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ABANDONED ARTS<sup>®</sup> PRESENTS:

# **CLASS ACTS: CLERICS**

EIGHTEEN NEW SUBDOMAINS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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# **DOMAINS & SUBDOMAINS**

As described in the Pathfinder<sup>®</sup> Roleplaying Game: Advanced Player's Guide <sup>™</sup>, a subdomain is a more specific domain focus that allows players added flexibility when customizing cleric characters. Presented below are eighteen new subdomains associated with several of the standard cleric domains described in the Pathfinder<sup>®</sup> Roleplaying Game: Core Rulebook <sup>™</sup>. Each subdomain replaces a granted power and some number of spells from the domain's granted spell list. The following text paraphrases the rules for domain and subdomain choices, as described in the aforementioned sourcebooks.

A cleric who chooses a subdomain must have access to both the domain and its subdomain from his or her deity. See below for a list of subdomains available to each of the standard domains featured in this product, and to various deific themes and portfolios. Clerics that worship deities whose portfolios and 'associated domains' match those listed on the table should gain access to the subdomains associated. If a cleric selects a subdomain, he or she may not select any of its associated domains as his or her second domain choice (in effect, the subdomain replaces its 'associated Domain'). Subdomains are equivalent to their associated domains with regards to all effects or prerequisites based on domains. If a subdomain has two or more associated domains, a cleric may only select the subdomain as one of his or her domains. If a subdomain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's class level + his or her Wisdom modifier. A subdomain may be selected by druids and inquisitors with access to the corresponding associated domain.

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Domain	SUBDOMAIN	GRANTED POWER	REPLACES	DEIFIC PORTFOLIOS
Air	Zephyr	Zephyr's Swiftness	1st-level power	hunting, freedom, travelers, or wind
Community	Fellowship	All for One	1st-level power	adventure, family, friendship, or travel
Darkness	Starlight	Star's Gift	1st-level power	luck, night, stars, or summoning
Death	Mortality	Curse of Mortality	8th-level power	balance, curses, death, or fate
Destruction	Ruin	Aura of Decrepitude	8th-level power	decay, destruction, disaster, or time
Earth	Stone	Stoneshuffle	1st-level power	earth, ruins, stone, or travel
Fire	Magma	Heat Stone	1st-level power	destruction, fire, forge, stone, or wrath
Knowledge	Enlightenment	Illumination	6th-level power	awareness, knowledge, or self-perfection
Luck	Chance	Fickle Favor	6th-level power	fate, fortune, luck, or wealth
Magic	Spell	Spell Lore	1st-level power	knowledge, magic, or spells
Plant	Harvest	Cornucopia	6th-level power	community, hearth, farming, nature, or plenty
Strength	Might	Mighty	1st-level power	battle, competition, strength, or wrath
Sun	Warmth	Sun's Warmth	1st-level power	farming, fire, light, or sun
Travel	Quest	Onward	8th-level power	adventure, fate, or travel
Trickery	Beggar	Beg	1st-level power	beggars, cities, thieves, or trickery
War	Armor	Armor Master	8th-level power	battle, defense, metal, or war
Water	Mist	Mistveil	1st-level power	air, oceans, seas, water, or weather
Weather	Winter	Winterwoe	8th-level power	cold, seasons, or storms

Several of the replacement domain spells and content referenced in the subdomain descriptions listed below can be found in the <u>Pathfinder® Roleplaying Game: Advanced Player's Guide</u>  $^{\text{M}}$  (noted with a <sup>1</sup>), or the <u>Pathfinder® Roleplaying Game: Ultimate Magic</u> sourcebook (noted with a <sup>2</sup>).

All Pathfinder® Roleplaying Game content published under the OGL can be found in the Pathfinder Roleplaying Game Reference Document.

# **ARMOR SUBDOMAIN**

#### ASSOCIATED DOMAIN: War

**REPLACEMENT POWER:** The following granted power replaces the 8thlevel weapon master power of the War domain.

Armor Master (Ex): At 8th level, you gain the Heavy Armor Proficiency feat as a bonus feat.

**REPLACEMENT DOMAIN SPELLS:** 1st-shield of faith, 2nd-shield other, 5th-stoneskin, 6th-wall of iron

# **BEGGAR SUBDOMAIN**

#### ASSOCIATED DOMAIN: Trickery

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel copycat power of the Trickery domain.

Beg (Ex): You can use the Survival skill to forage in urban environments.

**REPLACEMENT DOMAIN SPELLS:** 4th–charm monster, 9th–demand

# **CHANCE SUBDOMAIN**

# ASSOCIATED DOMAIN: Luck

**REPLACEMENT POWER:** The following granted power replaces the 6thlevel good fortune ability of the Luck domain.

Fickle Favor (Su): As an immediate action, you may add your Charisma modifier to your armor class and apply double your usual Charisma bonus on Charisma-based skill checks for 1 round. When you use this ability, you must have one hand free with which to call and flip a coin (wearing a buckler or using a light shield leaves a hand free enough for this purpose). If you lose the coin flip, your deity's favor has worn thin; you may not use this ability again for 24 hours. If you win the coin flip, your divine fortune persists – for now – and you may use this ability again.

**REPLACEMENT DOMAIN SPELLS:** 3rd-blink, 6th-geas/quest

# **ENLIGHTENMENT SUBDOMAIN**

ASSOCIATED DOMAIN: Knowledge

**REPLACEMENT POWER:** The following granted power replaces the 6thlevel remote viewing power of the Knowledge domain.

*Illumination (Ex):* At 6th level, you gain a +2 bonus to your Intelligence score and you may apply your Intelligence bonus (if any) on Perception and Sense Motive skill checks.

**REPLACEMENT DOMAIN SPELLS:** 2nd-fox's cunning, 7th-greater scrying

## FELLOWSHIP SUBDOMAIN

#### **ASSOCIATED DOMAIN:** Community

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel calming touch power of the Community domain.

All for One (Ex): As an immediate action, you may speak a few words of cheer to create an aura of fellowship, centered on you and with a radius of 30 feet. All allies within this aura who can see and hear you are emboldened by your words, and may combine their effective Hit Dice for the purposes of determining the DC of Intimidate skill checks made to demoralize any individual member, or when determining whether or not a *cause fear, scare*, or similar Hit Die-dependent fear effect may affect any individual member. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**REPLACEMENT DOMAIN SPELLS:** 3rd–good hope, 8th–sympathy

#### HARVEST SUBDOMAIN

#### ASSOCIATED DOMAIN: Plant

**REPLACEMENT POWER:** You gain a bonus on Profession (farmer) skill checks equal to half your class level, and the following granted power replaces the 6th-level bramble armor power of the Plant domain.

*Cornucopia* (*Su*): At 6th level, you can bring forth an overflowing cornucopia horn of ripe fruits and fresh vegetables. Each cornucopia can feed a number of Small- or Medium-sized creatures equal to your Wisdom modifier, providing sustenance to each equivalent to a full meal. In addition, each cornucopia contains 2d4 pieces of enchanted fruit, which function as *goodberries*, except that each fruit restores 2 points of damage when eaten. The fruits and vegetables called into being by the cornucopia persist for 24 hours, unless consumed before this time. Using this ability requires one uninterrupted minute of prayer. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

**REPLACEMENT DOMAIN SPELLS:** 2nd–*tree shape*, 4th–*repel vermin*, 6th– *liveoak*, 9th–*miracle* 

## MAGMA SUBDOMAIN

# **ASSOCIATED DOMAIN:** Fire

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel fire bolt power of the Fire domain.

Heat Stone (Su): As a standard action, you can sear stone surfaces with a touch. This ability affects one 10-foot square, and you must be able to touch at least one of the squares to be affected. Any creature that comes into contact with the superheated stone takes 1d4 points of fire damage +1 for every two cleric levels you possess. This effect persists for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**REPLACEMENT DOMAIN SPELLS:** 2nd–*heat metal*, 6th–*summon monster VI* (fire spell only), 8th–*wall of lava*<sup>1</sup>

# MIGHT SUBDOMAIN

## ASSOCIATED DOMAIN: Strength

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel strength surge power of the Strength domain.

*Mighty (Su):* You may add your Constitution modifier to all Strengthbased skill checks, and to your combat maneuver defense.

**REPLACEMENT DOMAIN SPELLS:** 3rd-rage, 4th-force punch<sup>2</sup>

# MIST SUBDOMAIN

# ASSOCIATED DOMAIN: Water

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel icicle power of the Water domain.

*Mistcloak (Su):* When you leave the area of an *obscuring mist* or *fog cloud* effect, or any similar area of magical or natural mist or fog, you may cloak yourself in the haze. The mists of the effect or spell cling to you, granting you concealment even after you have left the area of the effect. Any harmful effects inherent to the affected area (such as the ongoing acid damage dealt by an *acid fog* effect) do not persist with you. Each round that you spend outside of the affected area reduces the miss chance granted by your mistcloak by 5%.

**REPLACEMENT DOMAIN SPELLS:** 5th–solid fog, 6th–wind walk, 8th– simulacrum

#### MORTALITY SUBDOMAIN

#### ASSOCIATED DOMAIN: Death

**REPLACEMENT POWER:** The following granted power replaces the 8thlevel death's embrace power of the Death domain.

*Curse of Mortality (Su):* At 8th level, you can cause an undead creature within 30 feet to temporarily experience a fleeting moment of mortal fault unless it succeeds on a Will save. Using this ability is a standard action. An undead creature that fails its save loses all undead immunities (ability damage and drain, energy drain, bleed damage, nonlethal damage, death from massive damage, and death, disease, mind-affecting, paralysis, poison, sleep, and stun effects) for 1 round. The affected creature does not gain a Constitution or Intelligence score if it did not have one before succumbing to this effect.

Most undead subjected to this ability experience gut-wrenching memories of all that they have lost in unlife, and consider its use offensive in the extreme. This is a curse effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**REPLACEMENT DOMAIN SPELLS:** 3rd–sands of time<sup>2</sup>, 6th–undeath to death, 8th–symbol of death

# QUEST SUBDOMAIN

#### ASSOCIATED DOMAIN: Travel

**REPLACEMENT POWER:** You gain a bonus on Knowledge (geography) skill checks equal to half your class level, and the following granted power replaces the 8th-level dimensional hop power of the Travel domain.

Onward (Ex or Sp): At 8th level, you gain a morale bonus equal to half your class level on checks and saves made to endure a forced march, to avoid getting lost, or to overcome dangers, hazards, and obstacles of a natural and environmental nature (including avalanches, extreme cold and heat, forest fires, quicksand, smoke, severe wind, storms, and water dangers).

In addition, you can cast *find the path, guidance,* and *know direction* as spell-like abilities usable once per day.

**REPLACEMENT DOMAIN SPELLS:** 3rd–obscure object, 6th–geas/quest, 9th–miracle

# **RUIN SUBDOMAIN**

# ASSOCIATED DOMAIN: Destruction

**REPLACEMENT POWER:** The following granted power replaces the 8thlevel destructive aura power of the Destruction domain.

Aura of Decrepitude (Su): Unattended, non-magical objects within 30 feet of you take twice as much damage from attacks and effects directed at or including them. Additionally, any spell targeting only one or more unattended objects within 30 feet of you is affected as though by the Empower Spell metamagic feat.

**REPLACEMENT DOMAIN SPELLS:** 1st-corrosive touch<sup>2</sup>, 4th-divine power, 6th-greater dispel magic

#### SPELL SUBDOMAIN

# ASSOCIATED DOMAIN: Magic

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel hand of the acolyte power of the Magic domain.

*Spell Lore (Su):* You gain Spell Focus, or any one metamagic feat for which you qualify, as a bonus feat.

**REPLACEMENT DOMAIN SPELLS:** 2nd-*magic aura*, 6th-*analyze dweomer* 

#### STARLIGHT SUBDOMAIN

#### ASSOCIATED DOMAIN: Darkness

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel touch of darkness power of the Darkness domain.

*Star's Gift (Su):* You gain Starlight Summons<sup>2</sup> as a bonus feat.

**REPLACEMENT DOMAIN SPELLS:** 1st-*faerie fire*, 5th-*mislead*, 6th-*veil*, 9th-*meteor swarm* 

# STONE SUBDOMAIN

#### ASSOCIATED DOMAIN: Earth

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel acid dart power of the Earth domain.

Stoneshuffle (Ex): As a standard action, you can command loose stone and rubble to roll and slide as you direct it. This ability can affect one 5-foot square of light or dense rubble, scree, or some other type of stone-based difficult terrain (but never sand), which moves up to 30 feet to occupy a new square, as directed by you. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**REPLACEMENT DOMAIN SPELLS:** 2nd–*stone call*<sup>1</sup>, 8th–*repel stone* (as *repel metal or stone*, affecting stone only)

#### WARMTH SUBDOMAIN

#### ASSOCIATED DOMAIN: Sun

**REPLACEMENT POWER:** You gain a +4 sacred bonus on Fortitude saves to resist the effects of extreme hot or cold temperatures. In addition, the following granted power replaces the 1st-level sun's blessing power of the Sun domain.

Sun's Warmth (Sp): You can use dispel magic as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier, but this ability may only dispel or counter of spells with the cold descriptor. In daylight, you gain a +4 bonus on dispel checks when using this ability.

**REPLACEMENT DOMAIN SPELLS:** 5th–fire shield, 6th–greater heroism

# WINTER SUBDOMAIN

### ASSOCIATED DOMAIN: Weather

**REPLACEMENT POWER:** The following granted power replaces the 8thlevel lightning lord power of the Weather domain.

Winterwoe (Su): At 8th level, you can project a 30-foot aura of wintry cold for a number of rounds per day equal to your class level. These rounds do not need to be consecutive. Activating this ability is a free action. All living creatures within the area of effect take an amount of nonlethal cold damage equal to half your class level each round that they remain inside this aura. A living creature with the Endurance feat receives half damage from this effect.

**REPLACEMENT DOMAIN SPELLS:** 3rd–*slow*, 8th–*polar ray* 

#### ZEPHYR SUBDOMAIN

#### ASSOCIATED DOMAIN: Air

**REPLACEMENT POWER:** The following granted power replaces the 1stlevel lightning arc power of the Air domain.

Zephyr's Swiftness (Su): You can touch a wiling creature as a standard action, doubling its base speed for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**REPLACEMENT DOMAIN SPELLS:** 1st–*expeditious retreat*, 6th–*wind walk* 

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