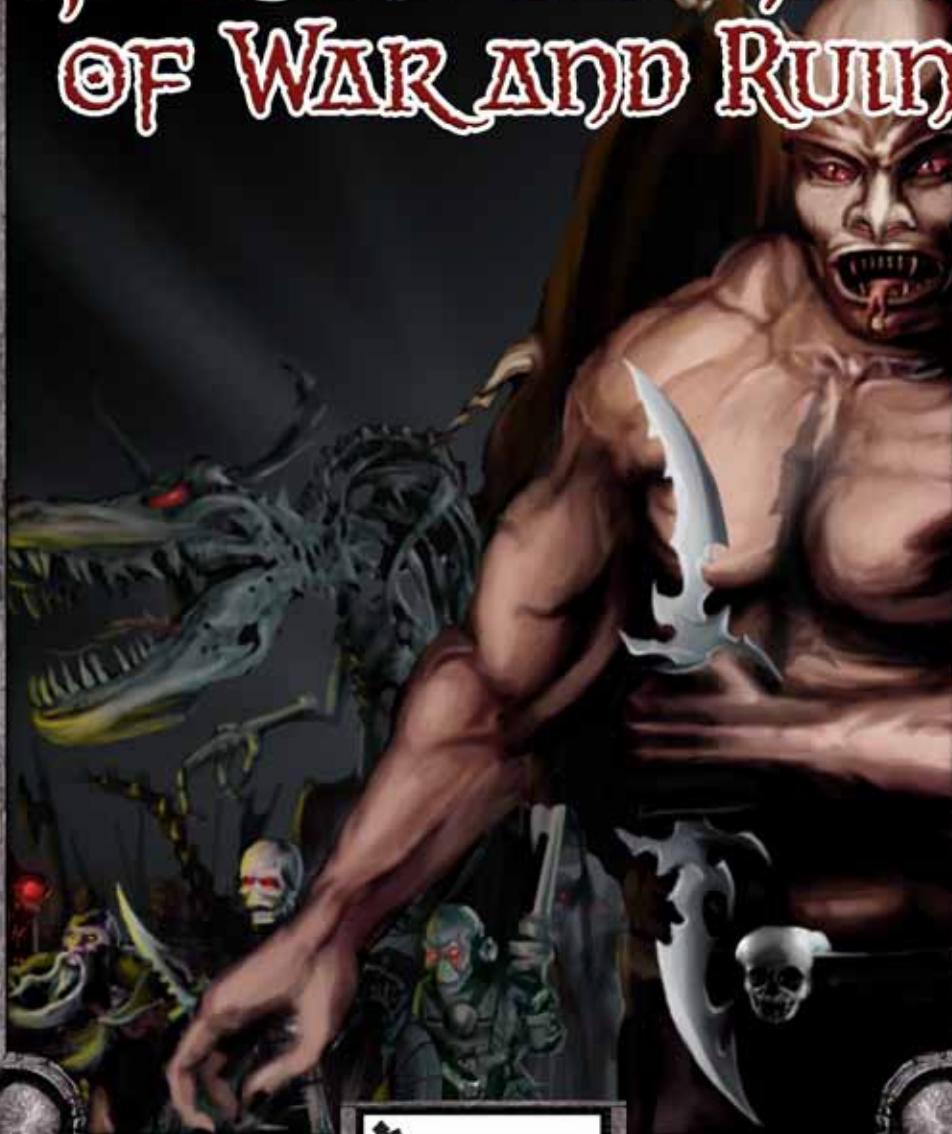


The Genius Guide to: **EXALTED DOMAINS** **OF WAR AND RUIN**



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Although classes such as the oracle, druid, and inquisitor all have a special connection with the divine, perhaps no class has a deeper or more powerful bond to the gods than the cleric. Clerics show this deep devotion to their deity in many ways, one of the most important of which is the selection of their two granted domains. The choice of specific domains helps to shape and define the cleric, and it defines what aspects of their gods are foremost in the cleric's faith and worship.

Some clerics, however, choose not to divide their energy and devotion between two different domains. Instead they dedicate themselves completely to a single domain, becoming paragons of one aspect of their deities. In return for sacrificing the flexibility and power that comes from a second domain, such clerics gain deeper understanding of one philosophic concept, unlocking more potent abilities linked to their chosen divine focus. This greater understanding and might comes in the form of an Exalted domain.

In this product we introduce the concept of the Exalted domain, and we present a selection of domains that some might consider offensive in nature. In future products (*The Genius Guide to Exalted Domains of Lore and Light*, and *The Genius Guide to Exalted Domains of Storms and Savagery*) we'll examine the remaining domains and subdomains, creating a line of books that present new options for clerics of every conceivable background.

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 the default method for gaining an Exalted domain because it is the easiest way to add Exalted domains and requires the least amount of work for the GM.

The GM has a number of options when adding Exalted domains to an ongoing campaign. The GM could allow players with existing cleric characters the opportunity to rewrite the characters using the Exalted domain they would have wanted when the characters were first created. If more internal campaign realism and believability is desired, the GM can instead tie the acquisition of an Exalted domain later in the cleric's career to a specific campaign event, treating it almost like a campaign reward. Although this should still require the cleric to give up one domain to make the other Exalted, with a little work a GM can make this process feel like a step up to the player.

For example, Mary is playing Xashir, a 9th-level cleric of King Rook, the neutral deity of knowledge and the undead.

Xashir has the Knowledge domain, and the Undead subdomain of the Death domain. The GM decides to add Exalted domains to the campaign, and Mary indicates she is interested in having Xashir give up the Knowledge domain to gain the Exalted subdomain of Undead. Rather than just have Mary rewrite Xashir, the GM indicates that he intends to provide a story-based reason to allow for the change, and Mary says she's willing to wait for it.

At the next game session, Xashir and his companions defeat a powerful vampire lord, and Xashir discovers the undead's castle contains a desecrated chapel to King Rook. Upon cleaning, repairing, and consecrating the chapel, King Rook appears to Xashir in a vision. The deity informs his servant that as a reward for reclaiming

this historic chapel, Xashir can choose the title Lore Doyen or Necropolitan. The GM tells Mary that becoming the Lore Doyen would cause Xashir to give up the Undead subdomain for the Exalted Knowledge domain, while being the Necropolitan would do the reverse. Xashir opts to gain the rank Necropolitan, and while the character retains character balance as a result of losing the Knowledge domain, within the campaign's story Necropolitan Xashir has received an important promotion.

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

WHY DO WE HAVE TO WAIT?

Of course one unfortunate side effect of breaking the Exalted domains into three different products is that it takes time to release each book. Although that won't make a difference in the long run, at first we run the risk of having customers pick up *War and Ruin*, loving the concept, and being unable to apply it to their characters because we haven't released the book with the domain they most want. This scenario naturally leads to the following question: Why did we break the domains up among three products?

Two of the recurring comments we receive at Super Genius Games are that our products often leave our customers wanting more, and that our ongoing support of the new material found in the *Advanced Player's Guide* (APG) is greatly appreciated. While we could have ignored subdomains as presented in the APG, that would have forced some GMs who like the Exalted domain idea to figure out how to apply it to subdomains themselves. Similarly, once we decided to include subdomains we could have cut everything else—ideas of how to apply Exalted domains to other classes, advice on introducing them to an ongoing campaign, and so on—but that would have left many customers commenting that they'd like more support material. And once we decided to include all those options, we had a manuscript three times longer than our normal offerings.

Even though designer Marc Radle did an amazing job in turning the full manuscript over quickly despite its huge size, that's not the end of the process for us. Everything has to be playtested, developed, edited, and proofread. Those things take time, and it was clear we weren't going to have all of the Exalted domains done quickly. So we decided to divide the material by theme (our original categories were "hurting things, being a good guy, and stuff druids want," and we haven't strayed too far from those) and produce a line of books. By the time we're done, we'll have produced an Exalted version of every official domain and subdomain, as well as all the domains introduced in Super Genius products. Each product will be complete by itself, but each will also include new options that could be used with any Exalted domain. This is both a bit of an experiment and a risk for us, but hopefully this format will give fans the treatment of the material they want, without backing up our production by a couple of months.

of a specific domain power listed in a given Exalted domain description replaces the corresponding standard power from 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 roleplay 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. In other words, 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, and so on.

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 to cast any domain spell of the same spell level or lower from his Exalted domain spell list spontaneously. The ability to cast domain spells spontaneously is in addition to the standard cleric ability to cast cure or inflict spells spontaneously. 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*. For a cleric to choose an Exalted subdomain instead of a standard Exalted domain, the cleric's deity must 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*.

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 WAR AND RUIN

EXALTED CHAOS DOMAIN

Exalted Touch of Chaos (Sp): You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. When you reach 16th level, a target must roll three times and take the worst result. 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 (chaos) as a bonus feat.

Chaos Blade (Su): At 8th level, you can give a weapon that you touch the *anarchic* special weapon quality for a number of rounds equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Mass Chaos (Sp): Beginning at 12th level, you can use *Exalted touch of chaos* three times per day as a ranged touch attack on all enemies within a 30-foot radius, centered on you. When used in this way, your *Exalted touch of chaos* effect lasts a number of rounds equal to 3 + your Wisdom modifier. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

EXALTED AZATA SUBDOMAIN

Combine the changes and powers of the Exalted Chaos 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. Also replace *mass chaos* with *mass Elysium's call* 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. On a successful saving throw, the enchantment ends. 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 applies only when the creature is touched. You can use this ability for a number of rounds per day equal to 6 + your Wisdom modifier.

Mass Elysium's Call (Sp): Beginning at 12th level, you can convey the benefits of Exalted Elysium's call once per day to all allies within a 30-foot radius, centered on you. When used in this way, your Exalted Elysium's call effect lasts a number of rounds equal to equal to 3 + your Wisdom modifier. This radius increases by an additional 15 feet for every four additional cleric levels.

EXALTED DEMON SUBDOMAIN

Combine the changes and powers of the Exalted Chaos domain with the Demon subdomain to create the Exalted Demon subdomain. Replace the fury of the abyss power of the Demon subdomain with the Exalted fury of the Abyss power below. Also replace *mass chaos* with *mass abyssal fury* below.

Exalted Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to your cleric level -3 (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC. You

can use this ability for a number of times per day equal to 6 + your Wisdom modifier.

Mass Abyssal Fury (Sp): Beginning at 12th level, you can convey the benefits of Exalted fury of the Abyss once per day to all allies within a 30-foot

radius, centered on you. When used in this way, your Exalted fury of the Abyss effect lasts a number of rounds equal to equal to 3 + your Wisdom modifier. This radius increases by an additional 15 feet for every four additional cleric levels.

EXALTED PROTEAN SUBDOMAIN

Combine the changes and powers of the Exalted Chaos domain with the Protean subdomain to create the Exalted Protean subdomain.

EXALTED DEATH DOMAIN

Granted Powers: You can cause the living to bleed at a touch, and you find comfort in the presence of the dead. You gain an insight bonus equal to 1/2 your cleric level (minimum +1) on saving throws against death effects.

Exalted Bleeding Touch (Sp): As a melee touch attack, you can cause a living creature to take a 2d6 points of damage per round. This effect persists for a number of rounds equal to your cleric level or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

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

Death's Embrace (Ex): At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area. You

also gain the supernatural ability to *speak with dead*, per the spell, for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. At 10th level, and every five levels thereafter, the dead creature takes a cumulative -2 penalty on its Will save to resist the *speak with dead* effect.

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

SUBDOMAINS

EXALTED MURDER SUBDOMAIN

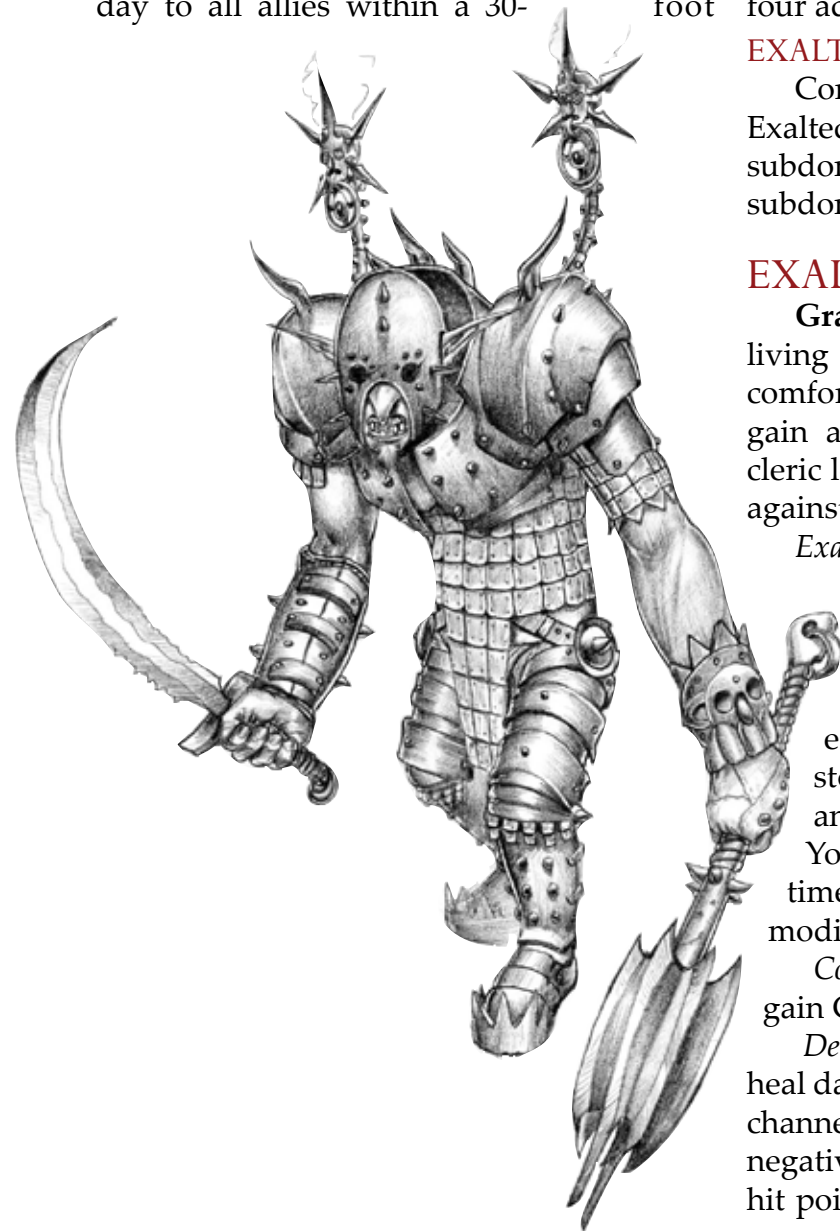
Combine the changes and powers of the Exalted Death domain with the Murder subdomain to create the Exalted Murder subdomain. Replace the killing blow power of the Murder subdomain with the killing blow power below.

Killing Blow (Su): At 8th level, weapons you use become infused with the power of death. Whenever you confirm a critical hit with a melee or ranged weapon, your attack deals an additional amount of bleed damage equal to your cleric level. You can use this ability once per day at 8th level, plus one additional time per day for every four levels beyond 8th.

EXALTED UNDEAD SUBDOMAIN

Combine the changes and powers of the Exalted Death domain with the Undead subdomain to create the Exalted Undead subdomain. Replace the death's kiss power of the Undead subdomain with the Exalted death's kiss power below.

Exalted Death's Kiss (Su): With a melee touch attack, you can cause a creature to take on some



of the traits of the undead. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on positive and negative energy. This effect lasts for a number of rounds equal to your cleric level. It does not apply to the Turn Undead or Command Undead feats. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

EXALTED DESTRUCTION DOMAIN

Exalted Destructive Smite (Su): The power of destruction flows through you, bolstering your confidence. You can make a single melee attack with a morale bonus on damage rolls equal to your cleric level. You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

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

Greater Destruction (Su): At 12th level, you can treat one domain spell you are about to cast as though it was enhanced with the Maximize Metamagic feat. 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 4 cleric levels thereafter.

SUBDOMAINS

EXALTED CATASTROPHE SUBDOMAIN

Combine the changes and powers of the Exalted Destruction domain with the Catastrophe subdomain to create the Exalted Catastrophe subdomain.

EXALTED RAGE SUBDOMAIN

Combine the changes and powers of the Exalted Destruction domain with the Rage

subdomain to create the Exalted Rage subdomain.

EXALTED GLORY DOMAIN

Exalted Touch of Glory (Sp): You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level +2 on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll, whichever comes first. You can use this ability to grant the bonus a number of times per day equal to 6 + your Wisdom modifier.

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

Flash of Glory (Su): At 12th level, you emit a flash of glory once per day, and it blinds all enemies within a 30-foot radius (centered on you) for a number of rounds equal to 1/2 your cleric level. A successful Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier) reduces the duration of the blindness to one round. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

EXALTED HEROISM SUBDOMAIN

Combine the changes and powers of the Exalted Glory domain with the Heroism subdomain to create the Exalted Heroism subdomain.

EXALTED HONOR SUBDOMAIN

Combine the changes and powers of the Exalted Glory domain with the Honor

subdomain to create the Exalted Heroism subdomain. Replace the honor bound power of the Honor subdomain with the Exalted honor bound power below.

Exalted Honor Bound (Su): With a touch, you can remind a creature of its duties and responsibilities, granting it a new saving throw with a +2 sacred bonus against each enchantment (charm) or enchantment (compulsion) effect that currently affects it. If the saving throw is successful, the enchantment effect is ended. This power only affects effects that allow a saving throw. If you fail a saving throw against such an effect, you can use this ability as an immediate action to grant yourself an additional saving throw. Once the target (either you or a touched creature) has made one additional saving throw per effect, this ability has no further effect on that particular enchantment effect. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

EXALTED LAW DOMAIN

Exalted Touch of Law (Sp): You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. 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 (law) as a bonus feat.

Staff of Order (Su): At 8th level, you can give a weapon that you touch the *axiomatic* special weapon quality for a number of rounds equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Mass Order (Sp): Beginning at 12th level, you can use *Exalted touch of law* three times per day on all allied creatures within a 30-foot radius, centered on you. When used in this way, your *Exalted touch of law* effect lasts 3 rounds. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

EXALTED ARCHON SUBDOMAIN

Combine the changes and powers of the Exalted Law domain with the Archon subdomain to create the Exalted Archon subdomain. Replace the aura of menace power of the Archon subdomain with the aura of menace power below.

Aura of Menace (Su): At 8th level, you can emit a 30-foot aura of menace as a standard action. Enemies in this aura take a -2 penalty to AC and on attack rolls and saving throws as long as they remain inside the aura. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

EXALTED DEVIL SUBDOMAIN

Combine the changes and powers of the Exalted Law domain with the Devil subdomain to create the Exalted Devil subdomain. Replace the hell's corruption power of the Archon subdomain with the Exalted hell's corruption power below. Also replace *mass order* with *mass corruption* below.

Exalted Hell's Corruption (Su): With a melee touch attack, you can cause a creature to become more susceptible to corruption. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to your cleric level. You can use this ability for a number of times per day equal to 6 + your Wisdom modifier.

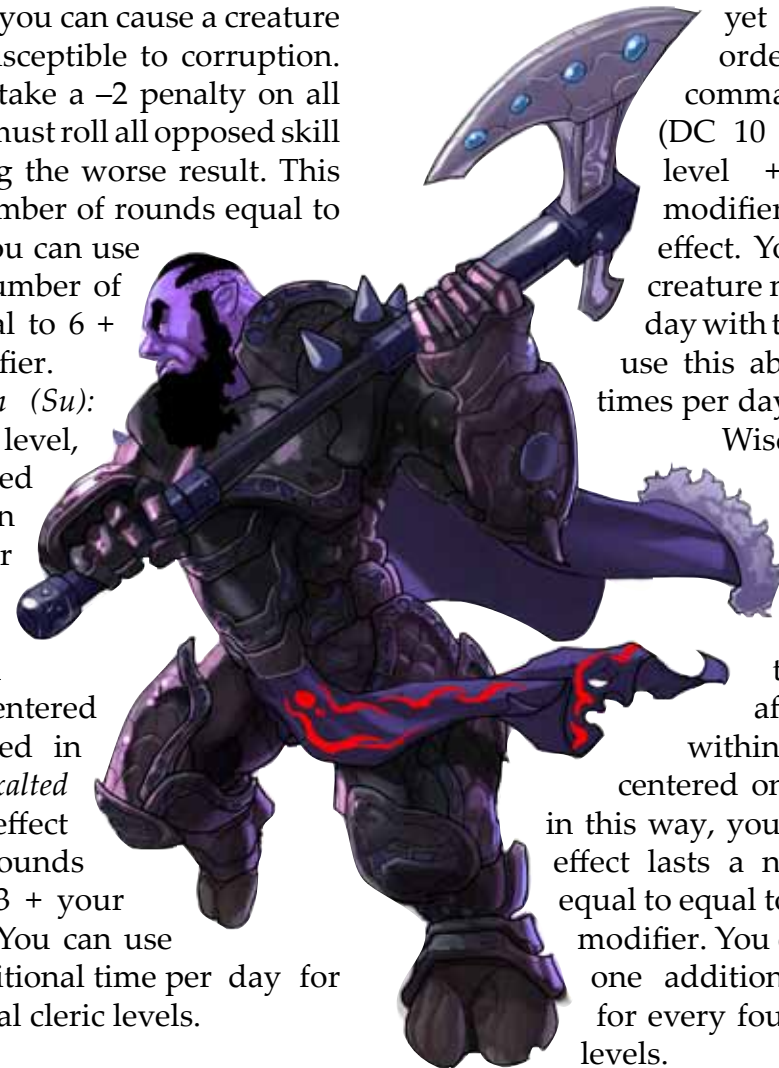
Mass Corruption (Su): Beginning at 12th level, you can use Exalted hell's corruption three times per day as a ranged touch attack on all enemies within a 30-foot radius, centered on you. When used in this way, your *Exalted touch of chaos* effect lasts a number of rounds equal to equal to 3 + your Wisdom modifier. You can use this ability one additional time per day for every four additional cleric levels.

EXALTED INEVITABLE SUBDOMAIN

Combine the changes and powers of the Exalted Law domain with the Inevitable subdomain to create the Exalted Inevitable subdomain. Replace the command power of the Inevitable subdomain with the Exalted command power below. Also replace *mass order* with *mass command* below.

Exalted Command (Su): As a standard action, you can give a creature an emotionless yet undeniable order, as per the spell command. A Will save (DC 10 + 1/2 your cleric level + your Wisdom modifier +2) negates this effect. You cannot target a creature more than once per day with this ability. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Mass Command (Su): Beginning at 12th level, you can use *Exalted command* three times per day to affect all enemies within a 30-foot radius, centered on you. When used in this way, your *Exalted command* effect lasts a number of rounds equal to equal to 3 + your Wisdom modifier. You can use this ability one additional time per day for every four additional cleric levels.



EXALTED LIBERATION DOMAIN

Exalted Liberation (Su): You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level + 3, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

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

Free Will (Su): At 12th level, you gain a bonus equal to 1/2 your cleric level on saving throws versus any enchantment spell or effect targeting you. In addition, as an immediate action once per day you can extend this bonus to all friendly creatures within a 30-foot radius (centered on you) for a number of consecutive rounds equal to your Wisdom modifier. You can do this one additional time per day for every four additional cleric levels.

SUBDOMAINS

EXALTED FREEDOM SUBDOMAIN

Combine the changes and powers of the Exalted Liberation domain with the Freedom subdomain to create the Exalted Freedom subdomain. Replace the *liberation's blessing* power of the Freedom subdomain with the *Exalted liberation's blessing* power below.

Exalted Liberation's Blessing (Sp): You touch a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw with a +2 sacred bonus against a single spell or effect it is suffering from that grants a saving throw. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is

successful, the effect ends. This boon lasts for 10 minutes or until successfully used to remove a spell or effect, whichever duration is shorter. You can use this ability for a number of times equal to 6 + your Wisdom modifier.

EXALTED REVOLUTION SUBDOMAIN

Combine the changes and powers of the Exalted Liberation domain with the Revolution subdomain to create the Exalted Revolution subdomain.

EXALTED MADNESS DOMAIN

Exalted Vision of Madness (Sp): With a melee touch attack, you can give a creature a vision of madness. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to your cleric level and a penalty to the other two types of rolls equal to your cleric level. This effect fades after 3 rounds. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

Touch of Madness (Su): At 4th level, you can give a creature a touch of madness as a melee touch attack. If successful, the target is affected by *confusion* for a number of rounds equal to 1/2 your cleric level. A confused creature can attempt a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier to cut the number of rounds affected in half.

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

SUBDOMAINS

EXALTED INSANITY SUBDOMAIN

Combine the changes and powers of the Exalted Madness domain with the Insanity subdomain to create the Exalted Insanity subdomain. Replace the insane focus power of the Insanity subdomain with the Exalted insane focus power below.

Exalted Insane Focus (Su): You can touch a willing creature as a standard action, granting it a +4 bonus on all saving throws made against mind-affecting effects and immunity to *confusion*. This bonus lasts for 10 minutes. If the creature fails a saving throw against a mind-affecting effect during this period, it loses its immunity to *confusion* and is immediately confused for 1 round. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

EXALTED NIGHTMARE SUBDOMAIN

Combine the changes and powers of the Exalted Madness domain with the Nightmare subdomain to create the Exalted Nightmare subdomain. Replace the fearful touch power of the Nightmare subdomain with the Exalted fearful touch power below.

Exalted Fearful Touch (Su): As a standard action, you can make a melee touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -3 penalty on attack rolls made against you. In addition, the creature takes a penalty on Will saves made against fear effects equal to your cleric level - 2 (minimum -1). This power is a mind-affecting effect. You can

use this ability for a number of times per day equal to 6 + your Wisdom modifier.

EXALTED NOBILITY DOMAIN

Exalted Inspiring Word (Sp): As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to your cleric level. You can use this power a number of times per day equal to 6 + your Wisdom modifier.

Skill Focus (Ex): At 4th level, you gain Skill Focus (Knowledge [nobility]) as a bonus feat.

Leadership (Ex): At 8th level, you receive Leadership as a bonus feat. In addition, you gain a +4 bonus on your leadership score as long as you uphold the tenets of your deity (or divine concept if you do not venerate a deity).

Mass Inspire (Sp): At 12th level, you can speak your *Exalted inspiring word* three times per day to all allied creatures within a 30-foot radius, centered on you. You can use this ability one additional time per day for every four additional cleric levels.

SUBDOMAINS

EXALTED LEADERSHIP SUBDOMAIN

Combine the changes and powers of the Exalted Nobility domain with the Leadership subdomain to create the Exalted Leadership subdomain. Replace the inspiring command power of the Leadership subdomain with the Exalted inspiring command power below. Also replace *mass inspire* with *mass inspiring command* below.

Exalted Inspiring Command (Su): As a standard action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every two cleric levels you possess, who must all be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense, and skill checks for 1 round. This is a language-dependent mind-affecting effect.

Mass Inspiring Command (Sp): At 12th level, you can speak your Exalted inspiring command three times per day to all allied creatures within a 30-foot radius, centered on

you. This effect lasts a number of rounds equal to your cleric level. You can use this ability one additional time per day for every four additional cleric levels.

EXALTED MARTYR SUBDOMAIN

Combine the changes and powers of the Exalted Nobility domain with the Martyr subdomain to create the Exalted Martyr subdomain. Replace the sacrificial bond power of the Martyr subdomain with the Exalted sacrificial bond power below.



Exalted Sacrificial Bond (Su): At 8th level, when an ally within 30 feet of you takes damage from an attack, you can, as an immediate action, transfer this damage to yourself. This power also transfers any effects that accompany the damage. The damage done to you cannot be reduced in any way. You can use this ability twice per day at 8th level, plus on additional time per day at 14th level and 20th level.

EXALTED STRENGTH DOMAIN

Granted Powers: In strength and brawn there is truth—your faith gives you incredible might and power. Intimidate is a class skill for you.

Exalted Strength Surge (Sp): As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to your cleric level to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

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

Divine Strength: At 12th level, you gain a permanent +2 increase to your Strength score. You add an additional +1 to your Strength score for every additional four cleric levels beyond 12th.

SUBDOMAINS

EXALTED FEROCITY SUBDOMAIN

Combine the changes and powers of the Exalted Strength domain with the Ferocity subdomain to create the Exalted Ferocity subdomain. Replace the *ferocious strike* power

of the Ferocity subdomain with the *Exalted ferocious strike* power below.

Exalted Ferocious Strike (Su): Whenever you make a melee attack, you can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to your cleric level. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

EXALTED RESOLVE SUBDOMAIN

Combine the changes and powers of the Exalted Strength domain with the Resolve subdomain to create the Exalted Resolve subdomain.

EXALTED TRICKERY DOMAIN

Granted Powers: You are a master of illusions and deceptions. Bluff, Disguise, Sleight of Hand, and Stealth are class skills.

Exalted Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level + 2, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

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

Tricky Spells (Sp): At 12th level, you can cast spells without their somatic and verbal components, as if using the Still Spell and Silent Spell metamagic feats. Spells cast using this ability do not increase in spell

level or casting time. You can use this ability three times per day at 12th level and one additional time for every additional 4 cleric levels.

SUBDOMAINS

EXALTED DECEPTION SUBDOMAIN

Combine the changes and powers of the Exalted Trickery domain with the Deception subdomain to create the Exalted Deception subdomain. Replace the *sudden shift* power of the Deception subdomain with the *Exalted sudden shift* power below.

Exalted Sudden Shift (Sp): In the blink of an eye, you can appear somewhere else. As an immediate action, after you are missed by a melee attack, you can teleport up to 10 feet to a space that you can see that is threatened by the creature that attacked you. You can use this power a number of times each day equal to 6 + your Wisdom modifier.

EXALTED THIEVERY SUBDOMAIN

Combine the changes and powers of the Exalted Trickery domain with the Thievery subdomain to create the Exalted Thievery subdomain.

EXALTED WAR DOMAIN

Exalted Battle Rage (Sp): You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to your cleric level for 1 round. You can do so a number of times per day equal to 6 + your Wisdom modifier.

Weapon Focus (Ex): At 4th level, you gain Weapon Focus in your deity's favored weapon as a bonus feat.

Critical Focus (Ex): At 12th level, you are treated as though you have the Critical Focus feat, but only with your deity's favored weapon.

SUBDOMAINS

EXALTED BLOOD SUBDOMAIN

Combine the changes and powers of the Exalted War domain with the Blood subdomain to create the Exalted Blood subdomain.

EXALTED TACTICS SUBDOMAIN

Combine the changes and powers of the Exalted War domain with the Tactics subdomain to create the Exalted Tactics subdomain. Replace the *seize the initiative* power of the Tactics subdomain with the *Exalted seize the initiative* power below.

Exalted Seize the Initiative (Su): Whenever you and your allies roll for initiative, you can grant one ally within 30 feet of you, plus one additional ally for every four cleric levels you possess, the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

EXALTED DOMAINS IN YOUR CAMPAIGN

Exalted domains are a great tool for differentiating between various temples in a campaign in that they give access to only one or two Exalted domains per deity. If the orc deity Torvaak is god of warriors (with the domains of Blood, Destruction, Glory, and Strength) and the northern human clans worship Bharen deity of Berserks (with the

domains of Glory, Rage, Strength, and War), clerics of the two deities will have very similar spells and abilities. But if only Torvaak's clerics can access the Exalted Destruction domain, and only Bharen's clerics can take the Exalted Rage domain, the major focuses of the two deities are clearly defined and separated.

Even within the same deity's temple, a GM can highlight philosophic differences in how to worship, serve, and promote the deity's agenda with Exalted domains. Even within the classic deities of our world, a single deity can encompass a broad range of areas of worship. Campaign deities may have similarly broad dominions. For example, a campaign might include Vathena, goddess of war, wisdom, strength, strategy, and justice, and her clerics can choose from the domains of Knowledge, Law, Strength and War. Regional differences make the goddess patron of mercenaries and warlords in the city of Pallathium, and the goddess of judges and city guards in Raethage. If players learn that the clerics of Pallathium might take the Exalted domains of Strength and War, and those of Raethage might take the Exalted domains of Knowledge and Law, they can figure out that the two priesthoods might not always see eye-to-eye.



WE ERR ON THE SIDE OF AWESOME!

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