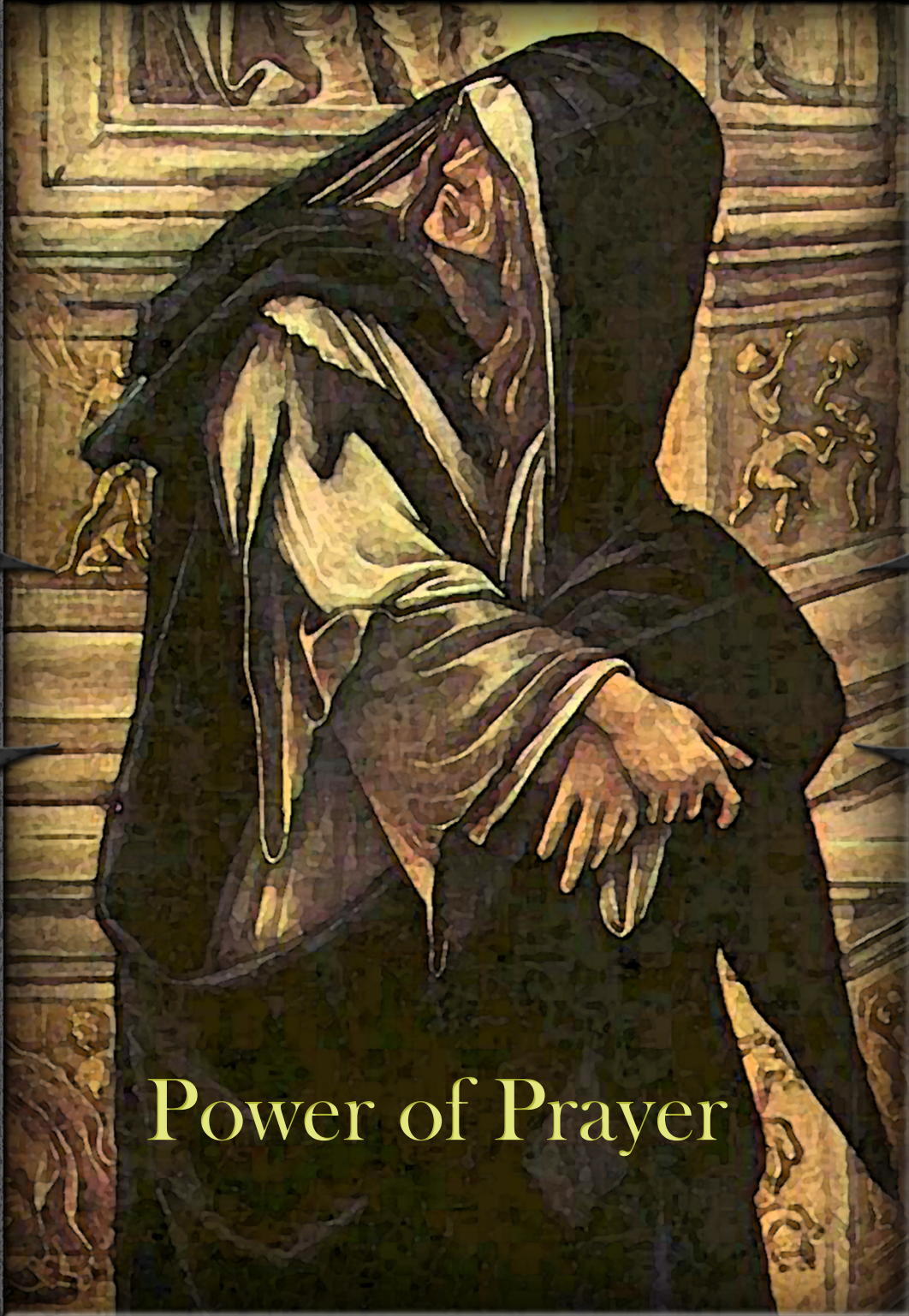


# BOOK <sup>OF</sup> THE FAITHFUL



Power of Prayer

**JON BRAZER**  
**ENTERPRISES**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# BOOK OF THE FAITHFUL

## Power of Prayer

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### Prayer of a Nameless Constable

*My dear blessed god and master, I come before you this day the same as I, your servant, do everyday. Again I called upon your name and you helped me in my hour of need. For this I thank you. I pray that you will do so again for me today. You have never failed me in all I do and I have faith that you will be equally faithful to your servant as you have always been. I know you have not seen fit to bless me with your divine insight and call your servant to be a priest in your name, yet I do continue on in the hope that someday you will see fit to bless me as such. May you help me to get closer to and eventually bring the elusive trickster that I seek to justice and may my companions that choose to worship others see your justice through my actions. I have faith that you will help me, your servant, in my quest.*

*This day, as I do everyday, I do pray.*

### Prayer of General Blood Fang, Chief Battlefield Commander of an undead army

*You granted me with the power to crush my enemies. Now they tremble at the sound of my name and flee in fear at a mere utterance of your name. This sacrifice of the thousands that you shall put in my way today will be shed for you. I know you will be as pleased with today's offering as you were with yesterday's. Whenever the forces of the living amass against me, they will meet the same end as all the others. All this I do in your name, to bring you the fear and the blood harvest you desire. Grant me the same blessing you gave me today. Without it I will not continue to bring you the sacrifice you desire.*

### Prayer of Sagarus, the Deposed King

*Once again, you did not grant me the power to restore me to my throne. Today and every other day you will not receive worship from me. I still hold true to your teachings and your ways, call upon your name for help, and retain my faithfulness to you. As an act of faith, I confess again my confidence in your power. For this small token, I beg of you to guard the mind of my new friends. Your blessed assistance yesterday saved us from having to kill our leader who had his mind turned by that foul beast. It was good to see again your priest that taught my family in your ways long ago. I departed his company before I brought trouble to him. He begged me to stay, but I could not. Seeing him again reminded me of the life I once led.*

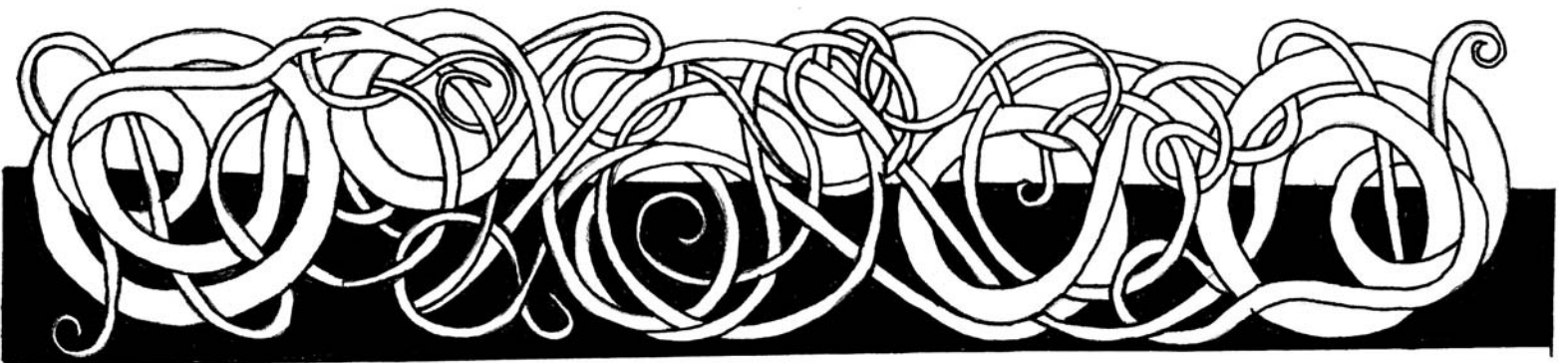
*I pray someday you will right the wrongs done upon me and my nation. Until then, I cannot set foot in your temple.*



### Religion and Role Playing

Religion and deities are not only for clerics. While many followers of a god give little more than lip service because that was what they were taught in their youth, a few make the teachings of a particular faith or religion a major tenant in their life and your character can be one of those devoted few. It is never the faceless masses that do little more than attend an occasional worship service that draws the attention of the deities; they care little for the god and the god gives them the same in return. While a deity may bestow a great blessing upon their high priests, they seldom require much attention. They focus tends to be on the overall wellbeing of the faithful without constantly having their faith challenged. It is the few that possess a strong faith and live among those that care little for the same values that require much a deity's attention. These few, the devout, the faithful, can be one of your characters.

The process generally begins at character generation. Choose your character's central beliefs and values. Then look in the listing of deities for your setting that match up closest to those values. While it is possible that all of these values will match up with a single deity, odds are they will not. This is ok. You can choose to worship multiple deities



or you can choose to worship a single deity and describe in other ways why you value such. When deciding your beliefs, remember that they do not need to match up with your class. A fighter can choose to worship a god of magic for many reasons. A few of those reasons could be: that is the deity of your character's parents, your character's single greatest wish is to be a spellcaster, a faithful worshiper of that god helped your character in an hour of need, or your character's sworn enemy also sees that god as their enemy.

Events of role playing can also cause a character to shift beliefs. Nearly dying, coming face to face with an unimaginable horror, and witnessing another that shares your character's faith commit acts against the deity's core beliefs for corrupt reasons are a few examples of why someone would change religions during the course of their life. While clerics must be within one alignment step of their god, there exists no such rule for their followers. While it may be odd, your character's alignment may be completely opposite of their deity, for many of the same reasons outlined above. Additionally, while a religion may publicly frown upon a follower's actions, some among the religion may privately support the actions. For example: a cleric of a lawful deity may support a follower that seeks revenge outside of the law on those that evade justice, a nature based church may accept followers that are hunters and cut down trees, and a priest of a prideful god may choose the most humble among them to demonstrate another follower's incompetence.

When playing a character devoted to their religion, keeping their beliefs integral to the character's daily life is critical. Characters might say the name of the god as an exclamation or swear by an object closely associated with the god to stress its importance. Dressing in the colors or symbols closely associated with the god or wielding a similar type of weapon depicted with the god also display the desire of the character to emulate the god. They should also possess a passion for their god and learning more about their god. They might possess a book detailing stories about the god's works, common parables of the religion or stories of past followers.

### **Devout Character Concepts**

Below are several character concepts to base characters on that you might find appealing. As with all other things, you should discuss these concepts with your game master before settling on a concept for your character.

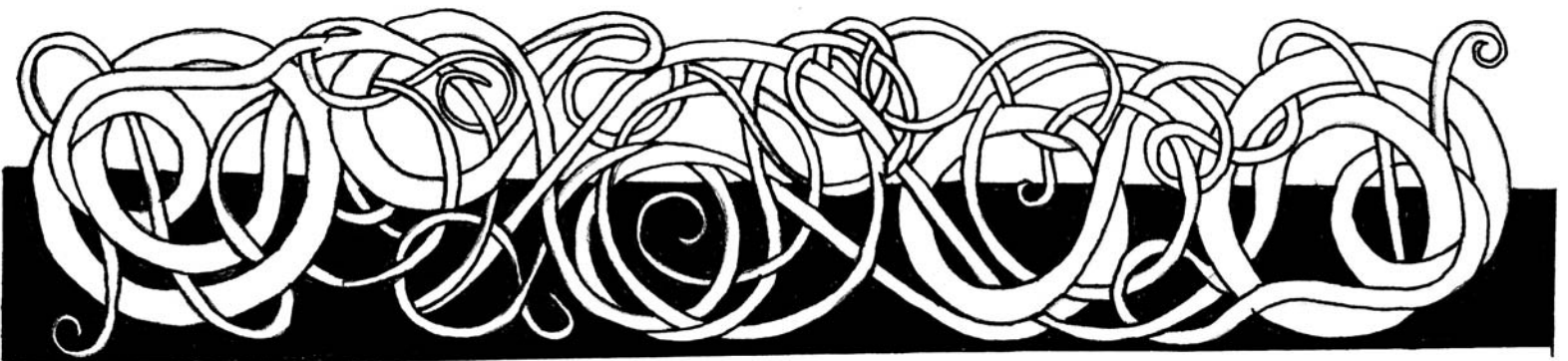
**Continuing the Line:** Many devout followers come from a long line of worshippers of the same god. While not all in the character's family history may be as devout as the

character, the teachings and ways of the god are as much apart of the character's upbringing as breathing. Adventuring may be the first contact the character has with those that do not share the same faith. Behavior contrary to the god's teaching would be almost alien to the character. The faithful character's ancestor might have even done some great act of faith that is now legendary. This could serve as a point of pride, inspiration or animosity for the character. Any NPCs that worships the same god as the devoted character may have heard of the character's ancestor and will want to discuss the matter.

**Convert:** This character remembers a time when they did not worship the god, follow the teachings, nor found comfort in the fellowship of believers and shudders to think of returning to those days. The passion of this character to help others see the truth of this god remains strong and vibrant. Their zeal for expressing their faith outweighs the character's ability to follow the teachings. They try to live up to the religion's ideals but constantly slip back into their old ways. This character is on a journey to become a better follower.

**Evangelist:** Unlike the convert, the evangelist has been a member of the faith for some time and the impulse to make everyone see the truth of the god's teaching right away has lessened considerably. The faithful character has received training in telling others about their deity and knowing when is the appropriate time to do so. But mostly, the evangelist knows that living a life as a right and faithful follower speaks far louder than any words they can ever say. Monks lend themselves well to evangelists because they are use to spending time in contemplation and reflection. The class is built around the idea of devoting one's self, meditating and speaking when the time is right.

**Seeker:** Those that seek will eventually find what they are looking for. If the character is seeking to understand a certain principle of a god's teaching, they should be trying to incorporate that principle into everyday life. For example: a god of slavery might teach that everyone is either a master or slave and in all things the follower should know their place and be beholden to that place. The character might be seeking understanding as to how one can be master to some and slave to another. As another example, the follower of a nature god might be seeking how to understand how larger civilizations can live in harmony with nature around them. As the character travels, they should try to find ways around domesticating animals, farming, cutting stone and harvesting trees for lumber. This differs from the evangelist by focusing more on the character's own enlightenment rather than someone else's conversion. This also differs from the



convert in that the character has no problem living up to the basic ideals of the faith but instead desires to reach a higher level of understanding.

**Conflicted:** This character possesses two significant beliefs or qualities: following their deity closely and another thing that goes against the deity's core beliefs. The character should be trying to find a way to make peace with these two aspects of their life. These might include: a deity of justice and murdering someone close to them, a god of beauty and being horribly scarred or disfigured, and a god of wealth and being bad at business. A conflicted character focuses more on their own internal conflict rather than conflict with the religion's community at large. Others of the faith may try to help the character, but the character feels like an outcast and chooses such a life. A character like this should make their passion known in all ways and even be respected among other followers but walks away before getting too close.

**Unclean:** Unlike the conflicted character, the unclean is viewed as a necessary evil by other followers. Their presence is tolerated but only thus. When staying in a town that follows that god, the character may be forced to stay in a special place set aside for them outside of town or be completely unwelcome in that town. Shop keepers should openly choose to have no dealings with that character or charging them a higher price for the same goods and services. Others might give them what they desire freely, as long as the unclean character departs immediately. An unclean character should dress in a particular way or carry a certain symbol on their clothing, identifying them to all. There may be particular ways of keeping the character's hair (shaving it off, not permitted to shave or style the hair) or a particular tattoo they must possess. Tribal cultures may require the character to have their face painted white at all times. Examples include a character that follows a pacifist deity and yet defends others through violence, a character that follows a destruction oriented deity yet is a craftsman of weapons, undead followers of a sun deity, or a hunter that worships an animalistic deity. Others that share in the same uncleanliness form closely knit groups for companionship.

### Prayer Feats

Prayer feats are a god's reward to a faithful follower. A deity may grant prayer feats that coincide with the domains available to that deity's cleric. The faithful follower can be of any class or alignment. Unlike clerics, the follower need not be an alignment close to their patron deity. Followers cannot have prayer feats from two different deities at the same time. Should the follower

grossly violate the deity's core beliefs, the follower cannot use the feat until atoned for the deeds (see the *atonement* spell description).

Whenever a cleric of that deity would pray for spells, the follower must make a small prayer to that deity, requiring a few minutes of the follower's time. Should the follower be a spellcaster, this can be done while praying/memorizing spells.

The benefits from prayer feats are administered by the gods and not the faithful. The character sees this as a sudden benefit not of their choosing. Out of character, the player decides when to use the feat's granted benefit. All prayer feats are supernatural abilities and are immediate actions.

### Agile Feet (Prayer)

The gods of travel keep your feet from being slowed.

**Prerequisites:** Worshiping a deity with the Travel Domain.

**Benefit:** For one round per day, you ignore all difficult terrain and do not take any penalties when moving through it.

### Armor of Law (Prayer)

The gods of law protect you against a single blow.

**Prerequisites:** Worshiping a deity with the Law Domain, Lawful alignment

**Benefit:** Against a single blow a day, you gain DR (1/2 your character level)/Law. You may decide to use this after a successful attack roll but before damage is rolled.

### Blessed Spell (Prayer)

The gods of magic help a spells' effectiveness against your foes.

**Prerequisites:** Worshiping a deity with the Magic Domain

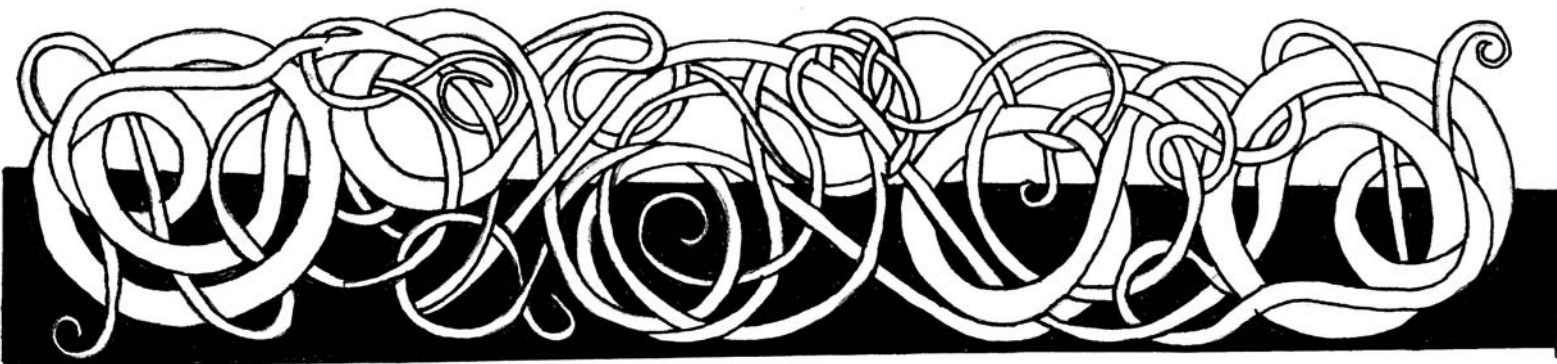
**Benefit:** When you take this feat, choose a school of magic. Add a +2 divine bonus to the Difficulty Class for a saving throw against spells from the school of magic you select. You can use this effect once per day. This effect stacks with Spell Focus.

### Dastardly Deception (Prayer)

The gods of trickery give you the gift of guile.

**Prerequisites:** Worshiping a deity with the Trickery Domain

**Benefit:** You gain a +5 divine bonus to a single Bluff check, once every day. If you have 10 or more ranks in Bluff, the bonus increases to +10.



### **Flame Strike (Prayer)**

The gods of fire burn your enemies with your attacks.

**Prerequisites:** Worshiping a deity with the Fire Domain

**Benefit:** Flames engulf your melee, ranged, or natural weapon, causing half the damage inflicted to be fire damage. This occurs for a single attack once per day.

### **Flash of Divine Insight (Prayer)**

The gods of knowledge give you a moment's insight into a problem facing you.

**Prerequisites:** Worshiping a deity with the Knowledge Domain

**Benefit:** You gain a +5 divine bonus to a single Knowledge, Craft or Profession check, once every day. If you have 10 or more ranks in the skill this bonus is about to be applied to, the divine bonus increases to +10.

### **Held at Death's Door (Prayer)**

The gods of death prevent your demise, this time.

**Prerequisites:** Worshiping a deity with the Death Domain

**Benefit:** Once per day, when a blow strikes you that would otherwise kill you, the god of death allows you to retain a single hit point short of dying. You are stable and do not need to roll for stabilization. You are still unconscious and are not immune to additional attacks that may kill you.

### **Holy Inspiration (Prayer)**

The gods of nobility give you the words to inspire your allies.

**Prerequisites:** Worshiping a deity with the Nobility Domain

**Benefit:** You can speak an inspiring word your allies within 30 feet. Those allies receive a +2 divine bonus on attack rolls, skill checks, ability checks, and saving throws for a single round. You can use this ability once per day.

### **In Glorious Madness (Prayer)**

The gods of madness send you into a mad frenzy frightening those that oppose you.

**Prerequisites:** Worshiping a deity with the Madness Domain

**Benefit:** You gain a +5 divine bonus to a single Intimidate check per day. If you have 10 or more ranks in Intimidate, the bonus increases to +10. If you use this bonus while making an Intimidating Glare rage power, your divine bonus increases by an additional +2.

### **Lucky Dodge (Prayer)**

The gods of luck keep you out of harm's way.

**Prerequisites:** Worshiping a deity with the Luck Domain

**Benefit:** You gain a +3 divine bonus to your Reflex save, once per day. If your base Reflex Save is at least +5, this bonus increases to +6

### **Memory of Friends (Prayer)**

The gods of community see your friends in need and helps them to regain their senses.

**Prerequisites:** Worshiping a deity with the Community Domain

**Benefit:** When an ally within 30 ft fails a saving throw since your last action against a spell or spell-like ability from the enchantment school, you can call out to them on your turn and help them regain their senses, giving them another saving throw at your full save bonus. You may use this ability once per day.

### **Overwhelming Evil (Prayer)**

The gods of evil cripple their enemies.

**Prerequisites:** Worshiping a deity with the Evil Domain, evil alignment

**Benefit:** Any enemy within 30 ft with Damage Reduction against all but evil see their damage reduction reduced by (1/2 your character level). This effect lasts for 1 round per day.

### **Protect Thy Neighbor (Prayer)**

The gods of protection aid you in your protection of another.

**Prerequisites:** Worshiping a deity with the Protection Domain

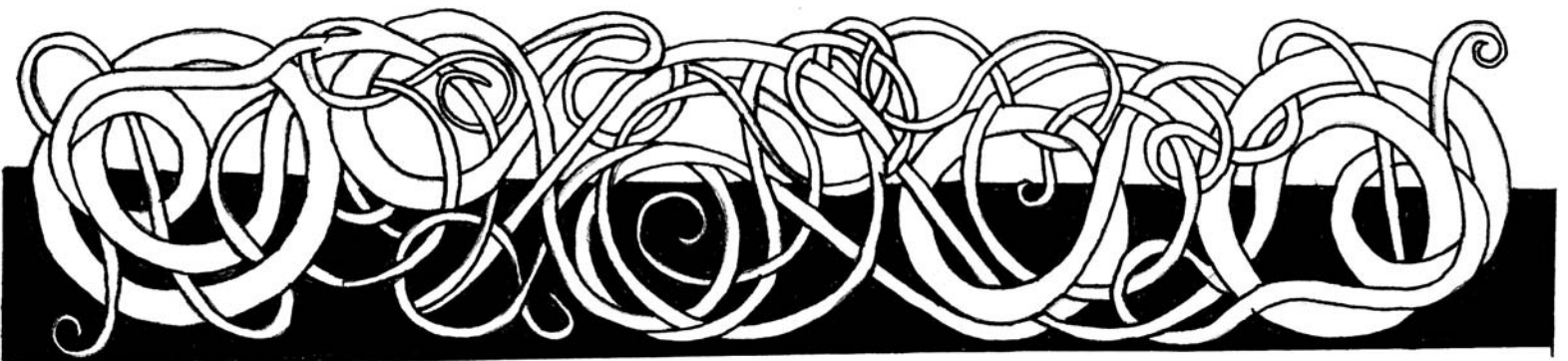
**Benefit:** When you aid another to grant a bonus to another's Armor Class, the bonus increases to +4 for a single round per day.

### **Shield of Divine Gust (Prayer)**

The gods of air blow a single strike from you.

**Prerequisites:** Worshiping a deity with the Air Domain

**Benefit:** Against a single ranged attack per day, you gain a divine bonus to your armor class equal to (1/2 your character level). When multiple ranged weapons work off a single attack roll (such as a Manyshot attack), they count as a single attack.



## Strength of the Gods (Prayer)

The gods of strength bless you with their strength.

**Prerequisites:** Worshiping a deity with the Strength Domain

**Benefit:** You gain a bonus to your Strength equal to (1/2 your character level) for a single Strength-based skill check or a single Strength check once per day.

## Touch of Goodness (Prayer)

The gods of the goodness unleash their power against undead creatures.

**Prerequisites:** Worshiping a deity with the Good Domain, good alignment

**Benefit:** Holy light surrounds your melee, ranged, or natural weapon, causing half the damage inflicted to be holy damage. This occurs for a single attack once per day.

## Vine Skin (Prayer)

The gods of plants make you the protection of a plant against the elements.

**Prerequisites:** Worshiping a deity with the Plant Domain

**Benefit:** Against a single blow per day, you gain resistance to either electricity or fire equal to (1/2 your character level). You may decide to use this and which energy type after a successful attack roll but before damage is rolled.

## New Magic Items and Equipment

### Holy Talisman of Resistance

**Aura** weak abjuration; **CL** 1st  
**Slot** neck; **Price** 200 gp; **Weight** -

#### DESCRIPTION

Displaying the holy symbol of the creator's deity, this talisman hangs upon a thin chain or strap of leather. The wearer receives a +1 bonus to all saving throws for one minute every day.



#### CONSTRUCTION

**Requirements** Craft Wonderous Item, *resistance*, creator must be a cleric; **Cost** 100 gp

**Book of Teachings:** This heavy tome possesses the deity's holy symbol on the cover and is typically bound in leather or a material characteristic of the religion (wood for nature based religions, so on). The book tells the holy

wisdom of the specific deity. It shares the deity's teachings and common examples for the priest to explain them to their followers. Additionally, it also tells how to conduct worship services, basic ceremonies, and proper ways to make sacrifices to the deity. **Price** 5 gp. **Wt** 3 lb.

**Book of Clerical Wisdom:** Similar to a Book of Teachings, the Book of Clerical Wisdom is specifically designed for high priests and other high level clerics of a particular faith. Never sold openly and jealously guarded, this book contains spells specific to the deity, teaching clerics how to prey for those particular spells. Unlike wizards spell books, these spells cannot be copied as written to produce a scroll. The cleric must first prey for the spell then record that knowledge as a scroll. **Price** 1000 gp. **Wt** 45 lb.

**Book of Parables:** All religions possess stories of how the deity ascended, tales about someone of great faith being rewarded or legends of the deity's works. These stories are generally gathered up and sold to followers. Religions sell these to their followers at the cost to manufacture these books to help disseminate the wisdom of the deity and exemplify how the followers should live their lives in a format that is both entertaining and easily understandable. **Price** 5 sp. **Wt** 1 lb.

