

LEGENDARY CLASSES

SACREDOTE



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SACERDOTE

The sacerdote is a divine spellcaster class that is powerful and versatile enough to compete with the arcane wizard. Specialized in magic, they are less practical than clerics and are not leaders or warriors. Sacerdotes cast cleric and domain spells and have a huge number of spells per day. They rely on magic in combat and on channeling their spells into devastating manifestations of divine wrath.

Sacerdotes are focused miracle workers, completely dedicated to serving their patron or creed. A sacerdote focuses on channeling divine powers to the exclusion of everything else. They work towards their goals by invoking miracles and divine wrath. Their mastery of domain spells exceeds that of clerics, letting them delve deeply into the specific powers of their faith.

Background: Sacerdotes are students of divine knowledge, delving both deep and wide into the mysteries of their faith. They study myths and legends to discover hidden meaning and pattern, using this knowledge to replicate miracles in a reliable way. Many have a background as priests, teachers, or religious academics. The sacerdote is an educated class and starting age is in the oldest category.

Religion: Sacerdotes explore all the avenues available to their faith. They often serve whole pantheons of many gods, or have their own views of the divine that they try to propagate. Yet others serve archdevils, demon princes, spirits or other less-than-divine patrons, generally several at once. Whatever creed they serve, they do so in a pious and analytical way. Sacerdotes are rarely fanatics or zealots.

Alignment: A sacerdote may be of any alignment, but he cannot draw upon the divine power of a patron who has an alignment opposed to his own, either on the law-chaos or good-evil axis. See domains, below. Sacerdotes of neutral alignment can serve gods of any alignment, having studied many ethical viewpoints but made none of them their own. Sacerdotes more dedicated to a certain alignment instead have the option to befriend creatures who share their alignment.

Adventurers: Each adventuring sacerdote has his own reasons. Those who are part of a church may be sent

NAME OF THE CLASS

Sacerdote, from latin sacerdos, priest. Used in roman times to denote clergy and augurs of the pre-christian religion, the word survived conversion and still means priest in Spanish, Italian, and Portuguese. It is used as the name of the class because it has a nice ring to it, alluding to things sacred.

on missions into the world, those who strike out on their own might be banished for their free-thinking ways or just be forced to support themselves. Either way, sacerdotes easily fit into most adventuring parties, their wide repertoire of spells and powers making them useful spellcasters, dangerous blasters, and good support for all classes.

Relations: Sacerdotes find physical tasks demeaning, and look down on the physical classes—while appreciating the service and security they provide, they would never dirty their own hands with physical labor or martial combat. This and their theoretical approach to alignment and faith can put them at odds with clerics and oracles, who feel they have a practical understanding of the divine as opposed to the sacerdotes' theology. On the other hand, sacerdotes can also clash with wizards and other learned classes, competing for academic credibility. Still, their wisdom tells them that cooperation is of primary importance, rivalries are usually saved for classrooms and debates.

Abilities: A sacerdote needs a Wisdom for his spells and Intelligence for touch attacks, divine wrath, and skills. A healthy Constitution gives a measure of security while Dexterity allows them to call on divine power quickly and accurately.

Hit Die: d6.

Starting Gold: 2d6 x 10 gp (average 70 gp).

CLASS SKILLS

The sacerdote's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Handle Animal (Cha), Knowledge (History) (Int), Knowledge (Religion) (Int), Knowledge (Planes) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sacerdote.

Weapon and Armor Proficiency: Sacerdotes are proficient with the club, dagger, hanbo, and quarterstaff but not with any type of armor or shield. A sacerdote that wears armor or uses a shield risks arcane spell failure on divine spells from the sacerdote class, see advanced spellcasting below.

Spells: A sacerdote casts divine spells, which are drawn from the cleric spell list and from clerical domains. His cleric spells and domain spells make up two different spell lists, and a sacerdote prepares spells from each category separately. A sacerdote must choose and prepare his spells in advance. His alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see chaotic, evil, good, and lawful spells, below. To prepare or cast a spell, a sacerdote must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sacerdote's spell is 10 + the spell level + the sacerdote's Wisdom modifier. Like other spellcasters, a sacerdote can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Sacerdote. A sacerdote prepares this many cleric spells and this many domain spells each day. In addition, he receives bonus cleric spells per day if he has a high Wisdom score. Domain spells do not receive any bonus spells per day from attributes.

Table 1.1: Sacerdote

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day									
						0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Advanced spellcasting, calculated targeting, divine wrath, domains, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Divine wrath +1d6	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bonus feat	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Divine wrath +2d6	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Manifestation	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Divine wrath +3d6	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bonus feat	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Divine wrath +4d6	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	Manifestation	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Divine wrath +5d6	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	Bonus feat	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Divine wrath +6d6	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	Manifestation	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Divine wrath +7d6	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Divine wrath +8d6	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	Manifestation	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	Divine wrath +9d6	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	Bonus feat	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Divine wrath +10d6	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

Example: A third level sacerdote with a Wisdom of 12 can prepare two first-level and one second-level cleric spells, and the same number of domain spells from among those listed for his domains. In addition his wisdom allows him to prepare an additional first-level cleric spell.

Sacerdotes meditate for their spells. To prepare spells, they must get eight hours of sleep and then spend 1 hour in quiet contemplation to regain their daily allotment of spells. A sacerdote may prepare and cast any spell on their cleric and domain spell lists, provided that he can cast spells of that level, but must prepare the proper type of spell in cleric and domain slots respectively and choose which spells to prepare during his daily meditation. See domains below for what domain spells each sacerdote has access to.

Advanced Spellcasting: Sacerdotes studying the divine do not adapt their spells to practical use the way most divine spellcasters do. Their study of the divine is deeply theoretical and has just as exacting requirements as arcane magic. This includes having to rest before spell preparation as noted in the spells ability above. Sacerdote spells also have exacting somatic components. When casting divine spells with somatic components while wearing armor, a sacerdote is subject to arcane spell failure just like an arcane caster would be.

Sacerdote spells are harder to learn than normal divine spells, and this restricts which prestige classes they can benefit from. A prestige class that improves the casting of spells of any type improves the spellcasting abilities of the sacerdote, but a prestige class that improves only divine spells does not improve sacerdote spellcasting.

Bonus Languages: A sacerdote's bonus language options include all languages spoken by extraplanar outsiders, including Celestial, Abyssal, Infernal, Auran, Aquan, Ignan, and Terran (the languages of good, chaotic evil, and lawful evil, air, water, fire and earth outsiders, respectively).

Calculated Targeting (Ex): The sacerdote can add his Intelligence bonus in addition to the attribute he would normally use on attack rolls with spells or divine wrath rays. This does not apply to physical attacks improved by spells, only to attack rolls granted by the spell itself. As an illustration, a sacerdote applies this bonus to divine wrath rays and to attack rolls with spells like *inflict light wounds*, *searing light* or *spiritual weapon*, but not to the attacks of a weapon enhanced with *magic weapon*.

In addition, the sacerdote's mastery of magic gives spells with a range of touch a very limited range. When the sacerdote casts what is normally a melee touch attack spell, he can deliver it as a ranged touch attack with range of 5 ft. times the sacerdote's Intelligence modifier. It uses the sacerdote's Dexterity modifier (in addition to his Intelligence bonus from the first part of this ability) to calculate the attack bonus. If it misses the spell is lost, the charge cannot be held. If the target is within the sacerdote's natural reach, the spell can instead be delivered normally as a melee touch attack.

A multiclass sacerdote cannot use this ability with spells gained from other classes.

Chaotic, Evil, Good, and Lawful Spells: A sacerdote can't cast spells of an alignment opposed to his own. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions. Note that some spells take on an alignment descriptor depending on how they are used, such as summon monster spells that have alignment descriptors that matches the summoned creature's alignment subtypes.

Divine Focus: A sacerdote needs a divine focus to use divine wrath and certain spells. As sacerdotes commonly worship several gods, they can use the divine focus of any of the gods whose domains they use. Some sacerdotes have one main god whose symbol they use constantly, others make a combination focus incorporating elements of the divine focus of several gods they worship, make an original symbol significant to their own spirituality, or alternate between the divine foci of several gods.

Domains: Sacerdotes study the divine in unique ways, achieving both a breadth and depth unavailable to clerics. Sacerdotes use the same domains clerics use, but no granted powers from his domains focusing on domain spells.

Beside divine spells from the cleric list, sacerdotes have access to a large number of domains and a separate but equal daily limit on domain spells they can prepare (see spells above). Each domain gives the sacerdote access to a domain spell at each spell level he can cast, from 1st on up. Combine all the spells granted by the sacerdote's domains; these become his domain spell list.

Each sacerdote selects five domains among those offered by his patron(s). A sacerdote that serves a pantheon can draw upon the domains of all deities of his

pantheon who are not of an alignment opposed to his own, either on the law-chaos or good-evil axis. He cannot select an alignment domain (Chaos, Evil, Good, or Law) unless he shares that alignment. A sacerdote who follows a personal revelation can instead select any five domains, but must still follow the limitation on alignment domains. If the sacerdote learns a domain from another class, such as cleric, inquisitor, or warpriest, the domains must match as far as possible.

In addition, all sacerdotes know *mage armor* as a 1st level domain spell. When the sacerdote casts *mage armor* on himself, it is considered worn armor for the purpose of spells cast on it, and can be used with armor-enhancing spells like spiked armor and magic vestment.

Example: Asilah is a first level sacerdote with the Charm, Community, Fire, Good, and Healing domains. Her domain spell list consists of all the collected domain spells of these domains, plus *mage armor* which all sacerdotes know. This gives her a first level domain spell list consisting of: *bless*, *burning hands*, *charm person*, *cure light wounds*, *mage armor*, and *protection from evil*. She uses this as her spell list when she prepares her 1st level domain spells. All the domain spells of higher levels are on her spell list as well, so she can use a wand or *divine scroll of fireball* even though she cannot prepare that spell yet, since that spell is offered by the fire domain.

A sacerdote that grossly violates the tenets of a particular patron or changes to an alignment opposed to a patron loses any domains offered by that patron until he atones. If he does not atone, the next time he advances in level the sacerdote can choose replacement domains from other powers of his pantheon whose alignment is not opposed to his. A sacerdote who loses access to all his domains also loses the ability to cast cleric spells or use divine wrath until he recovers the use of at least one domain.

Divine Wrath (Sp): As a standard action that triggers an attack of opportunity, a sacerdote may channel his spells through his divine focus to deal damage.

To use this ability, the sacerdote spends a standard action and sacrifices a sacerdote spell of level one or higher. This can be a cleric or domain spell, but orisons cannot be channeled. The spell is expended as if it was cast, but has no effects besides powering the divine wrath ability. The amount of damage dealt is 1d6 points per level of the spell used. This damage increases as the sacerdote advances in level. At level 2 and each even level thereafter add another d6 damage, to a maximum of 10d6 additional damage at level 20. For effects that counter magic,

this is equivalent to a spell of the same level as the spell used to power the ability, and uses the sacerdote's caster level. Divine wrath is not subject to spell resistance.

Example: A 13th level sacerdote channels a 4th level spell into divine wrath. The damage is 4d6 for the spell level and 6d6 for the class level, for a total damage of 10d6.

Divine wrath is divine energy that deals damage to both undead and living creatures, but leaves constructs and objects unharmed. Divine wrath does full damage to incorporeal creatures. *Death ward* and similar abilities that protect from either positive or negative energy will halve the damage from divine wrath and reduces the damage to nothing with a successful saving throw. The channel resistance monster ability applies to uses of divine wrath that allow a saving throw.

Divine wrath can take two forms, a 20 ft. cone burst or a ray.

A cone originates at the caster and bursts 20 ft. in a quarter-circle in a direction designated by the sacerdote. Creatures that take damage from a divine wrath burst receive a Will save to halve the damage. The DC of this save is equal to 10 + the level of the spell channeled + the sacerdote's Intelligence modifier. As a burst, it does not spread around walls or other cover, but as a Will-save effect there are no cover modifiers to the saving throw. Divine wrath channeled into a ray has medium range (100 ft. + 10 ft./level). This is a ranged touch attack that only affects a single target, but there is no saving throw for half damage.

A sacerdote must be able to present his divine focus to use this ability. Divine wrath is a variant of the cleric's channel energy class feature and counts as channeled energy of the same type and number of dice in situations that can be triggered using channel energy, such as using channeled energy against haunts, as a key to open a door, or to trigger an event.

Orisons: Sacerdotes can prepare a number of orisons, or 0-level cleric spells, each day, as noted on Table: Sacerdote under "Spells per day". These spells are treated like any other spell, but they are not expended when cast and may be used again. A sacerdote has no level zero domain spells.

Bonus Feats: At level 3 and every 4 levels thereafter (at 3rd, 7th, 11th, 15th, and 19th level) a sacerdote gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or a wrath feat. The sacerdote must meet all prerequisites for each bonus

feat.

Manifestations (Ex): At 5th level, the sacerdote learns to manifest his divine wrath ability in new ways. Select one of the following manifestations at 5th level. Every four levels after 5th (level 5, 9, 13, and 17) add another manifestation.

- **Cylinder:** A cylindrical burst (20-ft. radius, 10-ft. high per level) within medium range (100 ft. + 10 ft./level). This manifestation can be selected twice, the second time it gets long range (400 ft. + 40 ft./level).
- **Forked Ray:** A split ray, affecting two targets at short range (25 ft. + 5 ft./2 caster levels). Roll to hit each target separately. This cannot strike the same target several times. This manifestation can be selected several times, each time adds an additional target.
- **Line:** A 90 ft. line. This manifestation can be selected several times, each additional time adds 30 ft. to the line.
- **Long Cone:** A 60 ft cone, extending the range of the basic cone. This manifestation can be selected several times, each additional time adds 20 ft. to the cone.
- **Long Ray:** A ray with long range (400 ft. + 40 ft./level) affecting a single target.
- **Snake Shape:** A sinuous line that can be shaped as desired. The sinuous line affects one 5-foot square per caster level, and each square must be adjacent to the previous square, starting at the sacerdote. This manifestation can only be selected once.

Creatures that take damage from a divine wrath area attack receive a Will save to halve the damage. The DC of this save is equal to 10 + the level of the spell channeled + the sacerdote's Intelligence modifier. As a burst, it does not spread around walls or other solid cover, but as a Will-save effect there are no cover modifiers to the saving throw.

In addition to the stated number of spells per day for 1st- through 9th-level spells, a sacerdote gets an equal number of domain spells for each spell level, starting at 1st. The "x+x" in the entries on this table represents these additional spells. Bonus spells the sacerdote may receive for having a high Wisdom score apply only to cleric spells and not to domain spells.

FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever she gains a level as a sacerdote, the following races have the option of choosing an alternate bonus depending on their race.

Aasimar: Add +1 to the number of hit dice of outsiders of the good subtype the sacerdote can placate. No individual outsider can have more hit dice than the sacerdote's class level.

Anpur: Add 1/4 of a domain power of a domain the sacerdote knows, as if he were a cleric with this domain.. The sacerdote must learn domain powers in order. Domain powers that only grant class skills (such as the initial ability of the trickery domain) are ignored for this ability.

Dhamphir: Add +1 to the number of hit dice of undead the sacerdote can placate. No individual undead can have more hit dice than the sacerdote's class level.

Dragonblood: Add 1/2 new spell from the scalykind domain to the sacerdote's domain spell list, beginning with level 1 and working up. Cannot be picked if the sacerdote already knows this domain.

Drow: Add 1/5 to the number of targets of divine wrath manifested as a forked ray.

Dwarf: Select one item creation feat known by the sacerdote. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Elf: Gain 1/6 of a new manifestation.

Erkuna: Add +1 to the number of hit dice of outsiders the sacerdote can placate. No individual outsider can have more hit dice than the sacerdote's class level.

Gnome: Add 1/2 new spell from the magic domain to the sacerdote's domain spell list, beginning with level 1 and working up. Cannot be picked if the sacerdote already knows this domain.

Half-Elf: When casting harmless sacerdote spells, add 1/3 to the effective caster level, but only for the purpose of determining duration. Instantaneous and permanent spells are not affected.

Half-Orc: Add +1/2 to the damage of the sacerdote's divine wrath.

Halfling: Add 1/2 new spell from the travel domain to the sacerdote domain spell list, beginning with level 1 and working up. Cannot be picked if the sacerdote already knows this domain.

Human: Pick any one domain the sacerdote does not already know. Add 1/2 new spell from this domain to

your domain spell list, beginning with level 1 and working up.

Samsaran: Add 1/2 new spell from the repose domain to the sacerdote domain spell list, beginning with level 1 and working up. Cannot be picked if the sacerdote already knows this domain.

Tiefling: Add +1 to the number of hit dice of outsiders of the evil subtype the sacerdote can placate. No individual outsider can have more hit dice than the sacerdote's class level.

Cyris Falleen (CR 10; XP 9,600)

Male furnace elf sacerdote 11

NG Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +12

Defense

AC 14, touch 13, flat-footed 11

(+2 Dex, +1 dodge, +1 natural)

hp 85 (11d6+44)

Fort +10, **Ref** +9, **Will** +13; +2 vs enchantment spells and effects

Immunity *sleep*

Offense

Speed 30 ft.

Melee mwk quarterstaff +6 (1d6)

Ranged divine wrath ray +10 touch (varies)

Special Attacks calculated targeting (+3; 15 ft. range), divine wrath (+5d6; W-DC 15 + spell level, DC 20 with Heightened Divine Wrath; 60 ft. cone, 210 ft. ray, or 55 ft. snake shape)

Spell-Like Abilities (CL 11th; concentration +9)

1/day—*comprehend languages*, *detect magic*, *detect poison*, *read magic*

Spells Prepared (CL 11th; concentration +15)

6th—*antilife shell*, *find the path*^D

5th—*dispel evil*, *fickle winds*^{UM}, *spell resistance*^D, *true seeing*^D

4th—*cure critical wounds* (2), *debilitating portent*^{UC} (2; W-DC 18), *fire shield*^D, *holy smite*^D (2; W-DC 18)

3rd—*blessing of the mole*^{UM}, *bestow curse* (2; W-DC 17), *cure serious wounds* (2), *dispel magic*^D (2), *magic circle against evil*^D (2)

2nd—*bear's endurance* (2), *heat metal*^D (4), *cure moderate wounds* (2), *silence* (W-DC 16)

1st—*cure light wounds* (2), *divine favor*, *erase*^D, *identify*^D (2), *protection from evil*^D (2), *shield of faith* (2), *summon monster I*

0th (at will)—*bleed* (F-DC 14), *detect magic*, *detect poison*, *light*, *mending*, *stabilize*

Domains Good, Knowledge, Magic, Rune, Sun

Statistics

Str 10, **Dex** 14, **Con** 16, **Int** 16, **Wis** 18, **Cha** 6

Base Atk +5; **CMB** +5; **CMD** 17

Feats Combat Casting, Dodge, Great Fortitude, Heightened Divine Wrath, Improved Divine Wrath, Improved Initiative, Lightning Reflexes, Quickened Wrath, Toughness

Skills Diplomacy +9, Heal +10, Knowledge (religion, planes) +17, Perception +12, Sense Motive +7, Spellcraft +17 (+19 to identify magic item properties); **Racial Modifiers** +1 Disable Device and +1 Knowledge (engineering)

Languages Common, Draconic, Elven, Infernal, Orc
SQ advanced spellcasting, craftsman, elven immunities, elven magic, envoy, greed, manifestation (long cone, snake shape), master tinker, weapon familiarity (furnace elf)

Gear masterwork quarterstaff, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of protection* +2, *hat of disguise*, *headband of inspired wisdom* +2, silver holy symbol, spell component pouch, pouch with 219 gp worth of mixed coins and gems

Demographics

Faith Deist (Paletius, Neria)

Homeland Azag-Ithiel

Domain Spell List

6th—*antimagic field*, *blade barrier*, *find the path*, *fire seeds*, *greater glyph of warding*

5th—*dispel evil*, *flame strike*, *lesser planar binding*, *spell resistance*, *true seeing*

4th—*divination*, *explosive runes*, *fire shield*, *holy smite*, *imbue with spell ability*

3rd—*dispel magic*, *glyph of warding*, *magic circle against evil*, *searing light*, *speak with dead*

2nd—*align weapon* (good only), *detect thoughts*, *heat metal*, *magic mouth*, *secret page*

1st—*comprehend languages*, *endure elements*, *erase*, *identify*, *mage armor*, *protection from evil*

Cyris runs a small temple to the Oracle of Fate and the All-Seeing Eye on the edge of Khambir. One of the few furnace elves in the city, Cyris is well regarded for his wisdom and insight. Many seek his council about their future plans. Before he ran a temple he provided support to the troops placed along the Porphyrite border with the Jheriak Contiuance.

SACERDOTE ARCHETYPES

These archetypes explore cultural and theological variants of the sacerdot. For the sample archetypes sample characters, many have *mage armor* or *magic vestments* or both included in their calculated Armor Class.

AUGUR

The augur is a sacerdot focused on determining the will of fate and the powers. Augurs divine the future, petition for good fortune, and answer questions great and small. Through their innate understanding of omens and how to read them, an augur can even coax fate.

CLASS SKILLS

The augur's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), Knowledge (All) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int). Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

This archetype has all normal class features, except as noted.

Augury Domain: The augur gains augury as one of his domains. This replaces one of the augur's domains, but he need not have a patron that provides this domain. He does not gain any of the domain powers of this domain. These are the domain spell of the augury domain:

Domain Spells: 1st—*identify*, 2nd—*see invisibility*, 3rd—*clairaudience/clairvoyance*, 4th—*divination*, 5th—*commune*, 6th—*find the path*, 7th—*legend lore*, 8th—*discern location*, 9th—*foresight*.

Good Omens (Su): By reading and interpreting omens, an augur can coax fate. As an immediate action that expends a prepared spell, the augur can add an insight bonus equal to the level of the spell expended to the result of a check. This modifier cannot be greater than the augur's Intelligence modifier. Good omens is used after the result of the roll is determined, likely changing the outcome of the roll. Good omens can modify attack rolls, caster level checks, saving throws, skill checks, and attribute checks. The augur must see the target to be benefited and be within long range (400 ft + 40 ft./caster level). The spell used can be either a cleric spell or a domain spell and is expended as if cast without having

ROLE-PLAYING OMENS

Players and GMs both are encouraged to come up with ominous portents for this ability as a way to narrate the action, but this is not a requirement and in no way changes the effect of the ability. Observations like “she sheds a sudden unconscious tear looking at you”, “you step on his shadow”, “you see a black cat reflected in his polished shield”, “a laurel leaf blows over her head”, “he was the first one illuminated by the rising sun” and the like can be atmospheric or just feel like a waste of time, depending on the tastes of your gaming group.

any of its normal effect. This replaces divine wrath and all bonus dice of divine wrath damage.

Bonus Feats: At level 2 and every 4 levels thereafter (at 2nd, 6th, 10th, 14th, and 18th level) a sacerdot gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, Divination Guide, Diviner's Delving, Greater Spell Focus (Divination) or Spell Focus (Divination). The augur must meet all prerequisites for each bonus feat.

Expiratory Divination (Su): At 4th level, when a divination spell is cast and the result is unfavorable or unsatisfactory, the augur can cast the spell an additional time and gain a second result. Only one additional attempt at each spell is allowed. This works even with divination spells that like *augury* and *divination* that normally have the same result on repeated castings. In the case of *commune*, this allows the augur to ask another deity or power, who may be more or less knowledgeable. Spells like *scrying* that the target is normally immune to for a period of time after a successful save can be cast an additional time within this period. The second casting works normally, and may fail or yield the same result as the first.

Bad Omens (Su): Gained at 8th level, this is the same as good omens above, except that it subtracts from a check result instead of adding. This replaces manifestation from level 9.

World of Signs (Ex): As he grows in power, omens come spontaneously to the augur. At 12th level the augur can call upon a spontaneous omen, one that is obvious and which he need not spend an action interpreting. Once per day, the augur can use good omens without it being an action. This can be done at any time, outside the action economy, and regardless of surprise or conditions that would hinder an immediate action. At 20th level, the augur can do this twice a day, even two times in the same round if desired. This replaces manifestation from level 13 and 19.

Greater Omen (Su): At level 16, when a group of people all need to make a die roll in response to an event or as part of a collective effort, the augur can use good omens (above), and add the level of the spell expended to the check each ally makes, as long as the rolls are all made in the same round. This can help with things like saving throws against spells with multiple targets, Swim

game-mastering expiratory divination

Besides allowing retries on the randomness inherent to some divination spells, the game world itself may change when an augur divines an issue. When the GM has not decided what the augur sought beforehand and resolves it randomly, and the augur uses expiratory divination to get a new divination result, the GM is encouraged to re-roll the random result. For example, a sacerdote uses *locate object* to find a comb in a ruin. The GM decides there is a 50% chance there is a comb in range of the spell. The roll fails, making *locate object* fail. If the augur uses expiratory divination in this case, the GM may decide to re-roll whether there is a comb present, or just be lenient and decide there is.

Table 1.2: Augur

Level	Base	Fort	Reflex	Will	Special	Spells per Day									
	Attack					Save	Save	Save	0th	1st	2nd	3rd	4th	5th	6th
	Bonus														
1st	+0	+0	+0	+2	Advanced spellcasting, augur spells, domains, calculated targeting, good omens, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Bonus feat	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Expiratory Divination	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus feat	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Bad omens	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	—	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	World of signs	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	—	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Bonus feat	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	—	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Greater omen	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	—	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	World of signs (2/day)	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	—	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Bonus feat	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

checks to survive a tidal wave, or Strength checks to lift an immense weight. All affected allies must be within medium range (100 ft. + 10 ft./level). This replaces manifestation from level 17.

Whispering Wind (CR 6; XP 2,400)

Female anpur sacerdotess (augur) 7

NE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 18, touch 12, flat-footed 16

(+5 armor, +2 Dex, +1 natural)

hp 41 (7d6+14)

Fort +6, **Ref** +5, **Will** +10; +2 vs fear

Offense

Speed 30 ft.

Melee +1 heavy flail +5 (1d10+2/19-20)

Special Attacks calculated targeting (+2; 10 ft. range), good omens (680 ft. range)

Spells Prepared (CL 7th; concentration +11)

4th—*death ward*, *heroism*^D, *sending*

3rd—*dispel magic*, *magic vestment* (2), *suggestion*^D (2; W-DC 18)

2nd—*aid*^D, *calm emotions*^D (W-DC 17), *bull's strength* (2), *cure moderate wounds* (2), *enthrall* (W-DC 17), *see invisibility*^D

1st—*charm person*^D (2; W-DC 16), *divine favor* (2), *mage armor*^D (2), *magic weapon*, *shield of faith* (2)

0—*create water*, *detect magic*, *purify food and drink*, *read magic*, *stabilize*, *virtue*

Domains Augury, Charm, Knowledge, Luck, Nobility

Statistics

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 18, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 16

Feats Brew Potion, Combat Casting, Craft Wand, Great Fortitude, Spell Focus (enchantment), Toughness

Skills Knowledge (geography, religion) +12, Perception +11, Sense Motive +4, Spellcraft +12

Languages Common, Gnoll, Ignan, Old Porphyran, Terran

SQ advanced spellcasting, ancestor worship, desert runner, expiratory divination, fearless, weapon familiarity (anpur)

Combat Gear wands of cure light wounds (30 charges);

Gear +1 heavy flail, amulet of natural armor +1, cloak of protection +1, silver holy symbol, spell component pouch, pouch with 204 gp worth of mixed coins and gems

Demographics

Faith Elementalism (Firelord Mal'eket, Najim, S'sluun

the Naga Empress, Wind of Jewel)

Homeland Wastes of Simoon

Domain Spell Lists

4th—*discern lies*, *divination*, *freedom of movement*, *heroism*

3rd—*clairaudience/clairvoyance*, *magic vestment*, *protection from energy*, *speak with dead*, *suggestion*

2nd—*aid*, *calm emotions*, *detect thoughts*, *enthrall*, *see invisibility*

1st—*charm person*, *comprehend languages*, *divine favor*, *identify*, *mage armor*, *true strike*

Deep within the Glass Sea in the Wastes of Simoon, the female anpur known as the Whispering Wind dwells among the ruins of her former homeland. Her ancestors had long spoken of the fall of the Elemental Lords during the NewGod Wars, and though many anpur have turned away from the Elemental Lords for the worship of Shankhil, the Doorman of Eternity, the Whispering Wind's faith remained strong.

Many zendiqi pilgrims will brave the dangers of the Glass Sea including random attacks by crystal serpents, irrinja, and silicacharadons (see *Monsters of Porphyra II* Patreon) to speak with the Whispering Wind and receive her visions. Though inhuman in form, few zendiqi can question the Whispering Wind's devotion to the Elemental Lords because she provides obedient service to all four elements in her auguries.

Recently her divinations have led her to believe that one of the greater elemental petitioners defeated during the NewGod Wars is imprisoned deep below Mount Ard along the Coast of Bones. Though too fragile to make the journey on her own through its cavernous tunnels, the Whispering Wind has been using *sending* recently to contact the faithful who have used her services before to try to recruit help to free the forgotten petitioner of the Wind of Jewels.

Imamadu Zahn, a zendiqi mahdi from the Siwathi Desert has agreed to gather a party to investigate the site. If the Will of the Four wishes for the petitioner to be freed then Imamdu Zahn will ensure that the Whispering Wind's divination comes to fruition.

DRUID SACERDOTE

A druid sacerdote is a druid from a tradition that has adopted the methods of the sacerdote. While firmly rooted in druidic tradition, he is scholarly in his approach to nature magic and focused on casting druid spells rather than on being one with nature. He learns many of the abilities of the druid, but isn't as practical and his transformations don't last as long.

CLASS SKILLS

The class skills of a druid sacerdote are: Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

This archetype has all sacerdote class features, except as noted.

Armor Proficiency: Druid sacerdotes are proficient with light armor but not with shields. Druid sacerdotes are prohibited from wearing metal armor or shields; thus, they may wear only padded, leather, or hide armor. A druid sacerdote may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel (See the ironwood spell description.) and other armor specifically noted to be usable by druids.

A druid sacerdote who wears prohibited armor or uses a prohibited shield is unable to use class abilities (except weapon and armor proficiency) or cast either druid or domain spells while doing so and for 24 hours thereafter. Druid sacerdotes do not suffer arcane spell failure for their class spell when wearing allowed armor. This is a modification to armor proficiency and advanced casting.

Bonus Languages: A druid sacerdote's bonus language options include Aquam (the language of water elementals), Auram (air elementals), Ignam (fire elementals), Sylvan (forest creatures and fey), and Terram (earth elementals). This choice is in addition to the bonus languages available to the character because of his race.

A druid sacerdote also knows druidic, a secret language known only to druids, which he learns upon becoming a 1st-level druid sacerdote. Druidic is a free language for a druid sacerdote; that is, he knows it in addition to his regular allotment of languages and it doesn't take up a

language slot. Druidic has its own alphabet. Druid sacerdotes are forbidden to teach this language to non-druids. This replaces the sacerdote's bonus languages.

Spells: A druid sacerdote casts divine spells, which are drawn from the druid spell list and from domains (see below). His druid spells and domain spells make up two different spell lists, and a druid sacerdote prepares spells from each category separately. This is a modification to the sacerdote's spells ability.

Domains: The druid sacerdote knows five domains. He can select from these cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. If subdomains are in use, the druid sacerdote can choose one of the subdomains of these domains. Druid sacerdotes also have access to Animal and Terrain Domains^{UM} if these are allowed in the campaign. Druid sacerdotes only learn spells from these domains, they do not gain any domain powers. This is a modification of the domains ability.

Force of Nature (Ex): The druid sacerdote adds his Intelligence modifier (in addition to the normal attribute modifier) to attack rolls with natural attacks he acquires from the transformations gained from the nature avatar ability, below.

Nature Avatar (Su): Add the following spells to the druid sacerdote's domain spell list at the indicated levels. He can channel stored spell energy into these spells even if he hasn't prepared them ahead of time. He can "lose" a prepared spell in order to cast any of these spells of the same level or lower. He can use either a druid or domain spell to power this ability.

1. *Stone fist*^{APG}, *youthful appearance*^{UM}.
2. *Animal aspect*^{ACG}, *elemental touch*^{APG}.
3. *Beast shape I*, *gaseous form*.
4. *Animal aspect (greater)*^{ACG}, *beast shape II*, *elemental body I*.
5. *Beast shape III*, *elemental body II*, *plant shape I*.
6. *Beast shape IV*, *elemental body III*, *fluid form*^{APG}, *plant shape II*.
7. *Elemental body IV*, *giant form I*, *ice body*^{APG}, *statue*.
8. *Giant form II*, *iron body*.
9. *Fiery body*^{APG}, *shapechange*

Nature's avatar and wild empathy replaces divine wrath.

Nature's Summons: A druid sacerdotess can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower. He can use either a druid spell or a domain spell to do this. *Summon nature's ally* spells have a casting time of one standard action and a duration of one minute per level for a druid sacerdotess, both when prepared and when substituted using this ability. This replaces all manifestation abilities.

Wild Empathy (Ex): A druid sacerdotess can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid sacerdotess rolls 1d20 and adds his druid sacerdotess level and his Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid sacerdotess and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid sacerdotess can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Resist Nature's Lure (Ex): Starting at 4th level, a druid sacerdotess gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood. This replaces the bonus feat gained at level 3.

Woodland Stride (Ex): Starting at 8th level, a druid sacerdotess may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar

Table 1.3: Druid Sacerdotess

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Calculated targeting, domains, force of nature, nature avatar, nature's summons, orisons, wild empathy	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	—	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Resist nature's lure	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Woodland stride	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	—	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	—	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	—	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Trackless step	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	—	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	—	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	—	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Venom immunity	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	—	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	—	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	—	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Timeless body	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

terrain) at his normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect him. This replaces the bonus feat at level 7.

Trackless Step (Ex): Starting at 12th level, a druid sacerdote leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired. This replaces the bonus feat gained at level 11.

Venom Immunity (Ex): At 16th level, a druid sacerdote gains immunity to all poisons. This replaces the bonus feat gained at level 15.

Timeless Body (Ex): After attaining 20th level, a druid sacerdote no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and the druid sacerdote still dies of old age when his time is up. This replaces the bonus feat gained at level 19.

Acobb Stahl (CR 4; XP 1,200)

Male atheling sacerdote (druid sacerdote) 5
NG Medium humanoid (human)

Init +4; **Senses** Perception +3

Defense

AC 14, touch 10, flat-footed 14
(+4 armor)

hp 30 (5d6+10)

Fort +3, **Ref** +2, **Will** +8; +4 vs entangle and spell-like and supernatural abilities of fey

Defensive Abilities resist nature's lure

Offense

Speed 30 ft.

Melee mwk quarterstaff +6 (1d6+4)

Special Attacks calculated targeting (+2; 10 ft. range), force of nature (+2), nature avatar, nature's summons

Spells Prepared (CL 5th; concentration +8)

3rd—*dominate animal*^D (W-DC 16), *fungal infestation*^{UM} (F-DC 16), *resinous skin*^{UC}

2nd—*barkskin*^D (2), *bear's endurance*, *bull's strength* (2)

1st—*entangle*^D (R-DC 14), *faerie fire* (2), *feather step*^{APG}, *mage armor*^D (2), *pass without trace*

0th—*know direction*, *light*, *purify food and drink*, *resistance*, *stabilize*

Domains Air, Animal, Earth, Plant, Weather

Statistics

Str 16, **Dex** 10, **Con** 12, **Int** 14, **Wis** 16, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 15

Feats Combat Casting, Improved Initiative, Toughness

Skills Knowledge (geography, nature) +10, Perception +3, Profession (herbalist) +11, Sense Motive +7, Survival +12; **Racial Modifiers** +2 Sense Motive, +2 Profession (herbalist)

Languages Common (dialect), Druidic

SQ advanced spellcasting, eye for talent, heart of the fields, skilled, wild empathy +4

Combat Gear *wands of cure light wounds* (50 charges) and *tar ball*^{UM} (15 charges); **Gear** mwk quarterstaff, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 19 gp worth of mixed coins

Demographics

Faith Deist (Aleria, Gerana, Ithreia, Veiloaria).

Homeland Geranland

Domain Spell Lists

3rd—*beast shape I*, *call lightning*, *dominate animal*, *gaseous form*, *plant growth*, *stone shape*, *summon monster III*

2nd—*animal aspect*^{ACG}, *barkskin*, *elemental touch*^{APG}, *fog cloud*, *hold animal*, *summon monster II*, *soften earth and stone*, *wind wall*

1st—*calm animals*, *entangle*, *mage armor*, *magic stone*, *obscuring mist*, *stone fist*^{APG}, *summon monster I*, *youthful appearance*^{UM}

Hailing from a small rural village in backwoods Geranland, Acobb lead something of a double life as a youth; on one hand he was the prodigy of the local seminar devoted to Gerana, on the other he was a practicing member of the druidic faith of Ithreia. Seeing the obvious abilities of the boy, both faiths tried to sway him, and indulged his desire to remain in the other congregation. Young Acobb became a meld of the two, and growing up with more than one faith, he had little trouble adding Aleria and Veiloaria to his daily worship.

Though he and his brethren are no longer part of the “World-That-Was”, Acobb maintains the worship of Lady Justice. Through his reverence of Aleria, Ithreia, and Veiloraria he can introduce non-Geranites to Lady Justice's worship and tries to show Geranites the value of other faiths. During the festival known as Gerana's Dawn, Acobb often volunteers as a scrutineer during the Wit-Puzzler's Circle to make sure all the contestants are competing fairly.

ELEMENTAL SACERDOTE

Elemental sacerdotess focus on the powers of one or more elements, channeling spells into elemental bursts rather than divine energy.

Alignment: Any. Elemental sacerdotess tend to be neutral, avoiding the entanglements of alignment.

CLASS SKILLS

The elemental sacerdotess's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Knowledge (Planes) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

This archetype has all sacerdotess class features, except as noted.

Elemental Domain: A sacerdotess must choose one or more elemental domains, and must gain access to these domains in the normal way; from a patron or creed with the elemental domain. The elemental domains are air, earth, fire, and water (including their subdomains if they are used). Like a regular sacerdotess, the elemental sacerdotess does not gain any domain powers from his domains. This is a restriction on the domains ability.

Elemental Wrath (Sp): Elemental channel elemental energies through their divine focus. This is similar to the sacerdotess's divine wrath ability, but deals a different type of damage depending on the elemental domain(s)

Table 1.4: Elemental Sacerdotess

	Base Attack	Fort	Reflex	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Advanced spellcasting, calculated targeting, elemental domains, elemental wrath, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Elemental wrath +1d6, placate elementals	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bonus feat	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Elemental wrath +2d6	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Energy mastery, manifestation	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Elemental wrath +3d6	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bonus feat	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Elemental wrath +4d6	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	Manifestation	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Elemental wrath +5d6, energy mastery (x2)	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	Bonus feat	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Elemental wrath +6d6	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	Manifestation	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Elemental wrath +7d6	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat, energy mastery (x3)	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Elemental wrath +8d6	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	Manifestation	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	Elemental wrath +9d6	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	Bonus feat	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Elemental wrath +10d6, energy mastery (x4)	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

the elemental sacerdote has access to; air (electricity), earth (acid), fire (fire), and water (cold). If the elemental sacerdote has access to several elemental domains, he must choose what type of damage he does each time he uses this ability.

Elemental energy does half (instead of full) damage to incorporeal foes and is subject to elemental vulnerability, resistance and immunity (but see energy mastery below). It can damage objects and constructs. Channel resistance offers no protection. Elemental wrath area attacks are spreads, allowing them to go around corners. Saving throws against elemental wrath are Reflex saves and cover modifiers apply. If used with wrath feats with placate or rebuke in the name that allow a saving throw, that saving throw remains as described in the feat and is not a Reflex save.

This is a modification to the divine wrath ability and counts as that ability for prerequisites.

Placate Elementals: At 2nd level, the elemental sacerdote gains the Placate Outsiders feat as a bonus feat, and it applies to each subtype of outsider he shares an elemental domain with (air, earth, fire, and/or water).

Energy Mastery (Su): At level 5 the elemental sacerdote gains resistance to the energy type associated with his elemental domain(s), see elemental wrath. Depending on how many elemental domains the elemental sacerdote has, the resistance varies; if he has 1 elemental domain his resistance is 10 points. If he has 2, his resistance is 5 points to each. If he has 3, his resistance is 3 points, and with four elemental domains his resistance is 2 points. At level 10, this elemental resistance doubles. At level 15, it triples. At level 20, it quadruples.

Elemental wrath is not fully material, it has a component of divine power that is not subject to energy resistance. An elemental sacerdote using elemental wrath bypasses an amount of damage resistance or immunity equal to his resistance from energy mastery. This resistance bypass is applied before subtracting for resistance or immunity. The damage is then reduced by any remaining energy resistance. Targets with damage resistance less than or equal to this figure are not allowed to apply their resistance at all; those with greater resistance have their effective resistance reduced by this amount. Against targets with immunity, this much damage will bypass the immunity.

Example: Ignitz is a 12th level elemental sacerdote with the fire domain and no other elemental do-

main. He has fire resistance 20. When he uses elemental wrath, he bypasses the first 20 points of fire resistance the target may have. He does 40 points of fire damage to a creature with fire resistance 30. First 20 points of fire resistance is bypassed and has no effect. That leaves 10 points of fire resistance that reduces the damage of his attack. The final damage inflicted is 30. Against a target immune to fire, he can do up to 20 points of damage, but no more.

Rakizia (CR 6; XP 2,400)

Female half-cyclops sacerdote (elemental sacerdote) 7
NE Medium humanoid (gnoll)

Init +1; **Senses** low-light vision; Perception +10 (+12 vision-based)

Defense

AC 18, touch 12, flat-footed 16
(+5 armor, +1 Dex, +1 dodge, +1 natural)

hp 41 (7d6+14)

Fort +6, **Ref** +4, **Will** +9

Defensive Abilities energy resistance; **Resist** acid 2, cold 2, electricity 2, fire 2

Offense

Speed 30 ft.

Melee +1 *glaive* +7 (1d10+5/x3)

Ranged elemental wrath ray +6 touch (varies)

Special Attacks calculated targeting (+2; 10 ft. range), elemental wrath (+3d6; W-DC 15 + spell level; 60 ft. cone or 170 ft. ray)

Spell-Like Abilities (CL 7th; concentration +5)

1/day—*augury*

Spells Prepared (CL 7th; concentration +10)

4th—*aura of doom* (W-DC 17), *dimension door*^D, *divine power*

3rd—*fireball*^D (R-DC 16), *fly*^D, *invisibility purge*, *magic vestment* (2)

2nd—*bear's endurance* (2), *bull's strength* (2), *fog cloud*^D (2), *wind wall*^D

1st—*divine favor* (2), *longstrider*^D (2), *mage armor*^D (2), *sanctuary* (W-DC 14), *shield of faith* (2)

0th—*create water*, *light*, *mending*, *read magic*, *stabilize*, *virtue*

Domains Air, Earth, Fire, Travel, Water

Statistics

Str 17, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 17

Feats Combat Casting, Dodge, Great Fortitude, Improved Divine Wrath, Placate Elementals, Selective Divine Wrath, Toughness

Skills Fly +1 (+8 when *fly* cast), Intimidate +10, Knowledge (nature, planes) +12, Perception +10 (+12 vision-based); Racial Modifiers +2 Perception (vision-based)

Languages Common, Cyclops (dialect), Dwarf, Gnoll
SQ advanced spellcasting, cyclops foresight, intimidating, keen insight, manifestation (long cone), weapon familiarity (half-cyclops)

Combat Gear *wands of cure light wounds* (30 charges);

Gear +1 *glaive*, *amulet of natural armor* +1, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 211 gp worth of mixed coins and gems

Demographics

Faith Elementalist (Ashamar Shining, Najim, Poison Wave, Wind of Jewels)

Homeland Hinterlands of Kesh

Domain Spell List

4th—*air walk*, *control water*, *dimension door*, *spike stones*, *wall of fire*

3rd—*fireball*, *fly*, *gaseous form*, *stone shape*, *water breathing*

2nd—*fog cloud*, *locate object*, *produce flame*, *soften earth and stone*, *wind wall*

1st—*burning hands*, *longstrider*, *mage armor*, *magic stone*, *obscuring mist*

A student with all the passion of a cleric and the questing mind of a wizard, Rakazia looked for the easiest route to power and found it in bargains with the waning Elemental Lords. She deliberately sought out as many as possible, pulling on all avenues of power she could reach, looking for patrons as opportunistic as she is.

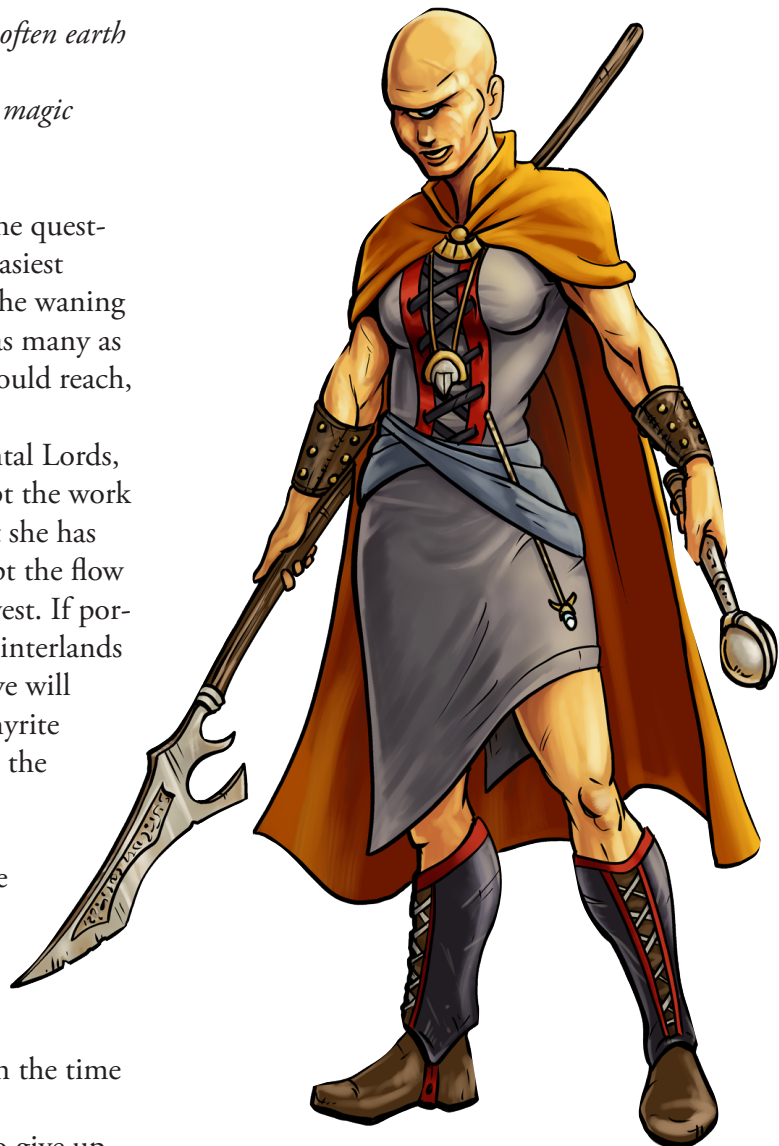
Powered by the waning might of the Elemental Lords, Rakazia has made it her life's mission to disrupt the work of deists wherever they live. First and foremost she has enlisted the aid of a band of brigands to disrupt the flow of porphyrite from the Last Kingdom to the west. If porphyrite cannot reach the Sea of Grass in the Hinterlands of Kesh, then missionaries of the All-Seeing Eye will have a more difficult time breaching the Porphyrite border and spreading their deist philosophy to the tribes of the polkan.

Still, slowing the spread of deist teachings is only a first step. If Rakazia is to truly attain the power she wants by restoring the might of the Elemental Lords, she is going to need to expand the power of all half-cyclops in the Hinterlands of Kesh. The power of the half-cyclops race must be feared as it was in the time before the NewGods War.

Her hope is to influence Derghruk Farseer to give up

his hopes of mining expansion and turn the Tower of the Eye toward the subjugation of the hobgoblins to the east. With the aid of a stado of polkan who have recently formed treaty with the half-cyclops, she is sure that the a small assault force of half-cyclops and polkan could make raids into the Varshol region, capture a number of hobgoblin slaves, and escape through the porphyrite border without being noticed.

Of course if anything goes wrong, the whole operation can be hung on their polkan allies. It is just a matter of time, a few surgical strikes and the Tower of the Eye will again be able cast a wide and fearsome stare yet again. With the strength of the Tower behind her, Rakazia is sure that restoring the Elemental Lords will be a relatively simple task as no deist force will be able to stand against the Tower.



INVOKER

An invoker is a sacerdote focused on summoning. Rather than channeling his spells into destructive outbursts of wrath, he invokes pacts with servants of his faith.

CLASS FEATURES

This archetype has all sacredote class features, except as noted.

Bonus Languages: An invoker's bonus language options include Abyssal (the language of chaotic evil outsiders) Aquam (water elementals), Auram (air elementals), Celestial (good outsiders) Ignam (fire elementals), Infernal (lawful evil outsiders), and Terram (earth elementals). This choice is in addition to the bonus languages available to the character because of his race. This replaces the sacerdote's bonus languages.

Extended Summons: If any deity in the invoker's pantheon gives the ability to summon additional types of creatures with the summon monster spell, the invoker can use this ability. At the GM's discretion, the invoker has access to all additions to the creatures listed for the summon monster spell, even if those additional options are restricted to a certain group (like the followers of a certain faith).

Fast Summons: Depending on the domains the invoker has selected, the casting time of summon spells used to summon certain classes of creatures are reduced. Check each domain in the table below. Summon spells that normally have a casting time of one round used to summon creatures of types and subtypes specified have a casting time of one standard action, both when prepared and when substituted using invocation. This replaces all manifestations.

There are creature types in *Table 1.6: Fast Summons*

Table 1.5: Invoker

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Advanced spellcasting, calculated targeting, fast summons, invocation, domains, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Bonus feat	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Placate domain allies	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus feat	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6		6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6		6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7		6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8		6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8		6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Bonus feat	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9		6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10		6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10		6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	Bonus feat	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11		6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12		6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

which cannot be summoned with any current summon monster spell. Future publications may add additional creatures to the summon monster tables. Also see placate domain allies, below.

Table 1.6: Fast Summons

Domain	Creatures
Air Domain	Air subtype
Animal Domain	Animal type
Artifice Domain	Construct type
Chaos Domain	Chaotic subtype
Darkness Domain	Kyton subtype
Charm Domain	Fey type
Death Domain	Undead type
Destruction Domain	Ooze and vermin types
Earth Domain	Earth subtype
Evil Domain	Evil subtype
Fire Domain	Fire subtype
Good Domain	Good subtype
Law Domain	Lawful subtype
Luck Domain	Fey type
Madness Domain	Aberration type
Plant Domain	Plant type
Repose Domain	Psychopomp subtype
Strength Domain	Giant subtype
Trickery Domain	Fey type
Void Domain	Aberration type
War Domain	Monstrous humanoid type
Water Domain	Water subtype

Invocation: An invoker can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can “lose” a prepared spell in order to cast any summon monster spell of the same level or lower. He can use either a cleric or a domain spell to do so. Note that the limitations of the chaotic, evil, good, and lawful spells ability may prevent an invoker from summoning certain creatures. This replaces divine wraith and all additional dice of damage.

Bonus Feats: At level 2 and every 4 levels thereafter (at 2nd, 6th, 10th, 14th, and 18th level) an invoker gains a bonus feat. At each such opportunity, he can choose a metamagic feat or an item creation feat. The invoker must meet the prerequisites of these feats. The invoker can also select his bonus feats from the following list,

and ignores the prerequisites of these feats: Augment Summoning, Improved Placate, Moonlight Summons^{UM}, Placid Words, Skeleton Summoner^{UM}, Starlight Summons^{UM}, Sunlight Summons^{UM}, and Superior Summoning^{UM}.

Placate Domain Allies (Sp): At third level, an invoker can channel stored spell energy to *charm* creatures of any type he could use fast summons with. He can use either a cleric or a domain spell to do this. He can never *charm* a creature of an alignment opposed to his own, either on the law-chaos or good-evil axis.

This affects all creatures within 30 ft. of the invoker. Creatures of relevant (sub)type(s) must make a Will save (DC 10 + the level of the channeled spell + the invoker's Intelligence modifier). Affected creatures that fail their saves become his close allies, as if under the effects of *dominate monster* with a duration of one hour per level of the spell channeled. Immunity or resistance to mind-affecting or compulsion effects does not protect against this. The invoker can control any number of creatures, so long as their total Hit Dice do not exceed his sacredote level. He can release a creature from his control as a free action. Creatures that fail their saving throws but are in excess of the hit dice limit gain a neutral attitude to the sacredote and his party, they will neither aid nor attack unless further provoked, such as by entering an area they are guarding. Creatures with an Intelligence of 7 or more receive a new saving throw each hour to resist the effect.

Jazon Roel (CR 6; XP 2,400)

Male human sacredote (invoker) 7

CE Medium humanoid (human)

Init +5; **Senses** Perception +10

Defense

AC 17, touch 11, flat-footed 16

(+5 armor, +1 Dex, +1 natural)

hp 48 (7d6+21)

Fort +7, Ref +4, Will +9

Offense

Speed 30 ft.

Melee dagger +2 (1d4-1/19-20)

Special Attacks calculated targeting (+2; 10 ft. range), fast summons (affects fey, ooze and vermin types, chaos and evil subtypes), invocation, placate domain allies (max 14 HD total, 7 HD individual; W-DC 12 + spell level)

Spells Prepared (CL 7th; concentration +10)

4th—*aura of doom* (W-DC 17), *blessing of fervor*^{APG}, *confusion*^D (W-DC 17)

3rd—*magic circle against good*^D, *magic vestment* (2),
protection from energy, *rage*^D
 2nd—*bear's endurance* (2), *owl's wisdom* (2), *touch of*
idiocy^D (3)

1st—*bless* (3), *lesser confusion*^D (2; W-DC 14), *mage*
armor^D (2), *shield of faith* (2)

0th—*bleed* (W-DC 13), *detect poison*, *guidance*, *light*,
spark, *virtue*

Domains Chaos, Destruction, Evil, Madness, Trickery

Statistics

Str 8, **Dex** 12, **Con** 15, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 13

Feats Augment Summoning, Great Fortitude, Improved Initiative, Improved Placate, Skill Focus (Fly), Superior Summoning^{UM}, Toughness

Skills Fly +11 (+18 when *fly* cast), Knowledge (planes) +12, Perception +10, Sense Motive +13

Languages Abyssal, Common, Giant

SQ advanced spellcasting, heart of the sun

Combat Gear *necklace of fireballs* (type II), *wand of cure light wounds* (10 charges); **Gear** masterwork dagger, *amulet of natural armor* +1, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 117 gp worth of mixed coins and gems

Demographics

Faith Deist (Mâl, Vortain)

Homeland Mount Xoa

Domain Spell Lists

4th—*chaos hammer*, *confusion*, *inflict critical wounds*, *unholy blight*

3rd—*magic circle against good/law*, *nondetection*, *rage*

2nd—*align weapon* (chaos or evil), *shatter*, *invisibility*, *touch of idiocy*

1st—*disguise self*, *lesser confusion*, *mage armor*, *protection from good/law*, *true strike*.

As student of theology, Jazon squandered his studies through drug abuse and fell deeper and deeper into the clutches of Vortain. Becoming a conduit and focus for demented spirits, he was sliding into oblivion fast when he was touched by the most unlikely of rescuers— Mâl. The god of annihilation gave him a purpose and a promise of final release.

Now a prophet of the end, Jazon gladly invites the residents of his drugged dreams into the world. The most fertile grounds for welcoming strangers into his dreams is along the Great Road. Though many embark upon Great Road with a sense of adventure in their hearts, the road is long and it is just easier for people to submit to their own selfish desires or their own self-annihilation.

Symbol of Vortain



It is Jazon's role to make that journey easier for anyone who wishes it, and convince those that do not.



Symbol of Mâl

HEALING SACERDOTE

Some sacerdotess focus on healing, channeling divine benevolence rather than divine wrath.

Alignment: The healing sacerdotess must be non-evil.

CLASS SKILLS

The healing sacerdotess's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Local) (Int), Knowledge (History) (Int), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

This archetype has all sacerdotess class features, except as noted.

Divine Weal (Sp): A healing sacerdotess can release a wave of healing energy by channeling the power of his spells through his divine focus. Divine weal uses positive energy to heal damage to living creatures instead of divine energy. It has no effect on non-living creatures, undead, or objects.

To use this ability, the sacerdotess spends a standard action and sacrifices a sacerdotess spell of level one or higher. Orisons cannot be channeled. This can be a cleric or domain spell and is expended as if it was cast, but has

Table 1.6: Healing Sacerdotess

Level	Base	Fort	Reflex	Will	Special	Spells per Day									
	Attack					Save	Save	Save	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Advanced spellcasting, divine weal, domains, healing domain, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Channeled mercy, (fatigued, shaken, sickened), healing mind	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bonus feat	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Divine weal +1d6	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Master healer	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Channeled mercy (dazed, diseased, staggered)	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bonus feat	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Divine weal +2d6	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	Manifestation	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Channeled mercy (cursed, fright-ened, nauseated, poisoned)	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	Bonus feat	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Divine weal +3d6	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	Manifestation	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Channeled mercy (blinded, deaf-ened, paralyzed, stunned)	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Divine weal +4d6	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	Manifestation	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	Channeled mercy (confused, cower-ing, drugged, energy drained, mad, petrified)	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	Bonus feat	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Divine weal +5d6	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

no effects besides powering the divine weal ability. The amount of damage healed is 1d6 points per level of spell. At level 4 and each every 4 levels thereafter add another d6 of healing, to a maximum of 5d6 additional healing at level 20.

Example: A 13 level healing sacerdote channels a 4th level spell. The healing is 4d6 for the spell level and 3d6 for the class level, for a total of 7d6 points of healing.

Divine weal can take two forms, a 40 ft. cone burst or a ray. A cone originates at the caster and bursts 40 ft. in a quarter-circle in a direction designated by the sacerdote. As an alternative, the sacerdote can focus the energy into a ray with medium range (100 ft. + 10 ft./level). This only affects a single target, but each die automatically rolls the maximum result. Both versions only affect willing targets, and there is no saving throw or attack roll.

Example: The 13th level healing sacerdote from the example above can channel his 4th level spell as a 40 ft. cone burst healing each creature in the burst 7d6 hit points, or he can make it into a ray that heals one creature for the maximum result, 42 points.

It is possible to use wrath feats with divine weal, but not ones that do damage. A healing sacerdote must be able to present his divine focus to use this ability. This replaces divine wrath and the additional dice of divine wrath gained at level 4, 8, 12, 16, and 20.

Healing Domain: A sacerdote must chose the healing domain as one of his domains, and must gain access to this domain in the normal way; from a patron with the healing domain, from a philosophy, pantheon, dualistic faith, or monotheistic deity with the healing domain, or from a personal creed. This is a restriction on the domains ability.

Healing Mind: At 2nd level and above, when the healing sacerdote makes a caster level check to remove a harmful effect or condition, as with *break enchantment*, *dispel magic*, *remove curse* and similar spells, he adds his Intelligence bonus (if positive) to his caster level check. The player (or GM for NPCs) is the final arbiter of which conditions are harmful; even tough a creature might not think it is being harmed by *charm person*, healing mind can still help remove a *charm* effect.

In addition, the healing sacerdote's mastery of magic gives spells with a range of touch a very limited range. When the sacerdote casts a spell with a range of touch, he can deliver it as a ranged touch attack with range of 5 ft. times the healing sacerdote's Intelligence modifier. It uses the sacerdote's Dexterity modifier to calculate the attack bonus. If it misses the spell is lost, the charge cannot be held. If the target is within the sacerdote's natural reach, the spell can instead be delivered normally. This replaces calculated targeting.

Channeled Mercy (Su): At 2nd level, a healing sacerdote who uses divine weal also removes one or more harmful conditions. The healing sacerdote chooses one of the following harmful conditions at 2nd level: fatigued, shaken, or sickened. He can remove the chosen condition from all living creatures that he heals with divine weal.

At 6th level, he can choose one condition from the option at level 2 and another choice among the following conditions: dazed, diseased, or staggered. He can remove up to two of these conditions from all those he heals with divine weal.

At level 10, he gains all the benefits from level 6 again with new choices, as well as the ability to cure one of the following conditions: cursed, exhausted, frightened, nauseated, or poisoned. If he already has all the available choices from a set of conditions available at a certain level, that benefit is lost. He can remove up to three conditions at once.

At 14th level, he gains all the benefits from level 10, as well as the ability to cure one of the following conditions: blinded, deafened, paralyzed, or stunned. He can remove up to four conditions.

At 18th level, he gains all the benefits from level 14, as well as the ability to cure one of the following conditions: confused, cowering, drugged, energy drained, mad, or petrified. He can remove up to five conditions at once. This ability replaces the additional divine wrath dice at level 2, 6, 10, 14, and 18.

Master Healer (Su): At 5th level, when a healing sacerdote uses divine weal, he can choose to apply the benefits of channeled mercy or to treat any 1s rolled as 6s when determining how much damage he heals with divine weal. He must choose which benefit to take before he rolls to see how much damage he heals. This replaces the manifestation ability a sacerdote gains at level 5.

Manifestation: Gained at 9th level, this is the same as the sacerdote ability of the same name except that it af-

fects divine weal rather than divine wrath. The healing sacerdotess gets additional manifestations at level 13 and 17.

Glyliath Evershade (CR 10; XP 9,600)

Female elf sacerdotess (healing sacerdotess) 11

CG Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +12

Defense

AC 21, touch 14, flat-footed 17

(+6 armor, +3 Dex, +1 dodge, +1 natural)

hp 63 (11d6+22)

Fort +8, **Ref** +10, **Will** +13

Offense

Speed 30 ft.

Melee mwk quarterstaff +6 (1d6)

Ranged divine weal ray +11 touch (varies)

Special Attacks channeled mercy, divine weal (+2d6; 40 ft. cone, 210 ft. ray, or 55 ft. snake shape), healing mind (15 ft. range), master healer

Spells Prepared (CL 11th; concentration +15)

6th—*fire seeds*^D (R-DC 20), *heal*

5th—*breath of life*^D, *flame strike* (2; R-DC 19), *spell resistance*^D, *summon monster V*

4th—*cure critical wounds* (3), *dimensional anchor*, *fire shield*^D (2), *freedom of movement*^D

3rd—*cure serious wounds* (3), *magic vestment* (2), *searing light*^D (4)

2nd—*cure moderate wounds* (5), *remove paralysis*^D (2), *shield other*^D (2)

1st—*comprehend languages*, *mage armor*^D (2), *protection from evil* (3), *remove fear*^D, *sanctuary*^D (2; W-DC 15), *shield of faith* (2)

0th—*detect poison*, *light*, *mending*, *purify food and drink*, *stabilize*, *virtue*

Domains Healing, Liberation, Protection, Repose, Sun

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 16, **Wis** 18, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 18

Feats Brew Potion, Combat Casting, Craft Wand, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Selective Divine Wrath, Toughness

Skills Diplomacy +13, Heal +18, Knowledge (local, religion) +14, Perception +12, Sense Motive +7, Spellcraft +17 (+19 to identify magic item properties); **Racial Modifiers** +2 Perception

Languages Celestial, Common, Elven, Gnome, Sylvan

SQ advanced spellcasting, arcane focus, channeled mercy (fatigued, shaken, staggered), dreamspeaker, elven magic, keen senses, magical training, manifestation (snake

shape), sociable

Combat Gear *oils of magic weapon* (4), *wands of bless* (50 charges) and *cure light wounds* (50 charges); **Gear** masterwork quarterstaff, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of protection* +2, *headband of inspired wisdom* +2, silver holy symbol, spell component pouch, pouch with 319 gp worth of mixed coins and gems

Demographics

Faith Protean (Amaelianesses, Kekissendri, Zaelendris).

Homeland Purple Mountain

Domain Spell List

6th—*antimagic field*, *fire seeds*, *greater dispel magic*, *heal*, *undeath to death*

5th—*break enchantment*, *breath of life*, *flame strike*, *slay living*, *spell resistance*

4th—*cure critical wounds*, *death ward*, *fire shield*, *freedom of movement*, *spell immunity*

3rd—*cure serious wounds*, *protection from energy*, *remove curse*, *searing light*, *speak with dead*

2nd—*cure moderate wounds*, *gentle repose*, *heat metal*, *remove paralysis*, *shield other*

1st—*cure light wounds*, *deathwatch*, *endure elements*, *mage armor*, *remove fear*, *sanctuary*.

Always a champion of the oppressed of the world, Glyliath tried to rouse her fellow elves against the injustices of the world—the injustice of death, the injustice of the night, the injustice of fate. Marked as a madwoman even among the elves of City State of Iluriel, her rants attracted the attention of not one but several of the Protean Lords, giving her the power to make her visions reality, if only temporarily. It was at that point that Sheriff Janar strongly suggested that it might be time for her to move along, as most elves strongly associate the Protean Lords with their cruel erkunae masters of old.

So when she proclaimed her allegiance to the proteans, she was exiled. Glad to be freed from their conservatism, she went forth to spread the light of freedom in the world. Far from home, near the Purple Mountain she made her home. The mountain's dangers and treasures are a magnet for adventurers seeking an opportunity to become rich, famous, or even ascendant as immortals. Glyliath now has a near endless supply of free spirits with which to conciliate, converse, convert, and cooperate. She has never been happier than she is now, exiled from her elven homeland.

PROSELYTIZER

Some sacerdotess strive to lead the faithful, be it to wage holy war, spread the faith, expunge sin or heresy, or some other grand project. Whatever the cause, the proselytizer involves other people and bolsters their efforts.

Proselytizers strike allies and enemies with divine wrath indiscriminately, trusting their patron to smite foes and fortify friends.

CLASS SKILLS

The proselytizer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (Religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

This archetype has all sacerdotess class features, except as

noted.

Blessed Charisma (Ex): Replace all references to Intelligence in the calculated targeting ability, the divine wrath ability, and wrath feats to Charisma when used by a proselytizer.

Community Domain: A proselytizer must choose the Community domain (not a subdomain) and may do so even if his patron(s) do not ordinarily offer this domain. The proselytizer does not gain any domain powers from the community domain. This is a modification to the domains class feature.

Selective Wrath (Ex): At third level the proselytizer gains Selective Wrath as a bonus feat. Note that the effect of all wrath feats are based on Charisma for the proselytizer, see blessed charisma, above. At level 5 and every two levels thereafter, add one to the number of targets the proselytizer can exclude when he uses divine wrath as an area effect. This replaces the sacerdotess's third

Table 1.7: Proselytizer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Advanced spellcasting, divine wrath, charismatic wrath, domains, orisons	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Divine wrath +1d6	4	2+2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Selective wrath	4	2+2	1+1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Divine wrath +2d6	5	3+3	2+2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Flexible manifestation	5	3+3	2+2	1+1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Divine wrath +3d6	5	3+3	3+3	2+2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bolstering wrath	6	4+4	3+3	2+2	1+1	—	—	—	—	—
8th	+4	+2	+2	+6	Divine wrath +4d6	6	4+4	3+3	3+3	2+2	—	—	—	—	—
9th	+4	+3	+3	+6	Flexible manifestation	6	4+4	4+4	3+3	2+2	1+1	—	—	—	—
10th	+5	+3	+3	+7	Divine wrath +5d6	6	4+4	4+4	3+3	3+3	2+2	—	—	—	—
11th	+5	+3	+3	+7	Invigorating wrath	6	5+5	4+4	4+4	3+3	2+2	1+1	—	—	—
12th	+6/+1	+4	+4	+8	Divine wrath +6d6	6	5+5	4+4	4+4	3+3	3+3	2+2	—	—	—
13th	+6/+1	+4	+4	+8	Flexible manifestation	6	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—	—
14th	+7/+2	+4	+4	+9	Divine wrath +7d6	6	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—	—
15th	+7/+2	+5	+5	+9	Heroic wrath	6	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1	—
16th	+8/+3	+5	+5	+10	Divine wrath +8d6	6	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2	—
17th	+8/+3	+5	+5	+10	Flexible manifestation	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	2+2	1+1
18th	+9/+4	+6	+6	+11	Divine wrath +9d6	6	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3	2+2
19th	+9/+4	+6	+6	+11	Channel zeal	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	3+3	3+3
20th	+10/+5	+6	+6	+12	Divine wrath +10d6	6	5+5	5+5	5+5	5+5	5+5	4+4	4+4	4+4	4+4

level bonus feat.

Flexible Manifestation (Ex): At 5th level and every 4 levels thereafter when the proselytizer learns a new manifestation, he can choose to take a bonus feat instead. He can choose a metamagic feat, an item creation feat, or a wrath feat. The proselytizer must meet all prerequisites of each bonus feat.

Bolstering Wrath (Su): At 7th allies in the area of the proselytizer's divine wrath ability and selected to be immune with Selective Wrath immediately gain a new Will saving throw against any lasting effect that allows a saving throw. If this saving throw is passed, the effect works as if the initial saving throw was successful. Spells with an instantaneous duration are not affected. This replaces the sacerdote's 7th level bonus feat.

Invigorating Wrath (Su): At 11th level, the benefits of bolstering wrath extends to effects that allow a Fortitude or Reflex save as well. This replaces the sacerdote's 11th level bonus feat.

Heroic Wrath (Su): At 15th level, bolstering wrath also gives each beneficiary one temporary hit point for each die of damage the divine wrath ability does to enemies. These temporary hit points last for 1 minute. Note that temporary hit points do not stack. This replaces the sacerdote's 15th level bonus feat.

Channel Zeal (Su): At 19th level, the beneficiaries of bolstering wrath can take an immediate action to make either a move or a standard attack action. This is in addition to previous benefits and replaces the sacerdote's 19th level bonus feat.

The Voice (CR 4; XP 1,200)

Male geraldite sacerdote (proselytizer) 5

LG Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 14, touch 10, flat-footed 14

(+4 armor)

hp 40 (5d6+20)

Fort +5, **Ref** +4, **Will** +8

Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee quarterstaff +1 (1d6-1)

Ranged divine wrath ray +4 touch (varies)

Special Attacks calculated targeting (+2; 10 ft. range), divine wrath (+2d6; W-DC 14 + spell level; 20 ft. cone, 150 ft. ray)

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*continual flame*

Spells Prepared (CL 5th; concentration +8)

3rd—*magic circle against evil*^D, *magic vestment* (2)

2nd—*cure moderate wounds* (2), *bear's endurance*, *shield other*^D (2)

1st—*bless*^D, *cure light wounds* (2), *mage armor*^D (2), *shield of faith* (2)

0th—*detect magic*, *purify food and drink*, *resistance*, *stabilize*, *virtue*

Domains Artifice, Community, Glory, Good, Law

Statistics

Str 8, **Dex** 10, **Con** 16, **Int** 12, **Wis** 17, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 11

Feats Improved Divine Wrath, Improved Initiative, Lightning Reflexes, Selective Wrath, Toughness

Skills Diplomacy +10, Intimidate +7, Knowledge (religion) +9, Perception +8, Sense Motive +8; **Racial Modifiers** +2 Intimidate, +2 Sense Motive

Languages Common

SQ advanced spellcasting, blessed charisma, flame of heaven, flexible manifestation (Improved Divine Wrath), lawbringer, scion of humanity

Combat Gear *wands of cure light wounds* (50 charges) and *cure moderate wounds* (17 charges); **Gear** +1 *quarterstaff*, *cloak of protection* +1, silver holy symbol, spell component pouch, pouch with 139 gp worth of mixed coins and gems

Demographics

Faith Deist (Gerana, Neria, Toma Thule)

Homeland Middle Kingdoms

Domain Spell List

3rd—*magic circle against chaos/evil*, *prayer*, *searing light*, *stone shape*

2nd—*align weapon (good or law only)*, *bless weapon*, *shield other*, *wood shape*

1st—*animate rope*, *bless*, *mage armor*, *protection from chaos/evil*, *shield of faith*

The Voice speaks for all good people of the Middle Kingdoms who value law over the anarchy of the Birdman Mountains to the north. The Voice recognizes the Divine Right of the High Codion and supports the Codionic Knights in all their endeavors. The Voice rarely tolerates questions from the underclasses.

SPIRIT SACERDOTE

A spirit sacredote does not have a patron or even a philosophy to provide powers for him. Rather, his powers are fueled by temporary alliances he makes with various spirit sponsors.

CLASS SKILLS

The sacredote's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Knowledge (Planes) (Int), Perform (Cha), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS ABILITIES

This archetype has all sacredote class features, except as noted.

Blessed Charisma (Ex): Replace all references to Intelligence in the calculated targeting ability, the divine wrath ability, and wrath feats to Charisma when used by a spirit sacerdot.

Sponsored Domains: A spirit sacredote can change domains. A spirit sacredote can have up to five domains simultaneously and begins play with any five domains of his choice. Upon gaining a new domain, a sacredote must drop an old domain, immediately losing all domain spells. Spells the sacredote does not gain from any other domain are no longer considered to be on his spell list and if they are already prepared, they are lost.

To change domains, a spirit sacredote must make a connection with a creature with powers related to the domain he wishes to adopt and of a challenge rating equal to his level or higher. This is usually a monster with an appropriate theme and origins, see Table: Sponsors. A single sponsor can contribute several domains if it has the appropriate type and powers. Changing domains is done as a part of spell preparation and in the presence of a cooperative sponsor. Humanoid creatures can never be sponsors.

With a functional, intelligent creature, the bargain is struck with the creature itself. A creature will bargain for its services, demanding wealth, aid, payment, alliance, or even just mercy if it is helpless. A creature the spirit sacerdot already helped might become a sponsor from simple gratitude. A charmed, placated dominated, or

helpful creature will act as a sponsor for free.

Non-intelligent and even dead creatures can still be bargained with; in this case the spirit sacredote uses the creature as a link to the spirit of its kind rather than negotiating with the creature itself. At the game masters' discretion it is also possible to get in touch with a spirit sponsor at a site linked to that domain, such as an old battlefield for the war domain or an altar sacred to a god that offers the domain. A spirit sponsor always demands payment, generally in the form of a service or promise. Such tasks can seem whimsical to humans, but are of great import to the sponsor. The GM and player should agree on some minor task or prohibition. For example, a giant centipede spirit might offer the decay sub-domain of the plant domain to a spirit sacredote in exchange for a promise to never wash as long as he retains the domain while a whale spirit may demand that the sacerdot remove a nest of nearby troll whalers. A spirit sacredote that breaks an agreement with a sponsor loses access to that sponsor's domain(s) for 24 hours. If the spirit sacerdot takes a feat that has a domain as a prerequisite, he can only use that feat when he can use that domain.

GAMEMASTERING SPONSORS

What kinds of creatures make appropriate sponsors is ultimately up to the game master and is based on the type, subtype, and abilities of the creature. At a minimum, *Table 1.9: Sponsors* gives certain types and subtypes that can be sponsors for certain domains, but this is just a starting point. Game masters are encouraged to consider the nature and abilities of each creature and be generous. A fire giant grants the fire and strength domains because of its type and subtype, but it is also a craftsman and thus grants the artifice domain. A dryad grants the charm, luck, and trick domains because it is a fey but also the plant domain because of her powers. A mite is a fey, but can't sponsor either the charm or luck domain, though it might grant a subdomain such as lust or curse if these are in use. And so on.

Game masters are encouraged to use this as an adventure hook. In addition to making the domain available, the spirit sacredote and his companions receive normal experience points (and possibly loot and other rewards) for fulfilling an obligation to a sponsor.

Table 1.9: Sponsors

Domain	Creatures
Air Domain	Air subtype
Animal Domain	Animal type
Artifice Domain	Construct type
Chaos Domain	Chaotic subtype
Darkness Domain	Kyton subtype
Charm Domain	Fey type
Death Domain	Undead type
Destruction Domain	Ooze and vermin types
Earth Domain	Earth subtype
Evil Domain	Evil subtype
Fire Domain	Fire subtype
Good Domain	Good subtype
Law Domain	Lawful subtype
Luck Domain	Fey type
Madness Domain	Aberration type
Plant Domain	Plant type
Repose Domain	Psychopomp subtype
Strength Domain	Giant subtype
Trickery Domain	Fey type
Void Domain	Aberration type
War Domain	Monstrous humanoid type
Water Domain	Water subtype

Tumbledown Scarineth (CR 8; XP)

Female gnome sacerdotess (spirit sacerdotess) 9

CN Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +10

Defense

AC 20, touch 13, flat-footed 18; +4 dodge vs giants (+6 armor, +2 Dex, +1 natural, +1 size)

hp 61 (9d6+27)

Fort +7, **Ref** +9, **Will** +11; +2 vs illusions

Offense

Speed 20 ft.

Melee quarterstaff +4 (1d4-1)

Ranged divine wrath ray +10 touch (varies)

Special Attacks calculated targeting (+3; 15 ft. range), divine wrath (+2d6; W-DC 15 + spell level; 60 ft. cone, 190 ft. ray, or forked ray [2 targets] 45 ft.)

Spell-Like Abilities (CL 9th; concentration +12)

1/day—*dancing lights*, *ghost sound* (W-DC 13), *prestidigitation*, *speak with animals*

Spells Prepared (CL 9th; concentration +12)

5th—*major curse*^{UM} (W-DC 20), *overland flight*^D

4th—*confusion*^D (2; W-DC 17), *poison* (2; F-DC 19)

3rd—*blindness/deafness* (3; F-DC 18), *magic vest*

ment^D (2), *nondetection*^D, *protection from energy*

2nd—*bear's endurance* (2), *eagle's splendor*, *hold animal*^D (2; W-DC 15), *invisibility*^D (2), *owl's wisdom*, *undetected alignment*

1st—*disguise self*^D (2), *mage armor*^D (2), *sanctuary* (W-DC 14), *shield of faith* (2), *summon monster I* (2)

0th—*bleed* (W-DC 13), *guidance*, *purify food and drink*, *mending*, *spark*, *stabilize*

Domains Animal, Chaos, Strength, Trickery, Void

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 8, **Wis** 16, **Cha** 16

Base Atk +4; **CMB** +2; **CMD** 14

Feats Improved Divine Wrath, Greater Spell Focus (Necromancy), Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy), Toughness

Skills Bluff +11, Fly +2 (+10 when *overland flight* cast), Knowledge (arcana) +5, Knowledge (nature, planes, religion) +3, Perception +10, Sense Motive +8; Racial Modifiers +1 Disable Device, +2 Knowledge (arcana), +1 Knowledge (engineering), +2 Perception

Languages Common, Gnome, Sylvan

SQ academician, advanced spellcasting, blessed charisma, gnome magic, keen senses, manifestation (Forked Ray, Long Cone), master tinker, weapon familiarity (gnome)

Combat Gear *wands of cure light wounds* (50 charges) and *obscuring mist* (50 charges); **Gear** quarterstaff, *amulet of natural armor* +1, *cloak of protection* +2, *eyes of the eagle*, silver holy symbol, spell component pouch, pouch with 19 gp worth of mixed coins

Demographics

Faith Animist

Homeland Gardens of Meynon

Domain Spell List

5th—*beast shape III (animals only)*, *dispel law*, *false vision*, *overland flight*, *righteous might*

4th—*chaos hammer*, *confusion*, *lesser planar binding*, *spell immunity*, *summon nature's ally IV (animals only)*

3rd—*dominate animal*, *fly*, *magic circle against law*, *magic vestment*, *nondetection*

2nd—*align weapon (chaos only)*, *bull's strength*, *hold animal*, *invisibility*, *levitate*

1st—*calm animals*, *disguise self*, *enlarge person*, *feather fall*, *mage armor*, *protection from law*

A shaman's apprentice fascinated by the small and weak, Tumbledown felt herself a giant in the world of ants, mice, and voles. With the touch of her hand, she could act like a goddess in their small world, and she attracted

the devotion of these simple spirits in turn. Jumping at the power offered, she has since made allies of all kinds of spirits, moving on when they have had enough of her divine power.

Within the Gardens of Meynon, Tumbledown is a eccentric figure. Most of the garden's inhabitants are devote followers of the Aleria, but Tumbledown claims there is a deeper faith within the land, one that does not reside with the Gods, Elemental Lord, or even the pre-nicious Protean Lords but is instead a part of all things. A vital spirit or odic from which all life derives its essence.

Further Tumbledown contends, for those that are willing to listen, that it was Mey's own connection to the spiritual world and this odic force that caused the land of the gardens to spring to the defense of its people. That is why the plants and the animals of the land rose up and defended the territory so vigorously against the zendiqi raids during the NewGod Wars and it was not by the divine intervention of the Love of Life. However Tumbledown is not so proud as to say that Aleria was not involved in the restoration of the land when the war was over.



THEURGIST

Not all sacerdotes are religious – some view the divine from an entirely theoretical viewpoint. Studying astral powers as arcana rather than theology, these scholars are sometimes called astral magicians. They refuse the limitations faith would place on their powers and have a spellbook rather than divine inspiration. Religious institutions and especially inquisitors are suspicious of theurgists and may condemn them as heretics.

CLASS SKILLS

The theurgist's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier.

CLASS ABILITIES

This archetype has all sacerdote class features, except as noted.

Access All Domains: A theurgist has access to all spells on any domain's list of spells, and can learn and cast these spells as domain spells, in addition to *mage armor*. They can learn spells from any alignment domain. A theurgist must add the *mage armor* spell to his spellbook in the normal fashion, he does not automatically begin play knowing it but it is on the domain spell list and he can pick it as one of his starting domain spells if desired. This is a modification to the domains ability.

Note that a theurgist does not actually have any domains (he just has access to all domain spells), and thus cannot take any feats for which a specific domain is a prerequisite.

Alignment and Code of Conduct: A theurgist is not religious, follows no religious dogma, and has no code of conduct. They can use spells and domains regardless of alignment. Casting an aligned spell is still an action of that alignment, and doing so a lot can cause an alignment change, just as it can for any spellcaster. This replaces Chaotic, Evil, Good, and Lawful Spells.

Arcane Spells: Theurgists cast arcane spells. A theurgist can prepare and cast any spell in his spellbook. Otherwise this works exactly like a sacerdote's spellcasting. Because of the theurgist specializes in the study of the astral plane, their magic resembles that of clerics rather than

wizards, but the way they study and use magic marks them as arcane casters. Theurgists are familiar with how divine magic works and can use both arcane and divine spell-completion items (scrolls) as long as the spell is on either their cleric or domain spell list.

Since he is an arcane spellcaster, a theurgist does not use a divine focus. He can use the divine wrath ability (often called arcane wrath by theurgists) without any special implement. This replaces advanced spells.

Spellbook: The theurgist keeps two separate spellbooks, like the wizard class feature. A level one theurgist starts with a cleric spellbook with all of the standard level zero cleric spells (orisons) and three level one spells from the cleric spell list, plus a number of level one cleric spells equal to his Intelligence modifier from personal research and excellence as a student. He also starts with a domain spellbook with an equal number of first level spells from any domains of his choice or *mage armor*. Each level the theurgist advances, he learns two new cleric spells and two new domain spells for free, representing his theological study. Any additional spells must be scribed in the same manner a wizard does. Theurgists can learn and use the Spell Mastery feat with their class spells and can prepare read magic from memory alone, just like a wizard.

Kalvin Blackaxe (CR 8; XP 4,800)

Male dwarf sacerdot (theurgist) 9
NE Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +13 (+15 vs usual stonework)

Defense

AC 18, touch 11, flat-footed 17; +2 dodge vs aberrations (+6 armor, +1 Dex, +1 natural)

hp 70 (9d6+36)

Fort +8, **Ref** +8, **Will** +12

SR 14

Offense

Speed 30 ft.

Melee battleaxe +4 (1d8/x3)

Ranged divine wrath ray +8 touch (varies)

Special Attacks +1 on attack rolls vs elves and orcs, calculated targeting (+3; 15 ft. range), divine wrath (+4d6; W-DC 15 + spell level; 60 ft. cone or 760 ft. ray)

Spells Prepared (CL 9th; concentration +13)

5th—*greater command* (W-DC 20), *teleport*^D

4th—*aura of doom* (W-DC 19), *confusion*^D (W-DC 19), *debilitating portent*^{UC} (2; W-DC 19), *fire shield*^D

3rd—*cure serious wounds* (3), *dispel magic*, *fireball*^D (3; R-DC 17), *magic vestment* (2)

2nd—*barkskin*^D (2), *bear's endurance* (2), *darkness* (2), *invisibility*^D (2), *undetectable alignment*

1st—*detect good*, *liberating command*^{UC}, *longstrider*^D (2), *mage armor*^D (2), *protection from good*, *shield of faith* (2)

0th—*bleed* (W-DC 15), *detect magic*, *guidance*, *mending*, *read magic*, *virtue*

Statistics

Str 10, **Dex** 12, **Con** 16, **Int** 16, **Wis** 18, **Cha** 6

Base Atk +4; **CMB** +4 (+6 to grapple aberrations); **CMD** 15 (19 vs bull rush and trip)

Feats Improved Divine Wrath, Improved Initiative, Lightning Reflexes, Quickened Divine Wrath, Spell Focus (Enchantment, Necromancy), Toughness

Skills Knowledge (arcana, religion) +15, Perception +13 (+15 vs usual stonework), Sense Motive +16, Spellcraft +15

Languages Common, Dwarven, Orc, Undercommon
SQ access all domains, arcane spells, craftsman, deep warrior, hatred, magic resistant, manifestation (Long Cone, Long Ray), stability, stonecunning, weapon familiarity (dwarf)

Gear quarterstaff, *amulet of natural armor* +1, *cloak of protection* +2, *headband of vast intelligence* +2, silver holy symbol, spellbooks, spell component pouch, pouch with 19 gp worth of mixed coins

Demographics

Faith Nihilist

Homeland Frozen North

Primary Spellbook

5th—*greater command*, *true seeing*

4th—*aura of doom*, *debilitating portent*^{UC}, *dimensional anchor*, *lesser planar ally*

3rd—*agonize*^{UM}, *cure serious wounds*, *dispel magic*, *magic vestment*

2nd—*bear's endurance*, *darkness*, *delay poison*, *undetectable alignment*

1st—*ant haul*^{APG}, *clarion call*, *cultural adaptation*, *cure light wounds*, *detect good*, *liberating command*^{UC}, *protection from good*, *shield of faith*

Orisons—All level zero cleric spells

Domain Spellbook

5th—*charm monster*, *teleport*

4th—*confusion*, *cure critical wounds*, *fire shield*, *spike stones*

3rd—*animate dead*, *deeper darkness*, *fireball*, *suggestion*

2nd—*barkskin*, *invisibility*, *locate object*, *touch of idiocy*

1st—*animate rope*, *bleed*, *burning hands*, *charm person*, *confusion* (lesser), *longstrider*, *obscuring mist*, *mage armor*

Kalvin knows that all divine magic is learnable skill.

WRATH FEATS

Wrath feats are a type of feats that modify the divine wrath class feature of the sacerdote. Using a wrath feat is an option; it is always possible to not use any particular wrath feat.

ALIGNED WRATH (WRATH)

You can direct divine wrath away from certain alignments.

Prerequisites: Divine wrath class feature, alignment domain (chaos, evil, good, law).

Benefit: When you use divine wrath, you can choose to not damage those who share an alignment component with an alignment domain you have. So, if you have the law domain (or one of its subdomains), you can choose to not harm those of lawful alignment. If you have several alignment domains, you must choose one to use each time you use this feat.

DIVINER DELVING

Your keen magical intuition makes reading signs, portents, and mystical clues quick and easy.

Prerequisite: Spell Focus (divination).

Benefit: You gain a +2 bonus on caster level checks with divinations to overcome spell resistance or effects that impede divination (for example, nondetection). When using a divination spell that requires concentration, you gain information from the spell 1 round sooner than normal (so you gain information from the first 2 rounds with 1 round of concentration, and information from the third round in the second round of concentration).

EXTRA MANIFESTATION

You are able to manifest your divine wrath in additional ways.

Prerequisites: Manifestation class feature.

Benefit: You learn an additional manifestation, as the sacerdote class feature.

Special: You can take this feat several times.

HEIGHTENED DIVINE WRATH (WRATH)

Your divine wrath is attuned to your skill as a sacerdote instead of the spell you sacrificed.

Prerequisites: Divine wrath class feature.

Benefit: Using divine wrath with this feat is a full-round action. When you do so, the save DC of your divine wrath is 10 + 1/2 your class level + your Intelligence modifier.

IMPROVED DIVINE WRATH (WRATH)

Your divine wrath is more difficult to resist.

Prerequisites: Divine wrath class feature.

Benefit: Increase the save DC of your divine wrath by +2.

IMPROVED PLACATE (WRATH)

You are able to placate an impressive number of enemies.

Prerequisites: Divine wrath class feature, wrath feat with placate in the name.

Benefit: The maximum number of hit dice you can placate at any one time is equal to twice your sacerdote caster level. No individual creature can be of a higher hit dice than your caster level.

Special: You can take this feat two times, with stacking benefits.

PLACATE ABERRATIONS (WRATH)

You are of one mind with creatures out of this world.

Prerequisites: Divine wrath class feature, madness or void domain.

Benefit: You can befriend aberrations. The effect is the same as that of Placate Outsiders.

PLACATE ANIMALS (WRATH)

You can find allies among animals.

Prerequisites: Divine wrath class feature, animal domain.

Benefit: You can charm animals. You do not gain the ability to talk to animals, but they will follow you around and help you to the best of their ability. You can use Handle Animal to instruct them as if they were domestic animals. The effect is otherwise the same as that of Placate Outsiders.

PLACATE NATIVE OUTSIDERS (WRATH)

You have allies among the spirits of your world.

Prerequisites: Divine wrath class feature.

Benefit: You can charm outsiders native to your plane of origin. You cannot charm native outsiders of an alignment opposed to your own, either on the law-chaos or good-evil axis. The effect is otherwise the same as that of Placate Outsiders.

PLACATE OUTSIDERS (WRATH)

Calling on divine authority, you turn outsiders into allies.

Prerequisites: Divine wrath class feature, alignment or elemental domain (air, chaos, earth, evil, fire, good, law, or water).

Benefit: Select one subtype of outsider when you take this feat, you must have the corresponding domain. You can charm outsiders who have the chosen subtype. You can never charm outsiders of an alignment opposed to your own, either on the law-chaos or good-evil axis. You target creatures normally like you do with divine wrath, but gain no special benefit from ranged touch attacks. Creatures of relevant (sub)type(s) must make a Will save (DC 10 + the level of the channeled spell + your Intelligence modifier). Affected creatures that fail their saves become your close allies, as if under the effects of charm monster with a duration of one hour per level of the spell channeled. Immunity or resistance to mind-affecting or charm effects does not protect against this. You can charm any number of creatures, so long as their total Hit Dice do not exceed your sacredote level. You can release a creature from your control as a free action. Creatures that fail their saving throws but are in excess of the hit dice limit gain a neutral attitude to you and your party, they will neither aid nor attack unless further provoked, such as by entering an area they are guarding. Creatures with an Intelligence of 7 or more receive a new saving throw each hour to resist the effect.

Special: You can take this feat several times. It does not stack. Select a new subtype of outsider each time you pick this feat. You must fulfill the requirements each time you take the feat.

PLACATE OUTSIDERS OF BALANCE (WRATH)

You have allies among the spirits of balance.

Prerequisites: Divine wrath class feature, neutral alignment.

Benefit: You can charm outsiders of neutral alignment who do not have the elemental subtype. The effect is otherwise the same as Placate Outsiders.

PLACATE PLANTS (WRATH)

You are an ally of nature.

Prerequisites: Divine wrath class feature, plant domain.

Benefit: You can charm creatures of the plant type, bypassing their immunity to mind-affecting effects. You cannot charm plants that are not creatures. This allows you to communicate with plant creatures on an empathic level, and allows you to give even unintelligent

plant creatures simple instructions like follow, attack, or stay. The effect is otherwise the same as that of Placate Outsiders.

PLACATE UNDEAD (WRATH)

Using your affinity to negative energy, you bind undead into service.

Prerequisites: Divine wrath class feature, non-good alignment.

Benefit: When you use divine wrath with this feat, undead must make a Will save (DC 10 + the level of the channeled spell + your Intelligence modifier). Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead* with a duration of one day per level of the spell channeled. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, as long as their total Hit Dice do not exceed your sacredote level—this limitation works the same as that of Placate Outsiders. If you use divine wrath in this way, it does no damage and cannot power any other effect. If an undead creature is under the control of another creature or you force the undead to do something against its nature, you must make an opposed Charisma check or your command will be ignored. Using this ability is an evil action.

PLACID SUMMONS (WRATH)

You can rapidly summon creatures you have a domain affinity for.

Prerequisites: Divine wrath class feature, wrath feat with placate in the name.

Benefit: When you use a sacerdot *summoning* spell to summon a creature of a type you can use a wrath feat to placate, the casting time of the spell is one standard action.

PLACID WORDS (WRATH)

You know the right ritual words and pacts to sway creatures to your side.

Prerequisites: Divine wrath class feature, any wrath feat with "placate" in the name.

Benefit: When a placate feat ability requires you to make a Charisma check, you can make an Intelligence check instead.

QUICKENED WRATH (WRATH)

You are gifted with quick divine wrath.

Prerequisites: Divine wrath class feature, divine wrath bonus damage +5d6.

Benefit: You can use divine wrath as a swift action.

When you do, reduce the damage by 4d6 and the saving throw DC by 4. Using quickened divine wrath does not trigger an attack of opportunity.

Special: You cannot use Heightened Wrath and Quickened Wrath with the same use of divine wrath, but can use one after the other in the same round.

REBUKE CONSTRUCTS (WRATH)

You can temporarily render constructs inanimate.

Prerequisites: Divine wrath class feature, artifice domain.

Benefit: Constructs targeted by your divine wrath must make a Will save (DC 10 + the level of the channeled spell + your Intelligence modifier) or be dazed a number of minutes equal to the number of dice of damage your divine wrath inflicts. A construct receives a new save in any round in which it takes damage, and a construct with an Intelligence of 7 or more receive a new saving throw each minute in any case. This is a transmutation effect and not mind-affecting. If you use divine wrath in this way, it does no damage and cannot power any other effect.

REBUKE OUTSIDERS (WRATH)

Your connection to the divine can force outsiders away from you.

Prerequisites: Divine wrath class feature.

Benefit: When you use divine wrath with this feat, outsiders must make a Will save (DC 10 + the level of the channeled spell + your Intelligence modifier) or flee whenever they see you for 10 minutes level per level of the spell channeled, as if frightened. Immunity or resistance to fear or mind-affecting effects does not offer any protection. Outsiders able to teleport or plane travel to get away may do so. Outsiders of Intelligence 7 or more receive a new saving throw each minute to end the effect. If you use divine wrath in this way, it does no damage and cannot power any other effect.

REBUKE UNDEAD (WRATH)

Undead recoil when you channel divine wrath.

Prerequisites: Divine wrath class feature, non-evil alignment.

Benefit: When you use divine wrath with this feat, undead must make a Will save (DC 10 + the level of the channeled spell + your Intelligence modifier) or flee from you, as if frightened. Undead that fail their save flee whenever they see you for 1 hour per level of the spell channeled. Undead with an intelligence of 7 or more receive a new saving throw each minute to end the effect. If you use divine wrath in this way, it does no damage and cannot power any other effect.

RESTORE THE LIVING (WRATH)

You can heal living creatures.

Prerequisites: Divine wrath class feature, good alignment

Benefit: When you use a divine wrath ray with this feat, you heal living creatures for the same amount you would normally inflict. If used as an area effect, you only heal half as much. If you use divine wrath in this way, it does no damage and cannot power any other effect.

RESTORE UNDEAD (WRATH)

You can heal undead.

Prerequisites: Divine wrath class feature, non-good alignment.

Benefit: When you use divine wrath with this feat, you heal undead instead of causing damage. If used as an area effect, you only heal half the amount you normally would cause. If you use divine wrath in this way, it does no damage and cannot power any other effect.

SELECTIVE DIVINE WRATH (WRATH)

You can choose whom to affect when you channel divine wrath.

Prerequisites: Divine wrath class feature.

Benefit: When you use divine wrath as an area effect, you can choose a number of targets in the area up to your Intelligence modifier. These targets are not affected by your divine wrath.

Special: You can take this feat several times, each additional time adds two more targets you can avoid.

HANGIBLE WRATH (WRATH)

Your wrath affects constructs and objects.

Prerequisites: Divine wrath class feature

Benefit: Your divine wrath causes damage to constructs and objects. Like most energy attacks, divine wrath does only half damage to objects, and Hardness applies. Objects carried or worn by a creature are not affected by divine wrath unless the wearer rolls a "1" on its saving throw to avoid the effect. See damaging objects in the *Pathfinder Core Rulebook*.

WRATH OF THE ELEMENTS (WRATH)

You channel the power of the elements.

Prerequisites: Elemental domain (air, earth, fire, or earth).

Benefit: Select one type of energy that you have the corresponding domain: acid (earth), cold (water), fire (fire), electricity (air). You can choose to deal this type of energy when you use divine wrath.

Elemental energy does half (instead of full) damage to incorporeal foes and is subject to elemental vulnerability, resistance and immunity. It can damage objects and constructs. Channel resistance offers no protection. Wrath of the elements area attacks are spreads, allowing them to go around corners. Saving throws against elemental wrath are Reflex saves and cover modifiers apply.

Special: You can take this feat several times. The effects do not stack. Each time you pick this feat, you can pick a different element you fulfill the prerequisites for.

SPELLS

The following spells are listed in the theurgist archetype.

CLARION CALL

School illusion

Level bard 1, cleric 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a piece of brass)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Fort negates (harmless)

Spell Resistance yes (harmless)

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the

action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

CULTURAL ADAPTATION

School divination

Level bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (a document written in the language of the culture to be emulated)

Range personal

Target you

Duration 10 minutes per level

When casting this spell, you must concentrate on the culture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell does not teach you the language in question, but may be combined with tongues or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. These combined new traits give you a +2 on Diplomacy checks made to influence members of the culture to which you have adapted. You also gain a +2 circumstance bonus on Disguise checks made to pass yourself off as a member of the culture. Additionally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by +1.

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