

# The Alternate Path Divine Characters 2

Odd Gods!



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Goblin Games**

# The Alternate Path: Divine Characters 2 -Odd Gods-

## Credits

-PRODUCER-

SCOTT GLADSTEIN

-DESIGNERS-

SCOTT GLADSTEIN, IAN SISSON, AND STAN WOJCIECHOWSKI

-EDITORS-

IAN SISSON, AARON OTRIN

-ART-

RUI FERREIRA, JUSTIN NICHOL, COREY "THALZON" HALLBERG, INDIE MARTIN, FEDERICO BOLLO, AARON LEE, SURT, MARKEUS BRUMFIELD, DAVID REVOY, IAN MACLEAN, AND JOYCE MAUREIRA

-GRAPHIC DESIGN/LAYOUT-

SCOTT GLADSTEIN



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Questions? Comments? Contact us at:

[ScottGladstein@littleredgoblingames.com](mailto:ScottGladstein@littleredgoblingames.com)

<http://littleredgoblingames.com/>

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# Chapter 0: Introduction

## What is This Book?

This book is designed for experienced players and presents alternate rules and classes that are more suited to their needs. Many of the variant rules, classes, feats, and other material presented in this book focus on divine characters. You will need the Pathfinder Core Rulebook in order to use this book and the others listed in Section 15 of the Open Gaming License (located at the end of this book) to gain the full benefit from it.

### EXOTIC CLASSES

The classes presented in this book are referred to as “exotic classes”. Exotic classes often overlap with existing base classes. A priestess and a cleric occupy much the same role and an avatar and a paladin are not able to be distinguished between by the common man. So why use an exotic class? To sum it up in one word, “familiarity”.

The paradigms established by the system have been around in one form or another since 1974. Players and the system are very familiar with the core classes. In this edition, barbarians rage, fighters have a good chance to resist fear effects, wizards must prepare spells, druids have an animal companion, and good clerics can heal (etc). Unless you are tapping into 3rd party material, you pretty much know what to expect when it comes to a specific character class. Even with archetypes you can generally tell one class from another.

The system recognizes these paradigms as well and exploits, or at the very least is contextual to, them. Exotic classes are essentially a “curveball”. For example, the hermit breaks all the rules of traditional vancian casting and the demonologist puts a lot of monster abilities in the hands of a player.

When you combine the exotic classes with the alternate rules also presented in the books of out

Alternate Path line, you can really shake up your game world. The point of this book is to destroy a sense of familiarity and allow players to once again experience that sense of wonder (or terror) at the prospect of the unknown. It was Neil Armstrong that once said, “*Mystery creates wonder and wonder is the basis of man’s desire to understand.*” With that in mind, go forth and make your games unfamiliar and wonderful again!

## Themes

### BLURRING THE DIVINE LINES

One of the core concept of “Odd Gods” was the notion that divinity means a lot of things to a lot of different people. Nowhere is this more present than in the hermit class- a class that doesn’t see a division between divine power, magic power, or psionic power. However, it is present in all aspects of the book: the takeem are man-made divinity, the demonologist is divine but uses dark magics, the avatar is a very different kind of divine character that draws their power from lots of places, and many of the deities are tied less to divinity in a traditional sense.

### MORTALS INFLUENCE OF THE DIVINE

We posit, in this book, that the faith of a creature or its beliefs is what “feeds” the gods. We talk about how unintentional “worship” via negative emotion can lead to your downfall, how pantheons work, and how some concepts are so fundamental to the universe than a ambient amount of “faith” keeps these beings healthy and powerful.

## New Mechanics

None of the mechanics in this book need to be used for the rest of the content to function. The “soul room” system is a whole shift in the paradigm of divinity and makes that “deity” slot on your character one of the most important things you’ll fill in. The other new mechanic introduced are “worship feats” which have been done before to a certain degree but never to this extent. A worship feat is a feat that has the worship of a specific deity as a prerequisite and allows characters to gain flavorful abilities based on their devotion to a god.

# Chapter 1: New Gods

## Why Gods Need Followers

This is a paradigm many games use but never expressly state: gods need followers/faith in them because faith gives them power. In short: the more people who believe in a god the more powerful that god is. It is said that gods are formed and transformed by the faith of those who pray to them. If enough people worship a concept for long enough that concept will gain sentience and start to be able to grant their followers power in return.

That is not to say that all gods are formed like this; some are constants of the universe that have always existed and will always exist. Many gods, even universal constants, will shift their form over time, transforming what they represent as the norms of society change. A god of amorous love might evolve into one of courtly love if the times dictate such a thing. In this way gods created by faith are a reflection of those who believe them.

Gods may also have many forms individually-reflecting the individual faith of the person praying to them so long as it is not too different. When a school teacher prays to the god of learning they may pray to the academic god who protects students and rewards educators.

The same god might also hear the prayers of the wizard who is trying to master unobtainable arcane mysteries and grant her aid in their research. Both these deities are the same god but different aspects of it. They may not only appear differently but have different dogma, use different names, and offer different rewards for service. They are, however, at their core the same deity.

God can even merge- an ancient god giving their power to a new one that is more relevant. Existing gods may absorb lesser divine beings; fledgling concepts that are just beginning to be worshiped. In this way old gods stay young and find new sources of faith.

Even small bits of faith can reward someone with miraculous powers: an athlete cheered on by a crowd might run a little faster or jump a little higher, a commander who has the trust of their troops might find themselves protected by some sort of “luck”, and a well-loved old family member may find their health preserved far longer than a despised peer.

## Odd/Ill Defined Options

Some deities have rather odd or ill-defined favored weapons or holy symbols. If this is the case, faith should guide your hand. What does it seem like your deity would consider a valid option? The god of haircutting, for example, would probably be ok with you using scissors or even a sickle and treating it as your favored weapon. Ask your GM when you are in doubt.

## Pantheon Worship

Characters can chose to worship a pantheon rather than a single deity. They have more lenient alignment restrictions for their devoted followers; they may be 2 steps within their pantheon's alignment. Pantheons generally only have 2 domain options. Classes or archetypes that take more than 2 domains cannot worship a pantheon (they may pay homage to the whole pantheon but must play favorites). In addition those who worship pantheons cannot take subdomains unless the 2 listed domains are subdomains.

There are other challenges that come with worshipping a pantheon. Deities often have conflicting views, goals, and may try to use you in their game of cosmic chess. This is, however, a benefit in some ways too; you can always find a deity willing to help you and can play them off against either other (if you are particularly brave or stupid). Many non-casters take this option as worshipping all equally means they generally don't anger anyone, at the risk of not attracting anyone's favor.

## Pantheon: The Psychic Gods

**Use:** The psychic gods are gods you can add to any game without issue so long as psychic powers are present.

### GOD OF THE SINGLE EYE

A laughing god with a featureless face save for an overly large mouth. His face seems to be molded of putty. Those with the gift can see that he has a single, impossibly bright, minds-eye of light in the center of his forehead. The God of the Single Eye knows all the knowledge that others know, as they know it. This means the God of the Single Eye is not omnipotent but has access to only what is known (even if it is known incorrectly). Clerics of the God of the Single Eye are gifted with the knowledge of others if they request it. Holy symbols of the God of the Single Eye often depict an eyeless face with a large mouth. They use invisible ink or magical marks to depict his eye. His faithful includes mad men, politicians, psychics, and spies.



### GODDESS OF THE WILLING

A protector goddess of all those who venture into the psychic realm. She has twelve arms, six per side, and is shy. She is said to hide in dreams and just around the corner- at the edges of your vision, keeping you safe. She only guards those who are willing to take chances.

Her clerics meet her in dreams and can never lay eyes upon her no matter how hard they try. They can recall all their dreams and can even enter the dreams of others. They are the guides of students who explore dangerous powers like magic or psychic powers. Many take up positions of support to great minds to urge them in the right direction or away from disaster at the suggestion of the Goddess of the Willing. Her church is not an organized one- high ranking clerics meet in astral projections each night while they sleep.



## LORD NO

A distracting, benevolent, rake with hair of lazy blue flames and eyes of great gems. He is the lord of expression, going beyond your comfort zone, trying new things that you never thought you should, the king of the dare, master of liberating the soul, and artist of experimentation. He encourages people to accept the weirdness in others, loves aberrations, and revels in eccentricity. He is non-judging, accepting, and joyful.



Clerics of Lord No don't associate with each other as a general rule and are entirely focused on their own self-expression. They spend months working on experimental art, exploring new lands, reading bad poetry, and getting into discussions with drunks about hot-button political issues. They are selfish in that regard; they only care about their own experience during this lifetime as it is a form of worship that will earn them a place in the halls of Lord No in the afterlife. Many of Lord No's followers have aberrations as pets or are pets of aberrations. They are one of the only people who can truly comprehend their form as their mind is open wide enough to embrace their abstract nature.

## THE NIGHTMARE BEAST

The lord of distracting, grotesque, malicious thoughts. The beast is the one who puts them there and grows ever stronger when you focus on them. This carnivorous bovine made of acid and stone feeds on fear and finds his domain in that of nightmares. The beast is insidious, but not subtle. It is a forceful storm, knocking on your mental door waiting for you to let it in.

No one worships the Nightmare Beast in the traditional sense- only those with the courage to face it earn its respect. In effect the only way to worship it is to reject it; the stronger the rejection the greater the faith the Nightmare Beast feeds upon. Each time it is called upon it returns in a more horrid visage and tests the heart of its faithful in a new way. The Nightmare Beast's clerics are among the bravest people in the world and that alone should strike fear into your heart.



## Pantheon: The Moments

**Use:** The pantheon of The Moments can added to any game or used as an exclusive pantheon.

Times have power- the genius you feel JUST before you fall asleep, sleepy hours just before dawn where nothing can happen, the way grass always smells sweetest in spring, the mystic power of the midnight witching hour. The Moments are the personifications of those special times and those who worship them gain power during their times and learn to bring the special essence of that Moment out when needed at other times.

### THE FIRST LIGHT OF DAWN

The first light of dawn calls all those sleepers to the waking world. It is a sword of light cutting the darkness, driving it back so that the world may progress. It is a hard taskmaster however and it demands that the world rise from their peaceful sleep to engage with others. While the first light of dawn is a beacon of hope, it is also the pain of having to get up and do something. Clerics of the First Light often rise with the sun and eschew convenience or pleasure.



The First Light is like a force of nature, impartial and unappeasable but despite this it is a positive influence upon the world.

### HIGH NOON

The hustle and bustle of the waking world is one of great progress and industry. Time passes impartially and impersonally as one works through the long hours of the day. High noon is an explosive, productive, and engaging. It is social, busy, and the fulfillment of the promises of the night. Everything has sunlight cast upon it and none may hide at high noon. Clerics of High Noon are entrepreneurial, social, outgoing, engaging, and moral (because they fear being caught). Many run businesses and work for what they earn- donating a percentage of their income to the church.



Your labor is the faith that feeds High Noon so idle worshiping on your hands and knees won't do- just success and hard work!

## THE LONG NIGHT

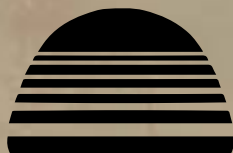
Sometimes it seems as if the long night will never end. It is cold, lonely, and still. All things are quiet- it seems that even the air holds its breath and the baying of hounds always seems far away. Dark things lurk in the long night. Clerics of the Long Night preserve this peace, treating the silence with reverence. They stand long watches at night so that none will break the reverence and those that do find themselves withered by their icy wrath.



The covens of The Long Night are secret orders that meet infrequently (often during the longest nights of the year). Clerics take a vow of silence from dusk till dawn and enforce others to do the same. They dislike creatures of the night like vampires and will slay them for disturbing The Long Night. Many courts have secret covens of The Long Night that the watchers of the wee hours belong to. There are no paladins of The Long Night but many rangers serve in their ranks.

## THE PAINTED SKY

The last hours of the day when the horizon is painted with crimsons, oranges, and purples is a magical time. It is a Moment of unspeakable beauty, artistry, and inspiration. It is the ending of one thing and the promise of a more wonderful tomorrow if you can just live through the night. Clerics of the painted sky are artisans, musicians, and muses. They seek inspiration in all things and gladly pass it on.



## THE WITCHING HOUR

Midnight is a time for magic. It is a time between time- when it is neither today nor tomorrow and you are far past the time for sleeping but not yet at the time of waking. Ritual and spell grow stronger, mystery and impossibility become known and possible. Clerics of the Witching Hour harness this mysterious majesty- the crown of hours upon their head. They spin spell and spong, seeking to exploit this time between time.



## Pantheon: The Lords of Neverborn

**Use:** The pantheon of The Lords of Neverborn can added to any game or used as an exclusive pantheon. They are typically worshiped collectively as a single pantheon rather than individually (though you may do so if you chose to).

**Triggers:** The Lords of the Neverborn makes reference to spousal abuse and the loss of an unborn child. Please be considerate if using this in a game.

## THE LADY OF TEARS

In the time before time the Lady of Tears was the Lady of the Hearth. She took the Stormlord as her husband but his wrath fell upon her soon after her marriage to him. She lost a child to his violence, and for this she killed him. Her lost child became the Neverborn- an infantile deity of extreme power whose wrath subsides while it sleeps.



Today the Lady of Tears is a sobbing woman whose voice brings death to those who can hear her sobs. She visits spouses who are abusive and takes them to the underworld and is the guardian of women and children. Her messengers are powerful banshees who do her bidding, terrorizing abusers and harvesting their souls.

**Note:** Clerics of the Lady of Tears channel negative energy as though they worshiped a evil deity.

### THE NEVERBORN

An aborted fetus, killed accidentally when the Stormlord took his anger out of the Lady of Tears.

With all the powers of a growing deity the Neverborn has all of the intelligence and emotional stability of a newborn baby. Sometimes it sleeps, while others it lashes out in confusion with all its divine power. The results are cataclysmic natural disasters, wars, riots, plagues, and holes to other dimensions opening. Its only lullaby is the prayers of hearts genuinely devoted to the plight of the world. Those that worship it bleed power from the Neverborn by casting divine spells, keeping it tired and more likely to stay asleep.

Clerics of the Neverborn are renown for their kindness to children, particularly infants, who are said to have an innate connection with the Neverborn. Pain inflicted upon a child is inflicted upon the Neverborn so their clerics will often seek out those who mistreat children and torture them. It seems that the cries of these abusers quiet the heart of the Neverborn.

**Note:** While the Neverborn is of Chaotic Evil alignment, its clerics and paladins can be of any Good alignment. This allows good-aligned clerics to cast evil spells, and at 1st level may decide to channel either positive or negative energy (as though they worshiped a Neutral deity).



### THE STORMLORD

A god conceived of a mercurial nature. He is chaos, spontaneous romance, passion, and violence incarnate but presents a stable face. He won the heart of the Lady of the Hearth with his passion but his inadequacies quickly found an outlet in violence towards her. For his assault of the Lady of Tears and the creation of the Neverborn he was killed. Still, a god cannot truly die if there are those who worship him and every instance of abuse or neglect sustains him. Should this even drop below a certain level this god on life support will instantly cease to exist but we do not live in such a blessed world. He has few clerics- just the scum of the earth who worship him unknowingly by sinning against those they love.

**Note:** The Stormlord has Unarmed Strikes as his favored weapon. This grants his clerics Improved Unarmed Strike as a bonus feat.



## Pantheon: The Children of Dia

**Use:** The pantheon of The Children of Dia is designed as a read-made core pantheon for your game. While it can be mixed with others, this should form the core of your game's deities if you use them. It should also be noted that while this is written from a human-centric point of view there is nothing to say that these deities can't have been elven or orcish in actuality. In fact, to assume that the children of an all-powerful deity are of any specific race is fairly narrow-minded.

The all-spirit Dia, essence of humanity's power, saw the world was in chaos. There was no order to the world- they were just roving bands of hunter gatherers who were obsessed with killing each other. Dark magics ruled the land and many foul beasts preyed upon vulnerable humanity. So Dia begot 5 children to the wives of 5 paupers of true hearts; the Diaos. The act spent him, an equal share of his essence consumed in the act of creating his children.

Each of these children grew into legends of their own rights, each possessing a fifth of the power of their father, and united the chaotic lands of their homes under their banners.

Each was a master of his own destiny- unparalleled except by his siblings. Around them grew up mighty empires and cultures built on the foundations of their immortal reigns. In their youth they had a unique and seemingly impossible challenge to overcome but each overcame it with their internal strength.

Typho was the first to lead an army. His forces conquered many lands by sword or by decree. He encountered each of his siblings in turn and made them his generals, each ruling a separate part of the world. Each won his respect in their own way. Salamenda bested his greatest warriors in combat, Mavrin won back his land's freedom through the value of his advice and service, Dium through marriage, and Falla was gifted his land for the services he provided.

## SIDEBAR: GENDER NEUTRAL PRONOUNS:

The diaos Falla uses the following gender neutral pronouns:

- He / She (Subject Pronoun): Ze
- Him / Her (Object Pronoun): Hir
- His / Hers or Her (Possessive Pronoun): Hir/Hirs
- Himself / Herself (Reflexive Pronoun): Hirsself

When together they possessed the strength of Dia, the entire power of humanity's will, and each recognized this. Typho ruled with his siblings as his council, serving only as the voice and warlord of their forces.

A vision of his own death sent Typho and the Kingdom into disarray and when he passed several years later it fell apart. While technically unified under a common ancient banner, each of the various city states has now declared themselves a sovereign entity at some point over the last 300 years since Typho's death.

While the various political powers are openly at war with one another trade exists between allies on Typho's Trail- a network of paved roads leading between all the major centers of trade in the known world. It is used by merchants, invading armies, marauders, and pilgrims alike- making it some of the most dangerous (but essential) routes of travel in the known world.

## The Diaos

### DIUM, THE QUIET QUEEN

- 4th Female, Queen of the South
- (Dee-um)
- The Voice of Dia
- True Neutral
- Tan of skin, black of hair
- The Most Subtle, the Quietest



Forgotten and dismissed, Dium is the 4th child of Dia. She was born to loving parents who worked as fishermen. Dium was mute and grew up in a society where women were not allowed to own any property and only had rights through their father or husband (or an appointed male heir). Her gift from Dia was the ability to push others to do her bidding mentally. When coupled with the eternal youth and beauty she possessed she became a temptress without equal.

From an early age she learned that she could thrive through subtle means. Through secret channels she gained considerable political power. She ran games of chance in illicit gambling dens, she arranged for loans, and soon became a major shadow player in the local politics. By day she was fisherman's daughter but by night she was a criminal empress. Her influence grew and soon her influence grew to that of the capital of her land.

She married a lord for his title and soon she forced a divorce when she had what she wanted- she became the concubine of the king of her land. However, her plans were thrown into dismay soon after when her brother Typho invaded her lands. They were the young marauders first conquest and she soon became his.

Though siblings, they married and she soon became empress of the known world. To he who had control of the world she was eternally loyal- using her network of spies to guard her husband and their siblings against threats they were never aware of. She quietly worked behind the scenes to line things up for their empire, acting as master of spies and chief information gatherer.

After his demise Dium retained control of his kingdom but was thrust into the limelight she hated. The truth was, despite her ambition and widowing ways, she was a shy and introverted soul who could not stand being the center of attention. Her empire crumbled and she retreated to the shadows once more to plot from their depths.

She harbors a secret disgust of Falla. As Dium could not have a child by Typho but Falla could (despite being androgynous), so Dium resents hir. While she does not do so outwardly, she works behind the scenes against Falla, spreading rumors and half truths to undermine hir.

#### FALLA, PARENT OF A THOUSAND KINGS

- Youngest of the Dioas, Androgynous, Protector of the Central Realm
- (Fall-ah)
- The Soul of Dia
- Chaotic Good
- Skin the color of purest snow, black of hair



Falla was the child of a young seamstress and her husband who was a carpenter. Falla grew up with a very androgynous form, possessing no genitalia. Ze was tormented by hir peers, both male and female, until ze accepted himself for who ze was. Ze shed hir clothing and walked naked through the streets. This strength left hir without fear and with a deeper understanding of how the world works. Ze has a kind soul but an iron will. Upon conquering hir fears ze gains control over hir form. Ze may take the form of whatever ze wishes, being possessed of hir father's soul.

Many regard Falla with respect regardless of the land they find themselves in. A flag of Falla is a symbol of neutrality and good will. It is used by envoys of peace, professional messengers, and those providing medical aid. Falla is also the diaos of lovers, of parents, and outcasts. Falla is ultimately the diaos of acceptance and inclusion. Many prisoners pray to hir for guidance, not to obtain freedom, but for the strength to overcome the hardships they must face.

The other children of Dia cannot have offspring with mortal men but Falla has had a child with each of her siblings and is the mother or father to many royal lines. Ze alone bore a child for Typho and started his line of kings.

Falla did this as a service to each of them and in return hir city is considered sacred neutral ground. No army has ever marched against it, no weapons are allowed in it, violence is outlawed, and bigotry is a major crime.

Falla is not without fault. Ze is very much detached from the consequences of hir actions, ze doesn't often have strong convictions and when ze does they are towards acceptance of others or the leveling of a playing field. Ze likes the status quo and, other than hir pensions for expressions of freedom, ze is very blasé.

#### The Children of Falla

- Falla and Salamenda are passionate and frequent lovers who produced a line of soldiers whose hearts match their parent's love for one another.
- Falla and Mavrin begot only one son, a perfect and eternal child whose mind matches his father but possesses a naivety. Their romance was deep and emotional, establishing a lifelong connection between them- a bond that transcends the physical pleasures they shared.
- Falla and Typho's descendents are powerful potential diaos who fight each other to claim each others powers.

- Dium tricked Falla into sleeping with her as revenge for giving Typho an heir. Falla, however, was unimpressed and loved all of his children equally. Their romance was brief and fiery, fueled by anger and spontaneity- like two spirits dueling but both coming out the victor. The line of Dium begets only females and they act as Dium's high priestesses. Dium still secretly harbors romantic feelings for Falla, longing to relive that single night, but suppresses the urge and keeps her heart locked away.

## MAVRIN, DIAOS OF EYES

- 2nd born, Male, Wise Man of the North
- (Mav-rin)
- The Heart of Dia
- Neutral Good
- Pale of skin, black of hair
- The Wisest, the Fairest



Born to the unmarried young wife of a maid, Mavrin's father was a local lord who had taken his mother as a secret concubine. Born blind, but given time with his weakness he learned to listen to things as they were rather than see things as he expected them to be. He trusted not the words of others but chose to seek truth via experience. Mavrin possessed Dia's heart and thus eventually learned to see into the hearts of men and was named the wisest of his siblings. Mavrin is also quite handsome, regarded as the fairest man in all the world. His features are that of a unblemished statue.

He is the most learned of the Dios, articulate and academic, and possessive of an unmatched wit. He is a sensitive soul, deeply intuitive and introverted. Despite his blindness he is an accomplished archer and falconer. Mavrin's gift isolates him however- seeing the truth in the words of his peers made him unhappy with the cities of man. He rules by proxy, speaking softly the great truths that are the fruit of his intellect. He never sat upon a throne, preferring to put good men upon them and offering his guidance to them. Thus, he alone has never worn a crown and is considered humblest.

None have seen him since Typho's death, save for chance meetings. He took it particularly hard as he was very close to his younger brother. The two were kindred souls and it is said that Mavrin feels responsible for not having been able to free him from the vision he had. They say wise Mavrin walks his land seeking a good man fit to take Typho's place and unite the ancient kingdom once again. As he does so he experiences the world, having many adventures and facing many challenges.

## SALAMENDA, THE CRIPPLED KNIGHT

- Eldest of the Dios, Female, Empress of the East
- (Sal-ah-mend-dah)
- The Body of Dia
- Chaotic Good
- Brown of skin, black of hair
- The Strongest, the Kindest



The first daughter of Dia and champion of the East was born as the daughter to a lowly family of wool weavers. She was blessed with Dia's physical form, born with crippled legs at birth but able to overcome her infirmity with the strength of her convictions. She has no legs below the knee but still became the greatest warrior in the land by mounting herself on horseback. She is unmatched with a spear, capable of defeating foes many times her size with her otherworldly skill and strength.

Noble and honorable Salamenda is the kindest of her kin- patient and introspective. Yet, she has a fire within her that ignites her passion when the mood takes her- her convictions are the strongest. She is economically minded and logical, seeing the larger picture rather than the immediate future. She takes pity on her enemies and lifts her society up by its lowest elements (often ignoring the well-to-do). Salamenda has little love for laws and punishments and thus her people worship her benevolence one day and commit thievery on the next. She believes men should be free and is hesitant to impose her rules- to do so would be to crush the human spirit and limit its potential.

Salamenda remains one of the only Diaos active in their country's day to day affairs. However, her chronic unwillingness to enforce rules has lead to many splintered armies and factions in her domain and chaos reigns despite her best intentions.

## TYPHO, KING OF THE WORLD

- 3rd born, Male, Grand General of the West
- (Ty-foe)
- The Mind of Dia
- Lawful Neutral
- Red of skin, black of hair
- The Most Ambitious, the Most Cunning



Born to the old wife of a nomadic herdsman, Typho lived a rough life amongst nomadic raiders. His mother was stolen and ravaged by one of the bandits and the day he was born she was slain. Typho was a sotic, hard, man with a keen deductive mind.

Ever critical and ever savvy Typhos did what he had to in his cruel world. As a young man he killed his way to the top and once he had dominated his little band he simply continued onward. Typhos was possessive of his father's mind and he had premonitions of the future. With this he evaded assassins, his armies avoided well-planned ambushes, but he was trapped by the future he was shown.

He was not a cruel man but he did cruel things. He conquered the marauders at first then tribes, towns, cities and finally entire countries. He was a good soul born into a wicked world and was forced to live a life against his nature. He had no support, no friends, and was ever-paranoid. They say it was the dagger of ambition that wounded him the most though and he never thought himself equal to Dia.

Typho's burden was that he was not immortal as his siblings were. He was as frail and mortal as any man, though he perhaps possessed the greatest of powers. Upon the first meeting of all of his kin Typho was flooded with power and shown the exact moment of his death. From that day forward he was a changed man. He was resolved that his death would come

that he made due with the little time he had. He made sweeping political changes and spent all of his worldly funds to help rebuild the damage he caused. On the day of his death he simply walked out into the mountains and was never heard from again. On the night before he had made love to his sibling Falla, ensuring his line would live on.

Typho was a master of the sword and was unmatched as a battlefield commander. His ingenious tactics and many military inventions were surpassed only by his philosophic texts.

His descendants is the line of Typho- the strongest and most magically adept humans in the world. They can claim ownership of the entire world in his name, but few listen.

## SIDEBAR: THE LINE OF TYPHO

Players can chose to be a descendent of Typho. Often times heroes, unbeknownst to them, are descendent of Typho. This helps to explain why players have better ability scores and abilities than your average commoner. While Typho was human it's not impossible that some of Typho's genetics made it into other bloodlines.

## Cosmic Worship

There is a view that the universe is bound together by a raw, cosmic, pervasive, energy and this forms the backdrop of reality. The division of this energy forms the "gods" and can be channeled, in one way or another, as magic by mages, psychics, and clerics. Everything from thoughts to action convert this energy to other forms. This primal energy goes by many names in many places; kashoom, universal force, primal energy, the source, etc.



## THE SECOND GODS

A race of demi-gods who live on a small moon sized planet. They vary in their powers and domains but collectively the small divine species constitutes a deity. In times of strife or great needs they can merge together into one super-deity who has all the power of an entire pantheon. They replaced the old gods when they wiped themselves out. These new Second Gods frequently visit the mortal world and, though they live for thousands of years, can die and age. The Second Gods themselves, though they have physical forms, are mere manifestations of a larger metaphysical power- like a thousand handed giant poking just the tips of his fingers through a veil.



## No Pantheon

The following deities or divine organizations are not affiliated with any pantheon and can be used in any setting.

### THE APPROXIMATE GOD

This god is full of frivolous facts that almost gives important information, but is always somehow off. His followers always show up a minute too late, bring a silver weapon to a vampire hunting party, and a wooden stake to a werewolf hunt. The Approximate God has been a divine being for almost a million years, give or take 500,000. He absolutely loves to share information, sharing it often unasked and when his followers are asleep. He's eager to share this knowledge when they asked, or when someone happens to be nearby. He enjoys boasting about how he almost got it right that one time, and that his followers have almost finished building a house of worship. Did you need to know if that mushroom was poisonous? The Approximate God will be sure to tell you about the time that he ate a poisonous mushroom and it was not a fun day, or was that the cheese he ate? Either way it wasn't that mushroom you're looking at, he thinks.



**Note:** The Approximate God's favored weapon is any weapon you're not currently holding in your hand. This means that throwing your weapon at your foe counts as throwing your favored weapon. He also favors weapons with the dancing magic property (it's close enough to you, so that's cool right?).

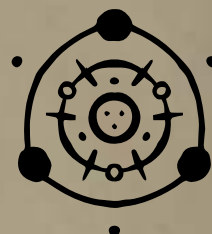
### THE CHURCH OF GOD

Opposed by the Church of Man. They believe that humanity (and all mortals) are imperfect creations and that only through the worship of some deity can they obtain salvation. It doesn't matter what god you worship and the Church of God is a meeting place for members of all faiths to come and converse. Those strictly dedicated to the Church of God (or "Cogs", as those dedicated to the Church of Man call them) see all deities as one and worship the concept of divinity rather than a single deity or pantheon.



### THE CHURCH OF MAN

Opposed by the Church of God. The Church of Man believe that humanity is divine and thus worthy of self praise while the Church of God believes that there is a deity above who influences and guides humanity. They see the gods as pretenders, creatures of immense power who masquerade as essential part of the cosmos when they are really just jailers keeping humanity down. The Church of Man perpetuates the belief that if there were no gods to hold them back humanity would take their place. The church has declared an ongoing brutal crusade against all deities and their messengers (essentially, any divine outsiders).



## MORTIS

This large faith is a church that believes that this life is a test and those who are just in this world will be rewarded in the next. A radical sect took over in the early years thanks to a political alliance it had and now, once someone commits an act of extreme piety (or when they are believed to be at their most pious) they are killed- both ritually and literally and reanimated as an intelligent zombie for a sort of religious second life. These zombies decay over time and will eventually pass on but it is believed that this religious second life “locks in” the status of their soul at the time of death and their wandering form becomes a religious zombie- often serving as priests and gurus for the living to guide them towards a better life. People of particular piety are called back by their necromancer-priests for spiritual guidance in trying times. It’s actually a very positive religion and it’s followers are mostly of good-alignment. Not everyone sees it that way and this religion, though large, has been persecuted from time to time. Religious leaders who are deemed to be saintly are created as good-aligned lichs.



## GOD OF ATHEISM

Atheism has a unique place in a world where the gods are commonplace. It often doesn’t take the form of “I don’t believe in the gods” but rather manifests itself as a disdain for the gods or a belief that they are not “divine” but just powerful beings no more fit to judge mortals than the mortals themselves. This belief, like all belief, can create gods and thus this paradoxical god was born. It disbelieves its own divinity and actively seeks to prove to the other gods are not gods but something else. This deity ends its own existence regularly but is reborn in another form almost instantly as a new embodiment of Atheism. Its “clerics”, if you can call them that, actively seek to kill their own god or at least disprove its existence. This active denial is an act of faith and, quite frustratingly, empowers the God of Atheism even more.



## GOD OF FAITH

Faith is a funny thing. It can be blind, genuine, misplaced, forced, and comes in a thousand more flavors than that. The God of Faith gets a tiny sliver of power every time someone acts of faith- regardless of who or what their faith is in. This is not a powerful deity but is a pervasive one. It is the backdrop of all faith and instills in people the courage to do what their heart says they should. It is the little voice that speaks up and says, “Yes, you can. Just have faith.” when you need it most. The God of Faith takes many forms and each person’s relationship with it is a personal one. Its clerics are often holy people who serve no god but place a lot of stock in faith. They reward those that trust in the balance of the universe and take long odds. The God of Faith has no agenda but to promote people to follow their dreams- for good or ill.



## GOD OF INCORRECT BELIEFS

Not every belief is true. Some things are just, categorically, wrong. For example, believing the round planet is flat is incorrect and those who put faith into such a belief put faith into an incorrect notion. Worrying about the underground race of snakemen who run the country is probably a waste of time, despite what the man in the corner keeps saying. The God of Incorrect Beliefs is a deity that is comprised of all the most commonly held incorrect beliefs in the universe. It is essentially a sentient divine mass of conspiracy theories, misinformation, and lies that sustains its own existence by adding fuel to the fire of these beliefs. Its divine agents sprinkle stupid ideas into the minds of charismatic people, assure conspiracy theorists that their biases are legitimate, help degrade educational systems, and generally insite falsehoods via sensationalist media topics (“Paladins- Friend or Fiend?”, “Is Your Druid Really Healing Your Or Stealing Your Teeth?”, “Elf Ears Are Fake!”, “The Gnomish Baking Cartel”, “Dwarves- Actually Giants!”, “Glabrezu: Wishes Really Do Come True!” etc).



## GOD OF THE LAZY

There is a twisted divine power found in inaction. The God of The Lazy, a demon lord of sloth, preys on the lost divine essence of intended prayers abandoned due to apathy or sheer laziness. He quietly amasses the lost prayers and forgotten faith to cement his fledgling godhood. To maintain his power, he acts as a benign calming influence; all the better to lull mortals into complacency. He has his clerics and followers serve as mediators for warring nations, proprietors of vice dens, and agents working towards a stagnant status quo. His realm is littered with people trapped in perfect moments, eternally living out lazy afternoons, peaceful evenings, and quiet moments that last forever. For all his malice, he has very little interest in upsetting the mortal world. That would cause a great fuss, it would tax his divine might, and the whole idea just seems like too much work...

## GOD OF LOUD NOISES

Lots of people make loud noises to signify their faith in something: the crowd at a stadium cheering on their hero, the music of a bardic concert, the screaming proclamations of faith from a preacher, the barbarian roaring his war cry, etc. From this passion for loud sounds was born, quite accidentally, the God of Loud Noises. No one whispers their passions- they yell them so the universe erroneously attributed "loud things" to this deity as faith. So every time someone yells really loud- they are praising the God of Loud Noises. This is all well and good until you realize that the God of Loud Noises only really has dominion over such things. So the God of Loud Noises is... really loud. Its voice can shatter planes of reality, a simple whisper can shatter glass, and its subtlest steps are thunderclaps. Most people who worship the God of Loud Noises don't even recognize that they do so- that roaring drunk at the next table who just won't shut up about his prize-winning bull is probably a faithful minister of the Old Loud One without knowing it. That doesn't mean there isn't a church of the God of Loud Noises. Yes, the Society for the Advancement of Volume (SAV) is a collection of scientist-clerics and bards who attempt to make the



loudest and most cacophonous noises they possibly can. They are banned from gathering in public in most places (for good reason) but many have gone on to become famous singers, bards, and adventurers.

**Note:** Their favored weapon is "Any musical instrument". This allows them to wield any musical instrument as an improvised weapon and are treated as if they had Catch Off-Guard when wielding musical instruments.

## GOD OF SMALL FAVORS

A tiny pixie imbued with divine power, the God of Small Favors flits through the multiverse, trying to ease the burden of those she comes across. She helps you find that needed item at the last minute, keeps the rations dry when your backpack falls in the river, and provides the moment of calm in a hectic storm. She encourages her followers to perform random acts of kindness and charity, or to leave helpful items and supplies in odd locations. She delights in those grateful sighs and declarations of "thank the gods for small favors".



## THE PLANET EATER

This living planet-like deity is the scum cleaner of the universe. It floats about the multiverse eating planets that need to be destroyed. It is the literal embodiment of entropy and endings, playing janitor to the unneeded and assassin to those that would upset the cosmic balance. The Planet Eater is, at the moment, far off in space or is perhaps on a different plane. However, that doesn't mean you can't worship it and pray for it to consume your world last. It does, however, have some kind of sentience (if not sapience) and can be bargained with in a manner of speaking. One can direct its hunger, suggesting better candidates and buying yourself more time. It gives divine power to those who feed it or provide it with easy sources of food.



The faith of mortals, directed at it, is a form of food it can consume so it enjoys this. It does, however, also whet its appetite towards faith and if you give it too much faith it will eventually seek you out and eat you.

#### SAMMY

A perpetually 12 year old girl who just wants to be left alone. She became a deity by accident and didn't really want that power. Now she has it and just wants to be a normal, everyday, 12 year old girl. Would you stop coming to her with burnt offerings and praying to her? She's trying to catch the eye of the stable hand Todd who Jessica has her claws in.



#### THE VENGEFUL GOD

This god hates everyone and everything. He also hates you, in particular. He knows and hates literally everything and doesn't understand why people keep worshiping him. Those who try to worship him are smote for their insolence. He doesn't even have a name because he doesn't want people to worship him. It's a trick among cultists to trick other heretics into worshiping him so they will suffer in eternal agony for doing so.



#### SIDEBAR: UNWILLING GODS

Not all gods want to or can be worshiped, though they still have great power. They may be universal constants fed divine power by one aspect of life or required for some universal function or just actively dislike followers; one doesn't actively "worship" deities like Sammy or the Vengeful God. Some deities in this book can only be worshiped by action and disposition, not by direct prayer and proselytizing. For example, a bitter old curmudgeon who just wants to watch the world burn may draw divine power from the Vengeful God even if they are unaware of where the power comes from.

A little girl who just wants the world to stop being so hard on her or a kid with an overbearing mom might receive divine help from Sammy, though she'd never admit it. You must, effectively, be a kindred soul to the deity to gain power from it.

Gods that regularly do not have active followers include: Sammy, The Vengeful God, The Planet Eater, the God of Atheism, God of Faith, and the God of Incorrect Beliefs.

#### KRINESKA

**Titles:** Mistress Masquerade, the Red Jester, The Wicked, Jester Queen, the Laughing Goddess, the Assassin's Fickle Mistress, the Dagger Damsel

**Portfolio:** Assassination, Harvest, Performances,

**Worshippers:** Few but generally jesters, assassins, evil bards, and farmers wishing to escape her wrath. (See the "followers" section below).

**Appearance:** Krineska often appears as a competitive, tomboyish girl with red hair in a jester's cap. She sometimes appears as a female clown and has been reported to take the form of a lady in lavish ballroom attire with clown makeup hidden behind a masquerade mask. Being a goddess of mischief, she tends to take on a form that suits the situation.

#### Followers of Krineska

Though she has few followers and is Chaotic Evil most of the members the Circus of Krineska are not of CE alignment. They generally work to stop her wrath and tend to be of lawful or good in alignment. Members of her church must commit murders to stop more murders, a morally difficult situation. As a way of teasing them, she often grants spells to the members of the Circus because of their inadvertent adherence to her tenants. A cleric or paladin of Krineska does not have to be within one step of her alignment.

#### Paladins of Krineska

Though rare, Paladins of Krineska are often trained assassins equipped to stop her bloody wrath from being visited upon the unsuspecting population. Paladins of Krineska can chose to drop Diplomacy

and Ride from their list of class skills and in return they receive Stealth and Sleight of Hand as class skills. A paladin of Krineska still falls if he violates his code. Many times he must fall to complete his tasks.

### **Clerics of Krineska**

Clerics of Krineska that are members of the Circus of Krineska can count as if they are clerics of a neutral deity for the purposes of determining if they channel positive or negative energy. They can also prepare atonement as a domain spell once they are able to cast 5th level spells. Those clerics that actually worship Krineska and are not part of the Circus have all the normal restrictions and benefits of a cleric worshiping a CE deity.

### **Assassins of Krineska ("Krineskakin")**

A sacred position within the Circus of Krineska is that of the Krineskakin. A krineskakin is a holy assassin tasked with performing the gruesome murders required by Krineska. A faithful member of the Circus may enter the assassin prestige class even if they are of a non-evil alignment. Many Krineskakin take levels in the Gray Guardian prestige class.

The most senior Krineskakin of the Circus is known as the Ringleader or Circle Leader. The Ringleader is the de facto leader of the Circus, but he is advised by the other Krineskakin and answers to the Lady Jester.

### **Rogues of Krineska**

Many rogues enter the service of Krineska. In the Circus many times they serve as information gatherers or low-level infiltrators under the tutelage a Krineskakin. Some are aspiring Krineskakin themselves while others are just doing what little they can for the cause. Some rogues, particularly those of evil alignment, may worship the Red Jester herself. Some do it out of fear, a lust for power, or some misguided sense of honor among thieves. She is quick to reward those faithful to her but getting the attention of goddess of murder and mischief has its own perils...

### **Bards of Krineska**

Some bards are members of the Circus, often actual performers who want to help with the cause. Bards make excellent faces for the organization and often have invaluable social skills. In the Circus, a female performer can be elevated to the rank of "Lady Jester". In ceremonial plays the Lady Jesters plays the part Krineska herself. The post is generally temporary and has a great deal of traditional and religious significance. It is said that a Lady Jester protects the Circus from the influence of Krineska while she has the title, but is cursed with bad luck so long as she plays the role. She is seen as a martyr-figure within the Circus because it is believed that she absorbs all the bad luck for the Circus. The dreams of the Lady Jester are often a venue for Krineska to speak. Because of this, the Lady Jester acts as an advisor to the Ringleader. The Lady Jester must constantly wear a mask with no eye holes because it is believed that Krineska sees what she sees when she "wears her face" (a term that has its roots in the traditional makeup that the Lady Jester must wear). The understudy for the Lady Jester is the Damsel of Distress who is also the next in line to be the Lady Jester. The Damsel of Distress serves the Lady Jester like a squire serves a knight, learning all she can from the Lady Jester while she serves the Lady Jester.

Table 1-1: New Gods

DEITY	ALIGNMENT	DOMAINS	FAVORED WEAPON	PANTHEON
<b>Psychic Gods (Pantheon)</b>	N	Knowledge, Psychic	Rays	Psychics
God of the Single Eye	CE	Knowledge, Madness, Tricky, Evil, Chaos, Psychic	Rays	Psychic
Goddess of the Willing	NG	Void, Protection, Travel, Good, Darkness, Psychic	Heavy flail	Psychic
Lord No	CG	Liberation, Chaos, Good, Charm, Artifice, Psychic	Rapier	Psychic
Nightmare Beast	CE	Chaos, Evil, Madness, Psychic, Destruction	Falchion	Psychic
<b>Moments (Pantheon)</b>	N	Darkness, Sun	Dagger	Moments
First Light of Dawn	LG	Darkness, Sun, Law, Good, Glory, Healing, Time	Morningstar	Moments
High Noon	NG	Sun, Artifice, Community, Good, Glory, Time	Pistol or hand crossbow	Moments
Long Night	LE	Darkness, Protection, Law, Evil, Repose, Time	Scythe	Moments
Painted Sky	CG	Darkness, Sun, Magic, Charm, Artifice, Good, Chaos, Time	Shortbow	Moments
Witching Hour	CN	Magic, Darkness, Chaos, Rune, Knowledge, Time	Quarterstaff	Moments
<b>Lords of Neverborn (Pantheon)</b>	NE	Death, Destruction	Greatclub	Lords of Neverborn
Lady of Tears	CG	Protection, Death, Destruction, Good	Flail	Lords of Neverborn
Neverborn	CE	Destruction, Death, Chaos, Weather, Healing	Greatclub	Lords of Neverborn
Stormlord	NE	Evil, Destruction, Strength, Charm, Weather	Unarmed Strikes	Lords of Neverborn
<b>Dia (Pantheon)</b>	NG	Nobility, Community	Longsword	Children of Dia
Dium	N	Charm, Trickey, Nobility, Artifice, Knowledge	Scorpion whip / whip	Children of Dia

# NEW CLASSES

Falla	CG	Charm, Chaos, Community, Protection, Healing	All/any simple weapons	Children of Dia
Mavrin	NG	Knowledge, Magic, Good, Rune, Travel	Longbow	Children of Dia
Salamenda	CG	Good, Chaos, Liberation, Glory, War	Longspear	Children of Dia
Typho	LN	Nobility, War, Strength, Law, Animal	Longsword	Children of Dia
<b>Cosmic / Kashoom (Pantheon)</b>	N	Void, Magic	Chakram	Cosmic
Second Gods	CG	Good, Community, Water, Fire, Earth, Air, Void	Chakram	Cosmic
<b>No Pantheon</b>	-	-	-	-
The Approximate God	N	Knowledge, Madness, Weather	Any weapon you're not wielding	None
Church of God	LG	Good, Law, Community, Glory, Magic	Warhammer	None
Church of Man	LN	Good, Law, Community, Glory, Magic	Warhammer	None
God of Atheism	N	Knowledge, Madness, Trickery, Magic, Artifice	Light Hammer	None
God of Faith	LN	Law, Community, Healing, Protection, Magic	Battle Aspergillum	None
God of Incorrect Beliefs	CN	Madness, Trickery, Charm, Chaos, And One Secret One I Can't Tell You About or the Government Will Steal My Teeth	Sap	None
God of the Lazy	NE	Charm, Evil, Trickery, Time, Toil (subdomain)	Greatclub	None
God of Loud Noises	CN	Community, Destruction, Music, Strength	Any musical instrument	None
God of Small Favors	NG	Community, Good, Luck, Protection	Dagger	None
The Planet Eater	NE	Evil, Destruction, Death, Weather, Plant	Bite attacks (You do not gain this)	None

Sammy	NG	Good, Community, Charm, Animal, Protection	Weapons are sharp. Dad says not to play with them. (None)	None
The Vengeful God	NE	Evil, Destruction, Madness, Death, Magic	His ire (None)	None
Krineska	CE	Death, Trickery, Luck, Plant (Subdomains: Murder, Deception, Thievery, Curse, Decay)	Dagger	None

## Things As Gods

### ALIENS AS GODS

Aliens or things far in advance of humanity developmentally/technologically have sometimes been treated as gods. This may actually be true however as some aliens or other species have transcended to goodhood though societal advancement. If the gods are aliens and have those powers- how can man follow in their footsteps.

### IMMORTAL HEROES AS GODS

There are no gods or, if there are, they are aloof and have no known presence on the world. Heroes who, over ages spent inhabiting a magical world, have become immortal and thus became insanely powerful and now act as the major power players of the cosmos. Each has their own agenda and can, in some way, reward their followers who act as small time agents for their larger machinations.

## Gnostics Pantheons

A style of religious belief that doesn't get used a lot in fantasy games is gnosticism. Gnosticism is a general category of religious beliefs that share common themes and elements. In a gnostic belief system there is a single omnipotent, omniscient deity who is generally good and resides in a spiritual, "true" reality or world. There is a "demiurge" (lit. "craftsman" or "artisan") who, either through spite or ignorance, crafts a physical, "false" world where we mortals reside. There are lots of other aspects to gnostic thought (emanation, archons, aeons, pleroma, sophia, etc) but the basis is that we are trapped in a false and

physical worlds and only through direct interactions with the divine (who reside in the spiritual and true worlds) can we transcend to that true world ourselves. Knowledge we gain via personal experiences with the divine is known as "gnosis" (gnosis literally means "knowledge"); hence "gnosticism". Making your pantheon a gnostic one can add new elements to your game in terms of theme and goals. In a gnostic game the goal of religious people would be to achieve gnosis so they may be less focused on teaching as only personal experience with the divine grants gnosis (you can't just read a book about it). It layers on an aspect of the physical being "false" and the spiritual or mental being "true". That means a gnostic culture would be apt to deny themselves the physical and focus on the intangible (social, mental, spiritual, legal, moral, etc).

### GNOSTIC CLERICS (ARCHETYPE)

Gnostic clerics substitute Intelligence in place of Wisdom for any cleric class features (including domain abilities and spellcasting).

A gnostic cleric's class skill list is as follows: Appraise (Int), Craft (Int), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

A gnostic cleric do not follow a deity so much as they follow a gnostic religion and seek to achieve gnosis. They may be of any alignment, treat a quarterstaff as their favored weapon, and may only select the following domains: Artifice, Knowledge, Liberation.

# Chapter 2: New Domains

## Art/Beauty

*You seek to find the divine beauty in all things, even if you must gild the ugly to find it.*

**FASHIONISTA:** You can alter the clothing of a creature with naught but a touch. As a standard action, you may change the appearance of a creature's clothing, as if by a disguise person that only affects clothing. This change lasts a number of rounds equal to your cleric level (minimum 1 round). You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**CALLIPYGIAN:** At 8th level, as a move action you can transform yourself into a literal work of art; a shapely statue or life-sized portrait of yourself. You may maintain this form for a number of rounds per day equal to your cleric level. These rounds need not be consecutive. This ability otherwise functions as statue.

### DOMAIN SPELLS:

- 1st - color spray
- 2nd - eagle's' splendor
- 3rd - enter image
- 4th - rainbow pattern
- 5th - treasure stitching
- 6th - veil
- 7th - statue
- 8th - prismatic wall
- 9th - overwhelming presence

## Music

*You hear the music of the divine, and orchestrate the world to play the tune for all to hear.*

**CLASS SKILLS:** You add Perform (percussion, sing, string, wind) to your list of class skills.

**TUNED ASSAULT:** With a touch, you cause others to ring like a bell with aggressive vibrations. As a standard action, you may make a touch attack against a target. If you hit, the creature takes 1d6 points of sonic damage +1 point for every 2 cleric levels you possess. In addition, they take a -4 penalty to Stealth checks for 1 round. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**DANCE FLOOR:** At 8th level, as a standard action you may set up a beguiling tune or dance step that enchants others into dancing along. Enemies within 30 feet of you must make a Will save or start dancing, consuming a move action each round while you maintain this effect (a move action on your turn). You may maintain this effect for a number of rounds per day equal to your cleric level. These rounds need not be consecutive.

### DOMAIN SPELLS:

- 1st - solid note
- 2nd - sounds burst
- 3rd - thundering drums
- 4th - nixie's lure
- 5th - frozen note
- 6th - sonic form
- 7th - pied piping
- 8th - irresistible dance
- 9th - wail of the banshee

## Psychic/Mind

*Through divine insight, you have been granted immense mental prowess.*

**INDUCE MIGRAINE:** As a standard action, you can create an agonizing mental pressure in a target within 30 feet as a ranged touch attack. If you hit, the target is dazed for 1 round. Creatures with more HD than your cleric level are unaffected. This is a mind-affecting effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**MENTAL FORTRESS:** At 8th level, you gain a unimaginable level of mental self-control in short burst. As a move action, you become immune to mind-affecting effects for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day per 4 levels beyond 8th.

### DOMAIN SPELLS:

- 1st - detect thoughts
- 2nd - investigative mind
- 3rd - seek thoughts
- 4th - discern lies
- 5th - telepathic bond
- 6th - telepathy
- 7th - insanity
- 8th - demand
- 9th - microcosm

## Time

*You are a chrono-priest, deftly adding and subtracting moments of time as one would a ledger of debts.*

**ACCELERATING TOUCH:** You can improve someone's reaction time, even after the fact. As a standard action, you can touch a creature to grant them a sacred bonus to their Initiative score equal to 1/2 your cleric level (minimum +1). This takes effect at the start of the next round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**DOUBLE TIME:** At 8th level, you can create a personal haste effect for a number of rounds per day equal to your cleric level. These rounds need not be consecutive. Activating this ability is a move action, and otherwise functions as *haste*.

### DOMAIN SPELLS:

- 1st - true strike
- 2nd - time shudder
- 3rd - sands of time
- 4th - threefold aspect
- 5th - teleport
- 6th - prognostication
- 7th - temporary resurrection
- 8th - moment of prescience
- 9th - time stop

**Note:** The Toil subdomain <sup>APG</sup> is a subdomain of the Time domain.

# Chapter 3: Game Mastery

## New Subsystem: Godcrafting

In ancient times some cultures had deities they worshiped not in grand temples but in their homes. These lesser gods, sometimes called household deities or heart gods, were invoked to protect the specific domicile or family who lived there from harm. These might be simple nature spirits, wicked but appreciable animalistic deities, spirits of the land (such as kami), racial deities, or (most commonly) one's own ancestors. Many other cultures believed in personal divinity or that each of us have a "guardian angel" looking out for us.

Godcrafting allows a character to develop a personal deity. To make a personal deity select one domain. This should be something tied to your character or family's background (the artifice domain, for example, would go well with artisans). Your personal deity also gains your alignment and the two domains associated with them (if you are lawful good, your personal deity has the law and good domains).

## New Subsystem: The Soul Room

Within our soul we have room for one other, if we let them in. This metaphysical space, colloquially referred to as the "soul room" (also called one's "mind palace" or "heart of hearts") is a person's more vulnerable place. You can invite someone in there and give them unfettered access to your soul. Powerful spellcasters and evil gods sometimes try to break into these soul rooms and do damage to the host before they can be exorcised.

### SYSTEM CHANGES

- Everyone has a "soul room" and must list who (or what) resides there. A soul room may be left empty.
- Whoever resides in one's soul room is always counted as being adjacent to you for the purpose of attacking you, can use any spell or spell completion item on themselves and they can chose to give you the benefit instead (even spells with the "personal" target), and you always count as willing creature to them. They can talk to you in your dreams by leaving you messages (you remember the important gists- not the exacts or any proper nouns) You do not get any of these rights in return. Any damage dealt to you in this fashion is non-lethal, emotional, damage.
- Any character capable for casting at least 3rd level spells can make a ranged touch attack against a creature within 30 feet as a standard action to attempt to gain access to another character's soul room. If the soul room is occupied by another being you must make an opposed character level check (1d20 + your character level or the CR of a monster). If the soul room is empty you automatically succeed in gaining access.
- Removing someone from your soul room is a move action. If the creature is unwilling to leave you must attempt an opposed character level check.
- Deities are always assumed to have a character level of 20 for the purposes of effects related to a soul room.
- There is no range on who may reside in your soul room. (Even if forced in)
- A given creature may reside in the soul rooms of many creatures at once but you may only have 1 creature in your soul room at a time.
- The creature you select to be in your soul room doesn't have to be consulted or even willing when you select them as this has no impact on them unless they want to take advantage of the soul room.

## DEDICATION

If you are particularly religious you may take the "Dedication" feat. This effectively gives a deity permanent access to your soul room. Deities are exceptionally useful to have in your soul room as they are very hard for enemies to remove. In addition, if you are dedicated to a deity and someone forcibly removes a deity from you they may incur its wrath.

### Dedication

*You ritually bind a deity to your soul room by offering your eternal service to them.*

**Prerequisite:** None.

**Benefit:** A deity permanently fills your soul room. If kicked out they automatically return as soon as it is empty again. If you close yourself off the deity cannot enter.

**Note:** Clerics and paladins gain this at 1st level as a free bonus feat. This may be given by a GM at 1st level to other divine caster classes.

## GROUPS

If a particularly strong bond is formed it can be a more extensive group of people such as a party, family, military unit, group of close friends, etc. If you select a group the benefit is weakened but the number of people who have access to your soul room increases to include all of them. They still count as always being adjacent to your for the purpose of attacking you, and you are always a willing creature to them, but can use spells or spell completion item on you by casting/using it on themselves once per day per person.

## CLOSING YOURSELF OFF

Sometimes someone suffers an emotional trauma and they close themselves off to the world- filling their soul room with hate, anxiety, and a sense of loss. After a traumatic event you may choose to close your soul room. Doing so means no one can get into it except evil deities and evil outsiders, though you gain a +4 bonus on all level checks to resist such attempts and to kick them out. However, this emotional pain and seclusion isn't healthy and you take a -2 penalty on all Will saves against mind-affecting effects and your Charisma is reduced by 2 for as long as you are closed off from the world.

## UNDEAD & CONSTRUCTS

A dead body has no soul but their soul room still exists. What actually happens when a creature is turned into an undead is that their soul room is forced open and the caster is placed inside. Liches gain 1 soul room per phylactery, though they guard these with powerful magics. Constructs have a soul room, albeit an artificially constructed one, that their master fills.

# Chapter 4: New Classes

## Avatar

### A Base Class for the Pathfinder Roleplaying Game

Among the servants of the gods, there are those who go beyond mere worship and veneration. These are not mere priests who seek to convert and sway the masses. These are not mere crusaders, carrying their deities will with sword and shield. These are the avatars; the literal embodiments of a deities divine will and power on the material plane.

For many, there isn't a conscious choice in becoming an avatar; it is something that is decided for them. Upon finding a mortal soul that embodies their desired traits, a god will ascribe a small portion of divine might unto their new champion. Whether or not the mortal has any say in the matter is up to the god's judgement; while benevolent gods may allow someone to refuse their gifts, a more malicious or belligerent god may force their power and will upon someone despite their protests. Other avatars are chosen by fate, predestined to wield deific power according to a grand prophetic vision. These avatars are often groomed from birth in some form (whether they know it or not) to on day take up their ordained role.

Regardless other their origin, all avatars are capable of bringing the divine majesty of their patron to the Material plane through their own body, becoming a physical representation of their deity. Even outside this godly form, the avatars bear a divine might within them from being so close to their deity.



**HIT DICE:** D10.

**ROLE:**

While all avatars are capable frontline fighters, their choice of domains heavily influences their approach both in and out of battle, allowing them to either wade into the heat of battle or provides them with novel new ways to approach problems. Charisma is vital to an avatar, since it determines not only their rounds of godvessel, but increases the save DC of their abilities.

**ALIGNMENT:** ANY

The avatar must be within 1 step of his deity's alignment on either the good/evil OR the law/chaos alignment axis.

**STARTING WEALTH:**  $4D6 \times 10$  GP (AVERAGE 140 GP). In addition, each character begins play with an outfit worth 10 gp or less.

**INSPIRATIONS:**

Moon Knight (Marvel Comics), Shazam/Black Adam (DC Comics), Dervishes (Guild Wars), Revenant (Guild Wars 2)

**CLASS SKILLS**

The avatar's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

**Class Features:**

The following are the class features of the avatar.

**Weapon and Armor Proficiency:**

The avatar is proficient with all simple weapons, with light armor, and shields (excluding tower shields). The avatar is also proficient in his deity's favored weapon.

**Aura (Ex):**

An aura of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see detect evil for details).

**Domains:**

At 1st level, the avatar selects 2 domains from those provided by their deity. These act as the aspects of the deity that the avatar represents, and serve as the source of the avatar's powers. Each domain provides the avatar with a castigate effect, godvessel effects, and a number of potential pleromas that he may select (see the pleroma class feature). If a godvessel benefit or pleroma allows for a save, the DC is  $10 + 1/2$  the avatars class level + the avatars Charisma modifier. For a list of domains and their associated effects and options, consult the domains list at the end of this class.

**Godvessel (Su):**

The avatar can channel the raw power of his deity into his form, greatly increasing his prowess. At 1st level, the avatar may flood his body with divine power as a swift action, becoming a physical embodiment of his deity's will. He may maintain this state for a number of rounds per day equal to 4 + his Charisma modifier. Every level after 1st, he gains 2 additional rounds of godvessel per day. Temporary increases to Charisma, such as from *eagle's splendor*, do not increase an avatar's rounds of godvessel each day. The total number of rounds of godvessel per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. If the avatar is knocked unconscious, his godvessel immediately ends.

Upon entering godvessel, the avatar may draw a divine facsimile of his deity's favored weapon as a free action. This weapon is a masterwork weapon with an enhancement bonus equal to  $1/4$  his avatar class level (minimum +0). If the avatar's deity has unarmed strikes or a natural attack as their favored weapon, the avatar gains the enhancement bonus to unarmed and

**Table 2-1: The Avatar**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Aura, domains, godvessel, pleroma
2nd	+2	+0	+0	+3	Castigate
3rd	+3	+1	+1	+3	Divine fate +1
4th	+4	+1	+1	+4	Pleroma
5th	+5	+1	+1	+4	Godvessel (lesser)
6th	+6/+1	+2	+2	+5	Divine fate +2
7th	+7/+2	+2	+2	+5	Pleroma
8th	+8/+3	+2	+2	+6	Improved castigate
9th	+9/+4	+3	+3	+6	Divine fate +3
10th	+10/+5	+3	+3	+7	Pleroma
11th	+11/+6/+1	+3	+3	+7	Godvessel (improved)
12th	+12/+7/+2	+4	+4	+8	Divine fate +4
13th	+13/+8/+3	+4	+4	+8	Pleroma
14th	+14/+9/+4	+4	+4	+9	Greater castigate
15th	+15/+10/+5	+5	+5	+9	Divine fate +5
16th	+16/+11/+6/+1	+5	+5	+10	Pleroma
17th	+17/+12/+7/+2	+5	+5	+10	Godvessel (greater)
18th	+18/+13/+8/+3	+6	+6	+11	Divine fate +6
19th	+19/+14/+9/+4	+6	+6	+11	Pleroma
20th	+20/+15/+10/+5	+6	+6	+12	Mortal god

natural attacks instead of conjuring a weapon. This weapon vanishes when the avatar ends godvessel.

While using godvessel, the avatar's creature type changes to Outsider (native). Additionally, he counts as a holy (or unholy) symbol for any divine caster whose deity is within 1 step of the avatar's deity on either the good/evil OR the law/chaos alignment axis.

Starting at 6th level, while using godvessel, the avatar gains the lesser godvessel benefits granted by his domain. At 11th level, he gains the improved godvessel benefits, and then at 17th level he gains the greater benefits.

While acting as a godvessel, the avatar undergoes several changes. His expression and demeanor change, and his voice may change. More notably, he takes on a visibly otherworldly appearance, displaying divine physiology based on his deity. It takes a DC 10 + avatar level Perception check to recognize the original creature using godvessel.

### Pleroma (Ex):

At 1st level, and every 3 levels after that, the avatar gains a gift from his deity; an increase in power, known as a pleroma, so that he may better serve as the mortal instrument of their will. Certain pleromas

are marked with a \*; these indicate *pleromas* that trigger when the avatar enters *godvessel*. Only one such *pleroma* may be activated at a time. Otherwise, *pleroma* remain active even if the avatar is not using *godvessel*. Unless otherwise noted, a given *pleroma* may only be taken once.

In place of a *pleroma*, the avatar may gain a bonus combat feat, using his 1/2 avatar level as his effective fighter level for the purpose of meeting prerequisites for the feat. The avatar only receives the benefits of these bonus combat feats while using his *godvessel* class ability.

## Castigate (Su):

At 2nd level, the avatar can focus the power of his deity into a single strike. When making a melee or ranged attack as a standard action while using *godvessel*, the avatar may declare the attack as a *castigate* attack. This must be done before the attack is rolled. If the attack hits, he adds 1/2 his avatar level to damage, and triggers one of his available *castigate* effects from his domains. Effects that allow for a save to resist have a DC of 10 + 1/2 avatar class level + the avatar's Charisma modifier. *Castigate* may combined with other special attack actions, such as *Vital Strike* or a charge.

## Divine Fate (Su):

As a mortal incarnation of divine will, the avatar is highly resilient to common threats. At 3rd level, while in *godvessel* the avatar gains a +1 sacred bonus to all saving throws. This bonus improves by an additional +1 at 6th level, and every 3 levels thereafter, to a maximum of +6 at 18th level.

## SIDEBAR: SACRED VS PROFANE

The avatar class has numerous abilities that grant sacred bonuses. If the avatar is evil, or follows an evil deity, these bonuses are instead profane bonuses. A neutral avatar following a neutral deity must choose to have either sacred or profane bonuses. Once this choice is made it cannot be changed.

## Improved Castigate (Su):

At 7th level, the avatar may activate both *castigate* effects from his domains when making a *castigate* attack. If both his *castigate* effects change the damage type of his attack (such as having both the fire and earth domains), the attack deals both damage type, split evenly between the two. If both effects allow a save to resist, the target must save against each effect separately. The avatar may chose to not activate one of his *castigate* effects, such as when targeting an enemy immune or aided by a particular *castigate* effect.

## Greater Castigate (Su):

Starting at 14th level, all attacks the avatar makes on his turn while using *godvessel* gain the benefit of his *castigate* effects. The avatar may chose to not activate one of his *castigate* effects, such as when targeting an enemy immune or aided by a particular *castigate* effect.

## Mortal God (Ex):

At 20th level, the avatar can use his *godvessel* class feature indefinitely. He may trigger *pleromas* that activate upon entering *godvessel* as a move action.

## Ex-Avatars:

An avatar who grossly violates the code of conduct required by his deity loses all class features, except for light armor proficiency and proficiency with simple weapons. He cannot thereafter gain levels as an avatar of that god until he atones for his deeds (see the *atonement* spell description).

**Table 2-2: Avatar Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Human	+1/6 of a new pleroma. This pleroma must be used on a bonus combat feat.	CRB
Aasimar	Castigate deals an additional +0.5 of damage to evil outsiders. Please note Pathfinder does not recognize fractional damage; round down to the nearest whole number.	ARG
Tiefling	Castigate deals an additional +0.5 point of damage to good outsiders. Please note Pathfinder does not recognize fractional damage; round down to the nearest whole number.	ARG
Sacred Dead	+1 round per day of godvessel.	AP: Divine 2

# Avatar Domains

**SAVES:** If a godvessel benefit or pleroma allows for a save, the DC is 10 + 1/2 the avatars class level + the avatars Charisma modifier.

## Air

**CASTIGATE:** The damage dealt by this attack is electricity damage instead of it's normal damage type. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a 30 foot fly speed with average maneuverability.

**Improved:** The avatar ignores penalties for high winds. Additionally, the avatar no longer needs to breath.

**Greater:** The avatar's fly speed improves to 90 feet with perfect maneuverability.

### PLEROMAS

**Elemental Resistance:** The avatar gains electricity resistance equal to his avatar class level. While using godvessel, this resistance is doubled.

**Windborne:** The avatar gains a sacred bonus to Acrobatics and Fly checks equal to 1/4 his avatar level. In addition, the avatar gains Fly as a class skill.

**Skyhome\*:** When the avatar enters godvessel, he may choose to launch himself up to 30 feet into the air as a free action. This movement does not provoke attacks of opportunity.

**Tradewind:** The avatar increase his base move speed by 50% when charging. In addition, the avatar and his allies count as having a move speed of 40 feet for the purpose of overland travel.

## Animal

**CASTIGATE:** This attack ignores the DR and resistances of animals, magical beasts and vermin.

### GODVESSEL BENEFITS

**Lesser:** Choose one of the following: a bite attack, 1 claw attack, or 1 slam attack. While he maintains godvessel, the avatar gains the chosen natural attack as a secondary natural attack that deals damage appropriate to his size.

**Improved:** The avatar grows 1 size category, as if by enlarge person. In addition, all his natural attacks become primary natural attacks, even if the avatar attacks with a manufactured weapon in the same round.

**Greater:** The avatar gains the pounce monster ability, allowing him to make a full attack at the end of a charge.

## PLEROMAS

**Wild Empathy:** The avatar gains the wild empathy class feature of the druid, using his avatar class level as his druid level.

**Call Of The Wild\*:** When the avatar enters godvessel, he summons wild animals from the surrounding area, as if by *summon nature's ally II*. At 8th level, and every 4 levels after that, this spell improves by 1 level, to a maximum of *summon nature's ally VII* at 20th level. When the avatar leaves godvessel, any remaining summoned creatures vanish. The avatar must be at least 4th level to take this pleroma.

**Guided Instinct:** The avatar gains Knowledge (nature) and Survival as class skills, and may use his Charisma instead of his Intelligence modifier when making Knowledge checks.

**Fight Or Flight:** The avatar gains uncanny dodge, as the rogue class feature. If he already has uncanny dodge (such as from another class), he gains improved uncanny dodge.

## Art/Beauty

**CASTIGATE:** The target becomes exquisitely beautiful for a few moments. The target becomes fascinated by itself for 1 round. This is a mind-affecting effect with a visual component.

### GODVESSEL BENEFITS

**Lesser:** The avatar produces divine pheromones that waft through the air, instilling a sense of wonder and camaraderie in all those who fall victim to it. The avatar and all his allies gain a +4 sacred bonus on all Diplomacy and Sense Motive checks they attempt against enemies within 60 feet of the avatar.

**Improved:** An enemy who attempts a skill check of any sort within 60 feet of the avatar must make a Will save or automatically fail the check, wasting the action because they were distractingly attracted to the avatar's allure.

**Greater:** The first time a creature encounters the avatar in a 24 hour period they must make a Will save or fall madly in love with the avatar. The avatar can exclude their companions from this but those that fall prey to this are awestruck by the supernatural

beauty of the avatar. This has the impact of a *charm monster* spell but may cause other deeper passions to arise. While this is not necessarily romantic love it may cause one to pledge their life to the service of the avatar, wish for a deep and abiding friendship, inspire loyalty, or simply overwhelm them with physical passion.

## PLEROMAS

**Artiste (Sp):** The avatar can cast *minor creation* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. The object created must be artistic or at least visually dramatic. An avatar must be at least 7th level to select this pleroma.

**Muse (Su):** All allies who are within 30 feet of the avatar gain a +1/2 avatar level sacred bonus on Appraise, Craft and Profession checks made to make works of art or produce artisan crafts. For all other skill checks made out of combat they gain a +1/4th the avatar's level bonus instead.

**Lend Skill (Su):** Select 3 skills and add them to the avatar's list of class skills. The avatar can, as a swift action, grant any of their allies who can see and hear them the ability to use the avatar's total bonus on one of any of their class skills for 1 round if it is higher than their own. During this time the avatar treats that skill's bonus as being +0 (so long as they are not negative).

**Narcissus (Sp):** The avatar may use *enter image* as a spell-like ability at will on any image they have created. After using it on a specific painting they must wait at least 1 minute before using it on the same painting again.

## Artifice

**CASTIGATE:** This attack ignores the hardness of objects and the DR of constructs.

### GODVESSEL BENEFITS

**Lesser:** As a swift action, the avatar may change the material of his weapon or armor (steel, mithril, adamantine, etc). His equipment retains the qualities of its normal material, but counts as the new material for the purpose of overcoming DR and determining hardness.

**Improved:** Items equipped or worn by the avatar regain a number of hit points each round equal to 1/4 the avatars class level.

**Greater:** The avatars creature type changes to construct (extraplanar). He retains his Constitution score and his ability to be healed. He gains temporary hit points based on his size as a construct.

## PLEROMAS

**Godforge:** The avatar gains Master Craftsman as a bonus feat, even if he doesn't meet the prerequisites. He may use the feat's effect with any Craft or Profession skill he has ranks in.

**Bye Of The Craftlord:** The avatar gains a sacred bonus to Appraise checks equal to 1/2 his avatar class level. He gains Appraise as a class skill.

**Forgefire:** The avatar gains fire resistance equal to his avatar class level. Additionally, metal weapon he holds deal +1d6 fire damage. The avatar must be at least 4th level to take this pleroma.

**Detailing:** The avatar receives a check to spot hidden doors and traps within 10 feet of him, even if he isn't actively looking for them. If he already had the ability to do, such as with the stonecunning racial trait, he may roll twice and takes the better result.

## Chaos

**CASTIGATE:** This attack ignores the DR and resistances of lawful outsiders.

## GODVESSEL BENEFITS

**Lesser:** When the avatar rolls damage dice for an attack action, increase one of the dice rolled by one dice size (1d2, 1d4, 1d6, 1d8, 1d10, 1d12, etc). However, should that dice roll a natural 1 reduce the damage dealt by the maximum value of the dice rather than adding 1 (minimum of 0 damage).

**Improved:** The avatar gains a sacred bonus to attacks rolls against lawful creatures equal to 1/4 his avatar class level.

**Greater:** Enemies that attempt to move within 60 feet of the avatar must make a Will save or start moving in a random direction (Roll 1d8 1 representing due north, 2 being NE, 3 being due east, etc). Enemies move in the indicated direction until they are more

than 60 feet away from the avatar, and then they can move normally. If something would block their movement, they move as far as possible and then stop.

## PLEROMAS

**Chainbreaker:** The avatar gains a sacred bonus to Escape Artist and grapples checks equal to 1/4 his avatar class level.

**Riotous:** The avatar gains a bonus on Diplomacy and Intimidate checks made to insight violence or rebellion equal to 1/2 his avatar class level.

**Call Of Chaos (Sp):** The avatar gains *detect chaos* as a constant spell-like ability.

**Improbable:** Whenever the avatar rolls a d%, as an immediate action he may decide what number he rolled. He cannot choose to roll a 1 or a 100. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

## Charm

**CASTIGATE:** The target becomes friendly towards the avatar (as per charm monster) until the end of its next turn. This is a mind-affecting effect.

## GODVESSEL BENEFITS

**Lesser:** The avatar gains a +2 sacred bonus to his Charisma score. This does not grant him additional rounds of godvessel.

**Improved:** Enemies that start their turn adjacent to the avatar must make a Will save or become fascinated for 1 round. Creatures actively threatened by the avatar or his allies get a +4 bonus on their save.

**Greater:** As a standard action, the avatar may attempt to charm a creature within 30 feet. If the creature fails a Will save, it becomes enthralled by avatar (as per *dominate monster*) until the avatar leaves godvessel. The avatar may only have one creature charmed in this manner at a time.

## PLEROMAS

**Gift of Gab:** The avatar gains Bluff and Intimidate as class skills.

**Influential:** When the avatar shifts a creatures attitude using Diplomacy or Intimidate, the creature remains at its new attitude for a number of hours equal to the avatars Charisma modifier.

**Honeyed Tongue:** The avatar gains a sacred bonus to Bluff, Diplomacy, and Intimidate checks equal to 1/4 his avatar class level.

**Utter Nonse:** As a standard action, the avatar may attempt a special Bluff check against a creature within 30 feet. If successful, the creature becomes confused for 1 round, plus 1 additional round for every 5 the avatar beat the DC. This is a mind-affect, language dependant ability.

## Community

**CASTIGATE:** The target is surrounded by a phantom crowd. Until the end of the avatars next turn, any creature that threatens the target is considered to be flanking it.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains the solo tactics class feature of the inquisitor.

**Improved:** The avatar and his allies within 30 feet gain a +2 bonus to attack rolls against enemies that an ally has already struck this round.

**Greater:** Allies within 30 feet of the avatar gain a teamwork feat the avatar possesses. All allies gain the same teamwork feat, and the avatar may change which feat he provides as a swift action.

### PLEROMAS

**Teamwork Feat:** The avatar gains a teamwork feat as a bonus feat. He must meet all the prerequisites for the feat. This pleroma may be taken more than once.

**"Think Fast!":** The avatar gains a +4 bonus to saves against harmful effects produced by his allies.

**Team Player:** The avatar is treated as if they possessed any teamwork feats their allies possess for the purpose of determining whether the ally receives a bonus from her teamwork feats. The avatar does not receive any bonuses from these feats unless they actually possess the feats themselves. The avatar positioning and actions must still meet the prerequisites listed in the teamwork feat for the ally to receive the listed bonus.

**Helping Hand:** The avatar adds his Charisma modifier to all aid another checks.

## Darkness

**CASTIGATE:** The target becomes blind until the end of their next turn.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains the see in darkness monster ability.

**Improved:** The avatar gains partial concealment while in an area of dim light or darkness.

**Greater:** While in an area of dim light or darkness, the avatar may attempt Stealth checks even while being observed.

### PLEROMAS

**Lights Out\* (Sp):** When the avatar enters godvessel, the area within a 30 ft radius of him becomes an area of darkness (as per the spell *darkness*). This area moves with the avatar.

**Sleepless Nights:** The avatar only requires 2 hours of sleep per day.

**Shadow Cover:** The avatar gains a sacred bonus on Perception and Stealth checks equal to 1/4 his avatar class level (minimum +1).

**Darkman:** While in an area of dim light or darkness, the avatar may turn incorporeal for 1 round as a move action. This effect ends if the avatar moves.



## Death

**CASTIGATE:** The damage dealt by this attack is negative energy damage instead of its normal damage type. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** Whenever the avatar kills a creature he gains a +1 stacking morale bonus to attack rolls for 1 minute, to a maximum of 1/2 his avatar class level. Only creatures with at least 1/2 the avatars character level in HD trigger this effect.

**Improved:** The avatar gains the negative energy monster trait, causing him to be healed by negative energy and damaged by positive energy. He may dismiss or reactivate this effect as a swift action.

**Greater:** The avatars creature type changes to undead (extraplanar). He retains his Constitution score.

### PLEROMAS

**Reaper's Hourglass:** The avatar gains *deathwatch* as an at-will spell-like ability.

**Grave Speech:** The avatar gains the ability to speak with any intelligent undead creature as though they both shared a language.

**Inured To Death:** The avatar gains a sacred bonus against necromancy spells and death effects equal to 1/4 his avatar class level.

**Reaper Burst\*:** When the avatar enters godvessel, he creates a 30 foot burst of negative energy. Enemies within the burst take 1d6 negative energy damage per 2 avatar class level. A Will save halves the damage.

## Destruction

**CASTIGATE:** This attack ignores an amount of DR and resistance equal to 1/2 the avatars class level.

### GODVESSEL BENEFITS

**Lesser:** The avatar may, as a swift action, convert any one penalty to his attack roll into a penalty to his AC instead. He may end this effect as a swift action. He may only have a single penalty converted in this manner.

**Improved:** Enemies within 30 feet of the avatar must make a Will save at the start of their turn or be unable

to treat any creature as an ally for 1 round. Creatures that fail the save are never considered a willing target.

**Greater:** The avatar adds his Charisma modifier to attack rolls provided he either dealt or received damage on his last turn.

### PLEROMAS

**Eye For An Eye:** Once per round when struck by a melee attack, the avatar may make an attack of opportunity against the creature that struck him, provided he threatens the creature.

**Kamikaze:** The avatar may grant any weapon he holds the vicious magic weapon property as a swift action. He may end this effect as a free action. The avatar must be at least 4th level to take this pleroma.

**Free For All\* (Sp):** When the avatar enter godvessel, all creatures within 30 feet gain the effects of both a rage effect and a confusion effect for 1d4+1 rounds. A Will save negates the effect.

**Never Stop:** The avatar remains conscious while at 0 or fewer hit points. He still loses 1 hit point each round until healed to above 0 hit points.

## Earth

**CASTIGATE:** The damage dealt by this attack is acid damage instead of its normal damage type. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains tremorsense with a range 15 feet.

**Improved:** The avatar gains a burrow speed equal to his land speed. He can breathe normally while underground.

**Greater:** The avatar gains DR 5/-.

### PLEROMAS

**Elemental Resistance:** The avatar gains acid resistance equal to his avatar class level. While using godvessel, this resistance is doubled.

**Solid Footing:** The avatar gains a sacred bonus to his CMD against bull rush, reposition, and trip maneuvers equal to 1/4 his avatar class level (minimum of +1).

**Earthbreaker\*:** When the avatar enters godvessel, the

ground within 30 feet becomes difficult terrain. This lasts until the avatar leaves godvessel.

**Divine Geologist:** The avatar gains a sacred bonus on Climb, Knowledge (geography), and Knowledge (planes) checks related to the plane of earth equal to 1/4 his avatar class level (minimum of +1).

## Evil

**CASTIGATE:** This attack ignores the DR and resistance of good outsiders.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a profane bonus on all skill checks equal to the number of evil-aligned creatures within 100 feet of them. This bonus can not exceed the avatar's level. Swarms count as 5 creatures for the purpose of this ability.

**Improved:** In the presence of at least 1 other evil creature within 30 feet the avatar increases the critical range of their facsimile of their deity's favored weapon increases by 1 (making a 19-20 into 18-20). This stacks with other things that increase a weapon's critical range (such as a keen weapon).

**Greater:** The avatar generates an area of *deeper darkness* around them in a 30 foot radius. However the avatar, her allies, and evil creatures ignore this effect.

### PLEROMAS

**Wicked Kin (Sp):** The avatar gains *detect evil* as a constant spell-like ability.

**Minion Swarm (Sp)\*:** When the avatar enters godvessel, he summons foul vermin from the surrounding area, as if by *vomit swarm*. The swarm summoned is inherently evil (gaining the evil subtype, but no change to their abilities) and will ignore all evil creatures. While they do not gain detect good they have a 6th sense that lets them know creatures with a strong aura of good and they will attack the strongest aura around them. At 8th level, and every 4 levels after that, the number of swarms summoned increases by 1. When the avatar leaves godvessel, any remaining summoned creatures vanish.

**Mortal Doom:** As a move action all creatures at 5 x avatar level or less HP within 30 feet of the avatar are reduced to 0 HP if they fail a Fortitude save as the evil avatar reaps their life. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

**"Fear Me":** As a move action the avatar can cause all creatures within 30 feet to be targeted with a demoralize attempt. The avatar rolls their Intimidate check once and compares it to all creatures.

## Fire

**CASTIGATE:** The damage dealt by this attack is fire damage instead of it's normal damage type. Additional energy damage sources, such as from a frost weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** Any weapon the avatar wields gains a mundane version of the flaming magic quality, and sheds light as a torch.

**Improved:** At the start of the avatars turn, enemies adjacent to him take 1d6 fire damage per 4 avatar class levels. A Reflex save halves the damage.

**Greater:** Whenever the avatar would take fire damage, he instead regains 1 hit point for every 3 damage he would have taken after resistances.

### PLEROMAS

**Elemental Resistance:** The avatar gains fire resistance equal to his avatar class level. While using godvessel, this resistance is doubled.

**Burn It All\*:** When the avatar enters godvessel, all enemies within 10 feet of him catch fire, taking 1d6 each round until the avatar leaves godvessel. A Reflex save negates this effect, and creatures that catch fire may make a new save each round to end the effect early.

**Ignition Spark:** The avatar adds his Charisma modifier to initiative rolls in addition to his Dexterity.

**Hot Blooded:** The avatar gains a sacred bonus to Intimidate checks and to saves against fear effects equal to 1/4 his avatar class level.



## Glory

**CASTIGATE:** The target is momentarily overwhelmed by divine majesty. The target is shaken until the end of its next turn. This is a mind-affecting fear effect.

### GODVESSEL BENEFITS

**Lesser:** The avatar adds his Charisma modifier to damage when attacking a creature under the effects of a fear effect.

**Improved:** When making a Diplomacy or Intimidate check, the avatar may roll twice and take the result he prefers.

**Greater:** The avatar gains a *sanctuary* effect that renews itself at the start of his turn, even if he attacks. A creature may make a Will save to ignore this effect.

### PLEROMAS

**Final Word:** The avatar may make an Intimidate check to demoralize a single creature as a swift action. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

**Lasting Impression:** Creatures shaken by the avatar remain shaken for a number of rounds equal to his Charisma modifier. This does not affect the shaken condition inflicted by the avatar's castigate class feature.

**Regal Host\* (Sp):** When the avatar enters godvessel, allies within 30 feet are made to seem unassailable, and gain a *sanctuary* effect for 1 round. Enemies may make a Will save to ignore the effect. The avatar must be at least 10th level to take this pleroma.

**Dutiful:** The avatar gains a morale bonus against charm and compulsion effects equal to 1/4 his avatar class level.

## Good

**CASTIGATE:** This attack ignores the DR and resistances of evil outsiders.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a sacred bonus on all skill checks equal to the number of good-aligned creatures within 100 feet of them. This bonus can not exceed the avatar's level. Creatures with an aura of good count as 5 creatures for the purpose of this ability.

**Improved:** In the presence of at least 1 other good creature within 30 feet the avatar increases the critical range of their facsimile of their deity's favored weapon increases by 1 (making a 19-20 into 18-20). This stacks with other things that increase a weapon's critical range (such as a keen weapon).

**Greater:** The avatar generates a basking light of glory. This causes the avatar to shed light like a torch and grants all allies within 30 feet of the avatar their Charisma modifier to all saves.

### PLEROMAS

**Sacred Brothers:** The avatar gains *detect good* as a constant spell-like ability.

**The Power of Altruism:** When a creature other than the avatar within 30 feet of them takes a definitely and outstanding good or otherwise altruistic action the avatar gains the benefits of haste until the end of their next turn. This cannot occur more than once per day per 3 avatar levels (minimum once per day).

**Forgiveness:** Once per day the avatar can cast *atonement* on one ally within 30 feet of them as a spell-like ability. This has no effect if the avatar's deity doesn't agree with absolving the target. Misusing this may cause the avatar's deity to renounce them. The avatar must be at least 4th level to select this pleroma.

**Shield of the Sanctuary:** The avatar reduces all negative energy and damage from holy (or unholy weapons) by an amount equal to his avatar level.

## Healing

**CASTIGATE:** The avatar leeches vitality from his target. He gains temporary hit points equal to 1/2 the damage he deals to the target.

### GODVESSEL BENEFITS

**Lesser:** As a standard action, the avatar may sacrifice any number of hit points (up to his avatar class level) to heal a touched ally by an equal amount.

**Improved:** The avatar gains fast healing equal to 1/4 his avatar class level.

**Greater:** Allies that start their turn next to the avatar regain a number of hit points equal to 1/4 the avatars class level.

## PLEROMAS

**Caregiver:** The avatar gains a sacred bonus to Heal checks equal to 1/2 his avatar class level.

**Font Of Life:** The avatar can provide long-term care for up to 9 patients, and does not provoke an attack of opportunity when attempting to provide first aid using a Heal check.

**Living Caudecus\*:** When the avatar enters godvessel, all allies within 30 stabilize and are healed of any bleed effects they are suffering from.

**Resist Death:** The avatar gains resistance to negative energy damage equal to his avatar class level.

## Knowledge

**CASTIGATE:** The avatar gains insight into the abilities of the target. He is treated as having made a appropriate Knowledge roll of 10 + his avatar class level against the target.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains the ability to communicate telepathically with allies within 60 feet.

**Improved:** The avatar ignores Dodge, Insight, and Luck bonuses to AC, and enemies cannot gains such bonuses against him.

**Greater:** The avatar gains a constant true seeing effect.

## PLEROMAS

**Scholarly:** The avatar gains all Knowledge skills as class skills, and may use his Charisma modifier in place of his Intelligence modifier when making Knowledge checks.

**Divine Insight:** The avatar gains 2 additional skill ranks at each avatar level. These extra skill ranks must be used on Intelligence-based skills.

**Promethean:** The avatar gains uncanny dodge, as the rogue class feature. If he already has uncanny dodge, he gains improved uncanny dodge. Additionally, the avatar always acts during surprise rounds.

**Clear Mind:** The avatar gains a bonus against mind-affecting and illusion effects equal to 1/4 his avatar class level (minimum of +1).

## Law

**CASTIGATE:** This attack ignores the DR and resistances of chaotic outsiders.

### GODVESSEL BENEFITS

**Lesser:** As a swift or immediate action, the avatar may declare that his next d20 roll result will be 9.

**Improved:** As a swift or immediate action, the avatar may declare that his next d20 roll result will be 11.

**Greater:** As a swift or immediate action, the avatar may declare that his next d20 roll result will be 13.

## PLEROMAS

**Legal Team:** The avatar gains *detect law* as a constant spell-like ability.

**Law Of Averages:** Once per day per Charisma modifier the avatar can decide, prior to rolling damage, that he will deal average damage for his roll (round up).

**Binding Word:** On a successful critical hit the target of the avatar is also subject to a *forbid action* spell (no Will save).

**Lawyer:** The avatar adds 1/4th his avatar level to all Knowledge checks pertaining to laws and customs, on Sense Motive checks to ascertain the truth, and on Diplomacy checks to convince people of the truth.

## Liberation

**CASTIGATE:** The target cannot make grapple checks until the end of its next turn.

### GODVESSEL BENEFITS

**Lesser:** Attacks of opportunity made against the avatar have a 20% miss chance.

**Improved:** The avatar is constantly treated as if they were greased (as with a slick oil) when it would benefit them. This does not create an unpleasant or even visible effect but, when the moment is right, they may slip and slide through things as though greased. Beyond its other effects this gives them a +8 sacred bonus on Escape Artist checks to escape physical bindings and squeeze through tight spaces.

**Greater:** The avatar gains the benefit of a constant *freedom of movement* spell effect.

## PLEROMAS

**Slippery Thoughts:** It is really hard to get ahold of the mind of a liberation avatar. Their thoughts slip through your fingers like sand. The avatar gains a +2 bonus on Will saves against mind-affecting effects and spells that attempt to read their thoughts (such as detect thoughts or seek thoughts) automatically fail. Finally, the avatar gains a +2 bonus on Bluff checks made to lie.

**Breaker of Chains:** The avatar gains a sacred bonus on all damage rolls equal to 1/4th their level against creatures whom the avatar has seen employ or earnestly endorse slavery, indentured servitude, mind control, or other forms of coerced/systemic imprisonment.

**Lockbreaker:** Once per day per Charisma modifier, as a swift action the avatar can cause all latches, locks, lids, knots, doors, pouches, buttons (etc) within 30 feet of them to be hit with an *open/close* spell, causing them all to spontaneously open, unlatch or otherwise come undone.

**Loose Lips:** Creatures seem more at ease around the avatar. All creatures who are not of a Lawful alignment gain a +2 bonus on Sense Motive checks against the avatar but the avatar gains a +4 bonus on Bluff and Diplomacy checks made to gather information from their target.

**Improved:** Once per turn, when the avatar misses an attack roll, he may roll 1d6 as a swift action and retroactively add it to his attack roll. If this would raise his attack roll above his target's AC, his attack hits,

**Greater:** Instead of rolling 1d6 with his lesser and improved godvessel benefits, the avatar now rolls 2d4.

## PLEROMAS

**Close Shave:** The avatar gains the evasion class feature of the rogue.

**Hexproof:** The avatar rolls twice and takes the result he prefers when making a saving throw against a curse effect, such a bestow curse or a witches hex.

**Beginner's Luck:** When making a skill check in a skill he has no ranks in, the avatar may grant himself a sacred bonus equal to 1/2 his avatar level (minimum of +1) to the check as a free action. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

**Always A Chance:** The avatar treats all natural 1s on a d20 roll as a roll of 8. The avatar cannot critically miss or critically fail. The avatar must be at least 7th level to take this pleroma.

## Luck

**CASTIGATE:** The avatar curses the target with ill fortune. The target rolls twice on their next d20 roll taken before the ends of its next turn and takes the worse result.

## GODVESSEL BENEFITS

**Lesser:** Once per turn, when the avatar is struck by an attack (any effect requiring an attack roll) the avatar may roll 1d6 as an immediate action and retroactively add it to his AC. If this would raise his AC over the attack roll, the attack misses.



## Madness

**CASTIGATE:** The target is confused (as per the spell *confusion*) until the end of its next turn.

### GODVESSEL BENEFITS

**Lesser:** When the avatar strikes a confused enemy, it doesn't automatically retaliate on its next turn (i.e. it still rolls to determine its random action).

**Improved:** Enemies that strike the avatar with a natural or non-reach weapon must make a Will save or become confused for 1 round.

**Greater:** Creatures confused by the avatar roll twice to determine their action taken. The avatar chooses which result he prefers.

### PLEROMAS

**Revel In Madness:** The avatar may choose to act normally while confused. He still counts as being confused.

**Insanity Defense:** The avatar gains an insight bonus against divination spells and fear effects equal to 1/4 his avatar class level.

**Forbidden Knowledge:** As a swift action, the avatar may grant a touched creature a 1/2 avatar level sacred bonus to their next Knowledge check within 1 minute, but the target also becomes confused for 1 minute. A Will save negates the confusion. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

**Unthinkable:** Any creature that makes mental contact with the avatar must make a Will save or become stunned for 1 round. Aberrations and outsiders with chaotic subtype are immune to this effect. The avatar must be at least 7th level to take this pleroma.



## Magic

**CASTIGATE:** The target has its spell resistance (if any) reduced by an amount equal to the avatars class level. This lasts for 3 rounds.

### GODVESSEL BENEFITS

**Lesser:** Select a level of spell (1st, 3rd, etc). The magic avatar gains a number of spells per day, castable only while in godvessel, equal to the number of spells that a sorcerer of the same level would have (Example: a 5th level avatar who selects 1st level spells would gain 6 1st level spells). While casting these spells the avatar is considered to be a sorcerer of equal level and may select any spell from the wizard/sorcerer spell list without preparation ahead of time. An avatar may never select a spell level of 7th or above with this ability.

**Improved:** The avatar gains Spell Resistance equal to 11 + his avatar class level.

**Greater:** This functions as per their lesser godvessel benefit but they may select 2 levels of spells.

### PLEROMAS

**Cantrips:** The avatar gains access to wizard cantrips. They know a number of cantrips equal to 1 + 1/4th their avatar level.

**Spellsight:** The avatar has constant *detect magic*. He may suppress or reactivate it as a swift action.

**Eat Spell:** When the avatar successfully saves against a hostile spell from any enemy they gain temporary hit points equal to 5 x the spell's level. These temporary hit points cannot bring the avatar over their maximum hit point value and vanish after 1 minute.

**Disruptive:** The avatar gains Disruptive as a bonus feat. The avatar must be at least 7th level to select this pleroma.

## Music

**CASTIGATE:** The damage dealt by this attack is sonic damage instead of it's normal damage type. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** The avatar may use magic and spell completion items as though they knew all bard spells. Additionally, the avatar counts as being under the effects of a bardic performance for the purpose of spells and effects. In addition, subtle, supernatural, music plays when the avatar is in his godvessel. This does not emanate from the avatar and thus does not impose any penalties on him.

**Improved:** When the avatar enters godvessel all enemies within 60 feet of them must make a Will save or become vulnerable to sonic damage for 1 minute due to a spiritual, musical, harmonic resonance. This means they take 1.5x damage from all sonic damage.

**Greater:** The avatar can become the literal embodiment of music, transforming themselves into a literal musical notation that sweeps and flows across the battlefield like a leaf caught by a strong wind. When making a move action the avatar can transform into this sweet music and flows quickly to their destination. While in this form they have a

50% miss chance but can take no actions until they arrive at their destination. This method of travel also increases their move speed by +20 feet but they are accompanied by loud music that lets others know exactly where they are.

### PLEROMAS

**Performer:** The avatar adds Perform (percussion, sing, string, wind) to his list of class skills. Additionally, he gains a sacred bonus to such checks equal to 1/4 his avatar class level (minimum +1).

**Captive Audience\*:** When the avatar enters godvessel, he fills the air with a divine melody that enraptures those assembled. Enemies within 30 feet of the avatar become fascinated for 1d4+1 rounds. A Will save negates this effect. The avatar must be at least 4th level to take this pleroma.

**Crystal Voice:** The voice of the avatar becomes immeasurably cripis and clear. The DC to hear the avatar is reduced by -1/2 his avatar level, and he is immune to silence effects.

**Deafening Music:** All spells with vocal components and abilities that rely on one's capacity to hear instructions clearly are drowned out by the deafening music that the avatar's godvessel creates. Creatures wishing to be heard must make an opposed Charisma check or their efforts fail (including spells). This may be activated as a swift action and may be kept active for a number of rounds per day equal to 3 + avatar level + Charisma modifier. These rounds need not be contiguous.



## Nobility

**CASTIGATE:** Until the end of his next turn, the avatar gains a sacred bonus to Charisma-based skills checks against the target equal to 1/4 his avatar level.

### GODVESSEL BENEFITS

**Lesser:** When the avatar enters godvessel they gain a henchman that is summoned to the nearest empty spot. This is an NPC with levels in commoner, warrior, or expert of their level (select a premade NPC) that vanishes when they leave godvessel.

Should they be called back within 8 hours of their last summoning they return with the same hitpoints and conditions they had when they were unsummoned and use the same stat block (the choice of the kind of henchman cannot change). If at least 8 hours have passed, they come back as a new henchman (allowing the avatar to select a new kind). The henchman, as they are actually divine creations, cannot use any items in their inventory on anyone but themselves.

**Improved:** Any hirelings, retainers, personal guards, or mercenaries employed by an enemy must make a Will save upon first meeting the avatar on the field of battle or forsake their lord. This does not mean they join the avatar's service, but ensures that they will not help their lord. However, should the creature roll a 1 on their Will save, they immediately join the side of the noble avatar.

**Greater:** When the avatar enters godvessel, they gain 1d6 + 1 henchmen in the same fashion as their lesser godvessel benefit.

## PLEROMAS

**Leadership:** The avatar gains Leadership as a bonus feat. In addition the avatar adds 1/5th their avatar level of their leadership score as a sacred bonus. The avatar must be at least 7th level to select his pleroma.

**Lordling:** The avatar gains a sacred bonus equal to 1/2 their level on Knowledge (nobility) checks and is never initially treated with a hostile attitude by other members of nobility who know of their connection to the nobility domain (minimum of unfriendly).

**Noble Weapon Training:** The avatar adds +1d6 extra precision damage to all finessable weapons so long as he conducts himself in a respectable and chivalrous manner.

**Appraise Worth:** The avatar may make an Appraise check to gauge the quality of people in the same fashion a jeweler might appraise and antique heirloom. The noble avatar can must beat an DC 10 + the creature's level or CR (whichever is lower) and if he is successful he is told what class levels they have, what skills they possess, and special abilities (though only in the broadest sense), and if they share any aspect of their alignment with him (good or evil, chaotic or lawful). He may do this as a swift action or do so to all creatures within sight as a move action.

## Plant

**CASTIGATE:** Vines and thorny growths erupt from the ground to ensnare the target. The target is entangled until the end of its next turn.

## GODVESSEL BENEFITS

**Lesser:** As a move action, the avatar may make a ranged drag maneuver against a creature within 30 feet of him that is entangled or in natural difficult terrain. The avatar may use his Charisma modifier in place of his Strength modifier for the check, and if the check fails he is not at risk of being dragged in return.

**Improved:** Impressive thorns sprout from the avatar's skin. Creatures that strike the avatar with a natural or non-reach melee weapon take 1d6 + 1/2 avatar class level in piercing damage.

**Greater:** The avatar's creature type changes to plant (extraplanar). He may choose to selectively allow mind-affecting effects to affect him on a case-by-case basis.

## PLEROMAS

**Greenspeech (Sp):** The avatar may cast *speak with plants* at will as a spell-like ability. The avatar must be at least 4th level to take this pleroma.

**Photosynthetic:** So long as the avatar gets at least 4 hours of natural sunlight, the avatar doesn't need to eat and only requires 4 hours of sleep to recover class abilities. He still needs to drink water to survive.

**Toxicology:** The avatar no longer risks poisoning themselves when applying poison to a weapon. Additionally, he adds his Charisma modifier in addition to his Constitution modifier to saves against poisons.

**Rapid Grow:** So long as the avatar gets water and plenty of sunlight, it can grow. It may take 1 full round in combat (or 1 minute out of combat) to store up solar energy if it is in direct sunlight. It can store this energy for up to an hour since its last charge. When released this functions as an *enlarge person* spell and causes the avatar to grow. This effect lasts for 1 round per charge stored in combat (or 1 minute per charge out of combat).

## Protection

**CASTIGATE:** Until the end of his next turn, the avatar gains a sacred bonus to his AC against attacks from the target equal to 1/4 his avatar level (minimum of +1).

### GODVESSEL BENEFITS

**Lesser:** Upon entering godvessel, the avatar summons and equips a set of armor he is proficient with, replacing his current armor and clothing. This armor does not reduce the avatar's move speed, and gains an enhancement bonus equal to 1/4 the avatars class level (minimum of +1).

**Improved:** When an adjacent ally is struck by an effect that requires an attack roll, the avatar may redirect the effect to himself as an immediate action.

**Greater:** The avatar is immune to critical hits and precision damage.

### PLEROMAS

**Divine Bastion:** The avatar becomes proficient with medium and heavy armor, and with all shields (including tower shields).

**Guarded Warrior:** The avatar takes no penalty to attacks rolls when fighting defensively.

**Divine Resistance:** The avatar gains a resistance bonus to all saves equal to 1/4 his avatar class level. The avatar must be at least 4th level to take this pleroma

**Cautious Warrior:** The avatar gains a sacred bonus to Perception and Sense Motive checks equal to 1/4 his avatar class level (minimum of +1).

## Psychic/Mind

**CASTIGATE:** The creature becomes shaken and takes a -4 penalty on all Intelligence based skill checks until the end of its next turn. This is a mind-affecting effect.

### GODVESSEL BENEFITS

**Lesser:** While in godvessel, all allies who can see and hear the avatar gain a bonus on all Intelligence based skill checks equal to 1/4th his avatar level. This is improved to 1/2 avatar level if it is a check to identify a creature.

**Improved:** The avatar gains Spell Resistance equal to 11 + his avatar class level.

**Greater:** Any creature struck by the avatar's castigate class feature is subject to a *feeblemind* spell rather than being shaken.

### PLEROMAS

**Mind Reader:** The avatar can use *detect thoughts* as a spell-like ability at will.

**Sympathetic Mind Link:** When under the effects of a harmful mind-affecting effect the avatar may share this mind-affecting effect with one creature within 30 feet of them. This is a ranged touch attack (adding Charisma in place of Dexterity on the attack roll) made as a standard action and affords the creature a Will save against the same DC that the psychic avatar failed against. If they fail this save they too are afflicted with the same mind-affecting effect. If the creature targeted by this ability is the origin of the mind-affecting effect they take a -2 penalty when attempting the Will save. The effect ends of this creature only when it ends on the psychic avatar or when he moves more than 1 mile from their target. This cannot be used on permanent effects or effects with a duration longer than an hour.

**Inner Journey:** After 1 hour of meditation the psychic avatar can leave their body and explore the astral plane. This is a supernatural ability and does not have the material component. It functions as per less astral projection. The avatar must be at least 7th level to select this pleroma.

**Mindjack:** A number of times per day equal to their Charisma modifier the psychic avatar can cast *possession* as a spell-like ability.

## Repose

**CASTIGATE:** This attack ignores the DR and resistances of undead creatures.

### GODVESSEL BENEFITS

**Lesser:** The avatar and all his allies gain a +1/2 avatar level bonus on checks to stabilize while he is in godvessel. Additionally, the avatar does not leave automatically godvessel when knocked unconscious.

**Improved:** Any ally that is reduced to 0 HP automatically has gentle repose cast on them. In addition allies who are at 0 or lower hit points that are

not dead automatically regain 1 Hit Point per round at the start of their turn.

**Greater:** Any weapon the avatar wields gains the disrupting magic weapon property, except the DC is  $10 + 1/2$  avatar class level + Charisma modifier.

## PLEROMAS

**Second Chance:** Once per week if the avatar are killed they return to life 24 hours later in the same spot with 1 negative level. If they are at least 7th level, they do not gain this negative level. This functions even if there is no corpse for them to come back to. After using this ability the avatar cannot use it again for 7 days.

**Living Dead Man:** The avatar constantly has *deathwatch* active (though he can suppress or reactivate it as a swift action) and once per day per Charisma modifier he may use speak with dead or *hide from undead* as a spell-like abilities.

**Exhausting Resurrect:** Once per day the avatar can use raise dead. This does not have a material component but instead exhausts the avatar for 8 hours. Should the exhaustion end early the creature that was resurrected immediately dies again. The repose avatar must be at least 7th level to select this pleroma.

**Sap Undead:** As a standard action the avatar may cause all undead within 60 feet of him to take 1d4 points of positive energy damage per 2 levels of avatar (minimum 1d4). Undead receive a Will save (adding any chanel resistance bonuses) for half damage. Any undead who fails this save not only takes the damage but are also confused (as per a *confusion* spell), despite being mindless, for 1d4 rounds. An avatar may do this once per day per Charisma modifier. This ability "flickers" their connection to whatever power is sustaining them, creating malfunctioning magic, odd spiritual conflicts, and bizarre necromantic anomalies.

## Rune

**CASTIGATE:** The avatar brands the target with a rune of finding. For 1 minute, the avatar may take a swift action to locate the target as if by blindsense.

## GODVESSEL BENEFITS

**Lesser:** Any time a non-hostile spell is cast on the runic avatar (by themselves or an ally, even via a spell-completion item) they may chose to instead have it appear as a rune on a wielded weapon or worn armor and never more than 3 times on any of these. This rune holds the spell indefinitely, activating on the avatar only when the avatar (while in godvessel) takes a swift action to do so. The avatar may never have more than  $1/2$  his level in runes on him at a given point. Any subsequent runes he tries to inscribe upon his equipment automatically fails and triggers upon him. A runic avatar's runes only function for and on him.

**Improved:** When the avatar successfully saves again a hostile spell he may store it in a rune like a non-hostile spell. The only difference is that when it is cast it does not immediately affect the runic avatar- it is cast as a normal spell originating from the avatar but using the abilities of the one who cast it.

**Greater:** The avatar may transfer a stored rune to a surface (a wall, the floor, a door) and have the spell trigger upon conditions he chooses. The rune can only be triggered by auditory or visual stimuli, or by someone touching the rune. The rune lasts 1 minute per avatar class level, or until triggered.

## PLEROMAS

**Runescript:** The runic avatar knows the root of all languages and, given at least 1 minute per page of text, can translate any document into a language the avatar knows. This has no effect on magical text (such as "translating" a scroll to figure out what it does). This also afford the runic avatar a +4 sacred bonus on attempts to spot and create written forgeries.

**Runic Scribe:** The avatar also gains Scribe Scroll as a bonus feat and is treated as knowing all spells on the cleric spell list that a cleric of his level -3 (minimum 1) would know for the purpose of scribing scrolls.

**Blast Rune:** As a standard action, you can create a blast rune in any adjacent square. Any creature entering

this square takes 1d6 points of damage + 1 point for every two avatar levels they possess. This rune deals either acid, cold, electricity, or fire damage, decided when the avatar creates the rune. The rune is invisible and lasts a number of rounds equal to his avatar level or until discharged. The avatar cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. The avatar can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Symbologist:** The runic avatar is immune to spells with the word “symbol”, “rune”, or “sigil” in its name (such as *explosive rune*, *symbol of death*, *sepia snake sigil*, etc.). These spells do not activate for the avatar (unless the avatar wants to trigger it) and if they are activated by another creature the avatar takes no effect/damage from them. Resulting effects (such as the roof collapsing due to an explosive rune) still effect the runic avatar.

## Strength

**CASTIGATE:** The attack adds +1/2 the avatar’s Strength modifier to damage.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a +2 sacred bonus to his Strength score.

**Improved:** The avatar counts as 1 size category larger than normal for the purpose of his weapon damage, calculating his CMB/CMD, and when he is targeted by size-dependant effects (such as swallow whole).

**Greater:** The avatar’s sacred bonus to his Strength score improves to a +4.

### PLEROMAS

**Pack Mule:** The avatar quadruples his carrying capacity and his speed is never modified by light, medium, or heavy encumbrance.

**Trainer:** All allies who saw the avatar successfully make a Strength-based skill check gain a +4 insight bonus on all Strength-based skill checks for 1 minute.

**Muscle Head:** The avatar can apply his Strength in place of his Dexterity on Acrobatics, Fly, and Ride checks.

**Breaker:** The avatar ignores half the hardness of objects.

## Sun

**CASTIGATE:** The damage dealt by this attack is aggressive positive energy damage instead of it’s normal damage type. This positive energy doesn’t heal creatures, and only harms undead creatures or creatures with negative energy affinity. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** Enemies that end their turn adjacent to the avatar must make a Fortitude save or become blind for 1 round. Additionally, the avatar sheds light like a torch.

**Improved:** While in godvessel the avatar gains the benefit of *fire shield* (warm).

**Greater:** Undead and creatures with light sensitivity that start their turn within 30 feet of the avatar take 1d6 damage per 2 avatar class levels. A Fortitude save halves the damage.

### PLEROMAS

**Shining Star:** When the avatar enters godvessel, the area within a 30 ft radius of him becomes an area of bright light (as per the spell *daylight*). This area moves with the avatar.

**Flameheart:** The avatar can exist comfortably in temperatures up to 300 degrees, can walk on the surface of lava with no ill effect and as if it were a solid surface (though he treats it as difficult terrain), and may consume fire for sustenance. Finally, the avatar gains fire Resistance equal to 5 + 1/2 his avatar level.

**Purifying Fire:** As a standard action the avatar may summon up and release a powerful gout of flame in a 30 foot cone. Creatures in this area 1d6 points of fire damage per 2 levels of avatar (minimum 1d6) and undead take twice as much damage from this ability. Creatures may attempt a Reflex save for half damage. The avatar may do this a number of times per day equal to 3 + their Charisma modifier.

**Revealing Light:** Any torch or other carried lightsource lit by the avatar burns indefinitely, so long as it is in his grasp. In addition this functions as a zone of truth, and any undead creatures within the radius of the light who are attempting to disguise themselves as non-undead take a -10 penalty on such attempts.

## Time

**CASTIGATE:** The target must repeat the action types it took last turn (moving then attacking, making a full attack, double moving, casting a spell, etc). The creature may choose new targets or cast a different spell.

### GODVESSEL BENEFITS

**Lesser:** Upon entering godvessel the avatar jumps 2 positions in the initiative order (starting at the beginning of the next round).

**Improved:** The avatar may “steal time” for its future self. This allows them to gain an additional swift, move, or standard action on their turn by “borrowing” it from their next turn. Once this option to steal time has been done it cannot be done again for 1d4 rounds and may only be done a number of times per day equal to 3 + their Charisma modifier.

**Greater:** The avatar becomes immune to *slow* effects, and he may act during a *time stop* spell as though he were the caster.

### PLEROMAS

**Historian:** The avatar gains an insight bonus equal to 1/4th his avatar class level on all Knowledge checks made to recall historically relevant information. In addition the time avatar is automatically aware of any shifts to the timestream, nearby chronological distortions (such as a time traveler arriving) or anything that has been displaced from time.

**Borrowed Time (Sp):** As a move action, the avatar can grant a touched creature a haste effect for a number of rounds up to his Charisma modifier. However, when the haste ends the creature is fatigued for an equal number of rounds. The avatar can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Timeless:** The avatar no longer ages, and ignores any penalties associated with his age category.

**Quicktime:** The avatar gains a sacred bonus bonus to initiative checks equal to 1/2 his avatar class level.

## Travel

**CASTIGATE:** The target has all its move speeds reduced by half until the end of its next turn.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a +10 bonus to his move speed, and ignores the effect of naturally occurring difficult terrain.

**Improved (Sp):** As a standard action, the avatar may move up to his move speed as if by the spell *dimension door*. Doing so does not end his turn when he arrives.

**Greater:** The avatar of travel never provokes attacks of opportunity from movement.

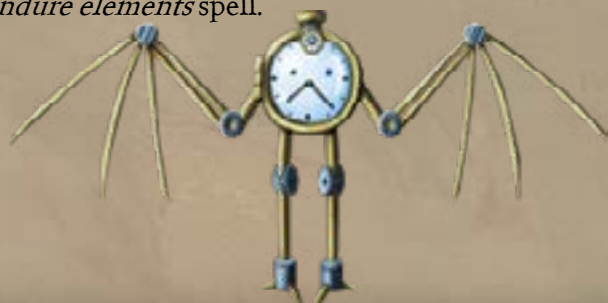
### PLEROMAS

**Flight:** The avatar can, as a swift action, grant itself a fly speed equal to his land speed, as per the *fly* spell. He may not activate other pleromas from the travel domain while using this.

**Swim:** The avatar can, as a swift action, grant itself a swim speed and the ability to breath underwater equal to his land speed, as per the *touch of the sea* spell. He may not activate other pleromas from the travel domain while using this.

**Climb:** The avatar can, as a swift action, grant itself a climb speed equal to his land speed, as per the *spider climb* spell. He may not activate other pleromas from the travel domain while using this.

**Visitor:** The avatar automatically gains the benefit of *planar adaptation* suitable to the plane he is visiting when he arrives on any plane other than his own. While on his own plane he also gains the benefits of an *endure elements* spell.



## Trickery

**CASTIGATE:** The avatar turns invisible (as per the spell invisibility) until the end of his turn.

### GODVESSEL BENEFITS

**Lesser:** The avatar no longer provokes an attack of opportunity when attempting a Dirty Trick or Steal combat maneuver.

**Improved:** As long as he moves no faster than half speed, the avatar is invisible while moving.

**Greater:** Illusions and invisibility effects created by the avatar are not automatically defeated by true seeing effects. Creatures with true seeing must save against or otherwise circumvent the illusion or invisibility effect.

### PLEROMAS

**Shenanigans:** The avatar gains Disguise, Sleight of Hand, and Stealth as class skills.

**Divine Trickster:** The avatar gains an additional skill rank at each avatar level. This extra skill rank must be used on a Charisma- or Dexterity-based skill.

**Trapfinding:** The avatar gains the trapfinding class feature of the rogue, using his avatar level as his rogue level.

**Mirror Mirror (Sp):** The avatar can create an illusory duplicate of himself, as if by a *mirror image* spell, as a standard action. The copy lasts for a number of rounds equal to the avatars Charisma modifier, or until destroyed. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

## War

**CASTIGATE:** On its next turn, the target must take a hostile action against the avatar.

### GODVESSEL BENEFITS

**Lesser:** The avatar adds +1/4 his avatar level as a sacred bonus to attack rolls when making a castigate attack.

**Improved:** The avatar gains a stacking +1 morale bonus to attacks rolls every round he declares an attack against the same target, to a maximum of +1/4 his avatar class level. This bonus reset to +0 if the

avatar attacks a creature he didn't attack last round.

**Greater:** The avatar cannot have his summoned weapon disarmed, and he gains a +4 sacred bonus to confirm critical threats made with his summoned weapon.

### PLEROMAS

**Warchild:** The avatar becomes proficient with all martial weapons, as well as medium and heavy armor.

**God's Arsenal:** When the avatar enters godvessel, he may create any weapon he is proficient with, not just his deity's favored weapon.

**Battlefield Captain:** As a standard action, the avatar can shout commands to his allies, granting them a sacred bonus to attacks rolls equal to 1/4 the avatars class level (minimum +1). This bonus last a number of rounds equal to the avatars Charisma modifier. The avatar may use this ability a number of times per day equal to 3 + his Charisma modifier.

**War Chronicle:** The avatar gains a sacred bonus on any check made to recognize a fighting style, military rank, combat formation, or historical battle. The bonus is equal to 1/2 his avatar class level (minimum of +1).

## Water

**CASTIGATE:** The damage dealt by this attack is cold damage instead of it's normal damage type. Additional energy damage sources, such as from a flaming weapon, are unaffected.

### GODVESSEL BENEFITS

**Lesser:** The avatar gains a swim speed equal to his land speed, and can breath underwater.

**Improved:** The avatar gains resist fire 15, and can dispel magical fire effects as a standard action, as if by dispel magic.

**Greater:** Creatures struck by the avatar's castigate have their lungs filled with water and risk drowning. The creature must begin making Constitution checks each round to hold their breath to avoid drowning. This effect lasts 1 minute, or until the targets makes 3 successful Constitution checks.





## PLEROMAS

**Elemental Resistance:** The avatar gains cold resistance equal to his avatar class level. While using godvessel, this resistance is doubled.

**Summon Ship:** Once per day, by taking 1 minute the avatar can summon a ship suitable for travel on the body of water it is created in. This ship lasts for 24 hours, though it can be susainted if the avatar resummons the ship. An avatar may never summon more than 1 ship at a time. The ship is placed in the water in a fashion that will not cause harm to creatures, in water deep enough for it. The boat is a rowboat initially but at 7th the avatar can summon a barge, at 10th a galley or equivalent ship that costs 10,000 GP or less (such as a longship, sailing ship, etc) and at 16th a warship or any lesser vessel. The ship slides in from misty parts unknown, a gift from the avatar's patron deity. When it is no longer needed it silently sinks, never to be seen again. Any objects not native to the summoned boat (including creatures and cargo) are left in the water where it went down.

**Anchor:** As a standard action the avatar can make a ranged touch attack and, if successful, they can affix a ghostly spiritual anchor to their target. This weighs 250 lbs. per avatar level and has a 10 foot chain (letting the creature move within 10 feet of the anchor before they have to drag it). A DC 25 Strength or Escape Artist check can free the creature. Only one anchor may be summoned in this fashion at a time (the new one causes the old one to disappear) and once summoned lasts for 1d4 + 1 rounds.

**King of the Sea:** The avatar gains the ability to speak with sea creatures and gains Aquan as a bonus language if he does not already have it. Due to the low Intelligence of some sea creatures, they may not have much to say or be able to understand complex command but the avatar gains a +4 bonus on Diplomacy and Intimidate checks against them. The avatar may use Diplomacy/Intimidate checks in place of Handal Animal checks for them. This bonus on does not apply to sentient aquatic creatures (creatures with an Intelligence higher than 6).

## Weather

**CASTIGATE:** The target is surrounded by high force winds until the end of their next turn. They take a penalty to ranged attacks equal to  $\frac{1}{4}$  the avatar's class level (minimum of -1).

### GODVESSEL BENEFITS

**Lesser:** The ranged attacks of the avatar and his allies within 30 feet ignore penalties from high winds (magical or otherwise), and have their range increments increased by 50%.

**Improved:** The avatar exudes a thick fog in a 10 foot radius, grant concealment to all creatures in the area.

**Greater:** As a move action, the avatar may transform into a roiling stormcloud. He is treated as a 20x20 swarm of fine creatures, and his swarm attack deals his avatar class level in electricity damage. Half this damage comes from divine rage, and is not affect by resistance or immunity. While transformed the avatar has a fly speed with perfect maneuverability equal to his land speed. The avatar may ends this transformation as a swift action.

### PLEROMAS

**Cloudsight:** The avatar can see normally in both mundane and magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. He still gains concealment from the effect.

**Thunderclap\*:** When the avatar enters godvessel, he creates a massive peal of thunder. Enemies within 10 feet take 1d6 sonic damage per 2 avatar class levels and become deaf for 1d4 rounds. A Fortitude save halves the damage and negates the deafness.

**Typhoon Gale:** As a standard action, the avatar can create a 60 foot line of high winds for 1 round that pushes enemies along. Enemies caught within the line are pushed to the furthest available square in the line. A Fortitude save negates this movement. The avatar can use this ability a number of times per day equal to 3 + his Charisma modifier.



**Weatherman (Sp):** The avatar is able to accurately predict weather conditions in the local area for up to a week out. This forecast does not take into account spells that would influence the weather. Additionally, once per week the avatar may perform a 12-hour ritual to cast *control weather* as a spell-like ability.

# Demonologist

## A Base Class for the Pathfinder Roleplaying Game

Demons are powerful beings and the study of them grants immense power. Some do it for dark ends and some study it so that they might use the darkness against itself. Each demonologist has their own reason for offering their soul to a dark power but the result is always the same- an intelligent and fierce spellcaster who command terrible fell powers that's feared by all.

Demonologists take time to study specific varieties of demons and learn everything they can from them. This study, along with occult rites based on this knowledge, can grant the demonologist insidious powers linked to that dark beast. There are those who delve deeper into the study of specific demons and those who range widely in their study of the denizens of hell.

**HIT DICE:** D8.

**Note:** This class deals with all manner of evil outsiders. For the purpose of this class we will be referring to things as demons no matter what their subtype actually is (unless it is important).

### ROLE:

Demonologists are spellcasters who construct their spell list from their study of specific kinds of demons. They are very utilitarian 6 level casters who rely on Intelligence as their key ability score. They have a powerful blast ability that can deal more damage to creatures based on their alignment that augments their more exotic abilities gained from their demonic totems.

**ALIGNMENT:** ANY

**STARTING WEALTH:** 3D6 X 10 GP (AVERAGE 105 GP.)  
In addition, each character begins play with an outfit worth 10 gp or less.

### CLASS SKILLS

The demonologist's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.



**Table 3-1: The Demonologist**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Demonic totem, spells
2nd	+1	+0	+0	+3	Hellfire (1d6)
3rd	+2	+1	+1	+3	-
4th	+3	+1	+1	+4	Demonic totem, hellfire (2d6)
5th	+3	+1	+1	+4	Dark pact
6th	+4	+2	+2	+5	Hellfire (3d6)
7th	+5	+2	+2	+5	Demonic totem
8th	+6/+1	+2	+2	+6	Hellfire (4d6)
9th	+6/+1	+3	+3	+6	Otherworldly flames
10th	+7/+2	+3	+3	+7	Demonic totem, hellfire (5d6)
11th	+8/+3	+3	+3	+7	-
12th	+9/+4	+4	+4	+8	Hellfire (6d6)
13th	+9/+4	+4	+4	+8	Demonic totem
14th	+10/+5	+4	+4	+9	Hellfire (7d6)
15th	+11/+6/+1	+5	+5	+9	Soulfire
16th	+12/+7/+2	+5	+5	+10	Demonic totem, hellfire (8d6)
17th	+12/+7/+2	+5	+5	+10	-
18th	+13/+8/+3	+6	+6	+11	Hellfire (9d6)
19th	+14/+9/+4	+6	+6	+11	Demonic totem
20th	+15/+10/+5	+6	+6	+12	Hellfire (10d6)

### Class Features:

The following are the class features of the demonologist.

### Weapon and Armor Proficiency:

The demonologist is proficient with all simple weapons and light armor.

### Demonic Totem (Ex):

At 1st level and every 3 levels thereafter a demonologist can study a new kind of devil or demon. When they do so they gain the “study” bonus listed for the selected demon/devil.

In place of gaining a new study bonus, a demonologist can select the same demon/devil a second (or more) time and gain one of the listed “deep study” bonuses, so long as they meet the level requirement.

To study (or deep study) a demon the demonologist has to have some kind of experience with that creature. They could read a heretical text expressly on that kind of creature for a week, fight one, make a pact with one, or even just observe them for 1 hour. This requirement is waived at 1st level and for demonic totems selected during character creation.

See the “demonic totem” section at the end of this class for a complete list of demonic totems.

## Spells:

A demonologist casts divine spells drawn from the demonologist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a demonologist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a demonologist's spell is 10 + the spell level + the demonologist's Intelligence modifier.

Like other spellcasters, a demonologist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-2: Demonologist Spells Per Day. In addition, he receives bonus spells per day if he has a high Intelligence score or has chosen the dark patron option for their dark pact class feature.

The demonologist's spell list only contains spells granted to him by his demonic totem class features and does not gain any additional spells for advancing in level. He only knows the spell he has learned from his demonic totem class feature if he can cast that level spell (as indicated on table 1-2: Demonologist Spells Per Day). If he later gains access to that spell level, he knows it.

A demonologist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

## Hellfire / Demonsbane (Su):

A demonologist's study of the dark arts has given them insight into the destruction of fell creatures or their enemies, depending on the particular demonologist. At 2nd level a demonologist must select if the energy they can conjure is hellfire or demonsbane. Once this choice has been made it cannot be changed. This attack is a ranged touch attack with a range of 30 feet that is made as a standard action and deals 1d6 fire damage for every 2 levels of demonologist they possess. If it is a hellfire attack,

**Table 3-2: Demonologist Spells Per Day**

Level	1st	2nd	3rd	4th	5th	6th
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5	4	3	1	-	-
11th	5	4	4	2	-	-
12th	5	5	4	3	-	-
13th	5	5	4	3	1	-
14th	5	5	4	4	2	-
15th	5	5	5	4	3	-
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

roll twice the number of d6s against good-aligned outsiders. If this is a demonsbane attack, roll twice the number of d6s against evil-aligned outsiders.

Alternatively this attack can be made as a full round action and, if done in this fashion, targets a number of creatures equal to the number of iterative attacks the demonologist could make per round (though they still use their full BAB). Roll once and compare the overall result to the touch AC of each creature targeted.

These attacks always bypass alignment based restrictions.

## Dark Pact (Sp/Ex):

A demonologist of 5th level must make a dark pact to continue their study of the deeper mysteries of the pit. This can take 2 forms, a demonic pact with an evil servant or they may seek the tutelage of a dark patron.

The first option is for a demonologist to gain the service of a demonic servant. This functions as *summon monster III*, except the duration is permanent and the demonologist can only gain the service of a single creature and that creature must either be a fiendish animal or have the chaotic and evil subtypes. Once selected, the choice is set, but it may be changed whenever the demonologist gains a level. Upon reaching 7th level, and every two levels thereafter, the level of the *summon monster* spell increases by one, to a maximum of *summon monster IX* at 17th level. Once per day, as a full-round action, an demonologist may magically call his servant to his side. This ability is the equivalent of a spell of a

level equal to one-third the demonologist's level. The servant immediately appears adjacent to the demonologist. A demonologist can use this ability once per day at 5th level, and one additional time per day for every four levels thereafter, for a total of four times per day at 17th level.

At 11th level, the servant gains the advanced template. At 15th level, an demonologist's servant gains spell resistance equal to the demonologist's level + 11.

Should the demonologist's fiendish servant die or be banished, the demonologist may not summon another servant for 30 days or until he gains an demonologist level, whichever comes first. During this 30-day period, the demonologist takes a -1 penalty on attack and weapon damage rolls.



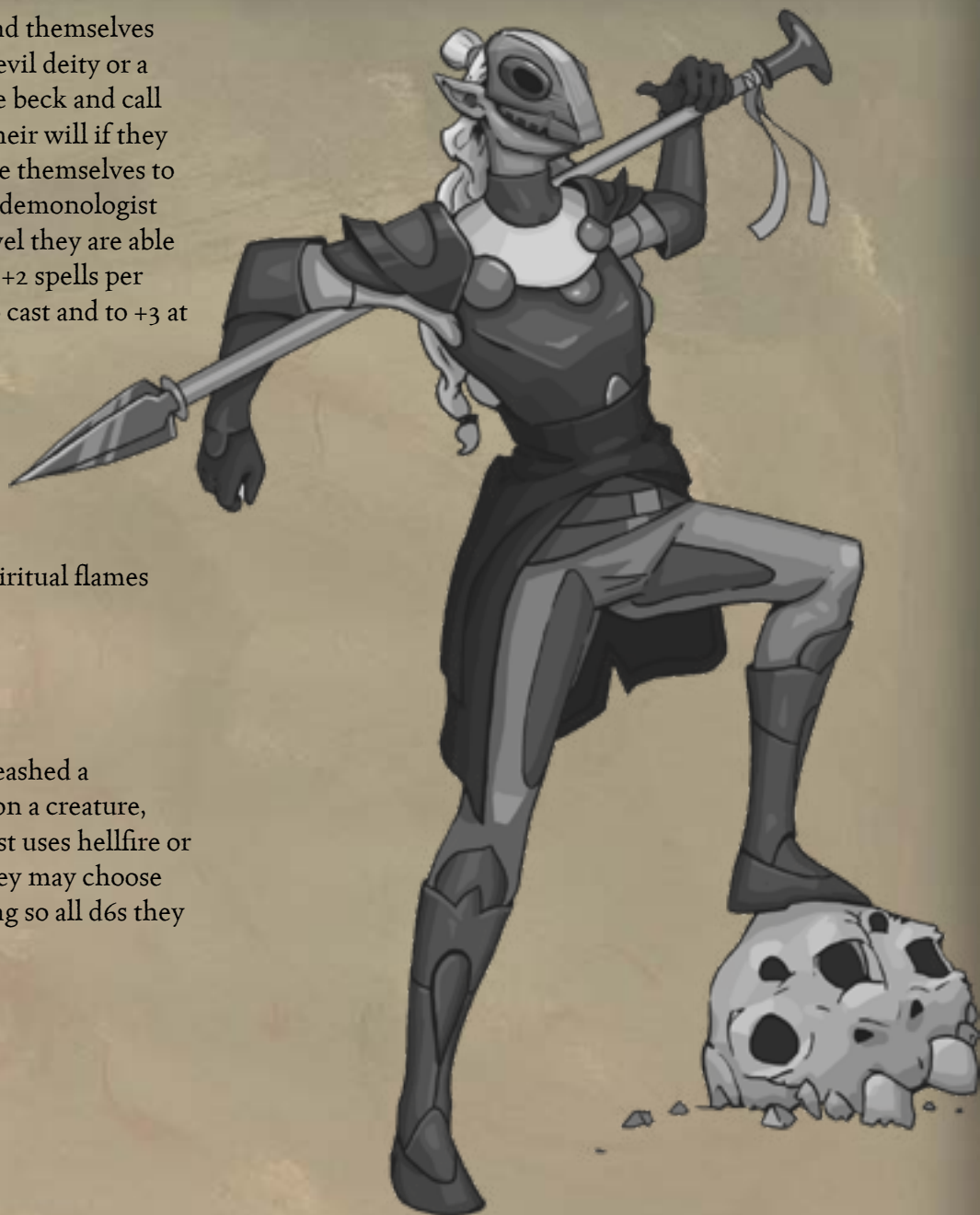
Alternatively a demonologist may bind themselves to a dark power. They must select an evil deity or a powerful evil outsider. They are at the beck and call of these patrons and must carry out their will if they ask of it. However, should they devote themselves to a dark patron (generally an evil act) a demonologist gains +1 spell per day of each spell level they are able to cast. At 11th level this improves to +2 spells per day of each spell level they are able to cast and to +3 at 15th level.

## Otherworldly Flames:

At 9th level hellfire and demonsbane attacks ignore all fire resistance and immunities as their all-consuming spiritual flames become truly otherworldly in nature.

## Soulfire:

At 15th level a demonologist can unleashed a torrent of hellfire or demonsbane upon a creature, scorching their soul. If a demonologist uses hellfire or demonsbane as a full round action they may choose to target a single creature. While doing so all d6s they deal are instead d8s.



**Table 3-3: Demonologist Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Elf	+1/2 to caster level checks to overcome spell resistance of evil outsiders	CRB
Half-orc	+1 hit point to creatures summoned via dark pact	CRB
Human	+1/2 to Sense Motive and Diplomacy checks against evil outsiders	CRB
Tiefling	+1/6th a new demonic totem	ARG

# Demonic Totems

## Barbazu

**Hellish Warrior (Study Bonus):** The demonologist become proficient with all weapons in the fighter's polearm weapon group and gains a profane bonus on attack rolls equal to 1/2 their demonologist level (minimum +1) when using them.

In addition, the demonologist adds the following spell to their spell list:

- 3rd- *contagion*

### DEEP STUDY BONUSES

**Infernal Wounds (Su) (4th):** When the demonologist causes a creature to bleed the wound is instantly infernally cursed. Cursed bleeding is particularly difficult to stanch, a Heal check (DC 10 + 1/2 demonologist level + Intelligence) check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a caster level check (DC 10 + 1/2 demonologist level + Intelligence) or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim.

**Demonic Beard (Su) (7th):** The demonologist manifests a filthy, spiky, tentacle beard. This beard can be retracted as a move action or reproduced as a swift. This is a secondary natural attack that deals 1d4 damage. If it causes damage the target must make a Fortitude save (DC 10 + 1/2 demonologist level + Intelligence) or catch Devil Chills.

### DEVIL CHILLS

Disease—injury; save Fort DC 17; onset 1d4 days; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

## Erinyes

**Fallen Fury (Study Bonus):** Melee or ranged attacks (including rays) the demonologist makes against a creature of good alignment become flaming and deal 1d6 additional fire damage for every 3 levels of demonologist they have. This additional damage improves to 1d8s if the creature is a good aligned outsider or good aligned dragon. A demonologist can chose not to deal this additional damage on a per-attack basis.

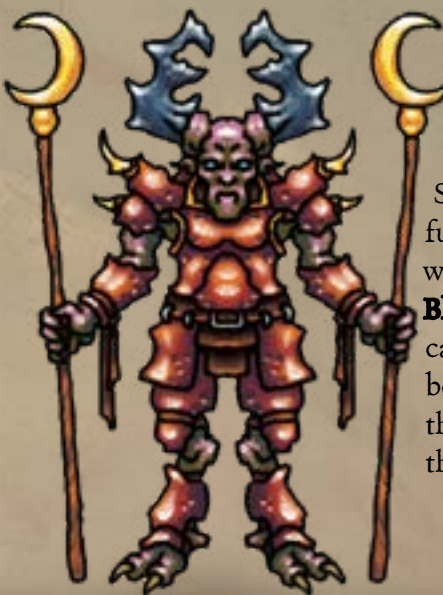
In addition, the demonologist adds the following spells to their spell list:

- 3rd- *fear*

### DEEP STUDY BONUSES

**Rope of Discord (Su):** A demonologist can manifest a 50-foot-long rope made of thorned, fell, energy. Creating it is the same kind of action as drawing a weapon and it can be dismissed as a swift action or if it leaves their hand for more than 30 seconds (5 rounds), though once it is dismissed it cannot be called on again for 10 minutes. A demonologist can make a ranged touch attack with this conjured rope of energy and a successful attack causes the foe to become entangled as if by an *animate rope* spell. This causes the rope to leave their hands and coil around their target. The rope has HP equal to twice the demonologist's level, AC 10 + the demonologist's Intelligence modifier, and requires a DC 20 + the demonologist's Intelligence modifier Strength check to break it. This rope functions only for the demonologist who made it and no other.

**Blinded by Fury (Sp):** The demonologist can gain true seeing as a swift action but becomes exhausted while doing it. If the demonologist cannot be exhausted they cannot use this ability.



## Glabrezu

**Cruel Intelligence (Study Bonus):** The glint of savage cunning and intelligent malice now burns in the demonologist's eye. They gain a +4 profane bonus on all Bluff, Knowledge (history), Knowledge (local) and Perception checks.

In addition, the demonologist adds the following spells to their spell list:

2nd- *mirror image*

3rd- *dispel magic*

4th- *chaos hammer, confusion*

6th- *true seeing, veil*

### DEEP STUDY BONUSES

**Tainted Wish (Sp):** The demonologist gains the ability to tap into the dark bargaining that glabrezu are so famous for. Once per week they can cast *wish* as a spell-like ability. This ability only works on wishes made by an enemy and the demonologist must clearly state that they are granting a wish before the wish can be made. However it can (and should) be corrupted and it is at the GM's discretion how far this can go.

## Hezrou

**Nausea (Study Bonus) (Ex):** The noxious vapors and foul fluids that constantly weep and seethe from a the demonologists body are particularly heinous to those the creature grapples. Each round a creature is grappled by the demonologist, the grappled foe must make a Fortitude (DC 10 + 1/2 demonologist level + their Intelligence modifier) the save to avoid becoming sickened for 1d4 rounds. A creature who fails the save by 5 or more is instead nauseated for the same duration.

In addition, the demonologist adds the following spells to their spell list:

3rd- *gaseous form*

4th- *chaos hammer, unholy blight*

### DEEP STUDY BONUSES

**Demonic Grappling (Ex):** After studying how Hezrou grapple their prey the demonologist has picked up a trick or two. They gain the Improved Grapple feat as a bonus feat even if they do not meet the requirements for it. In addition, for the purpose of making or resisting a grapple a demonologist counts their BAB as being equal to their level.



## Imp

**Basic Demonology (Study Bonus):** Studying the lowly imp may seem like a waste of time but a lot can be discerned about demonkind from this most basic of creatures. From them all things are born- this is their form in its most elementary fashion. The demonologist gains a +4 profane bonus on any Knowledge checks to identify evil outsiders and gains Infernal as a bonus language. In addition, the demonologist adds the following spells to their spell list:

- 0th- *bleed, detect magic, light*
- 1st- *detect good, magic missile*
- 2nd- *augury, invisibility* (self only)
- 4th- *commune*

### DEEP STUDY BONUSES

**Demonic Fundamentalist:** By studying the simple energies of the common imp the demonologist understands deeper aspect of their magics. So long as a creature of within 3 HD of the demonologist (i.e. HD +/- 3) has been killed within the last 3 rounds, and was within 30 feet of the demonologist at the time, the DC of their spells improves by 2. This does not stack but subsequent deaths reset the duration.

In addition, the demonologist adds the following spells to their spell list:

- 1st- *infernal healing, inflict light wounds, summon monster I* (evil outsiders only)
- 2nd- *inflict moderate wounds, summon monster II* (evil outsiders only)
- 3rd- *inflict serious wounds, summon monster III* (evil outsiders only)
- 4th- *inflict critical wounds, summon monster IV* (evil outsiders only)
- 5th- *mass inflict light wounds, summon monster V* (evil outsiders only)
- 6th- *summon monster VI* (evil outsiders only)

**Summon Monster:** Please note that if no evil outsider is possible then the creature summoned gains an evil alignment and looks rather demonic.



## Nalfeshnee

**Nalfeshnee Tutoring (Study Bonus):** The demonologist studies the Nalfeshnees and their dominion over the dark places. They gain a +2 profane bonus on Knowledge (arcana), Knowledge (planes), Spellcraft, and Knowledge (nobility) checks. This bonus doubles if it is pertaining to an evil outsider. In addition, the demonologist adds the following spells to their spell list:

- 2nd- *mirror image*
- 3rd- *call lightning, dispel magic, slow*
- 5th- *feeblemind, true seeing*
- 6th- *greater dispel magic*

### DEEP STUDY BONUSES

**Unholy Nimbus (Su) (7th):** A number of times per day equal to their Intelligence modifier, a demonologist can create a nimbus of unholy light as a free action. This causes nauseating beams of writhing color to play around their body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a Will save (DC 10 + 1/2 demonologist level + their Intelligence modifier) or be dazzled for 1d6 rounds as visions of madness hound it. If the creature fails the save by 5 or more, it is dazed instead.

## Shadow Demon

**Shadow Steps (Study Bonus):** The demonologist studies the stealthy ways of the shadow demons and learns how to slip unnoticed through the shade. This grants them a +4 profane bonus on Stealth checks that doubles while in areas of dim light (or darker). Additionally, a demonologist who has studied shadow demons gains darkvision (60 ft).

In addition, the demonologist adds the following spells to their spell list:

- 4th- *deeper darkness, magic jar, shadow conjuration*
- 5th- *shadow evocation, telekinesis*
- 6th- *ethereal jaunt*

### DEEP STUDY BONUSES

**Shadow Blend (Su):** During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

## Succubus

**Emotional Manipulation (Study Bonus):** The demonologist gains a deep understanding of seduction and emotional manipulation. They gain a profane +4 bonus on all Diplomacy, Intimidate, and Sense Motive checks.

In addition, the demonologist adds the following spells to their spell list:

- 1st- *detect good, detect thoughts*
- 2nd- *suggestion, tongues*
- 3rd- *charm monster, vampiric touch*
- 4th- *dominate person*
- 6th- *ethereal jaunt*

### DEEP STUDY BONUSES

**Kiss of the Succubus (Su) (4th):** The demonologist drains energy from a mortal they lure into an act of passion, such as a kiss. An unwilling victim must be grappled before the demonologist can use this ability. The demonologist's kiss bestows one temporary negative level (lasts 24 hours) if the subject fails a Fortitude save (DC 10 + 1/2 demonologist level + Intelligence). The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the demonologist. The victim must succeed on a Will save (DC 10 + 1/2 demonologist level + Intelligence) to negate the suggestion effect.

**Profane Gift (Su) (6th):** Once per day per Intelligence modifier, as a full-round action, the demonologist may grant a profane gift to a willing creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of the demonologist's choice. A single creature may have no more than one profane gift at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use suggestion, charm monster, or dominate person spells through it). A profane gift is removed by dispel evil or dispel chaos. The demonologist can remove it as well as a free action (causing 2d6 temporary Charisma damage, lasting for 24 hours, to the victim without a save).

## Vrock

**Dance of Ruin (Study Bonus):** The demonologist learns the secret dance steps and chants required for the dance of ruin. They can dance and chant as a full-round action- at the end of 3 rounds (taking a full round action each round), a crackling wave of energy explodes from the demonologist, dealing 1d6 points of electricity damage per demonologist level to all other creatures within 100 feet (the demonologist and any other creatures dancing with him are immune). A Reflex save (DC 10 + 1/2 demonologist level + Intelligence modifier) halves this damage. For each additional vrock or demonologist that joins in the dance, the damage increases by +1d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 damage (the DC continues to increase with additional vocks and/or demonologists, but the damage does not).

The dance immediately ends and must be started anew if any of the participating vocks or demonologists are slain, stunned, or otherwise prevented from dancing.

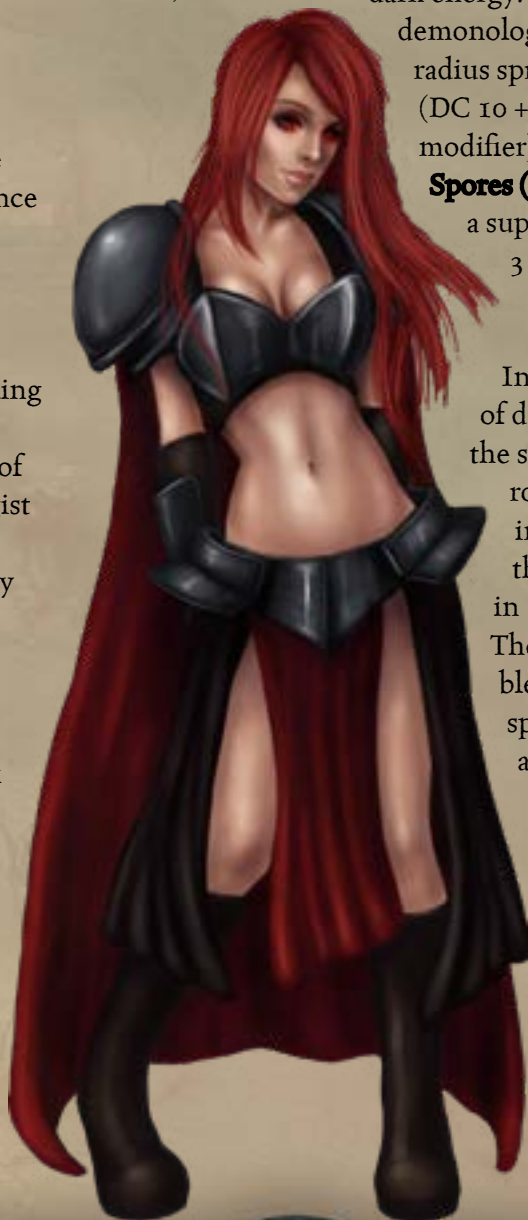
In addition, the demonologist adds the following spells to their spell list:

- 2nd- *mirror image*
- 3rd- *heroism*
- 5th- *telekinesis*

### DEEP STUDY BONUSES

**Stunning Screech (7th) (Su):** A number of times per day equal to their Intelligence modifier, a demonologist can emit a shrill screech laced with dark energy. All creatures except demons and demonologists with this ability within a 30-foot-radius spread must succeed on a Fortitude save (DC 10 + 1/2 demonologist level + Intelligence modifier) or be stunned for 1 round.

**Spores (10th) (Su):** A demonologist can create a supernatural cloud of spores once every 3 rounds as a free action. Adjacent creatures must make a Reflex save (DC 10 + 1/2 demonologist level + Intelligence modifier) take 1d6 points of damage per 2 demonologist levels from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.



## Black Powder Demonologist (Archetype)

The Black Powder Inquisition, a military inquisition tasked with dealing with arcane spellcasters, count demonologists among their number. They are used not just to battle wizards but otherworldly spellcasters whose fell powers could withstand the onslaught of the faithful's cannons.

**Alignment:** Any Non-Evil

### Black Powder:

At 1st level the black powder demonologist gains Exotic Weapon Proficiency (firearms) and Gunsmithing as bonus feats. When he hits an arcane spellcaster or a creature that uses spell-like abilities with a firearm attack, that creature must succeed at a Fortitude saving throw (DC 10 + 1/2 demonologist level + their Intelligence modifier). If the spellcaster fails, he takes a -4 penalty on concentration checks for 1 round.

In addition, the demonologist adds the following spells to their spell list:

1st- *bane*, *bless*, *detect evil*

3rd- *pellet blast*<sup>UC</sup>, *dispel magic*

This replaces the black powder demonologist's 1st level demonic totem.

### Banefire:

A black powder demonologist deals damage to all outsiders evenly. This attack is called "banefire" rather than hellfire or demonsbane. However, this attack doesn't double the number of d6s it deals to outsiders but simply increases them to d8s.

This modifies hellfire/demonsbane.

### Steel Pact:

Rather than making a dark pact a black powder demonologist gains the ability to enchant their firearms with magics as a standard action by calling upon his faith for 1 minute per demonologist level. At 5th level, this spirit grants the firearm a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement

bonus, to a maximum of +6 at 20th level. Adding these properties consumes an amount of bonus equal to the property's cost (sorted and listed below).

These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties:

+1: *bane* (outsiders only), *dispelling*, *ghost touch*

+2: *dispelling burst*, *disruption*, *phase locking*

+3: *speed*

+4: *brilliant energy*

These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the faith of the demonologist are determined when the spirit is called and cannot be changed until used again. His faith imparts no bonuses if the weapon is held by anyone other than the demonologist but resumes giving bonuses if returned to the demonologist. A demonologist can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon empowered with his faith is destroyed, the demonologist loses the use of this ability for 30 days, or until he gains a level, whichever comes first. During this 30-day period, the demonologist takes a -1 penalty on attack and weapon damage rolls with firearms.

This replaces dark pact.

### Steelfire:

At 9th level a black powder demonologist's banefire attacks deal force damage rather than fire.

### Soulfire:

Rather than dealing d8s they deal d10. This damage does not increase if targeting an outsider.

# Hermit

## A Base Class for the Pathfinder Roleplaying Game

All roads eventually lead to the same place when you study magic; be it divine, arcane, psychic, alchemical, druidic, etc. Hermits are ascetic travelers down this road; worshipers of this all-pervasive cosmic energy. The spells they cast are from a singular, primordial, source but, like light passing through a diamond, manifest themselves in various ways.

Using this cosmic power, colloquially known as “kashoom”, they can steal might from gods, channel arcane energies, develop within themselves a powerful psychic presence, begin to understand nature of their true form, tap into ancient bloodlines that were thought dormant in their veins, and even teach themselves to brew potions and distil magical effects from them. However- such a schizophrenic dilettante could never master any of those, merely understand their basics.

He does gain something far more profound however- he learns how to break down those walls that many perceive as existing between disciplines. To a hermit a divine spell is no different than an arcane spell or a psychic spell- it is just “kashoom” (cosmic energy).

A hermit is also a unique mind. They have to be both the academically-minded scholar and the wild romantic believer in forces greater than themselves to fully embrace a cosmic energy source. It takes a very mature soul indeed to content oneself with what they know and understand that there are unknowable things.

### Sidebar: What is Kashoom/Cosmic Energy?

“Kashoom” is a concept introduced in Alternate Path: Ascetic Characters. It is the term for a universal “force”, a sort of cosmic energy that keeps the energy of the universe moving. You can think of it like the “Grand Unified Theory” in the real world- a singular, raw, source from which all energy is converted from. Another class, the kashun, uses this energy, though they use it more like a monk than a cleric or wizard.

HIT DICE: D6.

### ROLE:

A hermit is a utility caster, able to tap into large numbers of low-level spells from any disciplines. They are a Wisdom-based caster.

ALIGNMENT: ANY

STARTING WEALTH: 2D6 X 10 GP (AVERAGE 70 GP.)

In addition, each character begins play with an outfit worth 10 gp or less.

### CLASS SKILLS

The hermit’s class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier.

**Table 4-1: The Hermit**

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+0	+2	Spells, spell conversion, messy magic
2nd	+1	+0	+0	+3	Smudge
3rd	+1	+1	+1	+3	-
4th	+2	+1	+1	+4	Smudge
5th	+2	+1	+1	+4	Blur
6th	+3	+2	+2	+5	Smudge
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	Smudge
9th	+4	+3	+3	+6	-
10th	+5	+3	+3	+7	Smudge, transcendent magic
11th	+5	+3	+3	+7	-
12th	+6/+1	+4	+4	+8	Smudge
13th	+6/+1	+4	+4	+8	-
14th	+7/+2	+4	+4	+9	Smudge
15th	+7/+2	+5	+5	+9	-
16th	+8/+3	+5	+5	+10	Smudge
17th	+8/+3	+5	+5	+10	-
18th	+9/+4	+6	+6	+11	Smudge
19th	+9/+4	+6	+6	+11	-
20th	+10/+5	+6	+6	+12	Kashoom spells, smudge

### Class Features:

The following are the class features of the hermit.

### Weapon and Armor Proficiency:

The class is proficient with all simple weapons but with no armor.

### Spells (Ex):

A hermit can casts spells drawn from a large number of spell lists, including: the sorcerer/wizard spell list, cleric/oracle spell list, and the psychic's spell list. Collectively these are referred to as the "hermit spell list". A hermit never gains access to domain, school, or discipline specific spells unless they are also on the general spell list for those classes.

As some spells are treated as being of different level for different classes, the hermit is treated as different classes for the purpose of determining the level of each spell, depending on how he casts them.

# NEW CLASSES

## Table 4-2: Hermit Spells Per Day

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	-	-	-	-	-
2nd	2	-	-	-	-	-
3rd	3	-	-	-	-	-
4th	3	1	-	-	-	-
5th	4	2	-	-	-	-
6th	4	3	-	-	-	-
7th	4	3	1	-	-	-
8th	4	4	2	-	-	-
9th	5	4	3	-	-	-
10th	5*	4	3	1	-	-
11th	5*	4	4	2	-	-
12th	5*	5	4	3	-	-
13th	5*	5*	4	3	1	-
14th	5*	5*	4	4	2	-
15th	5*	5*	5	4	3	-
16th	5*	5*	5*	4	3	1
17th	5*	5*	5*	4	4	2
18th	5*	5*	5*	5	4	3
19th	5*	5*	5*	5*	5	4
20th	5*	5*	5*	5*	5*	5

\*. This symbol is used to indicate that they can use spells of this level at-will.

## Table 4-3: Hermit Spells Known

LEVEL	OTH	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5





A hermit casting an arcane spell is treated as a wizard equal to his hermit level. A hermit casting a divine spell is treated as a cleric equal to his hermit level. A hermit casting a psychic spell is treated as a psychic equal to his hermit level. If a spell appears on multiple spell-lists, he may choose what level to treat the spell as (he may cast a spell “as a wizard” as opposed to “as a cleric” for example).

He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a hermit must have a Wisdom score equal to at least 10 + the spell level.

The Difficulty Class for a saving throw against a hermit’s spell is 10 + the spell level + the hermit’s Wisdom modifier.

Like other spellcasters, a hermit can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 4-3: Hermit Spell Per Day. In addition, he receives bonus spells per day if he has a high Wisdom (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Core Rulebook).

A hermit’s selection of spells is limited. A hermit begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new hermit level, he gains one or more new spells, as indicated on Table: Hermit Spells Known. (Unlike spells per day, the number of spells a hermit knows is not affected by his Wisdom score; the numbers on Table: Hermit Spells Known are fixed.) These new spells can be common spells chosen from the hermit spell list, or ones from spell lists they gained access to via the smudge class feature. Some smudges grant the hermit bonus spells known.

Upon reaching 4th level, and at every even-numbered hermit level after that (6th, 8th, and so on), a hermit can choose to learn a new spell in place of one he already knows. In effect, the hermit loses the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged. A hermit may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

## DESIGN NOTE: OPTION PARALYSIS

The hermit is a class designed for advanced players, as are all classes in the Alternate Path series. The hermit has a staggering number of spells to select from and this can be a bit much. We recommend picking a few spells you know you’ll want ahead of time and look up if you qualify rather than trying to sort through the avalanche of spells you can possibly pick from.

## Spell Conversion:

A hermit can cast any spell they know as either an arcane, divine, or psychic spell- regardless of what spell list it is on. This means he can cast cure moderate wound, a divine spell not found on the sorcerer/ wizard spell list, as an arcane spell.

When doing this he treats the spell's level as if it were the original type of spell (divine in this case) for the purpose of determining the spell's level (he'd be a cleric in this case, so it's a 2nd level spell) but just changes the type.

The following are the implications for doing so:

- **Making Something an Arcane Spell:** Arcane spells are affected by arcane armor failure chances. If casting a spell as an arcane spell and it does not have both a somatic and verbal component, it gains both components.
- **Making Something a Psychic Spell:** If a converted psychic spell has an emotional component, it becomes a somatic component. If a converted psychic spell has a thought component, it becomes a verbal component.
- **Making Something a Divine Spell:** If casting a spell as a divine spell and it does not have a focus as a requirement, it gains one. This focus is typically the holy (or unholy) symbol of a deity you worship or some kind of holy symbol representing the cosmos. The spell loses any arcane armor failure changes. Divine spells the hermit casts cannot be of an alignment directly opposite of the hermit's.

## Messy Magic (Ex):

A hermit can undercast any spell, not just psychic spells. Furthermore when casting a spell that calls for a material component, a hermit can instead use any item with both significant meaning and a value greater than or equal to the spell's component cost.

## Smudge (Ex):

At 2nd level and every even level thereafter a hermit gains a new way to break down the walls between schools of magic. This might be them exploring a new kind of magic or further exploring what separates the ones he already knows a bit about. A smudge may not be taken more than once unless otherwise stated.

**ACCESS DOMAIN:** Select 1 cleric domain and add the bonus spells from that domain to the hermit's spell list. The hermit automatically learns all these spells as soon as they have the ability to cast spells of that level. These spells are learned in addition to their normal limit on spells known. The hermit's effective cleric level is equal to his hermit level. This also grants the hermit the 1st level domain powers of the domain but does not give the hermit access to later powers. The hermit may only select domains relevant to their deity. This smudge may be taken more than once. Each time it applies to a new domain of their deity.

**Alchemical Magic:** The hermit can cast his hermit spells into potions- creating extracts like an alchemist of equal level. The hermit can only create a number of extracts per day equal to his Wisdom modifier + 1/4th his hermit level. Each extract takes up a spell slot of the appropriate level. If unused, the extracts persist until used. They continue to use up the same spell slot and reduce the daily number of extracts he can produce. This does not give the hermit access to alchemist spells.

**BARDIC MAGIC:** The hermit counts spells on the bard's spell list as being part of his hermit's spell list as arcane spells. In addition, the hermit adds 2 bardic spells of any level he can to his list of spells known.

**Chalvaric Magic:** The hermit counts spells on the paladin's spell list as being part of his hermit's spell list as divine spells. In addition, the hermit adds 2 paladin spells of any level he can to his list of spells known.

## NEW CLASSES

**COSMIC BLAST:** By tapping into raw magic the hermit can fire a lightning bolt of white and black cosmic energy. As a standard action a hermit can make a ray attack, which is a ranged touch attack. This has a range of 30 ft. + 10 feet per 3 levels of hermit. This attack deals 1d6 force damage + his Wisdom modifier. At 3rd level and every odd level thereafter a hermit's cosmic blast does 1d6 additional damage. A hermit may use his Wisdom in place of his Dexterity to determine his bonus to his attack rolls with his cosmic blast. As a full round action a hermit may make as many cosmic blast attacks as his base attack bonus allows.

**COSMIC MAGIC SHELL:** The hermit gains 10 + 1/2 hermit level + his Wisdom modifier in Spell Resistance.

**ELEMENTAL CONVERSION:** You can shift magic types so what's shifting an element or two? A hermit with this smudge can change any acid, cold, electricity, or fire damage he deals via a spell on the hermit spell list of via a hermit class feature into acid, cold, electricity, or fire damage. He may also split that damage up into parts, so half of that damage is one type and half another (he may further subdivide it into as many parts as he wishes).

**FAVORED TRANSCENDED SPELL:** Select one spell the hermit has on their spell list that they can cast as a transcended spell. When cast as a transcended spell, it is treated like a normal spell (removing the restrictions). This may not be used on a spell that provides healing. This smudge may be taken more than once. Each time it applies to a new spell. The hermit must have the transcendent magic class feature to take this smudge.

**HERMETIC SPELLS:** The DCs of non-transcended spells the hermit casts are increased by 1. If the spell is of a level that the hermit could cast as a transcended spell (but is not cast as a transcended spell) the increase to the save DC is instead +2. This stacks with other increases to save DCs. A hermit must be at least 10th level to select this smudge.



## NEW CLASSES

**HEX MAGIC:** The hermit counts spells on the witch's spell list as being part of his hermit's spell list as divine spells. In addition, select 1 witch patron and the hermit adds the patrons bonus spells to their spell list as well. The hermit automatically learns all these spells as soon as they have the ability to cast spells of that level. These spells are learned in addition to their normal limit on spells known.

**HUNTER'S MAGIC:** The hermit counts spells on the ranger's spell list as being part of his hermit's spell list as divine spells. In addition, the hermit adds 2 ranger spells of any level he can cast to his list of spells known.

**"I KNOW THAT SPELL":** The hermit gains a +4 bonus on all saves against spells that they have on their spell list (not necessarily known).

**IMPROVED ELEMENTAL CONVERSION:** A hermit with this smudge adds force, sonic, negative energy, and positive energy to the types he can convert (or split) spell effects to with the elemental conversion smudge. The hermit must have the elemental conversion smudge to take this smudge.

**NATURAL MAGIC:** The hermit counts spells on the druid's spell list as being part of his hermit's spell list as divine spells. In addition, the hermit adds 2 druid spells of any level he can to his list of spells known.

**RAGE MAGE:** The hermit counts spells on the bloodragers spell list as being part of his hermit's spell list as arcane spells. In addition, the hermit adds 2 bloodrager spells of any level he can to his list of spells known.

**SPELL FOCUS:** The hermit gains Spell Focus as a bonus feat.

**SPELL HUNTER:** The hermit can detect the presence or absence of creatures capable of casting spells, using spell like abilities, or with active spell effects on themselves within 30 feet of himself. If he spends

an immediate action to focus his concentration he gains blindsense against those creatures until the start of his next turn. In addition, he gains a +2 bonus on dispel checks and overcoming opposed caster level, and counts as 2 levels higher for the purpose of counterspelling.

**SPELL SINGER:** Somatic components on spells the hermit casts can be replaced by a vocal component. If a spell you cast has both a vocal and somatic component, it simply loses the somatic component.

**STUDY BLOODLINE:** Select 1 sorcerer bloodline and add the bonus spells from that bloodline to the hermit's spell list. The hermit automatically learns all these spells as soon as they have the ability to cast spells of that level. These spells are learned in addition to their normal limit on spells known. The hermit's effective sorcerer level is equal to his hermit level. This also grants the hermit the 1st level bloodline ability of the bloodline but does not give the hermit access to later abilities. This smudge may be taken more than once. Each time it applies to a new bloodline.

### Blur (Ex):

At 5th level, spells cast by a hermit gain a special improvement due to his ability to blur the lines between magic types.

- **Arcane:** A hermit casting an arcane spell can cast the spell more quickly. An arcane spell with a casting time of a full round action becomes a standard action and a spell with a standard action casting time takes a move action. Spells with a casting time faster than a standard action aren't affected.
- **Divine:** A hermit casting a divine spell automatically treats any healing spell as if it were under a Empower Spell metamagic feat.
- **Psychic:** A hermit casting a psychic spell increases the save DCs of the spell by 1. At 15th level the save DCs are instead increased by 2.

## Transcendent Magic (Ex):

At 10th level the hermit taps into the grand unified theory of magic, allowing him continuous access to small streams of cosmic power. Starting at 10th level when a hermit casts a 1st level spell after he has exhausted his daily allotments of 1st level spells, he can still cast it but it becomes a “transcended spell”. A transcended spell has the following restrictions:

- Any healing created by them is converted to temporary hit points that cannot exceed the current maximum of the creature’s hit points.
- All dice rolls are treated as having rolled the lowest possible number (i.e. a roll of 4d6 results in a 4).
- No metamagic feats can be applied to transcended spells.
- Transcended spells do not gain any of the benefits of the blur class feature.

At higher levels the hermit can cast higher levels spells an unlimited number of times per day. This is indicated on Table 4-2: Hermit Spells Per Day with an asterisk (like so: “5\*”).

A 10th level hermit may always chose to cast a spell as a transcended spell (assuming he is the correct level). If he does this, the spell does not deduct from the character’s spell per day.

## Kashoom Spells (Su):

At 20th level, the hermit achieves oneness with the source of all energy. The hermit treats all spells as being on their spell list.

**Table 4-4: Hermit Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Dwarf	Add one transmutation spell to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	CRB
Elf	Add one spell from the druid spell list to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	CRB
Gnome	Add one illusion spell to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	CRB
Half-elf	Add one spell from the sorcerer spell list to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	CRB
Half-orc	Add one spell with the fire descriptor to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	CRB
Human	Gain +1/6 of a new smudge	CRB
Aasimar	Add one spell from the cleric spell list to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	APG
Tiefling	Add one spell from the witch spell list to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	APG
Sacred Dead	Add one necromancy spell to the hermits list of spells known. This spell must be at least 1 level lower than the highest spell level the hermit can cast.	AP: Divine 2

# Priestess

## A Base Class for the Pathfinder Roleplaying Game

A priestess is a divine caster who seek not the favor of a deity but seeks to wield it as a weapon for a greater purpose. Their relationship to the divine is not that of a scholar or a supplicant but of as a warrior wielding their relationship with the divine as a weapon. A priestess often has a quest, goal, or even an oath of vengeance that they have sworn to and seek a deity's power to accomplish it. To symbolize this the priestess chooses an object, a representation of them wielding of their divine wrath, to help them achieve their goal.

**HIT DICE:** D6

### ROLE:

As a priestess, you are the one who helps your party with magic from behind. You worship your god and hold onto a symbol of your deity's power. You perform acts to either benefit or harm others in the way your god wills. If you join a party, it's because you feel as though travelling with them is what will help you carry out the will of your god. You are the conduit of your god's reality. Your god is always right and his will is what shall be.

**ALIGNMENT:** ANY NON-NEUTRAL

### CODE OF CONDUCT: GOAL

A priestess has a mission; it may be an oath of vengeance, a quest to restore peace to her kingdom, a never-ending crusade against demonkind, or the hunting down of the one-armed wizard who killed your father. A priestess's relationship to her deity (and, by extension, her divine power) is put in the context of their goal. A priestess must always be actively working towards her goal. For this reason, priestesses often select deities whose portfolio aligns with their mission.

Should a priestess abandon her goal, should the goal become unachievable, or should she complete her goal she needs to select another quest or lose access to all priestess class features (other than weapon proficiencies) until she dedicates to a new goal. Binding herself to a new goal takes 6 hours and a binding oath must be sworn to her deity.



## Table 5-1: The Priestess

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Orisons, Holy Focus, Conduit Casting
2nd	+1	+0	+0	+3	Divine Ray (1d6, 30ft)
3rd	+1	+1	+1	+3	-
4th	+2	+1	+1	+4	Divine Ray (2d6, 40ft)
5th	+2	+1	+1	+4	-
6th	+3	+2	+2	+5	Divine Ray (3d6, 50ft)
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	Divine Ray (4d6, 60ft, healing)
9th	+4	+3	+3	+6	-
10th	+5	+3	+3	+7	Divine Ray (5d6, 70ft)
11th	+5	+3	+3	+7	-
12th	+6/+1	+4	+4	+8	Divine Ray (6d6, 80ft)
13th	+6/+1	+4	+4	+8	-
14th	+7/+2	+4	+4	+9	Divine Ray 90ft (7d8, 90ft)
15th	+7/+2	+5	+5	+9	-
16th	+8/+3	+5	+5	+10	Divine Ray (8d8, 100ft)
17th	+8/+3	+5	+5	+10	-
18th	+9/+4	+6	+6	+11	Divine Ray (9d8, 110ft)
19th	+9/+4	+6	+6	+11	-
20th	+10/+5	+6	+6	+12	Eternal Envoy, Divine Ray (10d8, 120ft, Perfect)

**STARTING WEALTH:** 5D6 × 10 GP (AVERAGE 175 GP.). In addition, each character begins play with an outfit worth 10 gp or less.

**INSPIRATIONS:** Zelda (Legend of Zelda), Kikyo (Inuyasha)

### CLASS SKILLS

The priestess's class skills are Appraise (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Local), Knowledge (Planes), Knowledge (Religion), Linguistics (Int), Profession (Wis), Perception (Wis), Spellcraft (Int).

**Skill Ranks per Level:** 4 + Int modifier.

### Class Features:

The following are the class features of the priestess.

### Weapon and Armor Proficiency:

The priestess is proficient with the dagger, club, light crossbow, shortbow, longbow, and quarterstaff, but not with any type of armor or shield.

**Table 5-2 Priestess Spells Per Day**

LEVEL	OTH	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
1st	3	1	0+1	-	-	-	-	-	-	-
2nd	4	2	0+1	-	-	-	-	-	-	-
3rd	4	2	1	0+1	-	-	-	-	-	-
4th	4	3	2	0+1	-	-	-	-	-	-
5th	4	3	2	1	0+1	-	-	-	-	-
6th	4	3	3	2	0+1	-	-	-	-	-
7th	4	4	3	2	1	0+1	-	-	-	-
8th	4	4	3	3	2	0+1	-	-	-	-
9th	4	4	4	3	2	1	0+1	-	-	-
10th	4	4	4	3	3	2	0+1	-	-	-
11th	4	4	4	4	3	2	1	0+1	-	-
12th	4	4	4	4	3	3	2	0+1	-	-
13th	4	4	4	4	4	3	2	1	0+1	-
14th	4	4	4	4	4	3	3	2	0+1	-
15th	4	4	4	4	4	4	3	2	1	0+1
16th	4	4	4	4	4	4	3	3	2	0+1
17th	4	4	4	4	4	4	4	3	2	1+1
18th	4	4	4	4	4	4	4	3	3	2+1
19th	4	4	4	4	4	4	4	4	3	3+1
20th	4	4	4	4	4	4	4	4	4	4+1

## Spells:

A priestess casts divine spells drawn from the priestess spell list presented at the end of this class. Her alignment, however, may restrict her from casting certain spells opposed to her moral or ethical beliefs. A priestess must choose and prepare her spells ahead of time. In order to cast a spell, many priestesses choose to sing the verbal components of the spell like a hymn.

To prepare or cast a spell, the priestess must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a priestess's spell is 10 + the spell level + the priestess's Charisma modifier.

A priestess can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 5-2. In addition, she receives bonus spells per day if she has a high Charisma score (see Pathfinder Core Rulebook Table 1-3)

A priestess may prepare and cast any spell on the priestess spell list, provided she can cast spells of that level. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour meditating or praying to her deity. While praying, the priestess decides which spells to prepare.

## Bonus Languages (Ex):

A priestess may substitute Celestial, if she is good, or Abyssal, if she is evil, for one of the bonus languages available to the character because of her race.

## Orisons:

Priestesses can prepare a number of orisons, or 0-level spells, each day, as noted on Table 5-2 under "Spells per Day". These spells are cast like any other spell, but they are not expended when cast and may be used again.

## Holy Focus (Su):

At 1st level, the priestess chooses a weapon or item that assists her in channeling divine power. This focus does not need to be directly related to her god, however, it cannot be something that opposes it. The focus allows access to a variety of special powers and

abilities. Without her focus, she cannot cast spells of her highest spell level or use conduit casting or divine ray class features. While she holds onto her focus, she also gains SR equal to 11 + her priestess level, as her deity protects her from magic. She can dismiss or reactivate the SR as a swift action.

This object is blessed and bound directly to her deity through a 1 hour period of prayer. Only one object can be bound by a priestess at any given time. Binding a new object forces the previous object to become unbound. The holy focus also counts as a holy symbol.

Afterwards, until a new object is bound by the priestess's deity, the blessed object is considered magical and can only be held by a creature that is within one step of the deity's alignment on either the chaos/law axis or the good/evil axis.

## Conduit Casting (Su):

A priestess can spend a greater amount of time praying to her deity in order to allow her deity to cast a spell through her. This spell is a bonus spell that is given to priestesses at a spell level that is one higher than one she could normally cast. The priestess and her focus act as a conduit for the spell and thus any material component for the spell can be ignored unless it requires a material component worth at least 1,000 GP.

In addition, as this spell is cast from her deity, this spell does not need to be prepared at the beginning of the day and may be chosen when the spell is cast. This spell does not need to be on the list of spells known to the priestess (though it does need to be on her spell list). A spell cast this way cannot be used in order to create items as the spell is not known by the priestess.



A priestess can conduit cast one additional time per day at 4th level and every 4 levels thereafter. Only one of the spells the priestess casts from conduit casting each day may be of a higher spell level than of one she could normally cast. All other spells cast this way must be cast from a spell level that she has access to.

## SIDEBAR: RUNNING CONDUIT CASTING

While a priestess can suggest what spell they'd like to cast, the deity may have its own ideas. After all, who knows better than a god? If there is a more fitting spell the deity may chose to cast a different spell than the spell the priestess selected. If a priestess has angered their deity or conducted some kind of sleight against them, a petty or malicious deity may even chose to cast a less useful spell in retribution (though this should never directly benefit the priestess's enemies or harm her).

## Divine Ray (Su):

At 2nd level, as a full round action, a priestess can call down the power of the gods into the form of a holy (or unholy) ray. This beam is concentrated in and fired from her holy focus in a 30 foot line. Creatures receive a Reflex save (DC 10 + 1/2 priestess level + Charisma modifier) for no damage.

This attack deals 1d6 per 2 levels of priestess + her Charisma modifier damage to any enemy struck this way. The beam is pure divine energy and not subject to damage reduction or resistances. If an enemy that is struck this way is an outsider or undead creature, this damage is increased to 1d8 per 2 levels of priestess + her Charisma modifier. This ray cannot be redirected or pass through walls or other impassable terrain.

This can only be used a number of times per day equal to 3 + the priestess's Cha modifier (minimum 1 use/day). The range of this attack increases by 10ft every other level.

Beginning at 8th level, any ally struck by the ray is healed for half of the damage that would be dealt.

Upon reaching 14th level, the damage of this ability increases to 1d8 per 2 levels of priestess and 1d10 when striking an enemy that is an outsider or undead. The ray reaches its peak power as the priestess reaches a true connection with her deity. At 20th level, any undead or extraplanar creature with an alignment that opposes the priestess's deity that fails its Reflex save against this ability is slain. This ability counts as a death attack for purposes of immunities.

## Eternal Envoy (Su):

At 20th level, once per day, whenever a priestess is reduced to 0 Hit Points or less, she is surged with the power of her deity. At the beginning of her next turn, she regains her maximum Hit Points and cannot be damaged until the beginning of her following turn. Additionally, the priestess no longer ages.

## Priestess Spell List

### 0 LEVEL

*Create Water, Detect Magic, Detect Poison, Flicker*  
*AP:D2, Guidance, Know Direction, Light,*  
*Message, Prestidigitation, Purify Food and Drink,*  
*Putrefy Food and Drink, Read Magic, Resistance,*  
*Virtue*

### 1ST LEVEL

*Alarm, Bane, Bless, Bless Water, Bless Weapon,*  
*Burning Hands, Charm Animal, Charm Person,*  
*Command, Comprehend Languages, Cure Light*  
*Wounds, Curse Water, Detect Chaos/Evil/Good/*  
*Law, Detect Undead, Entangle, Featherfall, Identify,*  
*Inflict Light Wounds, Invigorate, Magic Weapon,*  
*Produce Flame, Protection from Chaos/Evil/Good/*  
*Law, Remove Fear, Remove Sickness, Sanctify Corpse,*  
*Sanctuary*

### 2ND LEVEL

*Accelerate Poison, Align Weapon, Augury, Bestow*  
*Insight, Blindness/Deafness, Bull Strength, Calm*  
*Emotions, Cat's Grace, Command Undead, Confess,*  
*Consecrate, Cure Moderate Wounds, Darkness,*

# NEW CLASSES

*Darkvision, Delay Disease, Delay Poison, Desecrate, Eagle's Splendor, Enthrall, Flaming Sphere, Fox's Cunning, Inflict Moderate Wounds, Insomnia AP:D2, Levitate, Locate Object, Mirror Image, Owl's Wisdom, Communal Protection from Chaos/Evil/Good/Law, Resist Energy, Lesser Restoration, Silence, Zone of Truth*

## 3RD LEVEL

*Ablative Barrier, Communal Align Weapon, Blink, Clairaudience/Clairvoyance, Create Food and Water, Cure Serious Wounds, Communal Darkvision, Daylight, Deep Slumber, Deeper Darkness, Communal Delay Poison, Dispel Magic, Fireball, Flashfreeze AP:D2, Fly, Glibness, Haste, Healing Spray AP:D2, Helping Hand, Hold Person, Inflict Serious Wounds, Mass Invigorate, Magic Circle against Chaos/Evil/Good/Law, Greater Magic Weapon, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Disease, Communal Resist Energy, Slow, Suggestion, Tongues, Wind Wall*

## 4TH LEVEL

*Bestow Curse, Black Tentacles, Crushing Despair, Cure Critical Wounds, Greater Darkvision, Death Ward, Detect Scrying, Discern Lies, Divination, Fear, Greater Flaming Sphere, Flashboil AP:D2, Ghost Wolf, Grounding AP:D2, Guardian of Faith, Holy Smite, Inflict Critical Wounds, Neutralize Poison, Reincarnate, Remove Curse, Rest Eternal, Restoration, Scrying, Communal Tongues, Unerring Guidance AP:D2, Zone of Silence*

## 5TH LEVEL

*Lesser Astral Projection, Breath of Life, Cleanse, Greater Command, Contact other Plane, Mass Cure Light Wounds, Detect Origin AP:D2, Dismissal, Dispel Chaos/Evil/Good/Law, Dominate Person, Dream, Hold Monster, Mass Inflict Light Wounds, Life Bubble, Necrotic Bolt AP:D2, Nightmare, Permanency, Pillar of Life, Lesser Planar Ally, Lesser Planar Binding, Raise Dead, Sending, Communal Spell Immunity, Teleport, Wall of Blindness/Deafness, Wall of Fire, Wall of Ice*

## 6TH LEVEL

*Antimagic Field, Mass Bear's Endurance, Blazing Rainbow, Brilliant Inspiration, Mass Bull's Strength, Mass Cat's Grace, Control Water, Create Undead, Mass Cure Moderate Wounds, Greater Dispel Magic, Mass Eagle's Splendor, Envious Urge, Forbiddance, Mass Fox's Cunning, Harm, Heal, Holy Ray AP:D2, Mass Inflict Moderate Wounds, Mass Owl's Wisdom, Polymorph, Serenity, Mass Suggestion, True Seeing, Wall of Force, Wall of Sound, Wall of Stone, Wall of Thorns, Weakness AP:D2*

## 7TH LEVEL

*Blasphemy, Circle of Clarity, Control Undead, Mass Cure Serious Wounds, Epidemic, Mass Fly, Mass Hold Person, Holy Word, Mass Inflict Serious Wounds, Insanity, Planar Ally, Planar Binding, Power Word Blind, Resonating Word, Greater Restoration, Greater Scrying, Sunbeam, Greater Teleport, Temporary Resurrection, Wall of Iron*

## 8TH LEVEL

*Antipathy, Binding, Create Demiplane Lesser, Create Greater Undead, Mass Cure Critical Wounds, Demand, Discern Location, Discipline AP:D2, Holy Aura, Horrid Wilting, Mass Inflict Critical Wounds, Power Word Stun, Refuge, Greater Spell Immunity, Sunburst, Sympathy*

## 9TH LEVEL

*Astral Projection, Create Demiplane, Freedom, Heal, Mass, Hold Monster, Mass, Meteor Swarm, Miracle, Greater Planar Ally, Greater Planar Binding, Greater Communal Spell Immunity, Teleportation Circle, True Resurrection*

# Valkyrie

## A Base Class for the Pathfinder Roleplaying Game

Warriors trained after the fashion of the ancient valkyries, these stalwart earthly warriors are paragons of battle. Valkyries are the earthly agents of death, granted power by him so that they may aid great heroes and recover their bodies once they have fallen.

Other divine classes often have a complicated relationship with valkyries. They are the servants of death itself, typically a dark or fell power, but such fell things holds no sway over them save for tasking them with heroic missions. Valkyries do not typically “worship” death or any sort of deity, they are simply chosen by it and empowered on behalf of the concept of death (aka “Death as a universal force”), some sort of psychopomp, or a deity with a death domain.

A valkyrie is not something one strives to be but an honor bestowed upon them. Many have won the privilege by being crowned champion of fierce ritualistic tournaments, having a near-death experience, or who have earned the favor of death through deed and skill.

**HIT DICE:** D10.

### ARE THERE MALE VALKYRIES?

A valkyrie may be male or female, though female valkyries are considered the norm (mythologically speaking, all valkyries were female). There is no change in term, title, or appearance based on gender (a male valkyrie is still called a valkyrie).

### ROLE:

Valkyries are frontline fighters with skill matched by few mortals. They are particularly skilled with spears, shields, and valkyries have a distinct mobility advantage due to their capacity for flight.

**ALIGNMENT:** ANY NON-EVIL

**STARTING WEALTH:** 5D6 X 10 GP (AVERAGE 175 GP.). In addition, each character begins play with an outfit worth 10 gp or less.

### CLASS SKILLS

The valkyrie’s class skills are Fly (Dex), Heal (Wis), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

**Skill Ranks per Level:** 4 + Int modifier.



## Table 6-1: The Valkyrie

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	FEATHERING	MAX SPELL LEVEL
1st	+1	+0	+0	+2	Chooser of the slain, feathering, spells	Glide, Fly (10 ft, poor, -4)	1
2nd	+2	+0	+0	+3	Brynhildr's fury, shieldmaiden talent	-	1
3rd	+3	+1	+1	+3	Flyby attack	Fly (20 ft, average, +0), hover	1
4th	+4	+1	+1	+4	Shieldmaiden talent, spells	-	2
5th	+5	+1	+1	+4	Wing attack	Fly (30 ft, good, +4)	2
6th	+6/+1	+2	+2	+5	Shieldmaiden talent	-	2
7th	+7/+2	+2	+2	+5	-	Fly (40 ft, perfect, +8)	3
8th	+8/+3	+2	+2	+6	Shieldmaiden talent	-	3
9th	+9/+4	+3	+3	+6	-	Fly (50 ft, perfect, +8)	3
10th	+10/+5	+3	+3	+7	Shieldmaiden talent	-	4
11th	+11/+6/+1	+3	+3	+7	-	Fly (60 ft, perfect, +8)	4
12th	+12/+7/+2	+4	+4	+8	Shieldmaiden talent	-	4
13th	+13/+8/+3	+4	+4	+8	-	Fly (70 ft, perfect, +8)	5
14th	+14/+9/+4	+4	+4	+9	Shieldmaiden talent	-	5
15th	+15/+10/+5	+5	+5	+9	-	Fly (80 ft, perfect, +8)	5
16th	+16/+11/+6/+1	+5	+5	+10	Shieldmaiden talent	-	6
17th	+17/+12/+7/+2	+5	+5	+10	-	Fly (90 ft, perfect, +8)	6
18th	+18/+13/+8/+3	+6	+6	+11	Shieldmaiden talent	-	6
19th	+19/+14/+9/+4	+6	+6	+11	-	Fly (100 ft, perfect, +8)	6
20th	+20/+15/+10/+5	+6	+6	+12	Brynhildr / Sigurd, shieldmaiden talent	-	6

## Class Features:

The following are the class features of the valkyrie.

## Weapon and Armor Proficiency:

The valkyrie is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

## Chooser of the Slain:

*"These women are called valkyries, and they are sent by Odin to every battle, where they choose which men are to die and they determine who has victory."*

-Prose Edda

Valkyries are the earthly avatars of death and gain power from the demise of others. Any time an enemy creature is killed within their line of sight they gain energy that they can use to fuel their spells. They gain the creature's HD - 1/2 their valkyrie level in Gunnr\* (battle) points. If the results would be 0 or a negative number, the valkyrie gains no Gunnr points. The valkyrie can hold a maximum of her valkyrie level in Gunnr points at a time. Any Gunnr points she receives in excess of that are wasted. Gunnr points are never lost due to the passage of time but neither can they be gained without the threat of real danger.

Casting a spell requires the spell's level in Gunnr points.

**\*Gunnr:** The term translates to "battle" and was also the name of a famous Valkyrie. In English it would be pronounced like "Gunner".

## Feathering (Ex):

*"His daughter was Sigrun, she was a valkyrie and rode through air and sea."*

-Prose Edda

At 1st level, the valkyrie gains two feathery wings. She can retract these wings into her body as a move action and if she does so she may hide them. As a swift action she can extend them again.

At 1st level, she may use these wings to glide. This functions as per the spell *glide*. Additionally, at 1st level the valkyrie gains a 10 foot fly speed with poor maneuverability (this imposes a -4 penalty on Fly checks). At 3rd level and every odd level thereafter their maneuverability improved by 1 step to a maximum of "perfect" at 7th level.

At 3rd level the valkyrie can hover (as per the Hover monster feat located in the Pathfinder RPG Bestiary). Finally, the fly speed of the valkyrie improves by 10 feet at 3rd level and every odd level thereafter.

In addition, if a valkyrie mounts a trained creature she can impart her fly speed to the mount she rides on. This only functions while she is mounted.

Finally, a valkyrie reduces armor check penalties for Fly checks by her valkyrie level (minimum -0) and for Ride checks by 1/4th her valkyrie level (minimum -0). A valkyrie's fly speed is modified by its armor (-10 ft for medium and -20 ft heavy armor)

## Spells:

A valkyrie casts divine spells which are drawn from the valkyrie spell list presented in Spell Lists. A valkyrie is a spontaneous caster and does not have to choose and prepare her spells in advance.

To cast a spell, a valkyrie must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a valkyrie's spell is 10 + the spell level + the valkyrie's Charisma modifier.

Unlike other spellcasters, a valkyrie is not restricted to a daily allotment of spells but instead must spend Gunnr points equal to the level of the spell to cast spells. A valkyrie may prepare and cast any spell on the valkyrie spell list, provided that she can cast spells of that level (as indicated on Table 6-1: The Valkyrie).

## Brynhildr's Fury (Ex):

At 2nd level, when an enemy within the valkyrie's line of sight dies she may designate one other enemy as being fated for death as a free action. She gains a sacred bonus on damage rolls against this creature equal to  $1/2$  her valkyrie level. Alternatively, a valkyrie can expend 1 Gunnr point as a swift action to designate a creature as being fated for death rather than waiting for someone to die.

Should this enemy die within 3 rounds the valkyrie recovers her Gunnr points to full (provided it would grant her Gunnr points in the first place) and she may designate a new enemy. Should the enemy not die within 3 rounds she ceases to gain this benefit and must wait until the start of her next turn to pick a new target. She may not pick the same target twice in a row (though she may return to it after designating another enemy). However, if there is only one enemy in combat with the valkyrie she may use Brynhildr's Fury on the same enemy multiple times in a row.

## Shieldmaiden Talents:

Starting at 2nd level, a valkyrie's blessed skill begins to manifest. At 2nd level and every even level thereafter they gain one of the following benefits. A given option may not be taken more than once unless otherwise stated.

**AERIAL EVASION:** While flying, the valkyrie gains the Evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook).

**AERIAL GRACE:** If the valkyrie is ever incapacitated, or otherwise unwillingly rendered unable to fly, she gains the benefit of featherfall. This is also automatically imparted to any mount she uses to fly and is dismounted from. In order to select this talent the valkyrie must have the aerial evasion talent.

**COMBAT FEAT:** The valkyrie can take a combat feat in place of a shieldmaiden talent. When choosing this feat, a valkyrie counts as a fighter of her valkyrie level for the purpose of prerequisites. This shieldmaiden talent can be taken more than once but each time it applies to a new feat.

**EIR'S PEACE:** The valkyrie becomes immune to death effects. In order to select this talent the valkyrie must have the Hildr's sail talent and be at least 8th level.

**Front of the Charge:** The valkyrie deals double damage with all spears when charging. This does not stack with other things that increase damage on the charge such as lances or the Spirited Charge class feature.



## N E W C L A S S E S

**GONDUL'S CRUSHING WINDS:** The damage dealt by the valkyrie's wings increases as if she was one size category larger.

**GUNNR'S TOOTH:** A spear wielded by a valkyrie is treated as if it had a weapon enhancement bonus equal to  $1/2$  their current gunnr point value for the purpose of overcoming damage reduction. In order to select this talent the valkyrie must have the spear saint talent.

**HILDR'S SAIL:** When wielding a shield a valkyrie gains a +4 bonus against death effects. In addition, all allies also wielding shields within 30 feet of her receive a +2 sacred bonus against death effects.  
**Improved Aerial Evasion:** While flying, the valkyrie gains the Improved Evasion class feature of the monk (see Chapter 3 of the Pathfinder Core Rulebook). In order to select this talent the valkyrie must have the aerial evasion talent.

**LANCE OF WIND:** If the valkyrie is wielding a one-handed spear or a two-handed spear that does not possess the reach quality, it gains a reach of 10 feet. The valkyrie must be at least 8th level to select this shieldmaiden talent.

**ODIN'S RUNES:** The valkyrie can select 5 spells from the paladin or cleric/oracle spell list of any level that she can cast and add it to their own spell list. This spell cannot restore hit points, restore ability score damage, or have a casting time greater than a full-round action. This shieldmaiden talent can be taken more than once.

**SKOGUL'S DIN:** When attacking with her wings, the valkyrie gains a +3 bonus on attack rolls (reducing the -5 penalty for attacking with a secondary natural weapon to a -2).

**SPEAR SAINT:** The valkyrie can wield a two-handed spear in one hand, though while doing so she may only apply  $1/2$  her Strength modifier (or anything that would replace a Strength modifier) rounded

down to damage rolls with it. For the purpose of Two Weapon Fighting a valkyrie with this talent treats two-handed spears wielded this way as if they were light weapons.

**SPEECH OF HRAFNISMAL:** The valkyrie can speak with ravens and all manner of carrion birds, as by a mundane speak with animals effects. She can use Diplomacy to influence them (as a druid can do with their wild empathy class feature).

**SWOOP:** The valkyrie triples her fly speed (rather than doubles) while charging and gains a +2 sacred bonus on attack rolls when making a charge attack against an enemy from a higher altitude. The valkyrie must be at least 8th level to select this shieldmaiden talent.

**WINGS OF HLOKK:** The valkyrie's wing attacks are now primary natural attacks. If she attacks with a manufactured weapon in the same turn, her wing attacks are still treated as secondary natural attacks. In order to select this talent the valkyrie must have the Gondul's crushing winds talent and be at least 8th level.

### Flyby Attack (Ex):

At 3rd level, the valkyrie gains Flyby Attack as a bonus feat.

### Wing Attacks:

At 4th level the valkyrie gains two wing attacks. These secondary natural attacks deal damage appropriate to the valkyrie's size (1d3 for small, 1d4 for medium).

### Brynhildr / Sigurd:

At 20th level, a valkyrie's deeds are the equal of any in legend and her only recourse is to ascend to the echelons of the afterlife so that she might be an example to those who toil in the mortal realm.

**Table 6-2: Valkyrie Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Dwarf	Brynhildr's fury deals +.5 extra damage to orcs and goblinoids. Please note that Pathfinder doesn't recognize fractional damage; always round damage down to the nearest whole number.	CRB
Elf	Add +1 foot to the valkyrie's fly speed. In combat this has no effect unless taken 5 times; a fly speed of 14 feet is the same as a fly speed of 10 feet.	CRB
Half-elf	+1/2 to Diplomacy and Intimidate checks made against humanoids.	CRB
Human	Gain 1/6th of a new shieldmaiden talent	CRB
Aasimar	+1/2 to Diplomacy and Intimidate checks made against humanoids.	ARG
Sacred Dead	When the valkyrie gains at least 1 gunnr point, gain 1/6th an additional gunnr point	AP: D2

A valkyrie automatically bypasses all Damage Reduction (including Epic). In addition, once per day any creature that dies can be given a reprieve, sending their soul to a favorable plane rather than whatever fate it was bound for. To do this the valkyrie must touch the corpse or meditate in the spot where the person was slain (if there is no body). Finally, once per day a valkyrie can ascend to one of the realms of the dead (as if via plane shift) taking any allies she wishes with her.

### Valkyrie Spells

**1st Level:** *Bless, bane, cause fear, magic weapon, restore corpse, shield of faith*

**2nd Level:** *Aid, bless weapon, death knell, spiritual weapon*

**3rd Level:** *Chain of perdition, grace, heroism, magic vestment*

**4th Level:** *Aura of doom, death ward, divine power, spiritual ally*

**5th Level:** *Hallow, righteous might, raise dead, slay living*

**6th Level:** *Greater heroism, planar ally (psychopomps only), undeath to death, resurrection*



# Chapter 5: New Races

## Sacred Dead

### A New Race for the Pathfinder Roleplaying Game

Sacred dead are divinely inspired undead animated not by dark magic but sacred energy. These holy dead carry on the pious task they performed in life, forever acting as servants to the divine that preserve them. Awakened from fallen or specially chosen true believers, special rites brand holy marks onto the flesh to bond the pious soul to their body. This special ritual is often used to preserve the exceptionally faithful and devout, so that they may serve the church even in death. Rarely, a deity will raise a specific individual without the use of a ritual, often to allow a follower to complete some ordained task.

Sacred dead look much as they did in life, only more... dead. Their taut skin, ranging in tone from ash-grey to sunburnt brown, lies directly over muscle and bone. This same tight skin traps their face in a permanent grimace, tempered somewhat by the soft blue light that shines from behind their glassy eyes. Holy symbols and divine marks, each distinct to the particular deity or church sponsoring the sacred dead, mark their skin in key places like the forehead or chest.

As they are literally the rebirth of a pious soul, sacred dead retain the memories of their previous life, although they say it takes on a dream-like quality to them; as if it were all something that happened to a different person. The sacred dead do suffer from a mild deterioration of intellect, sometimes forgetting things from their previous life. This is often attributed to literal brain decay, and is seen as a tragic but inevitable issue with undeath. Still, sacred dead are happy to continue their previous life as their divine

service allows. One notable shift in personality is that they follow religious doctrine with superhuman zeal and dedication. If a church favors acts of charity, sacred dead will set aside hours (if not entire days) solely to charitable activities. If a deity requires prayers be said at a certain time, sacred dead will structure their life around the appointed time. And sacred dead maintain close ties to their church; stories exist of lone sacred dead tending to forgotten shrines and lost temples for decades before followers return.

Sacred dead have a heavily antagonistic relationship with traditional intelligent undead. They see undead creatures like vampires and liches as 'wasting their second chance', and hunt them down whenever their religious duties allow. The fact that undead hunters sometimes mistake sacred dead for ghouls means that sacred dead have a particular hatred for ghouls and ghosts. Intelligent undead generally reciprocate the hatred, since sacred dead generally have a more vibrant and 'alive' feel than the undead desire. However, sacred dead take a softer view on unintelligent undead; they see them as lost souls who just don't know any better. Unless the creature is an active threat or religious duty requires otherwise, sacred dead prefer to disarm unintelligent undead and leave them be. Well-to-do sacred dead sometimes repurpose zombies and skeletons as servants, although they keep them away from the public to avoid problems.

Not every church or deity utilizes sacred dead. Some, especially ones that vehemently crusade against the undead, actively persecute them as just another unholy abomination. Most simply are comfortable with having an undead around, even if it does believe in the holy scripture. Evil groups don't use sacred dead simply because there is no benefit to the extra effort required to make one when a normal ghoul, lich, or vampire can accomplish much of the same. Still, the churches that employ the complex rituals to create sacred dead stand by the loyal nature of their undead holy servants. The church of Mortis (see the deities section) is prolific in their creation of sacred dead, seeing the second life of the sacred dead as a divine reward for piety.

## Racial Traits

- **Ability Score Racial Traits (o):** Sacred dead are purpose-driven and resilient, but aren't known for being particularly smart. They gain +2 Constitution, +2 Wisdom, and -2 Intelligence.
- **Size (o):** Sacred dead are Medium creatures and thus receive no bonuses or penalties due to their size\*.
- **Type (o):** Sacred dead are humanoids with the sacred dead subtype.
- **Base Speed (o):** Sacred dead have a base speed of 30 feet\*.
- **Languages (1):** Sacred dead begin play speaking Common. Sacred dead with high Intelligence scores can choose any language they want as bonus languages, except secret languages like Druidic.
- **Undead Resistance (1):** Sacred dead gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- **Resist Level Drain (1):** Sacred dead take no penalties from energy drain effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels a sacred dead has are removed without needing an additional saving throw.
- **Darkvision (2):** Sacred dead have darkvision with a range of 60 feet.
- **Sacred Corpse (4):** For the purpose of spells and effects reliant on creature type, sacred dead are undead creatures, not humanoids. Holy water treats sacred dead as a humanoid creature, not an undead creature. Spells that create undead, such as *animate dead*, instead act like *raise dead* when cast on the corpse of a sacred dead.
- **Negative Energy Affinity (-1):** As they are effectively divine zombies, sacred dead react to positive energy and negative energy as undead creatures - positive energy hurts them, and negative energy heals them.
- **Devout (2):** Sacred dead gain a +2 racial bonus on Knowledge (religion) checks. This bonus doubles when the check related to the sacred dead's religion or deity.
- **Timeless (2):** Sacred dead do not age, and do not require food or sleep. Sacred dead spellcasters must still spend at least 8 hours in meditation or prayer to regain their spells. A sacred dead may choose to eat or drink to gain a benefit, such as drinking a potion.

RACIAL POINTS: 10

\*This sacred dead is based off a human, and this influences his size and land speed. If using a different humanoid race, use the base creatures size and land speed instead of the ones shown here.

RANDOM SACRED DEAD STARTING AGES

Adulthood: -

Intuitive: +1d4 (1-4)

Self-Taught: +1d6 (1-6)

Trained: +2d6 (2-12)

**Table 7-1: Sacred Dead Alternate Favored Class Bonuses**

RACE	BONUS	SOURCE
Cleric	+1/4 a daily use of channel energy.	CRB
Monk	Add +1/4th to the monk's ki pool	CRB
Paladin	+1/4th a daily use of lay on hands	CRB
Oracle	Add +1 to concentration checks when casting spells that deal positive or negative energy damage.	APG
Inquisitor	Add a +1/2 on Intimidate checks made against undead creatures and a +1/2 bonus on Knowledge (religion) checks relating to the undead.	APG
Warpriest	+1/4th a daily use of fervor	ACG
Avatar	+1 round per day of godvessel	AP:D2
Valkyrie	When the valkyrie gains at least 1 gunnr point, gain 1/6th an additional gunnr point	AP:D2

# Takeem

## A New Race for the Pathfinder Roleplaying Game

Humanity, appalled at the general indifference of the angels, made guardians for themselves in their form so that they might survive the long nights. The takeem (ta-keem) are not born but made; artificial angels. They are synthetically created, magical lifeforms made after the fashion of the divine. They fight like angels, are as loyal as angels, and act like angels- but will never be one. Takeem are born without souls, animated only by the mortal magic that creates them.

### Physical Appearance

Takeem appear as purple-skinned humans with wings and possess gorgeous features and proportions. These sometimes seem a little too sculpted, as natural-born creatures have tiny impurities that distinguish them. They are created to an exact specification and appear as designed. Each is designed by an artist who molds the form of an angel their essence is drawn from and no two are exactly the same. The only troubling thing is their skin. No matter how often they attempt to

create a takeem without purple or pink skin, they always do. It is said to be a small touch of retribution brought down upon them from on high for the hubris of man in his attempts to mimic the divine through magical means.

### The First Takeem

The first takeem was created by a coven of clerics and mages who sought to provide protectors to mankind from the darkness found outside their realms. Too often had devils and other horrific things ravaged their lands without divine aid. Scripture taught these men that the divine helps those who help themselves and they bound an angel to pattern the first Takeem on. Since that day each takeem created has been based on the essence of a specific angel or other divine agent of good that has been bound. While the process is not harmful (it is akin to having one's portrait painted) it is considered very disrespectful and angels dislike those who create takeem very much.

Takeem are without soul, simply mimicking the actions of the essence they are based on. While they are capable of free will, they have a synthetic soul that is not truly their own and perhaps because of this they possess a degree of naivety and undue respect towards all things. Their actions almost seem like they are “following orders” all the time, even when leading others. This is not a result of the process it has been decided, but a facet of the angelic essence they are based upon. Angels follow their deity with unerring devotion and loyalty and, as synthetic creatures based upon them, takeem are loyal to a fault and seek to follow powers greater than them.

## The Divine and the Takeem

Takeem possess no souls and are despised by the divine. No deity responds to the prayers of a takeem as to do so would be to respond to the prayer of an object like a chair or a broom. Angels, in particular, are disgusted and offended by takeem. They see them as a cruel mockery of themselves and treat them with outright contempt.

The takeem, for their part, want nothing more than to be touched by the divine. There is a part of them that aches to serve a god once again but they are always outright rejected. Takeem are like puppets who long to become a real boy, unable to get the divine attention they need to be given a real soul. This conflict is fundamental to their nature and have caused many spats within different sects of churches.

Even evil outsiders like devils dislike takeem, though in a fundamentally different way than they hate real angels. They see them as devaluing their status and infringing on their own power- something that is outright unforgivable to them. Takeem are the favorite playthings of devils and they love tormenting them about the fact that they will “never have daddy’s approval” and that even their males are “a very girly shade of pink”.

## Alignment & Personality

Takeem are Lawful Good when they are created but, unlike angels, they are not bound to this alignment. Many stray from this path and develop their own complex personalities. A hallmark of the takeem is their loyalty to a cause, their fanaticism, and their willingness to sacrifice themselves in the name of something greater. This can, however, be perverted. Loyalty to an evil master or cause is not a noble ambition, fanaticism unchecked is just blind and unthinking obedience or sycophancy, and sacrifice to the wrong end is just a wasted life. Takeem often become disenfranchised as they grow older, coming to terms with the fact that they are at odds with the one thing they want most.

## Racial Traits

- **Ability Score Racial Traits (o):** Takeem characters gain a +2 Charisma and +2 Strength but take a -2 Wisdom. They are zealots and powerfully strong but their fanaticism hides a deep naivety.
- **Size (o):** Takeem are Medium creatures and receive no bonuses or penalties due to their size.
- **Type (3):** Takeem are native outsiders.
- **Base Speed (o):** Takeem have a base speed of 30 feet.
- **Languages (1):** Takeem begin play speaking Common. Takeem with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
- **Divine Contempt (4):** Takeem have no soul and divine energies will not aid them. They gain Spell Resistance equal to 10 + 1/2 their HD against divine spells. This spell resistance can never be lowered, even against allied spells.
- **Darkvision (-):** Takeem have darvision 60 feet.
- **Flight (4):** Takeem have a fly speed of 30 feet with clumsy maneuverability. At 4th level this improves to average.

RACIAL POINTS: 12

# Chapter 6: New Feats

## Class Support Feats

### Extra Divine Ray

**Prerequisite:** Divine ray class feature.

**Benefit:** You gain two additional daily uses of divine ray.

**Note:** You can take this feat more than once; it's effects stack.

### Extra Godvessel

**Prerequisite:** Godvessel class feature.

**Benefit:** You can use your godvessel class feature for 6 additional rounds per day.

**Note:** You can take this feat more than once; it's effects stack.

### Extra Shieldmaiden Talent

**Prerequisite:** Shieldmaiden talent class feature.

**Benefit:** You gain an additional shieldmaiden talent. You must meet all the prerequisites for the shieldmaiden talent.

**Note:** You can take this feat more than once; it's effects stack.

### Extra Smudge

**Prerequisite:** Smudge class feature.

**Benefit:** You gain an additional smudge. You must meet all the prerequisites for the smudge.

**Note:** You can take this feat more than once; it's effects stack.

## Worship Feats

"Worship" feats are feats that require you to worship a specific deity, pantheon, or have selected specific domain. If you should stop worshipping that deity, displease your deity, or lose access to the domain the feat does not function (see feat retraining in Ultimate Campaign).

### Communal Dreaming [Worship]

*As you dream you can communicate with other members of the faithful of the Goddess of the Willing.*

**Prerequisite:** Must worship the Goddess of the Willing, Diplomacy 1 rank

**Benefit:** When you sleep you may communicate with any other worshiper of the Goddess of the Willing as your mind is transported to her realm. You must be asleep for at least 2 hours prior to entering the collective dreamspace. Seeking someone out is as simple as calling out their name. Only willing creatures can communicate with you. When you wake you must make a Will save (DC 20) to recall everything. If you make a DC 15 but not a DC 20, you remember things but not clearly. Parts might be missing, the exact words might unknown, names might be lost, etc.

You do not dream in this fashion if you are unconscious or have any mind affecting effects (such as a *slumber* spell) active upon you.



## Conventional

### Unconventionality [Worship]

*You are one of the only people whose regular experiences with the abstract allow you to comprehend the escheresque appearance and disposition of aberrations and oozes.*



**Prerequisite:** Must worship Lord No, Knowledge (dungeoneering) 3 ranks

**Benefit:** You can critically hit and deal precision damage to all aberrations and oozes, even if their abilities say you cannot normally do so. In addition, you may attempt Diplomacy checks against oozes and aberrations as if they were humanoids. You must still have some common form of communication with them; if you lack one, you may attempt communication at a -8 penalty.

### Divine Eye [Worship]

*By beseeching the God of the Single Eye you can learn what others know.*



**Prerequisite:** Must worship the God of the Single Eye, Character Level 5

**Benefit:** Once per day you can ask the God of the Single Eye to poll the sentient creatures of the world who know something about your question for a general conscientious answer as a standard action. While this spell-like ability is more fallible than other methods of divination, it doesn't require a very long time and may give you a better understanding of what is known to the world on a topic. The answer that comes back is always 5 words or less and represents the general consensus on the topic from those knowledgeable about such things. If only one creature or a very small group of creatures know about a topic, they receive a Will save (DC 10 + 1/2 your level + your Wisdom modifier) to resist this. If they do, no answer is given but the daily use is not wasted. If this fails you cannot attempt a similar question for 24 hours. Example: Asking "Where is our party?" may result in a watch captain's mind saying "I saw them on the way to Hayworth" when you are really on the way to Vigestone, assuring you that no one is following you.

### First Sentry [Worship]

*A sentry torch burns in your mind at all hours, keeping you vigilant even while you sleep.*



**Prerequisite:** Must Worship the First Light of Dawn, Perception 5 ranks

**Benefit:** You may make Perception checks as if you were fully awake and had blindsight 60 feet while you sleep. This only allows you to detect threats, not make any other kind of observations or recall any other kind of information about the world around you while you sleep.

### Hustle and Bustle

#### [Worship]

*The hustle and bustle of a city at midday invigorates your spirit, giving your supernatural endurance, focus, and progress on whatever task is at hand.*



**Prerequisite:** Must Worship High Noon, Craft 5 ranks.

**Benefit:** If you work the entire time, you may complete 12 hours of crafting or 4 hours of hard manual labor between the hours of noon and 1pm.

### Loudest of the Loud

*Your faith pumps up the volume-emboldening sound with a fire it lights in the hearts of the faithful.*



**Prerequisite:** Must Worship the God of Loud Noises.

**Benefit:** Whenever you deal sonic damage it's damage is increased by +2. In addition if you score a critical hit with an effect that deals sonic damage or if a creature saving against your sonic damage rolls a natural 1, they are deafened for 1d4 rounds. Finally, your voice can be up to twice as loud as a normal person's- easily making you heard over others.

## NEW FEATURES

### Midnight Magic [Worship]

*Your worship the Witching Hour and your magic is at its strongest at midnight.*

**Prerequisite:** Must worship the Witching Hour, Caster Level 3

**Benefit:** Between midnight and 1am you are treated as if your caster level was 1 higher for the purposes of numerical variables in spells.



### Neverborn Servant [Worship]

*You quiet the cries of the Neverborn, comfort the Lady of Tears, and quiet the rage of the Stormlord.*

**Prerequisite:** Must Worship the Neverborn (or one deity in the pantheon), Diplomacy 4 ranks

**Benefit:** You can cast *calm emotions* as a spell-like ability a number of times per day equal to half your ranks in Diplomacy (minimum 1).



### Nightmare Storm [Worship]

*Your mind experiences horrible nightmares, even while waking.*

**Prerequisite:** Must worship the Nightmare Beast, Intimidate 5 ranks.

**Benefit:** If a creature attempts to read your thoughts or disposition (such as with a *detect thoughts*, *discern lies*, or *detect good/evil/chaos/law spell*) they are targeted with an Intimidate check from you opposed by a Will save. If they fail, they are shaken for 4 rounds. If you beat their Will save by 3 or more they are frightened instead and if you beat it by 10 or more they are panicked. A creature who has successfully saved against this effect cannot be effected by it again for 24 hours. Once taken, this defense cannot be lowered and persists even while you are unconscious.



### Second Scion [Worship]

*The petty squabbling of a race of gods has taught you have to navigate difficult dinner conversations and avoid invoking the wrath of an incensed godling.*

**Prerequisite:** Must worship the Second Gods.

**Benefit:** You gain a +2 bonus on Diplomacy and Sense Motive checks when dealing with outsiders and deities. Once per day you may cast *calm emotions* on a deity or outsider as a supernatural ability. The DC of this is DC 13 + 1/2 the CR or the outsider or deity.

**Note:** Gods do not typically have a CR. When in doubt of how this works, have the deity roll a d% roll and treat anything 50% or below as having a positive impact for the players.



### Servant Of Mortis [Worship]

*You have mastered the art of healing the blessed undead, rebalancing their spiritual energy with your restorative magicks.*

**Prerequisite:** Must Worship Mortis, ability to cast cure light wounds

**Benefit:** You may choose to heal undead creatures with your positive energy effects.

**Normal:** Undead creatures are harmed by positive energy.



### Silent Night [Worship]

*Your silence is part of your faith and the Long Night rewards you for your piety.*

**Prerequisite:** Must Worship the Long Night, Silent Spell

**Benefit:** From dusk until dawn all spells you cast are cast as if they had the Silent Spell metamagic feat applied, though there is no change in level.



## NEW FEATS

### Sky Painter [Worship]

*You take your inspiration from the sunset, keeping it in your heart always.*

**Prerequisite:** Must Worship the Painted Sky, Profession or Perform 4 ranks.

**Benefit:** You gain a +4 bonus on all Profession and Perform class skills for 3 hours each day during the sunset.



### Mavrin's Descendent

#### [Worship] [Trait]

You were born of Mavrin's stock- wise, empathetic, and beautiful.

**Prerequisite:** Must Worship Mavrin.

**Benefit:** You gain +1 on all Knowledge checks and +1 on attack rolls made with weapons in the fighter's bow weapon group.



### Tinfoil Helmet [Worship]

*Aint' no government-issue wage-mage stealin' the thoughts out of yer' brain.*

**Prerequisite:** Must Worship the God of Incorrect Beliefs.

**Benefit:** So long as you are wearing a metal helmet you gain a +4 bonus on all saves to resist divination effects.



### Salamenda's Descendent

#### [Worship] [Trait]

You were born of Salamenda's stock- just, brave, and skillful.

**Prerequisite:** Must Worship Salamenda.

**Benefit:** You gain: +1 Diplomacy, +1 Ride, and +1 on attack rolls made with weapons in the fighter's spear weapon group.



## Worship Traits

The following traits are available to those who follow a particular child of Dia, and otherwise function as regular Worship Feats.

### Dium's Descendent

#### [Worship] [Trait]

*You were born of Dium's stock- subtle, smart, and graceful.*

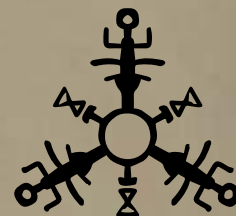
**Prerequisite:** Must Worship Dium.

**Benefit:** You gain +1 Sense Motive, +1 Bluff, +1 Diplomacy, +1 Acrobatics, and +1 Intimidate.



## Sidebar: Typho's Descendents

Those with the blood of Typho are heroes- ubermensch with the ability to change the world for better or worse. A simple trait would not do this justice. Those with his blood generally have class levels and are not NPCs.



### Falla's Descendent [Worship] [Trait]

*While all who are descended from the Dios are of Falla, those with a particularly strong genetic connection to hir. Many of Falla's descendents are androgynous or non-binary.*

**Prerequisite:** Must Worship Falla.

**Benefit:** You count as whatever gender you wish on a case by case basis. This affects biology and physical appearance.



# Chapter 7: New Spells

## Blade Whirl

**School** Conjuration (Creation); **Level** Cleric 3, Paladin 2, Sorcerer/Wizard 4

**Casting Time** Standard Action

**Components** V, S, M (A notched wooden dagger)

**Range** 5 ft

**Target** Self

**Duration** 2 rounds

**Saving Throw** None; **Spell Resistance** No

### DESCRIPTION

A series of spectral blades circle around the caster and spin rapidly for the duration of the spell. The caster must make a melee attack roll against any creature that comes within 5 feet of him during this time. The blades follow with the caster through any movement and cannot harm him. The blades deal 1d8 damage + 1 per 2 caster levels in damage (maximum +5). You can attack each target only once each round.

## Daggerfall

**School** Conjuration (Creation); **Level** Cleric 4, Sorcerer/Wizard 4, Paladin 3

**Casting Time** Standard Action

**Components** V, S, M (A sharp piece of metal)

**Range** 40 ft

**Area** 10 ft circle

**Target** Location

**Duration** Instantaneous

**Saving Throw** Reflex partial; **Spell Resistance** No

### DESCRIPTION

You call down a rain of spectral daggers at target location. Any creature caught within is struck by 2d4 daggers. Any creature that succeeds a Reflex saving throw takes half damage. Each dagger deals 1d4 + 1 per caster level piercing damage (maximum +5). The daggers disappear immediately upon reaching the ground.

## Detect Origin

**School** Divination; **Level** Sorcerer/Wizard 5, Priestess 5

**Casting Time** Standard Action

**Components** V, S, M (A magnifying glass)

**Range** 30 ft

**Target** One creature

**Duration** Instantaneous

**Saving Throw** Will negates; **Spell Resistance** Yes

### DESCRIPTION

You gain a brief insight into the past of the target. You can determine where the creature was born and gain minor details of major events that may have happened in their life. The knowledge you gain is that of a quick overview of their life. You automatically detect alignment as well as being able to see through any mundane non-magical disguise that they may be wearing.

## Discipline

**School** Enchantment (Charm); **Level** Cleric 8, Priestess 8, Sorcerer/Wizard 8

**Casting Time** Standard action

**Components** V, S, M (A golden brooch worth at least 1000gp)

**Range** 60 ft

**Target** One creature

**Duration** 1 minute

**Saving Throw** Will negates; **Spell Resistance** Yes

### DESCRIPTION

Your target feels compelled to listen to a nagging voice in their head that tells them that you are correct and they must ground themselves. They go and sit in a corner for the remainder of the spell and cannot take any action. Any hostile actions from an enemy creature break this pensive demeanor, canceling the effects of this spell.

A creature who is called to action by an ally receives another save against this spell at the start of their turn. If they make this save they may act normally for that round.

## Flashboil

**School** Evocation; **Level** Cleric 4, Sorcerer/Wizard 4, Priestess 4, Druid 4

**Casting Time** Standard Action

**Components** V, S, M (Flint and a handful of phosphorus)

**Range** Touch

**Target** One Creature, Object, or Body of Water

**Duration** 10 minutes

**Saving Throw** Fortitude half; **Spell Resistance** Yes

### DESCRIPTION

This spell has differing effects, depending on if it is cast on an object, a creature, or a body of water.

**Object:** If cast on a container or liquid, the liquid boils in an instant. Any creature in contact with the container must make a Fortitude save or it takes 3d6 scalding damage. Any creature that takes damage this way drops whatever container it was holding. If it cannot, (as if by magical means), it takes an additional 1d6 scalding damage at the start of each round it is in contact with the container.

**Creature:** A creature with blood that is targeted this way must make a Fortitude save or take 6d6 scalding damage. The target takes half damage on a successful save. If the target is an outsider with the water subtype, this attack deals no damage. Instead, the creature's attacks deal damage as though they were scalding damage and it becomes confused for as long as it remains superheated.

**Body Of Water:** If cast on a body of water the water heats up and begins to boil, the effect of this spell varies on the size of the body of water. A small lake (~50,000 gallons) increases by roughly 60 degrees. A larger lake (~35,000,000 gallons) increases by about 25 degrees. If this spell is cast on an ocean, the temperature of the water within 100 feet of you

increases by 10 degrees and the increase drops at a rate of .5 per 10 feet after that. The effects of this spell cannot stack. The duration of this spell, when used on a body of water, can extend it indefinitely so long as the caster maintains the spell and concentration check. The caster may end the effects of this spell at any time.

### SIDEBAR: SCALDING DAMAGE?

Often overlooked, scalding damage is a damage type caused by boiling water. A reference to it can be found in the environmental rules in Chapter 13 of the Pathfinder Core Rulebook.

## Flashfreeze

**School** Evocation; **Level** Cleric 4, Priestess 3, Sorcerer/Wizard 3, Druid 3

**Casting Time** Standard Action

**Components** V, S, M (An aquamarine crystal)

**Range** Touch

**Target** One Creature or Object

**Duration** 10 minutes

**Saving Throw** Fortitude partial; **Spell Resistance** Yes

### DESCRIPTION

This spell has different effects depending on if it's cast on an object, a creature, or a body of water.

**Object:** If cast on a container of liquid, the liquid freezes in an instant. Any creature in contact with the container must make a Fortitude save or take 2d6 cold damage. Any wet creature that takes damage this way is magically stuck to the container. The creature may take a swift action on their turn to free themselves from the container.

**Creature:** A creature with blood that is targeted this way must make a Fortitude save or take 4d6 cold damage. The creature is slowed on a failure for 1 minute. If the target succeeded their save, they are instead slowed for 1d4 rounds. If the target is an outsider with the water subtype, this attack does no damage. Instead, the elemental must make a Fortitude save or be frozen solid.

If the elemental succeeds, its attacks deal deal damage as though they were cold damage and deal an extra 1d6 cold damage for as long as it remains chilled.

**Body of Water:** If cast on the surface of a body of water, the water freezes creating a walkable surface. This can change depending on the size of the body of water. A small lake (~50,000 gallons) will completely freeze on the surface making a 10-inch thick sheet of ice that covers the lake. This spell can never create ice in a square that a creature currently occupies (though it may freeze around them, making it difficult to get out). A larger lake (~35,000,000 gallons) will freeze, creating a 3-inch thick ice sheet that extends through half of the lake. An ocean targeted this way will have the immediate area freeze and become walkable. Temperatures in the ocean drop by .1 degrees. An area up to 100 feet in diameter of you becomes walkable and any waves that were frozen this way are treated as walls. The duration of this spell, when used on a body of water, can extend it indefinitely so long as the caster maintains the spell and concentration check. The effects of this spell cannot stack. The caster may end the effects of this spell at any time.

## Flicker

**School** Evocation; **Level** Cleric 0, Priestess 0, Sorcerer/Wizard 0  
**Casting Time** Standard Action  
**Components** S, M (A pinch of sand)  
**Range** 40 ft  
**Target** One light source  
**Duration** 1 round  
**Saving Throw** Will negates; **Spell Resistance** No

### DESCRIPTION

A light source of your choice begins to rapidly flicker, causing those without darkvision to have troubles seeing. Creatures that do not have darkvision receive a -2 penalty on Perception checks within 60 ft of the flickering light source. Creatures receive a Will save to resist this.

## Grounding

**School** Abjuration; **Level** Cleric 4, Druid 3, Sorcerer/Wizard 4, Priestess 4  
**Casting Time** Standard Action  
**Components** V, S, M (A section of rope and a stake)  
**Range** 120 ft  
**Target** One magical flying object or one creature  
**Duration** 1 minute  
**Saving Throw** Reflex or Caster Level partial; **Spell Resistance** Yes

### DESCRIPTION

Any creature or magical flying object affected must make a save or it loses the ability to fly. If a creature that is flying is targeted this way it can make a Reflex save in order to land safely on the ground without taking damage. If they fail the Reflex save, the creature takes the full amount of falling damage.

If the caster targets a magic object they must make an opposed caster level check against the caster level that created the item. If successful, the magic item loses all ability to fly and falls rapidly to the ground.

## Guardian

**School** Conjuraction (Calling); **Level** Cleric 8, Priestess 7, Paladin 4  
**Casting Time** Standard Action  
**Components** V, S, M (A holy symbol and a small angel statue)  
**Range** 120 ft  
**Target** One Creature  
**Duration** 1d8 rounds  
**Saving Throw** Will negates; **Spell Resistance** Yes

### DESCRIPTION

You call upon the astral form of a higher being to assist an ally in combat. This being is incorporeal and is able to guide the actions of the target. That ally receives a +2 morale bonus to all weapon attacks and saving throws. If the target would take lethal damage while it is active, instead the guardian absorbs the attack and makes the target immune to all damage and status effects until the beginning of its next turn. The guardian then dissipates early if it absorbs an attack.

The guardian may be attacked separately from the creature it is bestowed upon. It has 16 AC and 30 HP.

## Healing Spray

**School** Conjunction (Healing); **Level** Cleric 3, Druid 3

**Casting Time** Standard Action

**Components** V, S, M (A pouch of water)

**Range** 30 ft cone

**Target Area**

**Duration** Instantaneous

**Saving Throw** Reflex (harmless); **Spell Resistance** Yes (harmless)

### DESCRIPTION

Healing energy surges in a misty spray from your hands in a 30 foot cone. Any creature that comes in contact with this cone of healing mist is healed for  $2d8 + 1/\text{caster level}$  (Maximum +10).

## Holy Ray

**School** Evocation; **Level** Cleric 6, Druid 6, Paladin 4, Priestess 6

**Casting Time** Standard Action

**Components** V, S, M (A feather from an outsider)

**Range** 60 ft range per column

**Area** 3 5'x20' columns

**Target** Location

**Duration** Instantaneous

**Saving Throw** Reflex half; **Spell Resistance** Yes

### DESCRIPTION

3 columns of divine energy rain down from the sky to smite enemies. Each column deals 4d6 damage and cannot occupy the same space. Half the damage is electricity damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to electricity-based attacks. The energy deals double damage to undead targets. Any creature struck by more than one column only takes the damage once.

## Insomnia

**School** Enchantment; **Level** Cleric 2, Sorcerer/Wizard 2, Priestess 2

**Casting Time** Standard Action

**Components** V, S, M (A clump of sugar)

**Range** 30 ft

**Target** One creature per caster level

**Duration** 24 hours

**Saving Throw** Will negates; **Spell Resistance** Yes

### DESCRIPTION

Your targets are infected with an unbeatable desire to remain awake. They cannot rest for the duration of the spell. If the target is already asleep, they are immediately awakened. If the target is asleep by magical means, they are able to make a saving throw vs the original spell effect with a +4 bonus. If the target is affected by a magical effect that would put it to sleep, they must attempt an opposed caster level check against the target of this spell. If you win, your target is immune to sleep spells from the other caster until this spell ends.

## Necrotic Bolt

**School** Necromancy; **Level** Cleric 5, Sorcerer/Wizard 5, Priestess 5

**Casting Time** Standard Action

**Components** V, S, M (A preserved hand)

**Range** 25ft + 5ft per 2 levels

**Target** One Creature

**Duration** Instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** Yes

### DESCRIPTION

Pure negative energy coalesces in your hands. It writhes itself into the shape of a crossbow bolt and hurles itself towards your enemy. The creature must make a Fortitude save or take 4d8 negative energy damage and gain 1d4 negative levels. If the target saves, they take half damage and only gain 1 negative level.

## Tree Growth

**School** Conjuration (Creation); **Level** Druid 2

**Casting Time** 1 minute

**Components** V, S, M (A sapling and a drop of water)

**Range** 10 ft

**Target** One sapling

**Duration** Instantaneous

**Saving Throw** N/A; **Spell Resistance** N/A

### DESCRIPTION

A tree grows from the planted sapling. This tree can be made to be any type of mundane (non-magical / non-supernatural) tree that the caster has previously encountered. A tree that bears fruit will immediately bear fruit (a small quantity, as determined by the GM). The tree is full-grown in one minute, achieving any size up to 35 feet tall and 10 feet wide at maximum. While growing, the tree seeks sunlight and avoids contact with any surface if possible. It can only grow to a size that its environment allows.

## Unerring Guidance

**School** Divination; **Level** Sorcerer/Wizard 4, Priestess 4, Druid 3

**Casting Time** Standard Action

**Components** V, S, M (A leaf and a tuft of woodland critter fur)

**Range** N/A

**Target** N/A

**Duration** 1 hour

**Saving Throw** None; **Spell Resistance** No

### DESCRIPTION

Leaves of every color fill the air and the wind shifts and turns to your will and starts to blow in the direction of what you desire. For the duration of the spell, the wind will guide you without fail towards an object of your choosing. You must have a clear visualization of the object. This spell only functions outdoors. In order to find a creature with this spell, you must have seen the creature within the past 24 hours.

## Weakness

**School** Abjuration; **Level** Cleric 6, Sorcerer/Wizard 5, Priestess 6

**Casting Time** Standard Action

**Components** V, S, M (Flint and a silver piece [The silver is consumed on cast])

**Range** 40 ft

**Target** One creature

**Duration** 1d6 rounds

**Saving Throw** Fortitude negates; **Spell Resistance** Yes

### DESCRIPTION

You can forcibly create one artificial weakness in your target. This has 1 of 2 effects: it either removes a resistance/immunities or create a new vulnerability.

This causes a creature with immunity to a damage type (typically in the form of damage reduction or energy immunity) to be replaced with the appropriate kind of damage reduction or energy resistance equal to the creature's HD. If the creature has damage reduction or energy resistance it is reduced by an amount equal to your caster level (minimum 0). If the creature has multiple immunities or weaknesses you must select only one to effect with this spell.

Alternatively this can cause a creature to gain a vulnerability. To do this, select acid, cold, electricity, or fire. The creature takes 1.5x damage from this damage type. This cannot be used on a damage type the creature is immune or has resistance to.

A creature may be affected by this spell multiple times, though it must always reduce a different resistance or create a new vulnerability.

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