

# Lost Lore:

# Eminent Domains Forces & Philosophies



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# Eminent Domains: Forces and Philosophies

# Introduction

Lava coils around my feet. I know the secret words that crack the earth below and fill the sky above with rains of fire. I cast forth ash to fill homes and towns. Animals flee from my wrath even before I speak of it and their masters, if wise, follow.

Yes, I am a priest of Great Pele, mother of fire. Since that day so long ago when I bid my parents farewell at the steaming gates of the temple I have offered up to her my body and soul. Yet at the heart of my devotion lies, slumbering and rarely spoken aloud, one great truth.

Though my god stands immeasurably above me, we are both still servants of earth and fire. And so, as my eyes dim and my legs grow too frail to climb the mountainside, I offer this final devotion before my strength fades.

- Venerable Ahanahak gives one last insight before leaping into the volcano

Gods oversee the cosmos. They control the ebb and flow of the seasons. They ensure that the risen moon gives way the morning sun. They apportion all manner of mysteries, terrors, and wonders upon mortals. Gods truly do govern the fundamentals of reality.

But domains *are* those fundamentals. Air and Chaos. Earth and Evil. Fire and Good. Law and Water.

When clerics choose their domains they form connections with the deepest and most powerful facets of existence. Whether something primal like the elements or the very foundations of morality, it only makes sense to offer them a chance to expand and enhance their bond. This book gives clerics a host of new options tied to their domains.

Rather than try to tackle all the domains at once, *Eminent Domains: Forces and Philosophies* focuses on eight: the four elements and the four alignments. Expect later books to consider other domains organized around their own themes. In order to squeeze in as much original content as possible, this book offers up new feats and new spells, all expressly designed to work differently depending on which domain a cleric calls upon when activating it. This makes it possible to present the rules text a single time instead of repeating it in all eight domain descriptions. As an added bonus, each section also has a new alchemical item, a variation of holy or unholy water designed to emphasize the particular flavor of its given domain.

# What about Subdomains?

Clerics with subdomains should not feel left out! Subdomains are, after all, extensions and variations of their parent domain and not something wholly new and original. At the discretion of the GM, and, in the case of the Domain Affinity feat, so long as a subdomain actually includes the required domain spell, clerics should treat a subdomain as if equivalent to the domain from which it arose.

# New Feats

## Doman Affinity

Preparing a particular domain spell grants you a special power that lasts until you actually cast that spell.

Prerequisite: Ability to prepare domain spells.

**Benefit:** Preparing one of your domain spells grants you an atwill spell-like ability that you instantly forfeit should you actually cast that spell. You only gain this ability if you prepare the spell as a domain spell. Treat this ability as if it is a spell equal to the level of the spell required to activate it for the purposes of determining the DC of saving throws and any similar concerns. If you apply metamagic feats to the spell your GM may, if deemed logical and consistent, allow you to also apply their effects to the ability. The exact spell required and the ability gained varies with each domain.

**Special:** You can gain this feat multiple times. Each time you do it applies to a different domain.

### Domain Channel

You can draw on the power of your domain when you channel energy.

**Prerequisite:** Channel energy class feature, domain class feature.

Benefit: Each time you channel energy you can choose to automatically modify it in a way related to your domain. In addition, you can alter that use of channel energy even more by sacrificing some of the dice you normally produce when channeling energy. For instance, if you normally produce six dice worth of energy and you choose to activate an ability that costs two dice you would only produce four dice worth of energy with that use of channel energy. Unless otherwise mentioned in the text you can stack these effects together; however, you must always produce at least one dice worth of energy when you channel. The exact abilities granted by this feat vary with each domain. Unless otherwise mentioned in the text, eligible creatures are subject to the effects of this feat even if they're not affected by that particular use of channel energy. For instance, channeling positive energy to harm undead would not prevent allies from benefiting, or living enemies suffering, any additional effects produced by this feat. You can use any feat or effect which allows you to exclude creatures from the effects of your regular channel energy to also exclude creatures from the effects produced by this feat.

**Special:** You can gain this feat multiple times. Each time you take this feat it applies to a different domain. You can only apply the effects of one domain to any given use of channel energy.

## Domain Loyalty

You are rewarded when you prepare domain spells from just one domain.

**Prerequisite:** Domain class feature, access to more than one domain, ability to prepare 3rd level domain spells.

Benefit: Whenever you prepare domain spells from just one domain you gain a special benefit until the next time you prepare

spells. You can cast these spells freely without any fear of losing this ability. The exact ability granted by this feat varies with each domain.

**Special:** You can gain this feat multiple times. Each time you do it applies to a different domain.

# New Spells

# Battle Benediction

School transmutation; Level cleric/oracle 3 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level (D) plus see below Saving Throw yes (harmless); Spell Resistance yes (harmless)

You draw upon the power and basic nature of your domain to grant the target special abilities. The exact nature of these abilities varies with each domain. However, recipients always gain one or more abilities they can use freely and a single ability that, if activated, brings the duration of the spell to a premature end. Targets cannot benefit from more than one domain at a time. Any saving throws, durations, or similar effects required or produced by different versions of this spell are based on you the caster and not the target.

# Borne For Battle

School transmutation; Level cleric/oracle 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level

You establish a connection with one of your domains that allows you to endow your favored weapon with a special property when you use it. If this special property would logically contradict or otherwise interfere with an existing ability or the basic nature of the weapon this spell has no effect. This includes not just magical abilities but also its innate physical qualities (e.g. a special property clearly intended for ranged weapons when your favored weapon is a melee weapon). Since the spell affects you and not the weapon, you are free to use any example of your favored weapon and not just the one you normally wield. The exact nature of the special property varies with each domain, and you can only draw upon one domain at any given time. If the domain matches a spell descriptor such as Air or Chaos, the spell gains that descriptor when cast for that domain.

# Fast Favor

School transmutation; Level cleric 1 Casting Time 1 swift action Components V Range personal Target you Duration see text You draw upon the power of your domain

# Variations on a Theme

In addition to the new feats and spells each domain also has its own unique and customized version of holy or unholy water. Clerics must have access to the appropriate domain in order to create one of these variants. Each one also requires a bonus material component when casting *bless water* or *curse water*. Every entry mentions the bonus component and typical price of the item. Unless otherwise mentioned in the text assume that the rules for breaking, storing, and throwing these variants are the same as their better known counterparts.

The exact nature of this assistance varies with each domain. Unless otherwise mentioned in the individual descriptions assume that the duration of this advantage lasts until used or the start of your next turn; whichever happens first.

Air

Air is more than "just" wind and weather. We need it to survive youngling. It keeps our lungs full and our hearts beating. Air is life. Air is energy. It surrounds us. It sustains us. Air is the source of all being.

- Elder Graymir overheard chastising a novice

## New Feats

#### Domain Affinity

Edge Push (Sp): So long as you have the ability to cast *obscuring mist* as a domain spell you can choose to create a brief clap of air around any one creature within 60 feet that is no more than one size category larger than you. If the creature fails a Fortitude saving throw she must immediately move from her current location into any open adjacent square she chooses (or a random square if unconscious or otherwise unable to choose). If she has nowhere to go she remains in place. Moving in this way does not provoke an attack of opportunity and does not count towards the target's movement on her turn. If used on an ally she can voluntarily choose to forgo her save.

#### Domain Channel

Automatic Benefit: Whenever you channel energy, you and all allied creatures within range gain a +10 ft. enhancement bonus to fly speed for a number of minutes equal to the dice produced by that use of channel energy. This only applies to creatures that have, or gain, a fly speed at some point during the duration of this effect.

1 die: The air within your lungs and that of all allied creatures within range instantly replenishes itself for a number of minutes equal to the dice produced by that use of channel energy. During this time, affected creatures can hold their breath without any need to make Constitution checks to avoid suffocation and at its end are treated as if they had begun holding their breath in the previous round. Creatures who exhale (including to speak) during this time must draw in another lungful of clear air in order to continue benefiting from this ability.

**2 dice:** You create a 30-foot radius prevailing wind emanating from you for a number of rounds equal to the dice produced by that use of channel energy. Any ranged weapon attack moving against that wind (i.e. towards you) suffers a -2 penalty on its attack roll while ranged weapon attacks moving with that wind (i.e. away from you) gain a +2 circumstance bonus instead. Creatures must stand within the radius of the emanation in order to benefit from the wind

You draw upon the power of your domain in order to gain a very brief advantage or other sort of assistance.

but it affects any ranged weapon attack entering the area.

**4 dice:** You, and all allied creatures within range, become attuned to every whirl and eddy of the air. This grants affected creatures blindsight for a number of rounds equal to the dice produced by that use of channel energy.

#### Domain Loyalty

You create a number of swirling ringlets of air around your body that you can use to hold equipment and other items. These ringlets can carry any number of objects so long as their total weight does not exceed 10 pounds times the highest level domain spell you can prepare (i.e. if you can prepare a 5th level domain spell they can carry 50 pounds). These items do not count towards your encumbrance, and you can switch objects from your hands to the ringlets or back as a free action. You cannot benefit in any way from an object while carried in the ringlets including using it for cover or concealment. You cannot use the ringlets to bear any object you could not hold in your two hands. Objects spontaneously shy away from creatures and effects, even if you are not aware of their presence, causing them to essentially act as if properly secured within backpacks, pouches, or similar containers whenever outside forces attempt to steal or otherwise interact with them. However, if you enter an environment without air to support the ringlets the objects immediately drop.

## New Spells

**Battle Benediction:** Each round, on her turn, the target can take either a bonus 5-foot step (if taking a full-round action) or a 5-foot step in addition to her normal move. The target can only do this when physically capable of taking a 5-foot step but can otherwise take it at any time during her turn even while making her normal move. The target does not suffer range penalties when attacking with ranged weapons (but maximum range still applies). She can choose to prematurely end the effects of this spell in order to gain the benefits of a *feather fall* spell.

**Borne for Battle:** The air around your weapon swirls with barely contained power. Whenever you attack with your weapon you can, prior to making the attack roll, choose to unleash a powerful blast of wind instead of injuring your opponent. If you hit you perform a bull rush (without provoking an attack of opportunity) treating what would have been the damage from that attack as your combat maneuver check. However, you can add any bonuses to your CMB you normally gain when specifically attempting a bull rush (such as the Improved Bull Rush feat) to your effective damage as well as your caster level

**Fast Favor:** At any point during your move action you can, as part of the swift action in casting this spell, make an Acrobatics check for the purpose of jumping. You gain a +10 enhancement bonus on this check. If you still had movement left when you made your jump you can continue moving as normal from wherever you land. Casting this spell, and making the jump, does not provoke an attack of opportunity. If the jump fails or would place you somewhere you do not want to go you can instead choose to remain at your current location and end your move.

# Variant Holy/Unholy Water

**Thick Air:** Each pressurized vial of this slightly milky gas fills a single 10-foot cube. It lasts for 1 hour under normal circumstances and 1 minute in high winds or similar conditions. Any creature trying to pass through thick air must make a single DC 15 Strength check for each cube in order to continue. Even if the check is successful the squares count as difficult terrain. Thick air has no effect on objects or ranged attacks; only creatures. Producing a vial of thick air requires a glove once worn by a djinni. They typically sell for 75 gp. (Total price 100 gp)



No, no, no, chaos isn't about spreading anarchy or disorder. It's about accepting that chance rules all existence and making ourselves ready to seize the opportunities the universe gives us. We're not mad. In fact, we are the only sane ones since we don't pretend that the world makes sense.

— Sister Preya giving the casino guards one last chance to step aside

# New Feats

#### Domain Affinity

**Arbitrary Symmetry (Sp):** So long as you have the ability to cast *chaos hammer* as a domain spell you can choose to surround any one creature within 30 feet with a swirling aura that looks like a distorted and shadowy version of himself. If the target fails a Will saving throw the next time, within one minute, he takes an action that either benefits a specific ally or harms a specific opponent, the shadowy duplicate instantly focuses on or shifts to a randomly chosen opponent (if he benefited an ally) or ally (if he harmed an opponent) within 60 feet and performs the same action. If necessary, the duplicate uses the same rolls as the original when determining success, failure, or other effects but creates its own brief copy of any finite resources (ammunition, charge, spell, etc) instead of draining it from the original. If there is no suitable creature within range the duplicate simply disappears instead.

#### Domain Channel

**Automatic Benefit:** For one hour for each dice of energy produced by that use of channel energy you, and all allied creatures within range, can make two rolls and use whichever is better when determining the outcome of a number of different situations. These situations are: attempting to aid another, concentration checks, any of the checks or saving throws modified by the Endurance feat, saving throws to remove negative levels, and Constitution checks related to stabilization. Affected creatures that actually have the Endurance feat get the +4 bonus on both rolls as normal.

1 die: For the next minute, you, and all allied creatures within range, gain a reserve of bonus movement equal to one 5-foot square for each dice of energy produced by that use of channel energy. You can expend these squares of bonus movement all at once or over any combination of rounds during that minute. However, you can only use them as part of your normal move (or when making a charge or withdraw) and not when you perform another move action such as standing up, redirecting a spell, opening a door, or similar actions.

These bonus squares of movement do not stack with other uses of this feat.

**2 dice:** You, and all allied creatures within range, gain the ability to make one extra attack of opportunity for a number of rounds equal to the dice produced by that use of channel energy. All the normal rules for making attacks of opportunity (including that you can only target a given creature once each round) still apply.

**4 dice:** You create a bond with all creatures that were in range during that use of channel energy for a number of rounds equal to the dice it produced. During this time, whenever any of these creatures is the specific target of a beneficial magical effect you automatically know the nature of this effect and can choose to also benefit from it exactly as if you were the target of an identical effect. This does not apply to magical effects with continuous or permanent durations. You can choose not to receive a benefit if you wish or if it would prove in some way harmful to you. You cannot benefit from identical or essentially identical effects at the same time.

#### Domain Loyalty

You draw power from an opponent's failure to harm you when most vulnerable. Whenever an enemy makes an attack of opportunity and

misses you immediately choose one of the following three benefits: gain temporary hit points, gain a bonus on your next attack roll, or gain a bonus on your next saving throw. In all the cases, the amount received or bonus gained is equal to the highest level domain spell you can prepare. Each of these benefits lasts until used or expended. You can only use this feat once in any given round, no matter how many attacks of opportunity you avoid, and you cannot have multiple benefits of the same type active at the same time.

## New Spells

**Battle Benediction:** Each round, at the start of his turn, the target can, as a free action, choose to reroll his initiative. He must use this new initiative in the following round. The target can also choose to reroll any weapon damage rolls he makes. However he must use the new total even if less than the original. The target can choose to prematurely end this spell in order to reroll any one attack roll, saving throw, or check. He must use the new roll even if worse than the original.

**Borne for Battle:** Your weapon emits erratic bursts of raw chaos that lash out at your opponents. Whenever you damage a creature with your weapon another, randomly chosen, opponent within 30 feet of the original takes the minimum possible damage you could have dealt with that attack (as if you had rolled all 1s and then added in the bonuses as normal). When determining minimum damage exclude anything not normally multiplied with a critical hit such as precision damage. This counts as force damage arising from a spell and not a weapon for the purposes of bypassing DR and similar considerations.

*Fast Favor:* At the end of your turn you can choose to take a ready action as a bonus action. This does not affect your initiative and you can act on your next turn as normal regardless of whether or not you actually performed the readied action.

# Variant Holy/Unholy Water

**Venture Melt:** The color and consistency of this bubbling liquid changes from moment to moment. Creatures with the lawful subtype take 2d4 damage if brought into direct contact with it and 1 point of damage if occupying an adjacent square. In addition, any creature directly exposed to it must make a DC 15 Will saving throw. If he fails this save he must reroll his initiative and use it, for better or worse, for the remainder of that battle. Producing a vial of venture melt requires mutated flowers grown in soil contaminated by the presence of any sort of protean. They typically sell for 15 gp. (Total price 40 gp)

# Earth

You thought us passive, weak, but that shows how little you truly understood. Earth does not rage or cower; it endures. But when, for its own reasons, it does move, cities crumble. This was your fundamental error. Earth teaches us to bide until the moment is right.

- Father Walgrit lectures the invaders moments before the ambush

# New Feats

#### Domain Affinity

**Ripple (Sp):** So long as you have the ability to cast *soften earth and stone* as a domain spell you can choose to transform any 5-foot square made of ground, pavement, sand, stone, or similar earthlike material within 60 feet into difficult terrain for any creature except yourself. If the terrain is already considered difficult, this transformation simply causes it to act as normal terrain for you. Squares revert to their original nature after one hour.

#### Domain Channel

Automatic Benefit: You, and all allied creatures within range, gain an enhancement bonus to CMD equal to the number of dice produced by use of that channel energy for the next minute.

1 die: You create a slight, 30-foot radius "slope" emanating from you for a number of rounds equal to the dice produced by that use of channel energy. Any creature within range facing "down" (i.e. away from you) acts as if standing on higher ground and gains a +1bonus on melee attacks. Creatures also gain a +2 bonus on attack and damage rolls when making a charge so long as they move away from you. This slope is only detectable for the purposes of this feat and has no other effect on terrain, objects, or creatures.

**2 dice:** Any creature harmed by that use of channel energy who fails her saving throw for half damage also falls prone. If standing on ground, pavement, sand, stone, or similar earth-like materials she takes a penalty on her saving throw equal to the number of dice produced by that use of channel energy.

**4 dice:** You morph ground, pavement, sand, stone, and similar earth-like materials into a small defensive enclosure for a number of rounds equal to the dice of that use of channel energy or until you end the effect as a standard action. This enclosure shelters you and all creatures occupying an adjacent square. Creatures too large to fit are left outside. At your discretion, you can either make the enclosure airtight (granting you total cover as well as protection from floods, swarms, and similar threats) or include arrow slits (granting you improved cover but allowing you to make attacks through the slits). If you make the enclosure airtight creatures inside run out of air after one round and must hold their breaths to avoid suffocation.

#### Domain Loyalty

When perfectly still, and standing on ground, pavement, sand, stone, or similar earth-like material you can draw upon this solidity to grow more resistant to attack. During any round in which you remain in your square and take no action except total defense you gain a natural armor bonus to your AC equal to the highest level domain spell you can prepare.

# New Spells

**Battle Benediction:** The target can fight defensively as a free action instead of a standard action or as part of a full-round action. In addition, when she chooses to fight defensively she can decide to take no penalty on her attack roll or accept a -2 penalty in exchange for increasing her dodge bonus to AC from +2 to +4. She can also apply this bonus to checks, CMD, or saving throws when resisting any attempt to move her from her current square. The target can choose to prematurely end this spell, as an immediate action, in order to cancel any one successful attack or harmful effect directed specifically at her.

**Borne for Battle:** Your weapon vibrates and pulses with suppressed might making it very easy to smash through most solid materials. When attacking with your weapon ignore cover and reduce any hardness score by 20. Reducing a hardness score to a negative number does not grant a damage bonus.

*Fast Favor:* If standing on ground, pavement, sand, stone, or similar earth-like materials you can choose to disappear into the floor until the start of your next turn. During this time you actually merge with the material and effectively cease to exist but you remain fully aware of your surroundings and can act accordingly when you reappear. Emerging on your next turn counts as your move for the round, however, you can choose to reappear in any open square composed of earth-like materials (even if the squares in between are not) so long as it is within reach of your base speed.

# Variant Holy/Unholy Water

Floor Mire: Each vial of this dark muddy goo seems far heavier than its weight on a scale would indicate. The contents of a vial can

fill a single 5-foot square and remains for 1 minute until gelling and then disappearing. Any creature stepping on a treated square must make a DC 15 Fortitude saving throw to avoid coating her feet with the thick material. For the next minute, or until she takes a full-round action to clear it off her feet, she treats normal terrain as difficult terrain and difficult terrain as impassable. Producing a vial of floor mire requires a copper ring crushed into a lump by a shaitan. They typically sell for 95 gp. (Total price 120 gp)

# Evil

Nature despises weakness so why shouldn't I? Evil has nothing to do with cruelty or exploitation it simply recognizes how the world truly works. That's what so few of you sheep understand. The weak only live as long as the strong tolerate their existence. The fact that I permit you to draw breath is my whim; a charity I can withdraw at any moment. That is why I can treat you however I wish.

*— Abbess Elena welcomes a new batch of slaves* 

# New Feats

#### Domain Affinity

**Bully Boost (Sp):** So long as you have the ability to cast *align weapon* as a domain spell you can attempt to make any creature within 60 feet more vulnerable to combat maneuvers. If the target fails a Will saving throw he suffers a -2 penalty to his CMD for the next minute. In addition, during this time, whenever he fails to resist an attack or effect directed against his CMD he takes 1d6 bludgeoning, slashing, or piercing damage (whichever seems most appropriate).

#### Domain Channel

**Automatic Benefit:** For a number of rounds equal to the dice of that use of channel energy you, and all allied creatures within range, gain a +2 morale bonus on attack rolls made against any creature currently suffering from a fear effect.

1 die: You can, as a free action, make an Intimidate check against every creature within range who took damage from that use of channel energy. You gain a bonus on your check equal to the dice of that use of channel energy for any creature that failed his saving throw for half damage.

**2 dice:** All creatures within range who took damage from that use of channel energy come to regard you as a figure of terror and menace for a number of minutes equal to the dice of that use of channel energy. Whenever an affected creature, if vulnerable to fear effects, faces you in combat he becomes shaken or frightened (if already shaken) or panicked (if already frightened). This lasts for but a single round if the creature made his saving throw for half damage but otherwise lasts so long as he can see you.

**4 dice:** You generate a blast of sickness and infirmity affecting all creatures who took damage from that use of channel energy. For creatures who made their saving throw for half damage this effect lasts for a number of rounds equal to the dice of that use of channel energy while those who failed it is one minute for each dice instead. During this time, affected creatures automatically recover the minimal possible hit points or ability damage when subjected to any sort of healing.

#### Domain Loyalty

You have a singular talent for inflicting additional pain and misery on others. Whenever you damage a creature you also deal nonlethal damage equal to the highest level domain spell you can prepare. If you harm multiple creatures with the same attack or effect only one, your choice, suffers this bonus damage.

# New Spells

Battle Benediction: The target heals 2 hit points each time he

damages a creature with a weapon. Whenever he kills a creature, the target can, as a standard action within one round of the death, choose to recover hit points, ability damage, and all limited use class and race features (except spell casting and spell-like abilities) as if he had taken a full night's rest. The target can choose to prematurely end this spell by invoking an effect almost identical to the *death knell* spell with the only difference that the target gains a +1 bonus to class level or hit dice (instead of caster level) if his victim fails a Will save to resist.

**Borne for Battle:** Your weapon allows you to truly batter the weak and disabled. Whenever you damage a creature already suffering from a harmful or debilitating condition such as blindness, exhaustion, or similar effects you deal +2 damage for each condition and extend the normal duration of those conditions by two additional rounds. Critical hits extend the duration of conditions by the same multiple as the weapons' critical modifier.

*Fast Favor:* At any point during your turn you can choose to transfer your own injuries to another creature within 30 feet. You must select a creature susceptible to negative energy damage. As soon as you designate a target you heal 2d8+caster level hit points and the target suffers as much damage as you actually regained. If the target succeeds in a Will saving he only takes half of the damage you transferred to him.

# Variant Holy/Unholy Water

**Malevolent Water:** This clear liquid seems like any other vial of unholy water until actually used. It deals 2d6 damage to good outsiders instead of 2d4. In addition, the water persists into the following round causing the creature to suffer half the damage of the initial exposure. Producing a vial of malevolent water requires the finger joint of a hero betrayed and murdered. They typically sell for 25 gp. (Total price 50 gp)

# Fire

Fire creates the circle that keeps the night at bay. It does not destroy; it transforms. Fire cleanses the old and makes way for the new. All crafts of civilization depend on fire in some way. We need fire. But it is not tame.

— Prior Tillin haggles with the village elders while the mill burns

## New Feats

#### Domain Affinity

**Hot Feet (Sp):** So long as you have the ability to cast *fireball* as a domain spell you can wreath the feet of any one creature within 60 feet in flames. If the target fails her Reflex saving throw she takes 2d6 of points fire damage at the end of her next turn. However, she can reduce this damage by 1d6 for every five feet she moves on her turn.

#### Domain Channel

Automatic Benefit: You, and all allied creatures within range, almost instantly shake off the effects of heat and fire for a number of rounds equal to the dice produced by that use of channel energy. During this time, creatures never take continuing damage from fire effects and cannot be set on fire.

1 die: When channelling energy to heal you can choose, instead of the normal effect, to grant all eligible creatures temporary hit points equal to the amount you would have healed with that use of channel energy. However, these temporary hit points only apply to fire damage and no other kind of injury. Once created these temporary hit points last until lost due to damage, the passage of twenty-four hours, or the affected creature benefits from another use of channel energy (whether by you or someone else) whichever comes first.

2 dice: You can, instead of channeling positive or negative energy,



choose to generate a blast of fire instead. This affects all creatures within range, except yourself, and deals dice of fire damage instead of dice of energy. Creatures can make a Reflex saving throw, instead of the normal Will save, for half damage.

**4 dice:** You can, instead of channeling positive or negative energy, create columns of flame or puddles of lava; one for each dice that use of channel energy would have produced. You can place these obstacles in any open 5-foot square within range and they disappear one hour later. Columns of flame deal 2d6 points of fire damage to any creature passing through them while puddles of lava deal 4d6 points of fire damage to any creature coming into direct contact with them.

#### Domain Loyalty

Your mastery of flame allows you to cast burning sparks against another creature when you use fire in combat. Whenever you deal fire damage to a creature choose another creature within 30 feet of your original target. This new target takes fire damage equal to the highest level domain spell you can prepare and must also make a Reflex saving throw (DC=10 +fire damage dealt by that attack) to avoid catching on fire.

# New Spells

**Battle Benediction:** The target of this spell becomes immune to fire damage. In addition, during any round in which she would normally take fire damage, she gains fast healing 2. When attacking a creature that has taken fire damage within the previous round she gains a +1 circumstances bonus on attack rolls and opposed checks and automatically confirms critical hits. The target can choose to prematurely end this spell by unleashing a burst of flame. All creatures occupying an adjacent square take 5d4 fire damage (Reflex save for half) while creatures one square further away take 2d4 fire

damage (Reflex save for half).

**Borne for Battle:** Your weapon erupts into a burst of flame. This not only sheds light as a torch but also requires any creature you strike to make a Reflex saving throw to avoid catching on fire.

*Fast Favor:* At any point during your move action you can choose to enter a source of flame of any size and exit any other source within 30 feet and continue your movement as normal. You take no fire damage from a source of flame while passing through it.

# Variant Holy/Unholy Water

**Patient Coals:** Were it not for the faint but still noticeable pulses of warmth these tiny red embers might seem almost like seeds or pollen. The contents of each vial, once exposed to air for a round, settle on a single 5-foot square and then wait for the next creature to enter it at which point they erupt, dealing 2d4 points of fire damage to that creature and 1 point of fire damage to creatures in adjacent squares. Patient coals can last for years if indoors or on similar sheltered surfaces. Exposure to water instantly destroys them. Producing a vial of patient coals requires the spittle of an effecti. This typically sells for 35 gp. (60 gp total)



We are all born with a talent for virtue just not the same ones. For some it is courage and others compassion. Some are blessed with the drive to achieve great things while others can bear burdens that would break a weaker soul. It matters not what our virtues are just so long as we embrace them. The joy that comes from sharing our virtues, from service and sacrifice, transcends all others. No

one is better. No one is more deserving of happiness or security or consolation. We offer what we have and accept what we need. This is the core of goodness.

- Reverend Yales delivers the morning homily

# New Feats

#### Domain Affinity

**Strange Attractor (Sp):** So long as you have the ability to cast *protection from evil* as a domain spell you can choose to make yourself the target of ranged attacks specifically directed against any one creature within 60 feet. This connection lasts until you form it with different creature or you simply choose to end it (a free action). Any ranged attack that actually hits your target automatically redirects towards you instead, without harming her in any way, so long as it has an unobstructed line of effect between you and her. The source of this attack must make a new attack roll against you instead of using the original, successful, one. Any penalties for range apply to the total distance of the attack and not just from the original target to you.

#### Domain Channel

**Automatic Benefit:** You, and all non-hostile creatures within range, gain an enhancement bonus to movement equal to 5 feet for every dice produced by that use of channel energy for one round. This bonus only applies when used to travel away from a threat in a direction that does not involve approaching another known threat (i.e. running away).

**1 die:** For a number of rounds equal to the dice produced by that use of channel energy all evil creatures within range glow in accordance with the aura they would produce if subjected to a *detect evil* spell (faint, moderate, strong, or overwhelming). These auras are plainly visible to any creature able to see them during this time but overwhelming auras do not stun viewers. Abilities and effects used to obscure alignments or otherwise interfere with spells such as *detect evil* still function normally for affected creatures. Anyone able see one of these auras gain an insight bonus on Perception checks directed against that creature based on her aura: faint +1, moderate +2, strong +4, and overwhelming +8.

**2 dice:** You create a stationary bubble of energy that resists evil creatures for a number of rounds equal to the dice of that use of channel energy or until you leave it, whichever comes first. This bubble has a maximum radius of your channel energy but you can make it smaller. Any evil creature seeking to penetrate this barrier must make a Fortitude saving throw (using the same DC as the Will save for half damage against your channel energy) in order to pass through. Evil creatures inside the bubble, from the moment of its creation onward, must make the same saving throw at the start of each of their turns to avoid getting pushed out and losing all other actions on that turn.

**4 dice:** You, and all good aligned creatures within range, gain a morale bonus on attacks and checks made against any creature with an aura that registers as evil (as produced by the automatic benefit of this feat above) for a number of rounds equal to the dice of that use of channel energy. The exact bonus depends on the aura of the creature: faint +1, moderate +2, strong +4, and overwhelming +8.

#### Domain Loyalty

You have an amazing talent for helping others achieve their goals. Whenever you perform the aid another action you grant a bonus equal to the highest level domain spell you can prepare instead of the normal +2. Any ability, spell, or effect which also improves the bonus granted to aid another does not stack with this feat.

# New Spells

**Battle Benediction:** The target can, prior to making an attack with a weapon, choose to interfere with her opponent rather than

dealing damage. Her opponent has an effective AC of 10 against this attack (unless his current AC is already lower). If she hits, she can choose to impose -2 penalty on her opponent's attack rolls, AC, or skill checks for one round. She cannot impose the same penalty more than once on the same creature in any given round. The target can also, at the start of her move action, choose to stay in her current square in order to grant an adjacent ally the ability to take a 5-foot step as an immediate action. She cannot grant this to an ally who is incapable of moving at that time and this does not count towards that ally's own movement on his next turn. The target can choose to prematurely end this spell by making all creatures within a 30-foot radius recipients of a *remove fear* spell.

**Borne for Battle:** Your weapon reacts to your own innate sense of clemency and compassion. It gains the *merciful* special ability. Whenever you use it to deal nonlethal damage to a creature currently suffering from any mind affecting effect causing her to act in a hostile manner towards you, she immediately gains a new saving throw to resist or overcome the effect.

*Fast Favor:* At the start of your turn you can choose to forgo either your move action or your standard action and give it to any creature within 30 feet. You must decide whether the recipient acts immediately before or after you take the remainder of your turn. This does not affect the creature's initiative and she can take her next turn as normal.

## Variant Holy/Unholy Water

**Virtuous Water:** This clear liquid seems like any other vial of holy water until actually used. It deals 2d6 damage to evil outsiders and undead instead of 2d4. In addition, the water persists into the following round causing the creature to suffer half the damage of the initial exposure. Producing a vial of virtuous water requires the finger joint of a martyr of the faith. They typically require a donation of 25 gp. (Total price 50 gp)

# Law

Law is the best way to proceed not the perfect way. Many, unable to grasp this, mistake their own advantage for fairness or even justice. That is why law must have defenders. Defenders I say, not enforcers. We are not the edge of the blade but the depth of the shield. Existence itself depends on us for we defend it from those who would warp it. Only by following procedure and system, remaining always calm, rational, and dispassionate, can we steer away from failure or even worse; corruption. You see, just as police can kill and not call it murder those of us pledged to defend the universe are permitted to bend reality to save it.

> - Archdeaconess Niala delivers the commencement address at the college of the Inquisition

## New Feats

#### Domain Affinity

**Declaration of Intent (Sp):** So long as you have the ability to cast *protection from chaos* as a domain spell you can order another creature within 60 feet to briefly describe what she intends to do on her next turn. She must reply in the language you used when giving this order. If, for some reason, she does not speak that language but still understood your order, she must use the language or other means of communication which she honestly deems most effective in communicating with the majority of nearby creatures. If, having issued her warning, the target chooses to take another course of action on her turn, she takes a -1 penalty on all attacks and checks during that round. This is a language dependant, mind affecting effect.

#### Domain Channel

Automatic Benefit: You, and all allied creatures within range, gain an effective bonus to class level equal to the number of dice produced by that use of channel energy but only for the purposes of adding in favored class bonuses. These bonuses last for 24-hours, until the affected creature benefits from another use of channel energy (by you or someone else), or until the next time the recipient takes a full night's rest (whichever happens first).

**1 die:** You, and all allied creatures within range, become calm and collected under even the most stressful situations for a number of rounds equal to the dice of that use of channel energy. During this time, affected creatures can take 10 on skill checks while distracted or in danger.

**2 dice:** You cause all hostile creatures (regardless of whether you can normally harm them with your channel energy class feature) within range to take 1 point of damage for every dice of energy produced by that use of channel energy each time they enter a new square under their own volition for one round. Any creature that actually is vulnerable to that use of channel energy and failed his saving throw for half damage takes 2 points of damage instead.

**4 dice:** You form a brief but formidable connection with all allied creatures in range, including yourself, affording them equal protection under your power. This allows you to target each such creature with any one class spell you can spontaneously cast so long as the level of that spell does not exceed the dice produced by that use of channel energy. This counts as a single casting of that spell no matter how many creatures it actually affects. If you cast a spell that normally affects multiple creatures (such as *mass cure light wounds*) each creature only benefits once.

#### Domain Loyalty

Your methodical and orderly nature gives you a great advantage when performing routine or meticulous tasks. Whenever you take 10 or 20 on a skill check you gain a competence bonus equal to the highest level domain spell you can prepare.

## New Spells

Battle Benediction: The target can create a mental list of opponents and the order in which he shall attack them. This list must have a minimum of two members and a maximum equal to the caster level of the spell. The target can only list opponents if he knows their approximate location. The target gains a +2 morale bonus on attack rolls, weapon damage rolls, and checks made against the creature that currently tops his list. If he kills, incapacitates, or drives away the opponent currently topping his list he can, on his next move action, move up to twice his base speed so long as he approaches the opponent next on his list. Moving in this way does not provoke an attack of opportunity. Creatures eliminated by another or who flee from the battle are automatically removed from the target's list. The target can choose to prematurely end this spell in order to harm every remaining creature on his list. The damage dealt to each creature is exactly half the maximum he could cause with the weapon in his hands when he ends the spell. This damage excludes anything not normally multiplied with a critical hit such as precision damage. It counts as force damage arising from a spell and not a weapon for the purposes of bypassing DR and similar considerations.

**Borne for Battle:** Your weapon allows you to chastise anyone who tries to exceed the limitations the universe has imposed on him. Whenever you damage a creature currently benefiting from an effect with a variable duration expressed in discrete units of time (e.g. 1 round/level, 1d4 minutes, 2 hours/hit dice, etc) you reduce the remaining duration of each effect by one unit and also deal +2 damage. This does not apply to effects with a fixed duration, effects that are maintained, or effects allocated from a pool such as barbarian's rage or bardic performance. Critical hits reduce the duration of effects by the same multiple as the weapons' critical modifier. If you actually end an effect the creature takes an additional +5 damage.

Fast Favor: At any point during your turn you can briefly draw

upon a spell you currently have prepared. This allows you to gain its benefits until the start of your next turn without losing access to it for a later casting. You cannot draw upon any spell with an instantaneous duration and it only affects you no matter how many creatures it normally would affect.

# Variant Holy/Unholy Water

**Standard Sand:** At first glance these fine particles seem uniformly gray. However, closer examination of the vial reveals that they are actually black and white grains distributed so evenly that their colors perfectly blend together. Creatures with the chaotic subtype take 5 damage if brought into direct contact with the grains and 1 point if occupying an adjacent square. In addition, any creature directly exposed to it must make a DC 15 Will saving throw. If he fails, for the next round, whenever he rolls a d20 for any reason he must roll twice and treat the average of those two rolls as his result. Producing a vial of standard sand requires a drop of glass created or repaired by an axiomite. These typically sell for 25 gp. (Total price 50 gp)

# Water

We beg of you; take pity. You are powerful and we are helpless before your might. Your forms are infinite; ice and snow and mist and steam and blood and tears and sweat. Your waves eat the beach. Your rain carves the mountains. Your glaciers shape the land. Fire cringes from you and dies at your will. Between our flesh and bones we are of you. Please, we are your children, let us live through this night.

— Prelate Finabar prays for the fleet's survival

## New Feats

#### Domain Affinity

**Ice Coat (Sp):** So long as you have the ability to cast *water breathing* as a domain spell you can create a protective layer of ice around yourself or any other creature within 30 feet. This grants the recipient a +4 natural armor bonus to AC. This coating normally disappears at the start of your next turn (though you can create it again). However, if applied to another creature, you can choose to maintain it as a move action.

#### Domain Channel

**Automatic Benefit:** You, and all allied creatures within range, gain a +8 competence bonus on Swim checks for a number of hours equal to the dice of that use of channel energy.

1 die: You create puddles or skims of frost beneath the feet of all hostile creatures within range. Affected creatures must make a Reflex saving throw (using the same DC as the Will save for half damage against your channel energy) to avoid falling prone. Prone creatures must make this saving throw each round, at the start of their turn, until they actually succeed at which point they can then stand back up and act normally thereafter. If actually standing on ice or a similar water based slippery surface creatures take a penalty on their initial saving throw equal to the dice produced by that channel energy.

**2 dice:** You fill the entire radius with a fire retardant mist lasting for a number of minutes equal to the dice produced by that use of channel energy. During this time, all fire related effects produced or entering the area automatically deal minimum damage (as if rolling all 1s) and creatures within the area automatically succeed on all saving throw or checks against fire and fire related effects.

**4 dice:** You drain large amounts of water from the bodies of all hostile creatures within range causing them to become severely dehydrated, acting as if exhausted, for a number of hours equal to the dice produced by that use of channel energy. Creatures can avoid this by making a Fortitude saving throw (using the same DC as the Will save for half damage against your channel energy). Affected

creatures can reduce the duration of this effect by one hour for every round spent doing nothing save drinking water or similar fluids. In addition to creatures immune to fatigue effects this does not affect creatures whose bodies or natures are such that they cannot become dehydrated.

#### Domain Loyalty

Your connection with water allows you to shield your vital organs with a layer of viscous blood and other fluids. Whenever you are at full hit points you automatically gain temporary hit points equal to the highest level domain spell you can prepare. If damaged, these temporary hit points are lost first, and, if you are still at full hit points on your next turn, completely restored. You also gain this number as a circumstance bonus to AC (regardless of whether or not you are damaged at the time) whenever an opponent tries to confirm a critical hit against you.

# New Spells

**Battle Benediction:** At the start of her turn the target must decide which state of water to emulate until her next turn. If she chooses solid she becomes immune to critical hits and precision damage. If she chooses liquid she acts as if two sizes smaller when passing

through an opponent's square or when squeezing through a space. She takes no penalty on attack rolls or to AC while squeezing and does not provoke an attack of opportunity (from that opponent) if able to pass through an opponent's square. If she chooses gas she increases her effective reach by 5 feet. The target can choose to

prematurely end this spell in order to deal 1 point of bleed damage to all living creatures (except herself) within a 30-foot radius who fail a Fortitude save to resist.

**Borne for Battle:** You coat your weapon with an irregular layer of chunky ice. While this does not impede you in any way it causes the weapon to act as if one size larger for the purposes of damage. This also allows you to, at will as a move action, shape this ice in order to alter the type of damage the weapon deals (i.e. bludgeoning, piercing, or slashing).

*Fast Favor:* At any point during your turn you can create a very brief and perfectly straight track of ice which you can skim along at great velocity. This track is just wide enough to accommodate you and can span a maximum length of up to four times your base land speed. It cannot

pass through an occupied square, difficult terrain (unless made so by ice or snow), slope upwards, or exist on any surface that cannot support ice. You must slide along this track as soon as you create it and it disappears once you choose to stop or reach its end. Sliding along this track does not count as part of your movement during your turn.

# Variant Holy/ Unholy Water

**Instant Swell:** The murky contents of this vial bubble and surge as if under great pressure. It erupts in a brief surge of water once thrown. This water deals 2d4 damage to any creature with the fire subtype occupying the square in which it detonates and 1 point in splash damage to creatures with the fire subtypes in

adjacent squares. In addition, the creature occupying that square, regardless of type, must make a DC 15 Reflex saving throw to avoid falling prone in any open adjacent square as the wave knocks her off her feet. Producing a vial of instant swell requires a beverage created by a marid. They typically sell for 100 gp. (Total price 125 gp)

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