feature, able to cast divine spells

Benefit: When you heal or damage creatures with the channel energy class feature, you can expend a spell slot or prepared spell to augment the damage dealt or healed. You deal or heal additional dice of damage equal to half the level of the spell slot expended (rounding down).

Special: A character with the lay on hands class ability may qualify for this feat, and also use it with lay on hands.

GIFTED ANIMAL COMPANION

You have taught your animal companion some new techniques.

Prerequisites: Animal Affinity

Benefit: Your animal companion gains two bonus feats and two additional tricks. It must meet all the prerequisites for the feats.

GREATER ANIMAL COMPANION

Your animal companion is more dangerous than normal.

Prerequisites: Wis 13, Animal Affinity

Benefit: When determining the statistics of your animal companion, treat your class level as 4 levels higher. For example, a 5th-level druid with an animal companion

and this feat determines all statistics of his animal companion using the chart for a 9th-level druid.

GREATER BEAST SOUL

When you use magic to take a new form, the power of your bestial soul shows through.

Prerequisites: Wis 13, Beast Soul, base Fort save +6, class ability or spell that allows you to shape change

Benefit: When you use wild shape or a transmutation (polymorph) spell to change shape, you may choose one of the following benefits for the new form: +4 Strength, +4 Dexterity, +3 natural armor, +20 feet to once movement rate possessed by the new form. Each time you assume a new form, you can choose a different benefit from this list. The bonus ends when you leave the new form. The benefits from Beast Soul and Greater Beast Soul do not stack. You may, however, choose two different benefits (one from each feat) and apply both to the same form.

For example, Riona is a 9th-level druid with Beast Form and Greater Beast Form. She uses wild shape to become a dire bear. She cannot use the two feats to gain a +6 bonus to Strength, as the bonuses do not stack. However, she can decide to gain a +2 bonus to her natural armor (from Beast Soul) and a +4 bonus to Strength (from Greater Beast Soul).

GRIEVE ENEMY

You can channel your divine spells into your blows against your enemies.

Prerequisites: Wis 12, favored enemy class feature, able to cast divine spells



Benefit: Once per round, when you attack a creature that qualifies as a favored enemy, you may sacrifice a divine spell to gain bonuses to your attack and damage. For every level of the spell you sacrifice, you gain a +1 bonus to the attack roll and deal +1d6 weapon damage on a successful hit.

HEALING BENEVOLENCE

Your can infuse your divine spells with the power to ward an ally against some damage.

Prerequisites: Wis 15, able to cast divine spells

Benefit: Whenever you cast a divine spell, you may also choose to grant temporary hit points to one ally within 30 feet that you can see. That ally gains a number of temporary hit points equal to the level of spell you cast. When you take this action, you take nonlethal damage equal to 1d6 + the level of the spell cast.

HEALING FOCUS

Your power to heal is remarkable.

Prerequisites: Wis 13, base Will save +2

Benefit: Whenever you restore hit points of damage to a creature, it gains 2 additional hit points. This functions with healing from the Heal skill, cure spells, magic staff, and channel energy ability, but not for healing from a magic item other than a staff.

IMPROVED CHANNEL ENERGY

You can channel greater energy than most clerics or paladins.

Prerequisites: Wis 13, channel energy class feature

Benefit: When you heal or damage creatures

with the channel energy class feature, you gain an additional +1d6 to the damage dealt or healed.

Special: A character with the lay on hands class ability may qualify for this feat, and also use it with lay on hands.

IMPROVED DOMAIN POWER

When you draw upon the powers granted by your god, you draw more deeply than most.

Prerequisites: Wis 15, alignment exactly matches your diety

Benefit: Domain powers you poses becomes more powerful, or you gain additional uses of the ability each day.

- If your domain power deals one or more dice of damage, it now deals one additional die of damage. For example, a cleric with the air domain and the Improved Domain Power feat deals 2d6 points of electricity damage + 1 point for every two levels, as opposed to the normal 1d6 + 1 per two levels.
- If your domain power heals one or more dice of damage, it now heals one additional die of damage. For example, a cleric with the community domain and the Improved Domain Power feat heals 2d6 points of nonlethal damage + 1 point per level, as opposed to the normal 1d6 + 1 per level.
- If your domain power grants you resistance, the amount of resistance you gain increases by +50%.

- If your domain power causes a target to gain a condition for 1 round, it now causes the target to gain the condition for 2 rounds.
- If your domain power does none of the things listed above, but has a number of uses per day equal to 3 + your cleric level, it now has a number of uses equal to 7 + your cleric level.
- If your domain power does none of the things listed above, but has a total number of nonconsecutive rounds per day you can use it, increase this by an additional +3 rounds/day.
- If your domain power doesn't match any of the previous categories, and has a limited number of uses per day, increase that number by 1 use/day.

MAXIMIZE CHANNEL ENERGY

You can use spells to get the most out of the energy you channel.

Prerequisites: Wis 13, channel energy class feature, able to cast divine spells

Benefit: When you heal or damage creatures with the channel energy class feature, you can expend a spell slot to cause one or more of your channel energy dice to be treated as having rolled their maximum result. For every level of spell slot you expend, treat one die of your channel energy dice as having rolled a natural 6.

Special: A character with the lay on hands class ability may qualify for this feat, and also use it with lay on hands.

MIRACLE WORKER

Though you are not a cleric, in times of great need your god answers your prayers.

Prerequisites: Worship a deity

Benefit: Once per character level, you may cast a single cleric spell of a spell level no greater than half your character level. You must meet all components and requirements of the spell normally.

NATURE PRIEST

You have learned to gain power from unspoiled land beloved by your god.

Prerequisites: Base Will save +2, worship a god that grants the air, animal, earth, fire, plant, sun, water, or weather domain

Benefit: You may select 2 spells from the following bonus spell list. The spells selected must be no higher level than 1/2 your character level. You may not select more spells from a level than you have selected from each level below it. (You may take this feat multiple times to gain higher-level spells.) If you are a spellcaster, you must track spells gained through this feat separately from spells gained from your class.

Choose one of the following terrains: cold, desert, forest, jungle, mountains, plains, swamp, underground, or water. Each time you wake from a sleep of 8 hours or longer in one of these terrains, you gain a nature mark. You may never have more nature marks than you have gained spells from the Nature Priest feat. You may cast a spell gained from this feat by spending a nature mark. Treat your caster level as your character level, and use

your Wisdom to determine the save DCs of your spells. This does not count against your normal spells per day if you are a spellcaster. You must meet all the normal requirements and components of the nature priest spell.

Each time you wake in a terrain other than one you have selected with this feat, you lose one nature mark. Any settlement or community qualifies as urban terrain, even if it is in the middle of a terrain you have selected.

NATURE PRIEST BONUS SPELL LIST

0 level—*create water, detect poison, flare, guidance*

1st level—*calm animals, entangle, obscuring mist, wind wall*

2nd level—*barkskin, fog cloud, hold animal, soften earth and stone*

3rd level—*dominate animal, plant growth, quench, stone shape*

4th level—*command plants, sleet storm, spike stones*

5th level—*awaken, tree stride, wall of thorns*

6th level—*antilife shell, control winds, repel wood*

7th level—*animal shapes, animate plants, wind walk*

8th level—*control plants, earthquake, whirlwind*

9th level—*shambler, shapechange*

Special: This feat may be selected more than once. Each time it allows you to select 2 more spells from the nature priest list, and one more terrain from the list of terrains that grant you nature marks.



RESISTANT BENEVOLENCE

You can enhance the spells you cast to protect allies, at a cost of personal energy.

Prerequisites: Wis 15, able to cast divine spells

Benefit: Whenever you cast a divine spell, you may also choose to grant resistance against any one energy type to one ally within 30 feet that you can see. That ally gains resistance against the selected energy type equal to the level of spell you cast, this effect lasts for one round per two caster levels. When you take this action, you take nonlethal damage equal to 1d6 + the level of the spell cast.

SMITE THE UNSEEN

Your righteous fury is not limited by your eyesight.

Prerequisites: Wis 13, BAB +3, smite evil class feature

Benefit: You do not have to see a foe to invoke your smite evil ability upon it. When you activate your smite evil, rather than targeting a foe you can see, you may instead name a particular target or identify the target by some title or act that leaves no doubt as to its identity. For example, you could smite evil on “whoever dealt the death blow to the baron of Valeschia,” since only one person will have done so, but not upon “anyone who attacked the baron of Valeschia,” as that could be multiple creatures. The GM has final say on what constitutes “no doubt.”

While your smite evil is in effect, you gain the scent ability to *see invisible* (as the spell), against the creature targeted by your smite ability. Because of the additional power required to use these abilities, you do not gain the normal deflection bonus to AC against attacks made by your foe.

TRICKSTER PRIEST

You have learned to gain power by performing duplicity for the greater glory of your god.

Prerequisites: Base Will save +2, worship a god that grants the chaos, charm, madness, or trickery domain

Benefit: You may select 2 spells from the following bonus spell list. The spells selected must be no higher level than 1/2 your character level. You may not select more spells from a level than you have selected from each level below it. (You may take this feat multiple times to gain higher-level spells.) If you are a spellcaster, you must track spells gained through this feat separately from spells gained from your class.

Each time you make a successful Bluff check in a situation where you cannot take 10 (situations where you are faced with serious threats or distractions), you gain one duplicity mark. You may never have more duplicity marks than you have gained spells from the Trickster Priest feat. You may cast a spell gained from this feat by spending a duplicity mark. Treat your caster level as your character level, and use your Wisdom to determine the save DCs of your spells. This does not count against your normal spells per day if you are a spellcaster. You must meet all the normal requirements and components of the trickster priest spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused duplicity marks. Any time you fail a Bluff or Disguise check, or a Linguistics check to pass off a forgery, you lose one duplicity mark.

TRICKSTER PRIEST BONUS SPELL LIST

0 level—*ghost sound, open/close, prestidigitation*

1st level—*disguise self, lesser confusion, silent image, undetectable alignment*

2nd level—*alter self, detect thoughts, hypnotic pattern, minor image*

3rd level—*phantom trap, soften earth and stone, wood shape*

4th level—*major image, meld into stone, stone shape*

5th level—*glibness, seeming, transmute rock to mud*

6th level—*mislead, modify memory, programmed image*

7th level—*insanity, project image, reverse gravity*

8th level—*demand, polymorph any object, sympathy*

9th level—*summon nature's ally IX (pixie only), time stop*

Special: This feat may be selected more than once. Each time it allows you to select 2 more spells from the list.

WIDEN CHANNEL ENERGY

You can use spells to increase the area of energy you channel.

Prerequisites: Wis 13, channel energy class feature, able to cast divine spells

Benefit: When you heal or damage creatures with the channel energy class feature, you can expend a spell slot to increase the radius of your channel energy ability. For every level of spell slot you expend, increase the channel energy radius by 5 feet.

WE ERR ON THE SIDE OF AWESOME!

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