

The Genius Guide to: EXALTED DOMAINS OF LIGHT AND LORE



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Exalted Domains are a new option that grants clerics a truly special and unique connection to one aspect of their deity's power in exchange for one of their domains. Rather than draw bonus powers and spells from two domains, the cleric with an Exalted domain has a greater focus on a single domain, and can utilize powers not available to any other character. Exalted domains can be used to create clerics with a special place of honor within the church, a renegade who may even be seen as a heretic by the organized worship of his deity, or a unique foe that has a surprise in store for the PCs.

The Genius Guide to Exalted Domains of Light and Lore focuses on the domains most often associated with gods of knowledge, good, aid, and assisting a group. If you want to create a specially blessed healer, a sage of divine lore, a stalwart guardian of the temple, or a craftsman tasked with creating the relics of the gods, these Exalted domains provide a quick, easy, balanced method for doing so.

GAINING EXALTED DOMAINS

The normal method of obtaining an Exalted domain is for a newly created 1st level cleric to select one Exalted domain instead of the normal two standard domains. This method is considered to be the standard, default method for gaining an Exalted domain. This is the easiest way to add Exalted domains, and requires the least amount of work for the GM.

If Exalted domains are added to an ongoing campaign then there are various options from which a GM can choose. The GM could just allow players with existing cleric PCs the opportunity to re-write the characters using the Exalted domain they would have wanted when the characters were first created, but did not know existed. If more internal campaign realism and believability is desired, the GM can instead tie

WHERE ARE THE REST OF THE DOMAINS?

The Genius Guide to Exalted Domains of Light and Lore covers only about a third of all the available domains and subdomains, focusing on those with emphasis on knowledge and assisting others. The remains domains from the *Pathfinder Roleplaying Game Core Rulebook*, *APG*, and various *Genius Guide* products can be found in either the *Genius Guide to Exalted Domains of War and Ruin*, or the *Genius Guide to Exalted Domains of Storms and Savagery* (forthcoming). Each of these three books can stand entirely on their own, or they can be combined to form a broader network of fully-compatible rules. When more domains become available, they'll receive the Exalted treatment in future books, either as part of one of the *Genius Guides* to specific magic themes, or in a forth *Genius Guide to Exalted Domains of...* product.

the acquisition of an Exalted domain later in the cleric's career to a specific campaign event, treating it almost like a campaign reward. While this should still require the clerics to give up one domain to make the other Exalted, with a little work that can still be seen as a step up for the player.

For example, Lorijayne is playing Farhanna, a 9th-level cleric of Ajah the neutral good goddess of truth and water. Farhanna has the Thought subdomain of the Knowledge domain, and the Water domain. When the GM decides to add Exalted domains to the campaign, Lorijayne indicates she is interested in having Farhanna give up the Water domain to gain the Exalted subdomain of Memory. Rather than just have Lorijayne rewrite Farhanna, the GM indicates an opportunity for such a change to occur with an in-continuity reason is upcoming, and Lorijayne says she's willing to wait for it.

Two game sessions later, Farhanna and her companions discover one of the allies of the giant king they've been battling is a heretic who once worshipped Ajah, and who uses his old knowledge to help the evil giant cause draughts that ruin his enemies' crops. Farhanna swears to bring this reviled foe, once one of the faithful of Ajah, to justice. When she next prepares spells for the day, Farhanna discovers she can choose

to prepare spells from either the Memory and Water domains, or just Memory but with a divine promise to be rewarded for that focus. When Farhanna opts to take just the Memory subdomain, she gains the Exalted subdomain of Memory and is tasked by her goddess to root out the false priests of her order. Character balance is preserved as a result of losing the Water domain, and within the campaign's story Farhanna has begun a quest under the direct command of her goddess.

EXALTED DOMAINS

Each Exalted domain grants all the spells and abilities from the standard domain as listed in the *Pathfinder Roleplaying Game Core Rulebook*, except where specifically noted in the descriptions below. An Exalted version of a specific domain power listed in a given Exalted domain description replaces the corresponding standard power from in the *Pathfinder Roleplaying Game Core Rulebook*.

In addition to replacing existing domain powers with more powerful Exalted versions, each Exalted domain also grants entirely new powers, which are detailed in their respective Exalted domain descriptions.

Players of clerics with an Exalted domain, sometimes referred to simply as Exalted Clerics, are strongly encouraged to role play this important aspect of the cleric's faith whenever possible. Clerics with the Exalted Healing domain, for example, might insist on healing all wounded creatures, including captured enemies – such a cleric might even follow a code similar to the Hippocratic Oath. A cleric with the Exalted War domain might refuse to ever back down from physical combat while a cleric with the Exalted Travel domain might constantly urge his companions to be on the move, never wanting to remain in one place for too long.

Clerics choosing the Good, Evil, Law or Chaos Exalted domains must have that component in their alignment (i.e. a cleric with the Exalted Good domain must be lawful good, chaotic good or neutral good; a cleric with the Exalted Law domain must be lawful good, lawful evil or lawful neutral, etceteras).

SPONTANEOUS DOMAIN SPELLS

Exalted Domains grant the ability to channel stored spell energy into domain spells that the cleric did not prepare ahead

of time. The cleric can “lose” any prepared cleric spell in order to spontaneously cast any domain spell of the same spell level or lower from his Exalted domain spell list. This ability to spontaneously cast domain spells is in addition to the standard cleric ability to spontaneously cast cure or inflict spells. Clerics with an Exalted domain also still receive one spell slot per spell level (other than 0) to prepare a spell from their Exalted domain spell list.

EXALTED SUBDOMAINS

The *Advanced Player's Guide* introduces the concept of cleric subdomains. These optional rules allow for more tightly focused areas of clerical worship and power. Just as every core domain has a number of subdomains associated with it, every Exalted domain has the same Exalted subdomains. Each Exalted subdomain replaces both a granted power and a number of spells in the Exalted subdomain's granted spell list. Spells marked with an asterisk (*) are detailed in the *Advanced Player's Guide*. In order for a cleric to choose an Exalted subdomain instead of a standard Exalted domain, the cleric's deity must be able to normally grant both the domain and its subdomain.

An Exalted subdomain is treated as equivalent to its associated core Exalted domain for any effect or prerequisite based on domains. Except as detailed here, Exalted subdomains follow the rules for normal subdomains as established in the *Advanced Player's Guide*. The Exalted subdomains are

listed with their associated Exalted domain. In cases where a subdomain is associated with more than one domain (such as the demon subdomain), two variants of the subdomain are given, each listed with the domain tied to that variant.

To create an Exalted subdomain, combine the changes and new powers from the appropriate Exalted domain, the replacement powers and new domain spells given in the associated subdomain from the *Advanced Player's Guide*, and any additional changes detailed below in the associated Exalted subdomain. If a replacement Exalted subdomain power is detailed here, it replaces the one given in the normal *Advanced Player's Guide* subdomain. If no replacement Exalted subdomain power is detailed, use the replacement subdomain power listed in the *Advanced Player's Guide* instead. In both cases, use the replacement domain spells listed in the *Advanced Player's Guide*. If an Exalted subdomain ability calls for a saving throw, the DC of the save is equal to $10 + 1/2$ the character's cleric level + her Wisdom modifier.

Some GMs might want to further focus some of the other abilities of a given Exalted subdomain. For example, two of the new abilities granted in the Exalted Animal domain are Animal Companion and Animal Shape. A GM might decide that clerics with the Exalted Feather subdomain are limited to only a bird or other flying creatures for both an *Animal Companion* and when using *Animal Shape*.



EXALTED DOMAINS OF LIGHT AND LORE

ARTIFICE DOMAIN, EXALTED

Granted Powers: You can repair damage to objects, animate objects with life, and create objects from nothing. In addition, Knowledge (engineering) is a class skill for you.

Exalted Artificer's Touch (Sp): You can cast *mending* at will, using your cleric level as the caster level to repair damaged objects.

In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every cleric level you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Skill Focus (Ex): At 4th level, you gain Skill Focus for any one Craft skill as a bonus feat.

Magic Item Creation (Ex): At 12th level, you gain any one Magic Item Creation feat. You also add a +2 insight bonus to the DC roll needed to create any magic item. This bonus increases by +1 for every 4 additional cleric levels thereafter.

SUBDOMAINS

CONSTRUCT SUBDOMAIN

Add the changes and powers of the Exalted Artifice Domain to the Construct subdomain to create the Exalted Construct Subdomain.

TOIL SUBDOMAIN

Add the changes and powers of the Exalted Artifice Domain to the Toil subdomain to create the Exalted Toil Subdomain.

CHARM DOMAIN, EXALTED

Granted Powers: You can baffle and befuddle foes with a touch or a smile, and your beauty and grace are divine. You add ½ your cleric level (minimum +1) to saving throws versus charm spells and spell-like abilities.

Exalted Dazing Touch (Sp): You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level +2 are unaffected. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Spell Focus (Sp): At 4th level, you gain Spell Focus (Enchantment) as a bonus feat.

Mass Charm (Sp): At 12th level, you can cast *mass charm monster* once per day. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

LOVE SUBDOMAIN

Combine the changes and powers of the Exalted Charm Domain with the Love subdomain to create the Exalted Love Subdomain. Replace the *Adoration* power of the Love subdomain with the *Exalted Adoration* power below.

Exalted Adoration (Su): As an immediate action, you can attempt to thwart a melee or

ranged attack that targets you. This ability functions as *sanctuary*, but only against one individual attack. You must use the ability after the attack is declared but before the roll is made. The creature attacking you receives a Will save with a -2 penalty to negate this effect. On a failed save, the target is unable to bring itself to harm you and loses the attack. If a creature has more than one attack, this ability only affects one of the attacks. You can use the ability a number of times per day equal to 6 + your Wisdom modifier. This is a mind-affecting effect.

LUST SUBDOMAIN

Combine the changes and powers of the Exalted Charm Domain with the Lust subdomain to create the Exalted Lust Subdomain. Replace the *Anything to Please* power of the Lust subdomain with the *Exalted Anything to Please* power below.

Exalted Anything to Please (Su): As the *Anything to Please* ability of the Lust subdomain, but if the target fails its saving throw by 10 or more, it also becomes charmed (as *charm monster*).

COMMUNITY DOMAIN, EXALTED

Exalted Calming Touch (Sp): You can touch a creature as a standard action to heal it of 2d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Skill Focus (Ex): At 4th level, you gain Skill Focus (diplomacy) as a bonus feat.

Globe of Invulnerability (Sp): At 12th level, you can cast *globe of invulnerability* once per day with up to a 30' radius, centered on you. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

FAMILY SUBDOMAIN

Combine the changes and powers of the Exalted Community Domain with the Family subdomain to create the Exalted Family Subdomain. Replace the *Binding Ties* power of the Family subdomain with the *Exalted Binding Ties* power below.

Exalted Binding Ties (Su): As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. If the ally is an actual member of your family, the number of rounds this transfer lasts is doubled. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

HOME SUBDOMAIN

Combine the changes and powers of the Exalted Community Domain with the Home subdomain to create the Exalted Home Subdomain.

GOOD DOMAIN, EXALTED

Exalted Touch of Good (Sp): You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to cleric level for 1 round. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Alignment Channel (Ex): At 4th level, you gain Alignment Channel (good) as a bonus feat.

Good Spell Mastery (Sp): At 12th level, add +2 to the effective caster level of all spells you cast with the good descriptor. Add an additional +1 for every 4 additional cleric levels thereafter.

SUBDOMAINS

AGATHION SUBDOMAIN

Combine the changes and powers of the Exalted Good Domain with the Agathion subdomain to create the Exalted Agathion Subdomain.

ARCHON SUBDOMAIN

Combine the changes and powers of the Exalted Good Domain with the Archon subdomain to create the Exalted Archon Subdomain.

AZATA SUBDOMAIN

Combine the changes and powers of the Exalted Good Domain with the Azata subdomain to create the Exalted Azata Subdomain. Replace the *Elysium's Call* power of the Azata subdomain with the *Exalted Elysium's Call* power below.

Exalted Elysium's Call (Su): With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +4 sacred bonus on such saving throws and a +4 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for a number of rounds equal to your cleric level -3 (minimum 1), although the saving throw reroll only applies when the creature is touched. You can use this ability for a number of rounds per day equal to 6 + your Wisdom modifier.

HEALING DOMAIN, EXALTED

Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent. Any time you heal damage via a spell, the channeling of positive energy, or the use of the Heal skill, you treat any die roll of 1 as if it were a 2 instead.

Exalted Rebuke Death (Sp): You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every cleric level you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Extra Channel (Su): At 4th level, you gain Extra Channel as a bonus feat.

Healer's Blessing (Su): At 6th level, all of your cure spells are treated as if they were

empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat. In addition, whenever you cast a cure spell, the maximum number of hit points healed is based on your cleric level, not the limit based on the spell. For example, at 11th-level you may cast cure light wounds to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

At 14th level, your *Healer's Blessing* applies to all spells of the Healing subschool.

Healing Channel (Su): At 12th level, you add your cleric level to the total amount healed when channeling positive energy.

SUBDOMAINS

RESTORATION SUBDOMAIN

Combine the changes and powers of the Exalted Healing Domain with the Restoration subschool to create the Exalted Restoration Subdomain. Replace the

Restorative Touch power of the Restoration subdomain with the *Exalted Restorative Touch* power below.

Exalted Restorative Touch (Su): You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which condition is removed. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

RESURRECTION SUBDOMAIN

Combine the changes and powers of the Exalted Healing Domain with the Resurrection subschool to create the Exalted Resurrection Subdomain. Replace the *Gift of Life* from the Restoration subdomain with the *Gift of Life* power below.

Gift of Life (Su): At 8th level, you can touch a creature that has died within the past hour to grant it a few moments of life. The dead creature returns to life for a number of rounds equal to your cleric level + your Wisdom modifier. Creatures returned to life in this way have a number of hit points equal to half your cleric level, and continue to be affected by any still-active spells, conditions, or afflictions present at the time of their death. At the end of this time, the creature dies again. The creature is free to act as it sees fit during this time. You are granted no control over it. You can use this power once per day at 8th level, plus one additional time per day for every four levels beyond 8th. At 16th level, a dead creature returns to life for a number of minutes equal to your cleric level.



KNOWLEDGE DOMAIN, EXALTED

Granted Powers: You are a scholar and a sage of legends. You treat all Knowledge skills as class skills. You may add ½ your Wisdom bonus to all Knowledge skill checks in addition to your Intelligence ability modifier.

Exalted Lore Keeper (Sp): You can touch a creature, object, area, or structure to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

Additionally you may cast *identify* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier.

Skill Focus (Ex): At 4th level, you gain Skill Focus for any one Knowledge skill as a bonus feat.

Greater Spell Focus (Ex): At 12th level, you are treated as if you have the Greater Spell Focus (Divination) feat, even if you do not meet the prerequisite.

SUBDOMAINS

MEMORY SUBDOMAIN

Combine the changes and powers of the Exalted Knowledge Domain with the Memory subdomain to create the Exalted Memory Subdomain. Replace the *Recall* power of the Memory subdomain with the *Exalted Recall* power below.

Exalted Recall (Su): With a touch, you can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the

past hour, gaining an insight bonus on the check equal to your Wisdom modifier. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

THOUGHT SUBDOMAIN

Combine the changes and powers of the Exalted Knowledge Domain with the Thought subdomain to create the Exalted Thought Subdomain.

MAGIC DOMAIN, EXALTED

Granted Powers: You are a true student of all things mystical, and see divinity in the purity of magic. You gain Skill Focus (Spellcraft) as a bonus feat.

Exalted Hand of the Acolyte (Su): You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Magic Feat (Ex): At 4th level, you gain any one Metamagic feat or Spell Focus as a bonus feat.

Dispelling Touch (Sp): At 8th level, you can use a targeted dispel magic effect as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

You also gain a +2 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by an additional +1 for every four cleric levels beyond 8th.

Metamagic Mastery (Ex): At 12th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 12th level and one additional time per day for every four additional cleric levels. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

SUBDOMAINS

ARCANE SUBDOMAIN

Combine the changes and powers of the Exalted Magic Domain with the Arcane subdomain to create the Exalted Arcane Subdomain. Replace the *Arcane Beacon* power of the Arcane subdomain with the *Exalted Arcane Beacon* power below.

Exalted Arcane Beacon (Su): As a standard action you can become a beacon of arcane energy until the end of your next turn. The aura emanates 15 feet from you. All arcane spells cast within the aura gain a +1 bonus to their caster level and increase their saving throw DC by +1. You can use this ability for a number of times per day equal to 6 + your Wisdom modifier.

DIVINE SUBDOMAIN

Combine the changes and powers of the Exalted Magic Domain with the Divine subdomain to create the Exalted Divine Subdomain. Replace the *Divine Vessel* power of the Divine subdomain with the *Exalted Divine Vessel* power below.

Exalted Divine Vessel (Su): Whenever you are the target of a divine spell, you can, as a swift action, grant each ally within 20 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

PROTECTION DOMAIN, EXALTED

Granted Powers: Your faith is your greatest source of protection, and you can use that faith to defend others. You receive a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 levels you possess. You also gain Heavy Armor Proficiency as a bonus feat.

Exalted Resistant Touch (Sp): As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Damage Reduction (Su): At 4th level, you gain damage reduction 3/-. This amount increases by 2 for every 4 additional cleric levels, to a maximum of 11/- at 20th level.

Spell Resistance (Su): At 12th level, you gain spell resistance 12 + your cleric level.

SUBDOMAINS

DEFENSE SUBDOMAIN

Combine the changes and powers of the Exalted Protection Domain with the Defense subdomain to create the Exalted Defense Subdomain. Replace the *Deflection Aura* power of the Defense subdomain with the *Exalted Deflection Aura* power below.

Exalted Deflection Aura (Su): Once each day, you can emit a 20-foot aura for a number of rounds equal to your cleric level. These rounds do not need to be consecutive. Allies within the aura gain a +2 deflection bonus to AC and combat maneuver defense. At 14th level your *Exalted Deflection Aura* can also grant your allies the benefits of your *Damage Reduction* and *Spell Resistance* abilities if you wish.

PURITY SUBDOMAIN

Combine the changes and powers of the Exalted Protection Domain with the Purity subdomain to create the Exalted Purity Subdomain.

REPOSE DOMAIN, EXALTED

Exalted Gentle Rest (Sp): Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Wisdom modifier. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Deep Slumber (Sp): At 6th level, you can cast *deep slumber* once per day. This number per day increases by 1 for every 4 additional cleric levels.

Divine Rest (Su): At 12th level, you may grant a number of wounded companions equal to your cleric level additional hit points when healing naturally through rest. These companions gain double their normal hit points after a full night's rest and four times their normal hit points after a full day and night of complete bed rest. If your companions are suffering from ability damage, *Divine Rest* also heals an additional 2 points of ability damage per ability.

SUBDOMAINS

ANCESTORS SUBDOMAIN

Combine the changes and powers of the Exalted Repose Domain with the Ancestors subdomain to create the Exalted Ancestors Subdomain.

SOULS SUBDOMAIN

Combine the changes and powers of the Exalted Repose Domain with the Souls subdomain to create the Exalted Souls Subdomain. Replace the *Touch the Spirit World* power of the Souls subdomain with the *Exalted Touch the Spirit World* power below.

Exalted Touch the Spirit World (Su): With a touch, you can empower a weapon to affect incorporeal creatures. The weapon touched deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This benefit lasts for a number of rounds equal to your cleric level +2. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

RUNE DOMAIN, EXALTED

Granted Powers: In strange and eldritch runes you find potent magic. You gain Scribe Scroll as a bonus feat. You also add ½ your cleric level (minimum +1) to all Linguistics skill checks relating to the written word.

Exalted Blast Rune (Sp): As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every cleric level you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Scribe Scroll (Ex): At 4th level, you gain Scribe Scroll as a bonus feat.

Scroll Mastery (Ex): At 12th level, you gain an insight bonus equaling your cleric level to the DC check necessary to activate a divine scroll of a caster level higher than your own.

SUBDOMAINS

LANGUAGE SUBDOMAIN

Combine the changes and powers of the Exalted Rune Domain with the Language subdomain to create the Exalted Language Subdomain.

WARDS SUBDOMAIN

Combine the changes and powers of the Exalted Rune Domain with the Wards subdomain to create the Exalted Wards Subdomain.

SUN DOMAIN, EXALTED

Exalted Sun's Blessing (Su): Whenever you channel positive energy to harm undead creatures, add your cleric level +2 to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Improved Channel (Ex): At 4th level, you gain Improved Channel as a bonus feat.

Sun Spell Mastery (Sp): At 12th level, add +2 to the effective caster level of all spells you cast with the light descriptor. Add an additional +1 for every 4 additional cleric levels thereafter.

SUBDOMAINS

DAY SUBDOMAIN

Combine the changes and powers of the Exalted Sun Domain with the Day subdomain to create the Exalted Day Subdomain.

LIGHT SUBDOMAIN

Combine the changes and powers of the Exalted Sun Domain with the Light subdomain to create the Exalted Light Subdomain. Replace the *Blinding Flash* power of the Light subdomain with the *Exalted Blinding Flash* power below.

Exalted Blinding Flash (Su): As a standard action, you can emit a flash of light from your holy symbol or divine focus. The

most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at Fortitude save with a -2 penalty. All creatures in this area are dazzled for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

TRAVEL DOMAIN, EXALTED

Granted Powers: You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet. In addition, Knowledge (geography) and Knowledge (local) are class skills for you.



Exalted Agile Feet (Su): As a free action, you can gain increased mobility for 2 rounds. For the next 2 rounds, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Travel Spell Mastery (Sp): At 12th level, add +2 to the effective caster level of all spells you cast from the Calling, Summoning and Teleportation subschools. Add an additional +1 for every 4 additional cleric levels thereafter.

SUBDOMAINS

EXPLORATION SUBDOMAIN

Combine the changes and powers of the Exalted Travel Domain with the Exploration subdomain to create the Exalted Exploration Subdomain. Replace the *Door Sight* power of the Exploration subdomain with the *Exalted Door Sight* power below.

Exalted Door Sight (Su): You can lay your hand upon any surface and see what is on the other side, as if using clairvoyance. Using this power takes 1 minute, during which time you must be touching the surface you want to see through. You can keep looking for as long as 10 minutes with each use of this power, but must touch the surface and take no other action the entire time. The surface cannot be thicker than 6 inches plus 1 inch per cleric level you possess. You can use this power a number of times per day equal to 6 + your Wisdom modifier.

TRADE SUBDOMAIN

Combine the changes and powers of the Exalted Travel Domain with the Trade subdomain to create the Exalted Trade Subdomain. Replace the *Silver-Tongued Haggler* power of the Trade subdomain with the *Silver-Tongued Haggler* power below.

Exalted Silver-Tongued Haggler (Su): Whenever you make a Bluff, Diplomacy, or Sense Motive check, you can, as a free action, grant yourself a bonus on the roll equal to your half your cleric level, and roll twice (taking the best of the two rolls). You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

SUPERGENIUS EXALTED DOMAINS

For fans of other Super Genius products, presented here are Exalted versions of domains from the following Super Genius guides: Attunement domain (*Genius Guide to Crystal Magic*); Sleep domain (*Genius Guide to Dream Magic*).

ATTUNEMENT DOMAIN, EXALTED

Empathic Healing (Su): As a move action that does not provoke an attack of opportunity, you can transfer the injuries of another creature to yourself with a touch. You transfer a maximum of 4 hit points per cleric level. No known mundane or magical protection can prevent you from taking the damage you transfer, and in any case your target only heals as much damage as you actually take. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Crystal Augury (Sp): At 4th level, you cast *augury* as a spell-like ability once per day, using only a crystal as both the material component and focus. For purposes of this ability, the spell level is considered to be

your cleric level plus your Wisdom bonus. You may use this ability one additional time per day for every four additional cleric levels.

Divination Spell Mastery (Sp): At 12th level, add +2 to the effective caster level of all spells you cast from the Divination school. Add an additional +1 for every 4 additional cleric levels thereafter. If using a crystal to Scry, the Perception DC for a creature to notice your Scrying attempts increases by +2.

SLEEP DOMAIN, EXALTED

Lethargy (Su): Your touch can make a living creature suffer waves of weariness, pushing it toward sleep. Creatures that do not need sleep are immune to this ability. As a standard action you make a melee touch attack. On a successful attack your target is fatigued for 2d4 rounds. This ability cannot cause a creature already fatigued to become exhausted. You may use this ability a number of times per day equal to 6 + your Wisdom modifier.

Divine Immunity (Su): At 6th level, you are immune to magical or otherwise unnatural spells or abilities that would cause you to become *fatigued* or *exhausted*. You are still susceptible to naturally occurring fatigue and exhaustion, however and you must still rest and sleep as normal.

Divine Rest (Su): At 12th level, you may grant a number of wounded companions equal to your cleric level additional hit points when healing naturally through rest. These companions gain double their

normal hit points after a full night's rest and four times their normal hit points after a full day and night of complete bed rest. If your companions are suffering from ability damage, *Divine Rest* also heals an additional 2 points of ability damage per ability.

EXALTED DOMAIN FEATS

In addition to the spells and powers of the Exalted domains themselves, characters that take an exalted domain have a few additional feats available to them, detailed below.

EXALTED CHANNEL SMITE

You can channel your divine energy through a melee weapon you wield and at the same time release a wave of divine energy.

Prerequisite: Channel energy class feature, Exalted Domain.

Benefit: Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

EXALTED CHANNEL ENERGY

Your channel energy ability is more powerful than most.

Prerequisite: Channel energy class feature, Exalted Domain.

Benefit: When channeling energy, you may add an additional 1d6 to the amount of damage you cause or heal. This also causes you to affect creatures of *both* types (undead and living) as appropriate for the creature type, with a single 30-foot radius burst of your channel energy ability.

Normal: A cleric must choose one type of creature or the other to affect (either undead or living).

EXALTED PREPARATION

Your mastery of your Exalted spells allows you to use their spell slots for other clerical magic.

Prerequisite: Exalted Domain.

Benefit: You may use your 1 spell slot/level gained from having a domain to prepare spells from the cleric spell list.

Normal: Domain slots can only be used to prepare spells from your domain spell list.

EXALTED SOUL

Your extremely close connection to the divine makes you more resistant to energy drain effects.

Prerequisite: Exalted Domain.

Benefit: You may subtract 2 negative levels from any energy drain effect you are subjected to. If an energy drain would normally cause you to lose 1 or 2 levels, it has no effect on you. If the energy drain causes you to lose 3 or more levels, you subtract 2 levels from that total.

EXALTED SPELLS

Your mastery of your Exalted domain spells makes you a more effective spellcaster.

Prerequisite: Exalted Domain.

Benefit: Whenever you cast a spell found on your Exalted domain spell list, your effective caster level for that spell is two higher. This is true even if you cast the spell from a source other than your domain spell slots or your ability to spontaneously swap a prepared spell for a domain spell.



WE ERR ON THE SIDE OF AWESOME!

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