

# The Genius Guide to: EXALTED DOMAINS OF STORMS AND SAVAGERY



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Exalted Domains are a new option that grants clerics (and potentially other divine spellcasters) a truly special and unique connection to one aspect of their deity's power in exchange for one of their domains. Rather than draw bonus powers and spells from two domains, the cleric with an Exalted domain has a greater focus on a single domain, and can utilize powers not available to any other character. Exalted domains can be used to create clerics with a special place of honor within the church, a renegade who might be seen as a heretic by the organized worship of his deity, or a unique foe that has a surprise in store for the PCs.

*The Genius Guide to Exalted Domains of Storms and Savagery* focuses on the domains most often associated with gods of the primal forces of nature, such as storms, plants, animals, and fire. If you want to create a specially blessed defender of the forests, an untamed master of flame, or a sage speaker for the sun and moon, these Exalted domains provide a quick, easy, balanced method for doing so.

## GAINING EXALTED DOMAINS

The normal method of obtaining an Exalted domain is for a newly created 1st-level cleric to select one Exalted domain instead of the normal two standard domains. This method is the default method for gaining an Exalted domain because it is the easiest way to add Exalted domains and requires the least amount of work for the GM. We take a look at some alternative ways for characters to gain and use Exalted domains in the "Exalted Druids and Focused Inquisitors" section, near the end of the product.

The GM has a number of options when adding Exalted domains to an ongoing campaign. Most simply, players with existing cleric characters can be allowed

the opportunity to rewrite the characters using the Exalted domain they would have wanted when the characters were first created. If more internal campaign realism and believability is desired, the GM can instead tie the acquisition of an Exalted domain later in the cleric's career to a specific campaign event, treating it almost like a campaign reward. Although this should still require the cleric to give up one domain to make the other Exalted, with a little work a GM can make this process feel like a step up to the player.

For example, Jane is playing Fiona, a 9th-level cleric of Lady Winter, the neutral deity of cold and creatures of the far north. Fiona has the Fur subdomain (of the Animal domain), and the Ice subdomain (of the Water domain). The GM decides to add Exalted domains to the campaign, and Jane indicates she is interested in having Fiona give up the Ice subdomain to gain the Exalted subdomain of Fur. Rather than just have Jane rewrite Fiona, the GM indicates that he intends to provide a story-based reason to allow for the change, and Jane says she's willing to wait for it.

At the next game session, Fiona and her companions defeat a powerful giant thane, and Fiona discovers the giant's meadhall contains a desecrated chapel to Lady Winter. Upon cleaning, repairing, and consecrating the chapel, Lady Winter appears to Fiona in a vision. The deity informs her servant that as a reward for reclaiming this historic chapel, Fiona can take the title Wolf of the North. The GM tells Jane that becoming the Wolf of the North would cause Fiona to give up the Ice subdomain to gain

the Exalted Fur subdomain. Jane takes this option, and although the character retains character balance as a result of losing the Ice subdomain, within the campaign's story the Wolf of the North has received an important promotion.

## EXALTED DOMAINS

Each Exalted domain grants all the spells and abilities from the standard domain as listed in the *Pathfinder Roleplaying Game Core Rulebook* except where specifically noted in the descriptions below. An Exalted version of a specific domain power listed in a given Exalted domain description replaces the corresponding standard power from the *Pathfinder Roleplaying Game Core Rulebook*.

In addition to replacing existing domain powers with more powerful, Exalted versions, each Exalted domain also grants entirely new powers, which are detailed in their respective Exalted domain descriptions.

Players of clerics with an Exalted domain, sometimes referred to simply as Exalted clerics, are strongly encouraged to roleplay this important aspect of the cleric's faith whenever possible. Clerics with the Exalted Healing domain, for example, might insist on healing all wounded creatures, including captured enemies—such a cleric might even follow a code similar to the Hippocratic Oath. A cleric with the Exalted War domain might refuse to ever back down from physical combat while a cleric with the Exalted Travel domain might constantly

## WHERE ARE THE REST OF THE DOMAINS?

*The Genius Guide to Exalted Domains of Storms and Savagery* covers only about a third of all the available domains and subdomains, focusing on those with emphasis on forces of nature, the elements, and weather. The remaining domains from the *Pathfinder Roleplaying Game Core Rulebook*, *Advanced Player's Guide*, and various *Genius Guide* products can be found in either the *Genius Guide to Exalted Domains of War and Ruin*, or the *Genius Guide to Exalted Domains of Light and Lore* (both now available). Each of these three books can stand entirely on its own, or they can be combined to form a broader network of fully compatible rules. When more domains become available, they'll receive the Exalted treatment in future books, either as part of one of the *Genius Guides* to specific magic themes, or in a fourth *Genius Guide to Exalted Domains of . . .* product.

urge his companions to be on the move, never wanting to remain in one place for too long.

Clerics choosing the Good, Evil, Law, or Chaos Exalted domains must have that component in their alignment. In other words, a cleric with the Exalted Good domain must be lawful good, chaotic good, or neutral good; a cleric with the Exalted Law domain must be lawful good, lawful evil or lawful neutral, and so on.



## SPONTANEOUS DOMAIN SPELLS

Exalted domains grant the ability to channel stored spell energy into domain spells that the cleric did not prepare ahead of time. The cleric can “lose” any prepared cleric spell to cast any domain spell of the same spell level or lower from his Exalted domain spell list spontaneously. The ability to cast domain spells spontaneously is in addition to the standard cleric ability to cast cure or inflict spells spontaneously. Clerics with an Exalted domain also still receive one spell slot per spell level (other than 0) to prepare a spell from their Exalted domain spell list.

## EXALTED SUBDOMAINS

The *Advanced Player's Guide* introduces the concept of cleric subdomains. These optional rules allow for more tightly focused areas of clerical worship and power. Just as every core domain has a number of subdomains associated with it, every Exalted domain has the same Exalted subdomains. Each Exalted subdomain replaces both a granted power and a number of spells in the Exalted subdomain's granted spell list. Spells marked with an asterisk (\*) are detailed in the *Advanced Player's Guide*. For a cleric to choose an Exalted subdomain instead of a standard Exalted domain, the cleric's deity must normally grant both the domain and its subdomain.

An Exalted subdomain is treated as equivalent to its associated core Exalted domain for any effect or prerequisite based on domains. Except as detailed here, Exalted subdomains follow the rules for normal

subdomains as established in the *Advanced Player's Guide*. The Exalted subdomains are listed with their associated Exalted domain. In cases where a subdomain is associated with more than one domain (such as the demon subdomain), two variants of the subdomain are given, each listed with the domain tied to that variant.

To create an Exalted subdomain, combine the changes and new powers from the appropriate Exalted domain, the replacement powers and new domain

spells given in the associated subdomain from the *Advanced Player's Guide*, and any additional changes detailed below in the associated Exalted subdomain. If a replacement Exalted subdomain power is detailed here, it replaces the one given in the normal *Advanced Player's Guide* subdomain. If no replacement Exalted subdomain power is detailed, use the replacement subdomain power listed in the *Advanced Player's Guide* instead. In both cases, use the replacement domain spells listed in the *Advanced Player's Guide*.



Some GMs might want to further focus some of the other abilities of a given Exalted subdomain. For example, two of the new abilities granted in the Exalted Animal domain are animal companion and animal shape. A GM might decide that clerics with the Exalted Feather subdomain are limited to only a bird or other flying creatures for both an animal companion and when using animal shape.

## EXALTED DOMAINS OF STORMS AND SAVAGERY

### EXALTED AIR DOMAIN

*Exalted Lightning Arc (Sp)*: As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet of you as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every cleric level you possess. You can use this ability a number of times per day equal to 6 + your Wisdom modifier. This ability replaces the normal lightning arc ability gained from the air domain.

*Elemental Channel (Ex)*: At 4th level, you gain Elemental Channel (air) as a bonus feat.

*Air Spell Mastery (Sp)*: At 12th level, add +2 to the effective caster level of all spells you cast with the air descriptor. Add an additional +1 for every four cleric levels thereafter.

### EXALTED AIR SUBDOMAINS

#### EXALTED CLOUD SUBDOMAIN

Combine the changes and powers of the Exalted Air domain with the Cloud subdomain to create the Exalted Cloud subdomain.

### EXALTED WIND SUBDOMAIN

Combine the changes and powers of the Exalted Air domain with the Wind subdomain to create the Exalted Wind subdomain. Replace the wind blast power of the Wind subdomain with the exalted wind blast power below.

*Exalted Wind Blast (Su)*: As a standard action, you can unleash a blast of air in a 30-foot line + 5 additional feet for every 3 cleric levels you possess. Make a combat maneuver check against each creature in the line, using your caster level as your base attack bonus and your Wisdom modifier in place of your Strength modifier. Treat the result as a bull rush attempt. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

### EXALTED ANIMAL DOMAIN

*Exalted Speak with Animals (Sp)*: You can *speak with animals*, as per the spell, for a number of rounds per day equal to 6 + your cleric level.

*Wild Empathy (Ex)*: You gain Wild Empathy as the druid ability (treat your cleric level as your druid level).

*Animal Companion (Ex)*: At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level.

*Animal Affinity (Ex)*: At 8th level, you gain Animal Affinity as a bonus feat.

*Animal Shape (Su)*: At 12th level, you gain the ability to turn into a creature of the

animal type (size Tiny through Huge) and back again once per day. The effect lasts 1 hour per 2 cleric levels, or until you change back. You can use this ability one additional time per day for every four additional cleric levels.

This is otherwise identical to the 8th-level druid's Wild Shape ability.

### EXALTED ANIMAL SUBDOMAINS

#### EXALTED FEATHER SUBDOMAIN

Combine the changes and powers of the Exalted Animal domain with the Feather subdomain to create the Exalted Feather subdomain. Replace the eyes of the hawk power of the Feather subdomain with the exalted eyes of the hawk power below.

*Exalted Eyes of the Hawk (Ex)*: You gain a racial bonus on Perception checks equal to your cleric level –3 (minimum +1). In addition, if you can act during a surprise round, you receive a +4 racial bonus on your initiative check.

#### EXALTED FUR SUBDOMAIN

Combine the changes and powers of the Exalted Animal domain with the Fur subdomain to create the Exalted Fur subdomain. Replace the *predator's grace* power of the Fur subdomain with the *exalted predator's grace* power below.

*Exalted Predator's Grace (Su)*: You can, as a swift action, grant yourself a +10-foot bonus to your movement rate for 1 round. This bonus increases by 5 feet for every 4 cleric levels you possess. In addition, you gain



low-light vision for 1 round. If you already possess low-light vision, the range of your sight becomes three times that of a human. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

## EXALTED DARKNESS DOMAIN

*Exalted Touch of Darkness (Sp):* As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to your cleric level –2 (minimum 1 round). You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Darkvision (Ex):* At 4th level, you gain darkvision 60 feet. If you already have darkvision, the range increases by 30 feet.

*Improved Darkness Spells (Sp):* At 12th level, add +2 to the effective caster level of all spells you cast with the darkness or shadow descriptor. Add an additional +1 for every 4 additional cleric levels thereafter.

## EXALTED DARKNESS SUBDOMAINS

### EXALTED LOSS SUBDOMAIN

Combine the changes and powers of the Exalted Darkness domain with the Loss subdomain to create the Exalted Loss subdomain.

### EXALTED NIGHT SUBDOMAIN

Combine the changes and powers of the Exalted Darkness domain with the Night

subdomain to create the Exalted Night subdomain. Replace the night hunter power of the Night subdomain with the exalted night hunter power below.

*Exalted Night Hunter (Su):* As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per invisibility) to creatures without darkvision. This ability lasts for a number of rounds equal to your cleric level. You can use this ability for a number of times per day equal to 6 + your Wisdom modifier.

## EXALTED EARTH DOMAIN

*Exalted Acid Dart (Sp):* As a standard action, you can unleash an acid dart targeting any foe within 30 feet of you as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every cleric level you possess. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Elemental Channel (Ex):* At 4th level, you gain Elemental Channel (earth) as a bonus feat.

*Earth Spell Mastery (Sp):* At 12th level, add +2 to the effective caster level of all spells you cast with the earth descriptor. Add an additional +1 for every 4 additional cleric levels thereafter.

## EXALTED EARTH SUBDOMAINS

### EXALTED CAVES SUBDOMAIN

Combine the changes and powers of the Exalted Earth domain with the Caves subdomain to create the Exalted Caves subdomain.

### EXALTED METAL SUBDOMAIN

Combine the changes and powers of the Exalted Earth Domain with the Metal subdomain to create the Exalted Metal subdomain. Replace the *metal fist* power of the Metal subdomain with the *exalted metal fist* power below.



*Exalted Metal Fist (Su):* As a swift action, you can turn your fists into metal for 1 round, allowing you to make unarmed strikes that deal 1d6 points of bludgeoning damage + your Strength modifier + 1 point for every cleric level you possess. These unarmed strikes do not provoke attacks of opportunity, but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

## EXALTED FIRE DOMAIN

*Exalted Fire Bolt (Sp):* As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet of you as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every cleric level you possess. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Elemental Channel (Ex):* At 4th level, you gain Elemental Channel (fire) as a bonus feat.

*Fire Spell Mastery (Sp):* At 12th level, add +2 to the effective caster level of all spells you cast with the fire descriptor. Add an additional +1 for every 4 additional cleric levels thereafter.

## EXALTED FIRE SUBDOMAINS

### EXALTED ASH SUBDOMAIN

Combine the changes and powers of the Exalted Fire domain with the Ash subdomain to create the Exalted Ash subdomain.

## EXALTED SMOKE SUBDOMAIN

Combine the changes and powers of the Exalted Fire domain with the Smoke subdomain to create the Exalted Smoke subdomain. Replace the cloud of smoke power of the Smoke subdomain with the exalted cloud of smoke power below.

*Exalted Cloud of Smoke (Su):* As a standard action, you can create a 10-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a –2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. You do not take these penalties if you are inside this smoke. Creatures inside the cloud gain concealment from attacks made by opponents that are not adjacent to them. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

## EXALTED LUCK DOMAIN

*Exalted Bit of Luck (Sp):* You can touch a willing creature as a standard action, giving it a bit of luck. For the next 2 rounds, any time the recipient rolls a d20, he can roll twice and take the more favorable result. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Improved Initiative (Ex):* At 4th level, you gain Improved Initiative as a bonus feat.

*Divine Luck (Su):* At 12th level, you gain a permanent +2 luck bonus to all three of your saving throws.

## EXALTED LUCK SUBDOMAINS

### EXALTED CURSE SUBDOMAIN

Combine the changes and powers of the Exalted Luck domain with the Curse subdomain to create the Exalted Curse subdomain. Replace the *malign eye* power of the Curse subdomain with the *exalted malign eye* power below.

*Exalted Malign Eye (Su):* As a standard action, you can afflict one target within 30 feet of you with your malign eye, causing it to take a –3 penalty on all saving throws against your spells. The effect lasts for 1 minute or until the target hits you with an attack. You can use this ability for a number of times per day equal to 6 + your Wisdom modifier.

### EXALTED FATE SUBDOMAIN

Combine the changes and powers of the Exalted Luck domain with the Fate subdomain to create the Exalted Fate subdomain.

## EXALTED PLANT DOMAIN

*Exalted Wooden Fist (Su):* As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, they deal lethal damage, and they gain a bonus on damage rolls equal to your cleric level. You can use this ability for a number of rounds per day equal to 6 + your Wisdom modifier.

*Plant Protection (Su):* At 4th level, you gain a +2 bonus on saving throws versus any spell or effect that utilizes or targets plants.



In addition, you can move through any sort of undergrowth at your normal speed without taking damage or suffering any other impairment, as the druid Woodland Stride ability.

*Plant Shape (Su):* At 12th level, you gain the ability to turn into any creature of the plant type (size Tiny to Huge) and back again once per day. The effect lasts 1 hour per two cleric levels, or until you change back. You can use this ability one additional time per day for every four additional cleric levels.

This is otherwise identical to the 12th-level Wild Shape druid ability.

## EXALTED PLANT SUBDOMAINS

### EXALTED DECAY SUBDOMAIN

Combine the changes and powers of the Exalted Plant domain with the Decay subdomain to create the Exalted Decay subdomain.

### EXALTED GROWTH SUBDOMAIN

Combine the changes and powers of the Exalted Plant domain with the Growth subdomain to create the Exalted Growth subdomain. Replace the enlarge power of the Growth subdomain with the exalted enlarge power below.

*Exalted Enlarge (Su):* As a swift action you can enlarge yourself as if you were the target of the *enlarge person* spell. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

## EXALTED WATER DOMAIN

*Exalted Icicle (Sp):* As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet of you as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every cleric level you possess. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Elemental Channel (Ex):* At 4th level, you gain Elemental Channel (water) as a bonus feat.

*Water Spell Mastery (Sp):* At 12th level, add +2 to the effective caster level of all spells you cast with the water descriptor.

Add an additional +1 for every four additional cleric levels thereafter.

## EXALTED WATER SUBDOMAINS

### EXALTED ICE SUBDOMAIN

Combine the changes and powers of the Exalted Water domain with the Ice subdomain to create the Exalted Ice subdomain.

### EXALTED OCEANS SUBDOMAIN

Combine the changes and powers of the Exalted Water domain with the Oceans subdomain to create the Exalted Oceans subdomain. Replace the surge power of the Oceans subdomain with the exalted surge power below.



*Exalted Surge (Su)*: As a standard action, you can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using your cleric level + your Wisdom modifier as your CMB. If successful, you can pull or push the creature as if using the bull rush or drag\* combat maneuver. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

\*This maneuver is described in the *Advanced Player's Guide*.

## EXALTED WEATHER DOMAIN

*Exalted Storm Burst (Sp)*: As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every cleric level you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 6 + your Wisdom modifier

*Mass Storm (Sp)*: At 4th level, you can affect all enemies in a 30-foot radius, centered on you, with your *exalted storm burst* once per day. You can use this ability one additional time per day for every four additional cleric levels.

*Shocking Burst (Su)*: At 12th level, you can touch a weapon and give it the shocking burst special ability. This effect lasts for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You can use this ability once per day at 12th level and one additional time per day for every four additional cleric levels.

## EXALTED WEATHER SUBDOMAINS EXALTED SEASONS SUBDOMAIN

Combine the changes and powers of the Exalted Weather domain with the Seasons subdomain to create the Exalted Seasons subdomain. Replace the untouched by the seasons power of the Seasons subdomain with the exalted untouched by the seasons power below. Also replace mass storm with mass untouched below.

*Exalted Untouched by the Seasons (Su)*: By touching a creature, you can grant it the benefits of *endure elements*, which last for 1 hour per cleric level. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Mass Untouched (Su)*: At 4th level, you can affect all allies in a 30-foot radius, centered on you, with *exalted untouched by the seasons* once per day. You can use this ability one additional time per day for every four additional cleric levels.

## EXALTED STORMS SUBDOMAIN

Combine the changes and powers of the Exalted Weather domain with the Storms subdomain to create the Exalted Storms subdomain.

## SUPER GENIUS EXALTED DOMAINS

For fans of other *Super Genius* products, presented here are Exalted versions of domains from the following *Super Genius* guides: **Attunement domain (Crystal Magic)**; **Cold Iron domain (Earth Magic)**; **Ice domain (Ice Magic)**; **Sleep domain (Dream Magic)**; **Wind domain (Air Magic)**.

## EXALTED COLD IRON DOMAIN

*Iron Aura (Su)*: You can imbue one touched weapon with the ability to strike as a cold iron weapon, regardless of the weapon's true construction. The weapon retains all the properties, if any, of the material it is made of and gains a +1 nonmagical enhancement bonus as if it were a masterwork weapon (masterwork weapons so imbued gain no additional bonus). Ranged weapons with an iron aura bestow the property of cold iron on ammunition fired from them. The iron aura lasts for 3 minutes per cleric level. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Iron Soul (Su)*: At 4th level, you gain a +1 natural armor bonus and +1 to all Fortitude saves. These bonuses increase by an additional +1 for every four additional cleric levels you possess.

*Ironhide (Sp)*: At 12th level, you might cast *ironhide*, *greater* as a spell-like ability once per day.

## EXALTED ICE DOMAIN

*Ice Bolt (Sp)*: As a standard action, you can unleash a razor-sharp bolt of ice, targeting any foe within 30 feet of you as a ranged attack. This bolt of ice deals 1d4 piercing damage and 1d4 cold damage + 1 point of cold damage for every cleric level you possess. You can use this ability a number of times per day equal to 6 + your Wisdom modifier.

*Cold Focus (Su)*: At 4th level, you gain *Cold Focus* as a bonus feat.



*Cold Spell Mastery (Sp)*: At 12th level, add +2 to the effective caster level of all spells you cast with the cold descriptor. Add an additional +1 for every four additional cleric levels thereafter.

## EXALTED WIND DOMAIN

*Air Lord (Ex)*: You can speak to any creature that naturally has a fly move rate. Additionally, airborne creatures take a –2 penalty on attack rolls and damage rolls against you, and you gain a +2 bonus on attack rolls and damage rolls against airborne creatures.

*Flight (Sp)*: At 6th level, you can cast *fly*, as the spell, once per day. You can use this ability one additional time per day for every four additional cleric levels. At 15th level, you can instead cast *overland flight*.

*Air Spell Mastery (Sp)*: At 12th level, add +2 to the effective caster level of all spells you cast with the air descriptor. Add an additional +1 for every four cleric levels thereafter.

## ALTERNATIVE OPTIONS FOR EXALTED DOMAINS

The normal assumption for Exalted domains is that they are available only to clerics, in large part because in the standard rules only clerics gain full access to two domains and a character must give up one domain to make the other Exalted. However, it's certainly possible to make Exalted domains available to other classes if a GM wants to expand their impact on the

world. And, after all, why should a cleric have access to the Exalted plant domain, and not a druid? Lots of ways exist to widen the population of characters with Exalted domains, and the most balanced are detailed below.

## EXALTED DOMAINS AND THIRD PARTY MATERIAL

All that's really required for a character to have an Exalted domain is access to two normal domains (so one can be sacrificed to make the other Exalted). A campaign that uses a lot of *Pathfinder*-compatible material might well include classes that can do so, and there's no balance issue with allowing those classes to also have an Exalted domain. (There's also nothing wrong with restricting Exalted domains to just clerics to make sure they retain a special relationship to their gods—it's up to each GM and group of players to decide how they'd rather use Exalted domains in the campaign.)

The simplest rule is to say whenever a character first gains access to two domains, one can be sacrificed to make the other an Exalted domain. If the character has only partial access to a domain (such as gaining domain powers, but not domain spells), he has the same level of access if he gains an Exalted domain.

Thus if your campaign includes the clever godling class (from *The Genius Guide to the Godling*), an 8th-level clever godling can decide to make her original lineage domain an Exalted domain rather than



gain a second lineage domain. However, since a clever godling gains only domain powers from a lineage domain (rather than powers and spells), the character gains access to the powers of his Exalted domain, but not any spellcasting ability.

## EXALTED DOMAINS AND ARCHETYPES

A number of products from **Super Genius Games** (*The Genius Guide to Arcane Archetypes*, *The Genius Guide to Archer Archetypes*, *The Genius Guide to Martial Archetypes*, and more to come) allow characters to give up some of their normal class abilities and replace them with a new set of powers. Any campaign using these rules can allow a character able to cast divine spells to give up one of his normal archetype packages to gain one Exalted domain. In most cases this option should be restricted to classes that can normally gain at least some access to one or more domains, such as druids and inquisitors.

## EXALTED DOMAINS THROUGH FEATS

Finally, a GM can allow characters to select feats to (gradually) boost the power of a normal domain up to that of an Exalted domain. This is the most permissive of all alternate Exalted domain options, and a GM should seriously consider the repercussions of going this route. For example, it means that a cleric could end up with both a normal domain and an Exalted domain, or theoretically even two Exalted domains. Although the cost in feats spent is high, this option allows characters to boost their overall power by focusing almost exclusively on domains. A GM who prefers characters take a broad range of different kinds of feats, or who

wants to keep Exalted domains uncommon, probably doesn't want to use this option.

Of course, allowing the following feats can also define exactly how various divine groups are different. A GM might decide feats are the only way a character can access Exalted feats and restrict the feats to only clerics. Or perhaps most druids in the campaign world conform to the standard druid class, but the secretive Gray Druids of the Crosstimber are said to have a much closer link to the divine aspect of nature and are allowed to use feats to expand the Plant domain (selected as their nature's bond) into the Exalted Plant domain.

Although a GM is free to modify or limit feats, take a look at the feats presented below. As a mechanism for allowing more characters Exalted domains, the feats are balanced . . . but boring. A GM who uses them to allow Aurora, godling daughter of Nyssa the Goddess of Love, to take the Exalted Lust domain; the druidic Beastmasters of Uld to have the Exalted Animal domain; and the mage-priests of the Church of the Godspell to gain Exalted Rune and Exalted Magic domains is adding a lot more interesting and fun stuff to a campaign.

## EXALTATION, GREATER

You have learned to unlock the second of your chosen domain's Exalted powers.

**Prerequisites:** Wis 17, Lesser Exaltation, access to one domain, 8th level.

**Benefit:** Select one domain you have access to and for which you have taken Lesser Exaltation. You gain the Exalted version of powers you have from that domain.

## EXALTATION, LESSER

You have learned to unlock the first of your chosen domain's Exalted powers.

**Prerequisites:** Wis 13, access to one domain.

**Benefit:** Select one domain to which you have access. You gain the Exalted version of powers you have from that domain that you gain at 7th level or lower. Powers gained from the domain at 8th level or higher continue to function normally. You are considered to have an Exalted domain for purposes of qualifying for other things.

## EXALTED DOMAIN SPELLS

You can spontaneously cast domain spells from one of your domains.

**Prerequisites:** Wis 15, Lesser Exaltation, access to one domain.

**Benefit:** Choose one domain you have, for which you have taken Lesser Exaltation and from which you can cast spells. This domain now grants you the ability to spontaneously channel stored spell energy into domain spells gained from that domain. You can "lose" any prepared spell that is not an orison to spontaneously cast a domain spell of the same spell level or lower from your chosen domain's spell list. This ability is in addition to the standard cleric ability to spontaneously cast cure or inflict spells.



# WE ERR ON THE SIDE OF AWESOME!

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