



# A NEW HYBRID CLASS The Idolator

By AARON HOLLINGSWORTH  
AND MARK HART



# THE IDOLATOR

## CREDITS

**Written by:** Aaron Hollingsworth

**Developer:** Mark Hart

**Editing:** Michael Ritter

**Cover Design:** Brian Berg

**Layout:** Brian Berg

**Artwork:** Cover art by Júlio Cesar Oliveira Rocha; **Interior artwork:** Some other artwork by Publisher's Choice Quality Stock Art ©Rick Hershey/Fat Goblin Games.

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In order to get the most use out of this supplement, players will need a copy of the *Pathfinder Core Rulebook*, the *Pathfinder Advanced Class Guide*, and *Pathfinder Unchained* to reference the rules and options therein.

## INTRODUCTION

*About a year ago, I drove by a church with a sign out front that read Assembly of God. The horrible punster in me thought, a deity would be quite a big project to assemble! I imagined a god actually piecing together like how all those colorful cat robots used to come together to form Voltron. It was an amusing thought that would not resurface until I read the first three volumes of A History of Civilization by Will and Ariel Durant. Good books, highly recommended. In them, I learned much of how the practice of idolatry worked (or was thought to have worked) in the ancient world. One of the many fun tidbits I learned was that the Latin word "deus" was synonymous with "god" or "saint." So, when a mortal was made god after death, such as with Julius Caesar or Heracles, they were actually being sainted in that old system of belief.*

*If you are aware of my past RPG works, you'll know that my niche is creating hybrid classes. The Idolator is my 15th such hybrid, depending on which recent ones I've made come out next. I think that out of them all, this hybrid class allows for the most customization potential. There's lots to choose from, and it's all familiar enough to know what to pick and pull. The idolator can truly assemble his or her own god. And thanks to the flexibility of the Alumentare setting, they can even assemble their own religion, which is a cool bonus.*

*I hope you find as much enjoyment in the class as I had writing it!*

*-Aaron Hossingsworth*

Author of the *Four Winds-One Storm* series and other fiction.

## LORE AND ORIGIN

In days of legend, the gods walked among their creations in the form of avatars, divine projections of their immeasurable might. Instead of relying on mortals, the gods called upon their avatars to pursue their goals. Thus, in times past, having mortal worshipers was more a pleasantry than necessity.

Then the Unspeakable One came in a torrent of maddening chaos and ravenous evil. The gods' avatars, despite their myriad differences, joined forces against the mutual threat. They failed. The Unspeakable One butchered and consumed these avatars in droves—the gods would never again walk among mortals.

In their anguish, mortal worshipers crafted statues of their deities as a way of staying connected to the divine. In constructing these statues from earthly materials, little did mortals know the strength of this connection. With these idols, the gods gained new vessels in which to walk the world once more. Gone was the Age of Avatars. And so arrived the *Age of Idolatry*.

Throughout the land it became common for each city to boast at least one patron god, a deity represented by an idol. Often, the city and its patron god shared the same name. Most of the time, these idols stand inanimate, merely statues awaiting the right time and right worshiper to become animated forces to aid in conflicts against other city-states and their idols.

Sometimes an idol was not a god at all, but some outsider, saint, or demigod with ties to the city or region. And of course, wild tribes of uncivilized humanoids worshiped their own idols in more remote and natural settings.

Idolatry proved to be a powerful asset in both war and peace. However, gods are fickle and perfect worshippers few and far between. It is common for an idol to remain silent and inanimate for decades, even centuries, until the right idolator kneels before it and presents the perfect sacrifice.



## Idolator Legends

*Shurukad shone bright and remote,  
Like the Sun of Anu-Most-High,  
No river flowed between her walls,  
No rains fell from her cloudless sky,  
For the city drank from spring-fed fountains,  
And ate of luscious hanging groves,  
The people dwelled devoid of want,  
In simpler times the city thrived,  
The Blackbloods found the city fair,  
With a thirst for water and for blood,  
They hungered for the peoples' flesh,  
And hated that their ways were good,  
They sieged Shurukad day and night,  
As the frightened people prayed,  
Before the shrine of Anu-Most-High,  
Where the idol sat in kingly display,  
They slew their beasts and burned their robes,  
Their baubles piled in a sparkling mound,  
They killed themselves in martyred heaps,  
But the idol made no stir nor sound,  
Until a street boy clad in tattered rags,  
Too poor to even have a name,  
Offered the statue the sweat of his brow,  
Thence to life the ancient idol came,  
The marble walls of the city fell,  
The orcs of Ba'al poured in with battle cries,  
But soon they stopped in frightened awe,  
For before them stood Anu-Most-High,  
The idol leveled its heavy spear,  
Like a sunbeam long and straight,  
And pierced the bodies of the legion,  
In dying they did fall prostrate,  
The idol let fly magicks sublime,  
Like the spells that clerics speak,  
And burned the foes with lightning bright,  
And it pecked their hearts with its holy beak,  
Shurukad still stands strong and bright,  
Her peoples still free from the Tyrant's chain,  
For the idol of Anu protected them that day,  
As it would do so again and again!*

## The Idolator

*The voice startled Macharias awake.*

*He sat up from his straw sleeping pallet. The house remained silent, smothered by the*

*night's relentless heat. No voices spoke, which was as it should be. His home had fallen silent over three months ago. The last brigand raid had killed his wife, Braima, while the plague had claimed his daughter, Anaiya.*

*"Carve my likeness, so that I may breathe and walk again among mortals." The cavernous voice boomed through his mind.*

*Climbing to his feet, Macharias struggled to draw breath. Had he lost his mind so soon? Had the demons cursed him, or had they trapped him in the realm of nightmares?*

*"Give me life, mortal," the voice said. "Go now to the old temple. Manifest my spirit in base clay."*

*Go to the temple? Preposterous. No one went there anymore—no one other than the spiders and the ghosts of the past. The gods, for whatever reason, had stolen his sanity—he was one of the Touched. Upon that thought, an embarrassing sense of relief flooded Macharias. After all, if he'd lost his sanity, then the elders could no longer look to him to save their community. They couldn't expect him to lead the quest to retrieve the lost Tablets of Kirlaen, or restore hope to the village. Let someone else hunt down the wyverns that had stolen all their cattle. Let someone else drive off the ravenous ghoul packs haunting the ruins. None of that mattered. He flopped back onto the sleeping mat with a deep breath.*

*"Leave me alone and let me sleep," he whispered back at the voice.*

*"You are chosen. You cannot pass the torch. The calling is for you and for you alone. Rise. Now." The voice carried a powerful insistence.*

*Against his will, Macharias rose once again. He waved his hand to dismiss the phantom voice. "Choose someone else. You've already taken everything from me."*

*The voice refused to leave. "The Bringers of Ruin come on dark wings, and you know not how to slay their kind. They come for you, for*



*all mortals, the living and the dead. If you refuse your calling, the souls of your loved ones shall know no rest."*

*A surge of fear clawed into his chest. Braima and Anaiya, doomed to walk the land as cursed spirits? His neighbors and friends murdered or worse? "What are you? Have I lost my mind, or are you real?"*

*Several moments passed in heavy silence. "I am ancient. I was there to witness the fall of storied Xotec. Centuries have turned to dust, but now the time for my return is at hand."*

*A barrage of questions and worries crept into his thoughts, but Macharias shoved them back. Perhaps his sanity had fled, or perhaps the gods truly needed him. It didn't matter. He couldn't take the risk with the souls of his wife and child at stake. Even if the gods had snatched away his faculties, he realized he had nothing to lose by following the voice's commandments.*

*He called out to the darkness. "Tell me what I must do."*

## CLASS DESCRIPTION

Worship takes many forms. For some who live by faith, a temple, shrine, or other religious symbol may prove unsatisfactory for expressing their devotion. Instead, such worshipers demand a physical representation of their deity to receive prayers and adoration. Idolatry is the worship of idols, statues that represent gods and other divine forces. Idolators are pious individuals who perfect this worship, thereby forging a magical bond that animates the idol. This enables a divine aspect of the deity or outsider to walk the mortal world and perform miraculous works for the idolator on behalf of a faithful community or society.

The idol acts as a surrogate god until the idolator is ready to meet the true deity in the

next life. The idol functions as a construct powered by divine magic. It protects its community, aids followers in times of war, and even accompanies the faithful on adventures. For their part, idolators tend to the idol's needs and sacrificial rites, and they uphold the divine traditions of the cult or church. Idolators are not usually members of a church hierarchy, but simple folk who through pious duty earn their god's divine favor.

While most idols depict deities, others instead serve as spiritual representations of different beings, such as an outsider, patron saint, or legendary hero. In some cases, the actual spirits of such beings are bound to a statue (either voluntarily or by force) in order to create an idol for a community's welfare. An idol can be constructed of nearly any material, such as clay, marble, wood, brass, bone, animal parts, rough stone, a saint's remains, etc.

**Role:** The idolator serves his deity and his faith by living in accordance with his god's demands. He dedicates his life to the goals of his religion. It is through his idol the idolator achieves fortune and glory, and it is with his idol he must share these blessings.

**Adventurers:** Idolators adventure to establish a new religion or to further the goals of old ones. They quest to convert others to their faith and assist their god in producing miraculous works and deeds. They seek sites in which to build new cities in dedication to their deity, thereby expanding the god's territorial influence. They war to defeat their enemies and to throw down the idols of opposing gods. They undertake sacred journeys at their god's command, not fully knowing the purpose of their quest. They engage in all kinds of strange behavior, all for the sake of religious devotion.

**Alignment:** Any.

**Religion:** It is said that in Alumentare, out of all who claim to converse with the gods, half are liars and the other half are delusional madmen. Even the clerics who draw power from the gods acknowledge the mysterious nature of divine entities.



The gods are many, and many are their names, and, some would say, too many are their legends. Taken together, the conflicting scribblings of deific lore, the confounding tales of how the various religions were founded, and the rise and fall of cults throughout the continent demonstrate that all testaments on the subject of faith are, at best, tenuous.

In Alumentare, an entire religion can form and crumble in the span of a lifetime—usually the lifetime of its founder. With the gods so far removed from mortals, they only glean hints of the truth. More often than not, the blanks are filled in with flawed assumptions that only lead to conflict and confusion.

An idolator knows all this, yet his faith that a divine being cares about his needs and goals remains unshakeable. The idolator cannot prove the past deeds of his god, only the

present ones. By making the proper sacrifices, he keeps his god awake and manifest in living stone and clay. With his animate idol at his side, the idolator seeks to shed new light on and uncover the hidden mysteries of their ancient faith.

**Parent Classes:** Cleric, oracle, and unchained summoner.

**Hit Die:** d8.

#### Class Skills

The idolator's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

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

Table: Idolator

LEVEL	BAB	FORT	REF	WILL	SPECIAL
1st	+0	+0	+0	+2	Favored ability, idol, mystery, revelation
2nd	+1	+0	+0	+3	Sacrifice
3rd	+2	+1	+1	+3	Revelation
4th	+3	+1	+1	+4	Bonus feat
5th	+3	+1	+1	+4	Sacrifice
6th	+4	+2	+2	+5	Revelation
7th	+5	+2	+2	+5	Bonus feat
8th	+6/+1	+2	+2	+6	Sacrifice
9th	+6/+1	+3	+3	+6	Revelation
10th	+7/+2	+3	+3	+7	Bonus feat
11th	+8/+3	+3	+3	+7	Sacrifice
12th	+9/+4	+4	+4	+8	Revelation
13th	+9/+4	+4	+4	+8	Bonus feat
14th	+10/+5	+4	+4	+9	Sacrifice
15th	+11/+6/+1	+5	+5	+9	Revelation
16th	+12/+7/+2	+5	+5	+10	Bonus feat
17th	+12/+7/+2	+5	+5	+10	Sacrifice
18th	+13/+8/+3	+6	+6	+11	Revelation
19th	+14/+9/+4	+6	+6	+11	Bonus feat
20th	+15/+10/+5	+6	+6	+12	Ultimate sacrifice







## CLASS FEATURES

The following are the class features of the idolator.

### Weapon and Armor Proficiency

Idolators are proficient with all simple weapons, their deity's favored weapon, and light armor.

**Favored Ability (Ex):** Idolators gain the favor of divine forces in different ways, be it through the mind or the body. Deities value certain attributes of their idolators, and to these attributes grant subtle powers and protection. Select one ability score as the idolator's favored ability score. Once this choice is made, it cannot be changed.

***Strength:*** The deity values the raw power of muscle and sinew. The idolator gains a luck bonus equal to  $\frac{1}{2}$  his class level to all Strength ability checks (minimum 1). He can select two additional Strength-based skills as class skills. He gains proficiency with medium and heavy armor. His Strength score counts as 2 points higher for the purpose of qualifying for feats. At 10th level, he becomes immune to Strength damage. At 20th level, he becomes immune to Strength drain.

***Dexterity:*** The deity values the graceful flow of the body and supple limbs. The idolator gains a luck bonus equal to  $\frac{1}{2}$  his class level to all Dexterity ability checks (minimum 1). He can select two additional Dexterity-based skills as class skills. He gains Lightning Reflexes and Weapon Finesse as bonus feats. His Dexterity score counts as 2 points higher for the purpose of qualifying for feats. At 10th level, he becomes immune to Dexterity damage. At 20th level, he becomes immune to Dexterity drain.

***Constitution:*** The deity values health and vigor. The idolator gains a luck

bonus equal to  $\frac{1}{2}$  his class level to all Constitution ability checks (minimum 1). He gains Great Fortitude and Toughness as bonus feats. His Constitution score counts as 2 points higher for the purpose of qualifying for feats. At 10th level, he becomes immune to Constitution damage. At 20th level, he becomes immune to Constitution drain.

***Intelligence:*** The deity values intellect and logical reasoning. The idolator gains a luck bonus equal to  $\frac{1}{2}$  his class level to all Intelligence ability checks (minimum 1). He can select two additional Intelligence-based skills as class skills. He gains Skill Focus in two Intelligence-based skills of his choice as bonus feats. His Intelligence score counts as 2 points higher for the purpose of determining skill points per level, for qualifying for feats, for concentration checks, and for determining the saving throw DC of his revelations and spell-like abilities. At 10th level, he becomes immune to Intelligence damage. At 20th level, he becomes immune to Intelligence drain.

***Wisdom:*** The deity values the power of will and awareness. The idolator gains a luck bonus equal to  $\frac{1}{2}$  his class level to all Wisdom ability checks (minimum 1). He can select two additional Wisdom-based skills as class skills. He gains Iron Will and Alertness as bonus feats. His Wisdom score counts as 2 points higher for determining his base Will save and for the purpose of qualifying for feats. At 10th level, he becomes immune to Wisdom damage. At 20th level, he becomes immune to Wisdom drain.

***Charisma:*** The deity values the subtle ways of charm and persuasion. The idolator gains a luck bonus equal to  $\frac{1}{2}$  his class level to all Charisma ability checks (minimum 1). In addition, he can select two additional Charisma-



based skills as class skills. He gains Skill Focus in two Charisma-based skills of his choice as bonus feats. His Charisma score counts as 2 points higher for the purpose of qualifying for feats. At 10th level, he becomes immune to Charisma damage. At 20th level, he becomes immune to Charisma drain.

### Idol

An idolator begins play with the aid of a powerful construct called an idol. The idolator creates a connection to mystical forces such as a god, ancestral spirits, legendary hero, or a supernatural entity in idol form. Once the idolator fashions his idol, it forms a link with him similar to an eidolon to its summoner. Each idol has a subtype and base form, chosen when the idol is first created, which determines its origin and many of its abilities. An idol must be the same alignment as the idolator's god or similar divine entity. It understands and can speak Common and all the idolator's languages. An idol cannot be slain or destroyed until reduced to a number of negative hit points equal to or greater than its Constitution score. See the later rules for idols.

**Mystery (Su):** Each idolator draws upon a divine mystery to grant him powers. This mystery also grants additional class skills and helps determine the role of his idol. This mystery represents his devotion to prayers and offerings on behalf of his deity's areas of interest. For example, a deity with the Water domain may provide the Waves mystery. Regardless of its source, the mystery manifests in a number of ways as the idolator gains levels. An idolator must pick one mystery upon taking his first idolator level. Once made, this choice cannot be changed.

Unlike oracles, idolators do not gain bonus spells from their mystery as they gain new levels. They also do not gain the class skills associated with their chosen mystery.

### MYSTERIES

For a list of mysteries, see the *Advanced Class Guide*.

**Revelations (Su):** At 1st level, 3rd level, and every three levels thereafter, an idolator uncovers a new secret about his mystery that grants him powers and abilities. The idolator must select a revelation from the list of revelations available to his mystery. If a revelation is chosen at a later level, the idolator gains all the abilities and bonuses granted by that revelation based on his current level. Unless otherwise noted, activating the power of a revelation is a standard action.

Unless otherwise noted, the DC to save against these revelations is equal to  $10 + 1/2$  the idolator's level + the idolator's favored ability score modifier.

**Sacrifice (Su or Ex):** At 2nd level and every even level thereafter, the idolator learns a new form of sacrifice that appeases his idol and empowers himself. Choose from the following sacrifices.

*Ancient Knowledge (Ex):* The idolator can speak and understand a number of ancient, secret, dead, or forbidden languages equal to his Intelligence modifier. If he and the idol share a knowledge skill in common and remain in telepathic communication, he can roll two d20s and take the higher result when using that skill. Intelligence must be his favored ability to select this sacrifice. In addition, the idolator receives a +2 competence bonus on Linguistics skill checks.

*Armored Charge (Ex):* The idolator take no armor penalty to his speed when making a charge attack. Strength must be his favored ability to select this sacrifice.

*Blessed Blows (Ex):* The idolator gain the Improved Unarmed Strike feat and his unarmed strike damage increases by one die step. Strength must be his favored ability in order to select this sacrifice.



*Blessed Burrower* (Ex): The idolator gain a burrow speed of 20 feet. This trait can be taken twice. The second time this sacrifice is taken, the burrow speed increases to 30 feet. To select this sacrifice, Strength must be his favored ability and he must possess the Stone mystery or his idol must possess the Earth domain.

*Blood Offering* (Su): When the idolator and his idol flank an opponent, the idolator's attacks deal 1 additional point of bleed damage when he rolls a critical threat, even if the critical threat is not confirmed.

*Bloody Zeal* (Ex): Whenever the idolator is reduced to half his hit points or fewer and has no conscious ally within 30 feet, he gains a +2 luck bonus on melee attack rolls and to Armor Class. Constitution must be his favored ability to select this sacrifice.

*Burnt Offering* (Su): When the idolator and his idol flank an opponent, the idolator's attacks deal an extra 1d6 points of fire damage, plus 1 additional point of fire damage for every two class levels he possesses. He cannot use this sacrifice in conjunction with the dissolving offering, storm offering, or winter offering.

*Charmed Life* (Su): Choose one type of save (Fortitude, Reflex, or Will). Add the idolator's Charisma modifier to this save in addition to the usual ability modifier. This sacrifice can be selected multiple times; each time, it applies to a different type of save. Charisma must be his favored ability to select this sacrifice.

*Charmed Threat* (Ex): Whenever the idolator rolls a natural 20 on an attack roll, even if the critical strike is not confirmed, he deals additional damage equal to his Charisma bonus.

Charisma must be his favored ability in order to select this sacrifice.

*Charmour* (Ex): The idolator's Armor Class is treated as 2 points higher for the purpose of confirming critical hits against him. This sacrifice can be selected twice more. Its effects stack. Charisma must be his favored ability to select this sacrifice.

*Darkvision* (Ex): The idolator has darkvision out to 60 feet. If he selects this sacrifice a second time, he gains darkvision out to 120 feet. Intelligence or Wisdom or Intelligence must be his favored ability to select this sacrifice.

*Deathless Fervor* (Su): The idolator gains resistance 5 against negative energy. He does not lose hit points when he gains a negative level, and he gains a +2 luck bonus on saving throws against death effects, energy drain, negative energy, and necromantic spells or spell-like abilities. Constitution must be his favored ability to select this sacrifice.

*Divine Darksight* (Ex): The idolator can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*. He must already possess darkvision 120 feet, and either Intelligence or Wisdom must be his favored ability to select this sacrifice.

*Dissolving Offering* (Su): When the idolator and his idol flank an opponent, the idolator's attacks deal an extra 1d6 points of acid damage, plus 1 additional point of acid damage for every two class levels you possess. You cannot use this sacrifice in conjunction with the burnt offering, storm offering, or winter offering sacrifices.

*Energy Resistance* (Ex): Pick one of the following energy types that corresponds to the idol: acid (earth),



cold (water), electricity (air), or fire (fire). The idolator gain resistance 5 to that energy type. This sacrifice can be selected multiple times. Its effects stack or it can be used to acquire an additional form of energy resistance. Constitution must be his favored ability to select this sacrifice.

*Enlightened Augur (Sp)*: Once per day as a spell-like ability, the idolator can ask the idol a question as per the *augury* spell. At 7<sup>th</sup> level, he can cast *divination* as a spell-like ability once per day. Intelligence or Wisdom must be his favored ability to choose this sacrifice.

*Eschew Slot (Su)*: When selecting this sacrifice, the idolator chooses one body slot. He can never again gain benefits from a wearable magic item occupying this slot. In return, he gains a permanent +1 luck bonus to his choice of one type of saving throw. At 10th level, this bonus increases to +2. This sacrifice can be selected multiple times, once for each saving throw type.

*Faithful Flight (Su)*: The idolator gains a fly speed of 30 feet with clumsy maneuverability. This sacrifice can be taken more than once. For each additional sacrifice, his fly speed increases by 10 feet and maneuverability improves by one step. In order to select this sacrifice, he must be at least 5th level, Dexterity must be his favored ability, and he must possess the Clouds mystery or his idol must possess the Air domain.

*Fearless Zeal (Ex)*: The idolator becomes immune to all fear effects. He must already have the spiritual comfort sacrifice and Wisdom must be his favored ability to select this sacrifice.

*First Fruits (Su)*: The idolator may make a special offering of food and

drink to his idol costing 10 gp (or more). For the next week, he does not require food or drink. Constitution must be his favored ability to select this sacrifice.

*Fleet-Footed (Ex)*: The idolator gains Run as a bonus feat and a +2 luck bonus on initiative checks. Dexterity must be his favored ability to select this sacrifice.

*Graceful Defense (Ex)*: When wearing no armor or light armor, the idolator gains a +1 dodge bonus to Armor Class. Dexterity must be his favored ability to select this sacrifice.

*Grand Favored Weapon (Ex)*: The penalty the idolator takes for wielding an oversized version of his deity's favored weapon is reduced by 2. If his idol possesses the Strength domain, the idolator can select this sacrifice a second time. Its effects stack. Strength must be his favored ability to select this sacrifice.

*Greater Shield Ally (Su)*: Whenever an ally is within the idol's reach, both the idol and the idolator gain a +2 shield bonus to Armor Class and a +2 circumstance bonus on all saving throws. This bonus does not apply if the idol is grappled, helpless, paralyzed, stunned, or unconscious. The idolator must be at least 13th level to select this sacrifice.

*Holy Hardiness (Ex)*: The idolator gains a +2 luck bonus on saving throws against poison, spells, and spell-like abilities. Constitution must be his favored ability to select this sacrifice.

*Holy Hauler (Ex)*: Treat the idolator's Strength score as if it were 4 points higher for the purpose of determining his carrying capacity. He can select this sacrifice multiple times. Its effects stack. Strength must be his favored ability to select this sacrifice.



*Immaterialist* (Ex): The idolator gains a +2 luck bonus on Strength checks to break objects and a +2 luck bonus on combat maneuver checks to sunder. Strength must be his favored ability to select this sacrifice.

*Improved Lingering Presence* (Su): If the idolator is killed or becomes unconscious, his idol remains active for a number of rounds equal to his idolator level + his Charisma bonus. To select this sacrifice, he must already have the lingering presence sacrifice and Charisma must be his favored ability.

*Inspired Revelation* (Ex): Choose one of the idolator's mystery's revelations. The DC to resist the effects of that revelation increase by +1. He can choose this sacrifice a second time, thereby increasing the DC by +2. Alternatively, he can select this sacrifice and apply it to a different revelation. Intelligence must be his favored ability to select this sacrifice.

*Libation* (Su): As a full-round action that provokes attacks of opportunity, the idolator and his idol can share a single magic potion and each receives its effects. He must be adjacent to his idol to use this ability.

*Life Bond* (Su): The idolator's life becomes linked to his idol. As long as the idol has 1 hit point or more, the idolator is protected from harm. Damage in excess of that which would reduce him to 0 hit points is instead transferred to the idol. This damage is transferred 1 point at a time. Thus, as soon as the idol is reduced to a number of negative hit points equal to its Constitution score, the idolator suffers any excess damage. Effects that cause death but don't deal damage are unaffected by this ability. This ability does not affect spells such as *baleful polymorph*, *flesh to stone*,

*imprisonment*, or other spells that don't deal damage. The idolator must be at least 15th level to select this sacrifice.

*Like a Thief in the Night* (Ex): The idolator reduces the penalty for using Stealth while moving at full speed by 5, and he reduces the Stealth check penalty for sniping by 10. Dexterity must be his favored ability score in order to select this sacrifice.

*Lingering Presence* (Su): If the idolator is killed or becomes unconscious, the idol remains active for a number of rounds equal to his Charisma bonus. Charisma must be his favored ability to select this sacrifice.

*Oblation* (Su): The idolator presents his idol with a magic item. This item becomes a permanent part of the idol and can no longer be stolen. The idol receives the benefits provided by the item. The item can only be destroyed if the idol is destroyed. The item can only be removed intact if the idolator offers a new oblation of greater value.

*Pious Poison Resistance* (Ex): The idolator gains a luck bonus on saving throws against poison effects equal to his idolator level. Constitution must be his favored ability to select this sacrifice.

*Restless Soul* (Ex): The idolator is immune to magic sleep effects and gains a +2 luck bonus on saving throws made against enchantment spells and effects. Wisdom must be his favored ability to select this sacrifice.

*Sacrificial Feat* (Ex): The idolator can select an additional favored ability feat from that ability's list of bonus feats. He must meet the requirements for this new feat.



*Sacrificial Magic (Sp):* The idolator gains the ability to cast a 0-level spell from the cleric/oracle or unchained summoner spell list. This spell can be cast at will as a spell-like ability. His caster level equals his class level. The save DC for this spell is 10 + his favored ability modifier. He must have a favored ability score of at least 10 to select this sacrifice.

**Note:** An idolator cannot select spells with a material cost exceeding 5 gp as spell-like abilities for any level of Sacrificial Magic.

*Sacrificial Magic I (Sp):* The idolator gains the ability to cast a 1st-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 2 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 11 + his favored ability modifier. He must have the sacrificial magic sacrifice and a favored ability score of at least 11 to select this sacrifice.

*Sacrificial Magic II (Sp):* The idolator gains the ability to cast a 2nd-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 3 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 12 + his favored ability modifier. He must have sacrificial magic I and a favored ability score of at least 12 to select this sacrifice.

*Sacrificial Magic III (Sp):* The idolator gains the ability to cast a 3rd-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 4 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 13 + his favored ability modifier. He must have sacrificial

magic II and a favored ability score of at least 13 to select this sacrifice.

*Sacrificial Magic IV (Sp):* The idolator gains the ability to cast a 4th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 5 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 14 + his favored ability modifier. He must have sacrificial magic III and a favored ability score of at least 14 to select this sacrifice.

*Sacrificial Magic V (Sp):* The idolator gains the ability to cast a 5th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 6 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 15 + his favored ability modifier. He must have sacrificial magic IV and a favored ability score of at least 15 to select this sacrifice.

*Sacrificial Magic VI (Sp):* The idolator gains the ability to cast a 6th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 7 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 16 + his favored ability modifier. He must have sacrificial magic V and a favored ability score of at least 16 to select this sacrifice.

*Sacrificial Magic VII (Sp):* The idolator gains the ability to cast a 7th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability for every 8 idolator levels he possesses. His caster level equals his class level. The save DC for this spell is 17 + his favored ability modifier. He must have sacrificial magic VI and a favored ability score of at least 17 to select this sacrifice.





*Sacrificial Magic VIII* (Sp): The idolator gains the ability to cast an 8th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability. His caster level equals his class level. The save DC for this spell is 18 + his favored ability modifier. He must have sacrificial magic VII, a favored ability score of at least 18, and be 15<sup>th</sup> level to select this sacrifice.

*Sacrificial Magic IX* (Sp): The idolator gains the ability to cast a 9th-level spell from the cleric/oracle or unchained summoner spell lists once per day as a spell-like ability. His caster level equals his class level. The save DC for this spell is 19 + the idolator's favored ability modifier. To select this sacrifice, Intelligence must be his favored ability with a score of at least 19, he must have

sacrificial magic VIII, and he must be 17<sup>th</sup> level or higher.

*Sanctified Scent* (Ex): The idolator gains the scent ability. Wisdom must be his favored ability in order to select this sacrifice.

*Sanctified Swimmer* (Ex): The idolator gains a swim speed of 30 feet and gains a +8 luck bonus on Swim checks. Strength must be his favored ability and he must possess the Waves mystery or his idol must possess the Water domain to select this sacrifice.

*Sanctified Threat* (Ex): Whenever the idolator rolls a natural 20 on a melee attack, he still deals twice his Strength modifier in bonus damage even if the critical threat is not confirmed.



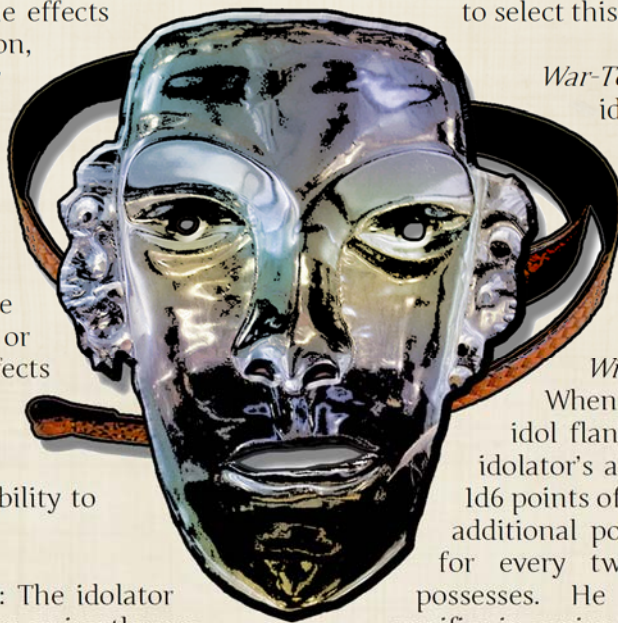
Strength must be his favored ability to select this sacrifice.

*Shared Knowledge* (Su): One of the idol's class skills permanently becomes a class skill for the idolator, and one of the idolator's class skills becomes a class skill for the idol. In addition, if both the idolator and the idol share a Knowledge skill in common, they both gain a +2 bonus on checks with that skill. Intelligence must be his favored ability to select this sacrifice.

*Shield Ally* (Ex): Whenever the idolator is within his idol's reach, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his Reflex and Fortitude saving throws. This bonus does not apply if the idol is grappled, helpless, paralyzed, stunned, or unconscious. The idolator must be at least 5th level to select this sacrifice.

*Sophistry* (Su): As a reaction, the idolator can ignore the effects of one affliction, condition, disease, or poison for a number of rounds equal to his idolator level per day. These rounds don't need to be consecutive. This power doesn't remove the condition or affliction, and the effects resume once this power's duration expires. Intelligence must be his favored ability to select this sacrifice.

*Spiritual Comfort* (Ex): The idolator gains a +2 luck bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, he may reroll. He must use the second result.



*Storm Offering* (Su): When the idolator and his idol flank an opponent, the idolator's attacks deal an extra 1d6 points of electricity damage, plus 1 additional point of electricity damage for every two class levels he possesses. He cannot use this sacrifice in conjunction with the burnt offering, dissolving offering, or winter offering sacrifice.

*Unbound* (Ex): Add the idolator's Strength modifier to all Escape Artist checks in addition to his Dexterity modifier. In addition, he gains Escape Artist as a class skill. Strength must be his favored ability to select this sacrifice.

*Voice of God* (Sp): As a spell-like ability, the idolator may speak through his idol as if using the *ventriloquism* spell. He may do this a number of times per day equal to his Wisdom bonus. Charisma or Wisdom must be his favored ability to select this sacrifice.

*War-Tempered* (Ex): The idolator gains a +1 luck bonus to CMD. Strength or Dexterity must be his favored ability to select this sacrifice.

*Winter Offering* (Su): When the idolator and his idol flank an opponent, the idolator's attacks deal an extra 1d6 points of cold damage, plus 1 additional point of cold damage for every two class levels he possesses. He cannot use this sacrifice in conjunction with the burnt offering, dissolving offering, or storm offering sacrifice.

#### Bonus Feats

Starting at 4th level, and every three levels thereafter, an idolator gains a bonus feat



related to his favored ability. He must meet the requirements to select these feats. Below is a list of the favored abilities and the bonus feats related to them. With the GM's permission, other feats can be added to this list.

**Strength:** Athletic, Cleave, Critical Focus, Defensive Combat Training, Extra Revelation, Extra Sacrifice, Great Cleave, Greater Grapple, Greater Overrun, Greater Sunder, Improved Grapple, Improved Overrun, Improved Unarmed Strike, Improved Sunder, Martial Weapon Proficiency, Power Attack, Weapon Focus.

**Dexterity:** Acrobatic Steps, Agile Maneuvers, Combat Reflexes, Deflect Arrows, Dodge, Extra Revelation, Extra Sacrifice, Improved Precise Shot, Improved Two Weapon Fighting, Improved Unarmed Strike, Manyshot, Mobility, Nimble Moves, Rapid Shot, Shot on the Run, Spring Attack, Stand Still, Stunning Fist, Two Weapon Fighting.

**Constitution:** Athletic, Defensive Combat Training, Diehard, Endurance, Extra Revelation, Extra Sacrifice, Fleet, Heavy Armor Proficiency, Improved Great Fortitude, Improved Initiative, Medium Armor Proficiency, Run, Shield Proficiency.

**Intelligence:** Any "Improved" Maneuver feat, Combat Expertise, Deceitful, Extra Revelation, Extra Sacrifice, Magical Aptitude, Master Craftsman, Skill Focus.

**Wisdom:** Extra Revelation, Extra Sacrifice, Improved Initiative, Improved Iron Will, Improved Unarmed Strike, Magical Aptitude,

Master Craftsman, Self Sufficient, Skill Focus, Stunning Fist.

**Charisma:** Animal Affinity, Dazzling Display, Extra Revelation, Extra Sacrifice, Intimidating Prowess, Leadership, Persuasive, Skill Focus.

**Ultimate Sacrifice (Su):** Upon reaching 20th level, the idolator makes the most meaningful form of sacrifice to his god. He chooses one of the following ultimate sacrifices. Once this choice is made, it cannot be changed.

**Sacrifice of Body:** The idolator loses all racial traits and gains the subtype and base evolutions of his idol. In addition, all his class Hit Dice change to d10s.

**Sacrifice of Death:** The idolator gains the undead subtype and all undead traits. In addition, he gains a +4 luck bonus to channel resistance.

**Sacrifice of Life:** The idol can use *miracle* one time as a spell-like ability upon the idolator's command. In addition, if the idolator dies in the pursuit of his calling, the idol can bring him back to life one time by using *true resurrection* as a spell-like ability as an immediate action.

**Sacrifice of Spirit:** The idolator's soul leaves his body and this world for a better place. He gains the construct subtype and all construct traits. His ability scores do not change. If the idolator is destroyed or slain, he cannot be brought back in any way.







## THE IDOL

An idol exists in one of two forms: statue or animated. An idol remains in statue form until it is transformed and animated by the idolator in a special 1-minute ritual, during which time the idolator must remain adjacent to his idol. If anything interrupts this process, the idolator must start the ritual over. While in statue form, the idol is considered an object with a hardness of 8 + the idol's Charisma bonus. Its hit points do not change. While in statue form, an idol typically stands about 1 foot tall and weighs 10 to 20 pounds. Less portable idols in statue form, such as those found in temples or at holy sites, can be size Large or Huge figures weighing hundreds or even thousands of pounds.

When animated, the statue transforms into a creature of Medium size with a corresponding weight appropriate for its base form. Regardless of the materials used to construct the idol, it is a creature of flesh and blood while in its animate form.

The idol remains animated until reverted to statue form by the idolator as a standard action. The idol cannot be forced back into statue form by *dispel magic*, but spells such as *dismissal* and *banishment* can do so. If the idolator is unconscious, asleep, or killed, his idol immediately reverts to statue form.

While animated, the idol takes a form representative of the idolator's god. The idol's Hit Dice, saving throws, skills, feats, and abilities are tied to the idolator's class level and increase as the idolator gains levels.

The idol's appearance depends on the idolator's deity's appearance (or at least how mortals picture the deity) as well as the materials used to construct the idol. The idol also bears a glowing holy or unholy symbol that likewise appears on the idolator's forehead whenever the idol is animated. While this symbol can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or

*polymorph* (although *invisibility* does conceal it as long as the spell lasts).

If the idol suffers damage in either form, it can be healed with healing magic as if it were a living creature, or it can be repaired with spells such as *mending* or *make whole*. It does not, however, heal naturally. The idolator can also repair the idol by sacrificing coins, gems, and other valuable items to it in a 10-minute ritual that heals the idol 1 hit point for every 5 gp worth of items sacrificed. This ritual can only be performed once in a 24-hour period. Items used in this ritual are permanently destroyed. If the idol is lost, stolen, or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per idolator level. This ritual takes 8 hours to complete.

At 1st level, an idol's type counts as construct for the purpose of effects such as the bane weapon special ability and the favored enemy class feature. Even though they are constructs, idols do not receive normal construct traits and immunities. They gain an additional subtype, as well as the base form and base evolutions of that subtype, as if they were an eidolon. Idols do not have an evolution pool. Idols eat, sleep, and breathe, but not as mortals do. As part of his daily prayers to the idol, the idolator must provide it with proper sacrifices in the form of libation and burnt offerings. The price of this daily offering is negligible. The idol "sleeps" while in statue form; it must rest in this form for 8 hours out of every 24. Idols breathe to receive the smell of votive incense, flowers, and burnt offerings. As a result, they can be affected by harmful gasses.

Idols understand and can speak all languages known by the idolator. Idols are proficient with the favored weapon of the deity they represent, as well as its natural attacks. Idols cannot wear armor, even if they gain armor proficiency. Idols can be modified by Construct Modifications (See Pathfinder Roleplaying Game *Ultimate Magic*).



## The Idol's Alignment

For the most part, the idolator controls his idol's actions, even during combat, either via verbal commands or through their shared link. That being said, the idol possesses a will of its own and doesn't follow commands without question. If the idolator issues a command that contradicts the idol's alignment or beliefs (which are closely connected to the beliefs of the divine entity the idol represents), the idol may refuse the action or modify the command to its liking. Later, when time permits, the idol

may also lecture or chide the idolator for violating what should be their shared beliefs and values.

If the idolator pushes too far away and his alignment shifts drastically, the idol might (at the GM's discretion) refuse to animate at the idolator's summons. It then falls to the idolator to make amends by restoring his alignment and giving appropriate offerings and sacrifices to the idol.

Table: Idol Base Statistics

CLASS LEVEL	HD	BAB	GOOD SAVES	POOR SAVES	SKILLS	FEATS	ARMOR BONUS	STR/DEX INCREASE	SPECIAL
1 <sup>st</sup>	1	+1	+2	+0	4	1	+0	+0	Darkvision, link, spell-like ability, subtype
2 <sup>nd</sup>	2	+2	+3	+0	8	1	+2	+1	Spell-like ability
3 <sup>rd</sup>	3	+3	+3	+1	12	2	+2	+1	Spell-like ability
4 <sup>th</sup>	3	+3	+3	+1	12	2	+2	+1	Spell-like ability
5 <sup>th</sup>	4	+4	+4	+1	16	2	+4	+2	Ability score increase, spell-like ability
6 <sup>th</sup>	5	+5	+4	+1	20	3	+4	+2	Spell-like ability
7 <sup>th</sup>	6	+6	+5	+2	24	3	+6	+3	Spell-like ability
8 <sup>th</sup>	6	+6	+5	+2	24	3	+6	+3	Spell-like ability
9 <sup>th</sup>	7	+7	+5	+2	28	4	+6	+3	Spell-like ability
10 <sup>th</sup>	8	+8	+6	+2	32	4	+8	+4	Ability score increase, spell-like ability
11 <sup>th</sup>	9	+9	+6	+3	36	5	+8	+4	Spell-like ability
12 <sup>th</sup>	9	+9	+6	+3	36	5	+10	+5	Spell-like ability
13 <sup>th</sup>	10	+10	+7	+3	40	5	+10	+5	Spell-like ability
14 <sup>th</sup>	11	+11	+7	+3	44	6	+10	+5	Spell-like ability
15 <sup>th</sup>	12	+12	+8	+4	48	6	+12	+6	Ability score increase, spell-like ability
16 <sup>th</sup>	12	+12	+8	+4	48	6	+12	+6	Spell-like ability
17 <sup>th</sup>	13	+13	+8	+4	52	7	+14	+7	Spell-like ability
18 <sup>th</sup>	14	+14	+9	+4	56	7	+14	+7	Spell-like ability
19 <sup>th</sup>	15	+15	+9	+5	60	8	+14	+7	Spell-like ability
20 <sup>th</sup>	15	+15	+9	+5	60	8	+16	+8	Spell-like ability



**Class Level:** This is the character's idolator level.

**HD:** This is the total number of 10-sided (d10) Hit Dice the idol possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the idol's base attack bonus. An idol's base attack bonus is equal to its Hit Dice. Idols do not gain extra attacks using their natural weapons due to a high base attack bonus. However, it can make additional attacks for a high base attack bonus when wielding its deity's favored weapon.

**Saves:** These are the idol's base saving throw bonuses. An idol possesses two good saving throws and one poor saving throw, determined by its base form.

**Skills:** This lists the idol's total skill ranks. An idol can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Idols with Intelligence scores above the base value modify these totals as normal (an idol gains a number of skill ranks equal to 4 + its Intelligence modifier per Hit Die). An idol cannot have more ranks in a skill than it has Hit Dice. Idol skill ranks are set once chosen.

**Feats:** This is the total number of feats possessed by an idol. Idols can select any feat they qualify for, but they must possess the appropriate appendages to use some feats. Idol feats are set once chosen. If, due to changes, the idol no longer qualifies for a feat, it loses the use of that feat until it once again qualifies for it.

**Armor Bonus:** The number noted here is the idol's base armor bonus. This bonus can be split between an armor bonus and a natural armor bonus, as decided by the idolator. This number is modified by the idol's base form. An idol cannot wear armor of any kind, as armor interferes with the idolator's connection with it.

**Str/Dex Bonus:** Add this modifier to the idol's

Strength and Dexterity scores, which are determined by its base form.

**Special:** This includes a number of abilities the idol gains (see Table: Idol Base Statistics). Each of these bonuses is described below.

**Darkvision (Ex):** The idol has darkvision with a range of 60 feet.

**Link (Ex):** An idolator and his idol share a mental link that allows for telepathic communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the idolator to give orders to his idol at any time. Of note, magic items interfere with the idolator's connection to his idol. As a result, the idolator and his idol share magic item slots. For example, if the idolator wears a magic ring, his idol can wear no more than one ring. In case of a conflict, the items worn by the idolator remain active, and those used by the idol become dormant. The idol must possess the appropriate appendages to use a magic item.

**Ability Score Increase (Ex):** The idol adds 1 to one of its ability scores.

### Idol Skills

The following are class skills for idols: Bluff (Cha), Craft (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the idolator can choose four additional skills to be class skills for his idol. Note that idols with a fly speed gain Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

### Spell-like Abilities

An idol begins with two cleric domains based on the deity it represents. The idol gains the domain powers from these domains and treats its idolator's level as its cleric level for the purpose of determining the strength of a domain power and gaining new domain powers in the future. Domain powers that normally rely on Wisdom instead rely on the idol's Charisma. At 1st level and each additional level thereafter, the idol can select a spell from



one of its two domain spell lists. The idolator's class level must be at least twice the spell's level for it to be selected. The idol can cast these spells as spell-like abilities. 1<sup>st</sup>-3<sup>rd</sup> spells can be used three times per day; 4<sup>th</sup>-6<sup>th</sup> level spells can be used twice per day; and 7<sup>th</sup>-9<sup>th</sup> level spells can be used once per day. A spell can be selected up to three times; each time increases the spell's number of uses per day by one.

For domain spells with a material cost exceeding 5 gp, the idol or idolator must still provide the material component for the spell, even though it is for a spell-like ability, albeit at half the material cost's value. For instance, an idol that can cast resurrection as a spell-like ability must pay a material cost of diamond worth 5,000 gp (instead of the normal 10,000 gp) when using the spell-like ability.

#### DOMAINS & SUBDOMAIN SPELLS

The spells from a domain's subdomains are also eligible for selection. Lists of cleric domains and sub-domains can be found in the *Pathfinder Core Rulebook* and *Advanced Class Guide*.

#### Subtype

The first time an idolator animates his idol, he must decide on its subtype and base form. Taken together, these elements determine a number of the idol's base statistics and abilities, as well as its overall look and theme. Once the choices of base form and subtype are made, they cannot be changed. All idol base forms have a starting Charisma score of 17 instead of 10.

#### IDOL EVOLUTIONS

As an idolator gains levels, his idol gains specific evolutions based on its subtype as if it were an eidolon. A complete list of eidolon subtypes and base forms can be found in *Pathfinder Unchained*.

**Name:** This is the name of the idol's subtype. The idol gains this as a subtype, but unless otherwise noted, it does not gain any of the features, abilities, or weaknesses of that subtype.

**Description:** This gives a basic overview of idols of this subtype, including general guidelines on appearance and personality.

**Alignment:** The idol is a creature of this alignment. If its alignment is chaotic, evil, lawful, or good, it gains that subtype. The idol must have a subtype that fits the alignment and theme of the god or outsider it represents.

**Base Form:** Idols of some subtypes are restricted in their choice of base form. Restrictions are spelled out there.

Each idol has one of four base forms that determines its starting size, speed, AC, attacks, and ability scores.

For attacks, the idol adds its Strength modifier to damage rolls, unless the idol has only one attack, in which case the attack adds 1-1/2 times the idol's Strength modifier.

**Base Evolutions:** This describes the base evolutions possessed by all idols of this subtype. Following the entry is a list of evolutions gained as the idolator gains levels; the idol gains these evolutions automatically as the idolator gains levels. In some cases, idols of certain subtypes gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules.

## ROLEPLAYING AN IDOLATOR

Definitive religions with strict dogma have fallen extinct in the Alumentare setting. Even lawful faiths with strict rules are now largely open to interpretation. It is up to the individual idolator to decide how his god should be worshipped, regardless of past precedent. It is ultimately up to the player to decide what their character's god would want or allow and what is good or evil. Some Game Masters might feel tempted to place limits on an idolator PC as a follower of a greater power. Such inclinations should be discouraged, as philosophical and religious interpretations are mutable things in



this world, and are therefore the responsibility of the individual player and their character.

## ROLEPLAYING AN IDOL

*Pitterkin the Unlucky had finally managed to pull the blood-soaked boots off his aching feet. Before he could grab his brandy flask, rude hands grabbed him from behind and stood him upright. He wheeled around, reaching for the sword at his side, only to confront the brutishly scarred face of Karaxicus, their adventuring company's newest recruit. The orc's putrid breath washed over him. Although Pitterkin couldn't say for certain, it seemed the orc was smiling, his jagged fangs jutting out from a protruding lower jaw. Anything that could bring a smile to an orc's lips caused Pitterkin's stomach to churn.*

*"It is done. My god is ready," Karaxicus said. He puffed out his chest.*

*"What's done? Oh, that thing you've been working on?" Pitterkin fought the urge to sigh. The orc had labored for days on the damn statue, carving and sculpting pieces of rock during every free moment he could find. Karaxicus had promised that his god would reveal its majesty through the statue.*

*Without another word, Karaxicus tugged him along, leading him closer to the campfire. The orc motioned with a dramatic flourish and pointed towards a small statue perched on the ground.*

*The statue was, by any measure, crude and grotesque. It resembled a bull of sorts, albeit one riddled with writhing tentacles and*

*marred by an eye set in its forehead. For a tail, it boasted a scorpion's stinger. The bull's head was malformed and misshapen, resembling nothing more than a blob of clay fresh from the creative grasp of a six-year-old child.*

*Pitterkin covered his mouth. "Oh, gods below, that thing's hideous."*

*Karaxicus grew somber. The air between them became thick with silence. The orc folded his arms in front of his chest and shook his head. "You have insulted my god."*

*Pitterkin slapped his forehead and smiled. "I'm sorry, Karaxicus. I didn't mean to offend you. Look, I'm exhausted and hungry, and I'm not thinking clearly." He pretended to reappraise the statue. He struggled to find something positive to say. "It appears ferocious, your god."*

*The orc sat next to the statue of his "god," Moloth the Mighty.*

*"You do not understand. I am not insulted." He pointed at Moloth's idol. "He, he is insulted. Tomorrow, when we face the vampiric gnolls and their hellspawn, Moloth may refuse to protect you. This is not so good for someone named Unlucky, no?"*

*A laugh escaped Pitterkin's lips until he choked it back. Now, the longer he stared at the statue, the more ominous it became. He sensed, rather than saw, swirling tendrils of darkness hovering around it with a palpable aura. For a moment, he swore that the thing stared back at him with a baleful glare.*

*He plopped to the ground next to Karaxicus. "Um say, could you tell me how to atone for my insult? I really didn't mean anything by it."*





An idol is not a god. While it may contain the divine essence of a deity, it remains a flawed mortal creation. Its knowledge of the cosmos is as limited as the magic it uses to affect that cosmos. In the game's narrative, it may seem fitting to ask the idol the secrets to life, the universe, or where the treasure is buried...

However, it is important to bear in mind that, with rare exception, the idol is not particularly intelligent or inherently knowledgeable. There are possible ways to roleplay this while still affording the character bit of godly dignity (if such is the player's intention). One way is for the idol to stay silent when it cannot give a sure answer; a mum idol is a mysterious idol. Another way to maintain a sense of mystery is to offer cryptic or vague answers.

### Quirks & Personality Traits

An idol's personality usually arises from the social inclinations of its subtype. For example, an idol with the inevitable subtype tends to take commands literally and has no patience for creatures of chaos. In this regard, idols are little different than eidolons in their endless variations of behavior.

At times, the GM or idolator player may find it helpful to establish a few personality quirks, phrases, and traits specific to the idol. Not only do such elements help give character and individuality to the idol, but they help remind the idolator that the idol is not a mindless automaton only capable of obeying commands. The player can select one or two of the suggested quirks from the table below, roll them randomly, or create their own.

d20	Personality Quirk or Trait
1	Responds to command only if the idolator use its preferred name first
2	Becomes agitated when near certain animals, such as wolves, spiders, etc.
3	When the idolator issues a command that goes against the idol's beliefs, or that seems likely to fail, it responds by saying, "that would not be wise"
4	While animated, the idol tends to adopt kittens, puppies, or similar animals

5	Behaves with impatience when awaiting commands (e.g., taps its foot)
6	Takes obsessively good care of its favored weapon (if it has one)
7	Fiercely protective towards children, even to the point of disobeying commands
8	Collects small, shiny baubles and objects on its own, considers them its "tribute"
9	At times when speaking, the idol's voice changes to something completely different, almost alien
10	Follows the idolator around like a puppy when it has no other orders to obey
11	Mimics one of its master's physical movements or habits
12	Scowls, grimaces, or frowns at any orders it dislikes
13	Occasionally performs random actions when it has nothing else to do
14	Tears of blood issue from its eyes when it witnesses a horrific event
15	Hums off-key to itself
16	Likes to pretend it doesn't hear a command the first time the idolator gives it
17	Strangely protective of one of the idolator's friends or comrades
18	Becomes excited or especially animated during combat, perhaps frighteningly so
19	Likes to quote random passages of scripture or aphorisms from an obscure holy book
20	Acts erratically in the vicinity of holy (or unholy) sites

### Taboos & Demands of the Faith

Although the idol serves the idolator, it also represents the god, spirit, or other entity the idolator worships. While formal, organized religions no longer exist in Alumentare, virtually every faith system carries its own taboos, behavioral restrictions, and requirements. Much as a cleric must observe certain codes of conduct, so too must the idolator adhere to the principles of his nascent religion.



If the GM and the idolator player wish, they can assign two (or more, if desired) taboos and expectations as part of the religion. When possible, the idolator must observe these restrictions and requirements to the best of his ability. If he chooses to ignore or break these, he must atone in some way to his idol. Such atonement may come in the form of tribute, offerings, prayers, or renewed oaths of service.

The GM and the player can create their own taboos for the idolator's religion, or they can choose from the examples below. For the most part, these elements are for flavor and dramatic flair and do not impose game mechanic penalties. In essence, taboos and similar requirements serve to make the idolator's life more challenging, while at the same time helping describe what the faith involves for its worshipers.

- *Avoidance of Contamination.* The idolator must pick one or two substances that his god considers unclean. Possibilities include such things as blood (or other bodily fluids), specific metals (e.g., gold, iron), dead bodies, dirty or polluted water or water from specific sources, specific animals (e.g., bats, cats, dogs), or avoiding consumption of specific foods (e.g., meat, fish, or bread), or intoxicants (e.g., alcohol, narcotics). Other sources of impurity could include foul language, invective, or taking the god's name in vain.
- *Liturgical Observance.* The idolator must, if at all possible, say prayers, make offerings, and conduct appropriate rituals at specific times of day, and/or at specific times of year (such as on holy days, the autumnal equinox, etc.). These rituals and prayers can be as specific and as frequent as the player likes.
- *Mark of Faith.* The idolator must bear, in an obvious place, the marks of his faith. Such marks include things like ritual scarring and tattoos or stigmata of some sort.

- *Oath of Silence.* The idolator cannot speak for a certain period of time each day. Although some idolators may take a complete oath of silence and never speak a word in their lives, such a severe restriction fits poorly in a role-playing campaign.
- *Oath of Truth.* The idolator cannot knowingly tell a lie, agree to a statement he knows to be false, give false testimony, or commit a lie of omission.
- *Vestments.* The idolator must wear certain types or styles of vestments. These may be patterned after those of an older faith, or they may be something the idolator designs for himself.
- *Vow of Celibacy.* The idolator cannot marry.
- *Vow of Chastity.* The idolator cannot engage in sexual relations.
- *Vow of Poverty.* The idolator can own no more wealth or property than he can carry on his person. It is up to the GM and the idolator's god as to how best to interpret this vow. However, if the idolator breaks the spirit of the vow (such as by carrying large quantities of wealth in a *bag of holding*), the god may take this as an insult or a breaking of the vow.
- *Other Taboos.* This category includes almost anything not mentioned above. Examples include never being able to pass a beggar without giving alms; always speaking in a whisper; required to walk backwards through doorways; or required to always sleep facing east.

### Crafting the Idol

These rules assume the idolator begins play having already fashioned his idol. This means he doesn't have to specifically determine what materials went into its creation, and he doesn't need to make a Craft skill check to succeed at the process. He gets to decide how the idol appears (based on its base form and subtype). It may well be that the idolator possesses zero artistic ability and no real crafting skills, but



the idol came into existence through some form of divine inspiration.

That being said, the player may want to give some thought as to the process involved in the idol's creation, including materials used in its construction, and any special rituals or requirements demanded. How long did it take to craft the idol? What obstacles might have interfered with this divine task? What rivals, enemies, or skeptical family members learned what the idolator was doing, and how did they respond?

Likewise, as the idolator gains levels, the idol gains in powers and new capabilities. Although the rules do not require the idolator to make any special sacrifices or undertake skill checks to introduce new powers to his idol, the player might give consideration to any unusual circumstances involved. Does the idolator need a special or rare ingredient to sanctify the process? Does he have to return to a holy site or place of spirits in order to improve the idol? What obstacles stand in the way? By answering these questions, not only does this provide more adventure material for the GM, but also adds depth and mystery to the idol and therefore the bond between the idolator and his idol.

Here are several suggestions for rare or exotic materials or rituals involved in improving the idol. The player should discuss these with the GM and decide if they might benefit their story and the campaign by adding such elements.

#### *Special Materials*

- Mud drawn from the bed of a sacred river
- Fertile soil dug from a holy site
- Scraps of cloth taken from a mummified saint
- A coin, small gem, or similar valuable trinket sanctified in blessed waters
- A goblet filled with your blood
- A drop of blood from a powerful creature the idolator defeated

- Incense mixed with the tears of a pious individual
- Ashes from the tomb of the god's greatest enemy
- A sacred scroll of religious text
- Crushed or powdered horn of a demon, devil, or similar horror opposed to the god's ethos

#### *Special Rituals*

- Commission a song, to be sung one time only, as part of the ceremony
- Make a sacrifice to the deity of something meaningful and appropriate
- Swear an oath or vow to the deity (vow against speaking falsehoods, vow of poverty, etc.)
- Libation or burnt offerings
- Offer to the idol the shattered weapons of enemies the idolator has defeated
- Carve appropriate sigils and symbols onto the idol's surface
- Decorate the idol with small gemstones
- Cleanse the idol in sacred waters or anoint it with sanctified oils

## FAVORED CLASS

## BONUSES

**Dwarf:** Add +1 hp to the idolator's idol.

**Elf:** Add +1/5 bonus revelation.

**Gnome:** Add +1 hp to the idolator's idol.

**Goblin:** Add +1/4 bonus sacrifice.

**Half-Elf:** Add +1/5 bonus revelation.

**Half-Orc:** Add +1/4 bonus sacrifice.

**Halfling:** Add a +1/4 bonus to the idolator's Bluff skill.

**Human:** Add a +1/4 bonus to the idolator's Diplomacy skill.

**Orc:** Add +1/2 on critical hit confirmation rolls for attacks made with unarmed strikes or



natural weapons (maximum bonus of +4).  
This bonus does not stack with Critical Focus.

## ARCHETYPES

The following archetypes are for the idolator hybrid class.

### Earthly Divinity (Idolator Archetype)

*Note:* This archetype utilizes a variation of the Variant Multiclassing option from *Pathfinder Unchained*. By selecting this archetype, an idolator player character becomes ineligible for the standard Variant Multiclassing option. Earthly divinities are idols with aspects more akin to the occupations of mortals than outsiders. Such idols are usually canonized heroes or demigods of legend.

#### Earthly Class

All earthly divinities gain class features from a certain class as their idolators gain levels, selected below. Once an earthly class selection is made, it cannot be changed. This replaces the idol's subtype and base evolutions.

#### Barbarian

**Rage:** At 1st level, the idol gains the rage class feature for a number of rounds per day equal to its Charisma modifier + its Hit Dice.

**Uncanny Dodge:** At 4th level, the idol gains uncanny dodge.

**Rage Power:** At 8th level, the idol gains a rage power. For the purpose of which rage powers it can select and for the purpose of the rage power's effect, its effective barbarian level equals its Hit Dice.

**Damage Reduction:** At 12th level, it gains DR 3/—.





**Greater Rage:** At 16th level, it gains greater rage.

**Mighty Rage:** At 20th level, the idol gains mighty rage.

### Bard

**Bardic Knowledge:** At 1st level, the idol gains the bardic knowledge class feature, treating its Hit Dice as its effective bard level.

**Bardic Performance:** At 4th level, the idol gains the ability to inspire courage and inspire competence as a bard, treating its Hit Dice as its character level, for a number of rounds per day equal to its Charisma modifier + its Hit Dice.

**Versatile Performance:** At 8th level, the idol gains versatile performance in one Perform skill of its choice. It can retrain all its ranks in the two associated skills for free.

**Lore Master:** At 12th level, the idol gains lore master as a 5th-level bard.

**Additional Performances:** At 16th level, the idol gains the ability to use dirge of doom and inspire greatness as a bard, treating its Hit Dice as its character level.

**Deadly Performance:** At 20th level, the idol gains deadly performance.

### Cleric

**Domain:** At 1st level, the idol selects one domain, gaining that domain's 1st-level granted power, treating its Hit Dice as its effective cleric level. This is in addition to the two other domain powers it normally gains.

**Channel:** At 4th level, the idol gains the ability to channel energy as a cleric, treating its Hit Dice as its effective cleric level -4, a number of times per day equal to its Charisma modifier +1.

**Selective Channel:** At 8th level, the idol gains Selective Channeling as a bonus feat.

**Improved Channel:** At 12th level, the idol's

ability to channel energy improves to that of its cleric level -2.

**Improved Domain:** At 16th level, it gains the additional domain power of its chosen domain, treating its Hit Dice as its effective cleric level.

**Greater Channel:** At 20th level, its channel energy ability improves to that of a cleric equal to its Hit Dice.

### Druid

**Wild Empathy:** At 1st level, the idol gains wild empathy, treating its Hit Dice as its effective druid level. It also gains Druidic as a bonus language.

**Companion:** At 4th level, the idol gains an animal companion as a druid, treating its Hit Dice as its effective druid level -2. No ability other than Improved Companion (see below) can ever increase its effective druid level for this purpose.

**Improved Companion:** At 8th level, its animal companion increases to that of a druid, treating its Hit Dice as its effective druid level.

**Wild Shape:** At 15th level, the idol gains the ability to use wild shape to turn into a Small or Medium animal twice per day for up to 1 hour per Hit Die each time.

**Greater Wild Shape:** At 16th level, its wild shape improves to include the 6th-level druid options, and it can use wild shape three times per day.

**Wild Shape (at will):** At 20th level, the idol can use wild shape at will.

### Fighter

**Bravery:** At 1st level, the idol gains the bravery class feature as a fighter, treating its Hit Die as its effective fighter level.

**Armor Improvement:** At 4th level, the idol gains a +2 bonus to its natural armor.

**Weapon Training I:** At 8th level, the idol gains



weapon training 1.

**Armor Improvement 2:** At 12th level, the idol's natural armor bonus increases by an additional +2.

**Weapon Training 2:** At 16th level, the idol gains weapon training 2.

**Weapon Mastery:** At 20th level, the idol gains weapon mastery.

### Monk

**AC Bonus:** At 1st level, the idol gains a +1 dodge bonus to AC. The idol loses this bonus when using a shield, or carrying a medium or heavy load.

**Unarmed Strike:** At 4th level, the idol gains the Improved Unarmed Strike feat and the unarmed damage of a monk, treating its Hit Dice as its effective monk level.

**Evasion:** At 8th level, the idol gains evasion.

**Ki Pool:** At 12th level, it gains the ki pool class feature of a monk, treating its Hit Dice as its effective monk level, with a number of ki points equal to 1/2 its monk level. The idol only ever gains ki pool (lawful) if it is of lawful alignment.

**Improved AC Bonus:** At 16th level, the idol's AC bonus increases to +3.

**Improved Evasion:** At 20th level, the idol gains improved evasion.

### Paladin

**Code:** At 1st level, the idol must follow the paladin's code of conduct and gains the paladin's aura of good.

**Detect Evil:** At 4rd level, the idol can detect evil as a 1st-level paladin.

**Lay on Hands:** At 8th level, it gains the ability to lay on hands a number of times per day equal to 1/2 its Hit Dice, healing as much as a paladin, treating its Hit Dice as its effective paladin level.

**Smite Evil:** At 12th level, the idol gains the ability to smite evil once per day as a paladin, treating its Hit Dice as its effective paladin level.

**Mercy:** At 16th level, the idol selects one mercy from the paladin's 3rd-level mercy list.

**Divine Bond:** At 20th level, the idol gains a divine bond to a weapon as a paladin, treating its Hit Dice as its effective paladin level.

### Ranger

**Track:** At 1st level, the idol gains the track class feature, treating its Hit Dice as its effective ranger level.

**Favored Enemy:** At 4th level, the idol gains the 1st favored enemy class feature.

**Favored Terrain:** At 8th level, it gains the 1st favored terrain class feature.

**Expert Tracker:** At 12th level, it gains the woodland stride and swift tracker class features.

**Quarry:** At 16th level, it gains the quarry class feature.

**Master Hunter:** At 20th level, the idol gains the master hunter class feature.

### Rogue

**Trapfinding:** At 1st level, the idol gains the trapfinding class feature.

**Sneak Attack:** At 4th level, the idol gains the sneak attack class feature. It can deal 1d6 points of extra damage. This extra damage increases by 1d6 for every 4 levels beyond 4th, to a maximum of 5d6 at 20th level.

**Evasion:** At 8th level, it gains evasion.

**Uncanny Dodge:** At 12th level, it gains uncanny dodge.

**Improved Uncanny Dodge:** At 16th level, the



idol gains improved uncanny dodge, treating its Hit Dice as its effective rogue level.

**Master Strike:** At 20th level, the idol gains master strike.

### Sorcerer

**Bloodline:** At 1st level, the idol must select a sorcerer bloodline. It treats its hit dice as its effective sorcerer level for all bloodline powers. The idol gains the bloodline's 1st-level bloodline power.

**Improved Bloodline Power:** At 4th level, the idol gains the bloodline's 3rd-level bloodline power.

**Blood Feat:** At 8th level, the idol gains one of its bloodline's feats.

**Greater Bloodline Power:** At 12th level, the idol gains its bloodline's 9th-level bloodline power.

**True Bloodline Power:** At 16th level, the idol gains its bloodline's 15th-level bloodline power.

**Ascended Bloodline Power:** At 20th level, the idol gains its bloodline's 20th level bloodline power.

### Wizard

**School:** At 1st level, the idol chooses a school of magic in which to specialize. For all powers of that school, the idol treats its character level as its effective wizard level.

**Familiar:** At 1st level, the idol gains a familiar, treating its Hit Dice as its effective wizard level.

**School Power:** At 4th level, the idol chooses a school of magic in which to specialize. For all powers of that school, the idol treats its Hit Dice as its effective wizard level. The idol gains the 1st-level powers of its chosen school.

**Cantrip:** At 8th level, the idol chooses a wizard cantrip from its chosen school and can cast that cantrip as a spell-like ability at will.

The idol uses its Hit Dice as the caster level and Charisma as the cantrip's key ability score.

**Discovery:** At 12th level, it gains either an arcane discovery or a wizard bonus feat, treating its Hit Dice as its effective wizard level.

**Greater School Power:** At 20th level, the idol gains the 8th-level power of its chosen school.

**Discovery:** At 20th level, it gains an additional arcane discovery or wizard bonus feat, treating its Hit Dice as its effective wizard level.

### Alchemist

**Alchemy:** At 1st level, the idol adds its Hit Dice as a competence bonus on all Craft (alchemy) checks and can use Craft (alchemy) to identify potions.

**Bombs:** At 4th level, the gains the ability to create a number of bombs per day equal to its Charisma modifier + 1/2 its hit dice. The bombs deal damage as an alchemist, treating its Hit Dice as its effective alchemist level. but since it doesn't have the alchemist's throw anything class feature, it doesn't add its Intelligence modifier to the damage.

**Mutagen:** At 8th level, the idol gains the mutagen class feature, with a duration equal to 10 minutes per Hit Die. The idol counts as an alchemist for the purposes of drinking a mutagen.

**Swift Poisoning:** At 12th level, the idol gains the poison use and swift poisoning abilities.

**Poison Immunity:** At 16th level, it becomes immune to poison.

**Grand Discovery:** At 20th level, the idol gains the grand discovery class feature.

### Cavalier

**Order and Challenge:** At 1st level, the idol chooses an order. It must follow the edicts of its order. The idol gains the ability to issue a



challenge as a cavalier, treating its Hit Dice as its cavalier level, once per day. The idol adds the appropriate order adjustment to its challenge based on the order the idol selected.

**Order Ability:** At 4th level, the idol gains the 2nd-level ability of its chosen order, treating its Hit Dice as its effective cavalier level.

**Tactician:** At 8th level, it gains the tactician class feature, treating its Hit Dice as its effective cavalier level.

**Greater Order Ability:** At 12th level, the idol gains the 8th-level ability of its chosen order, treating its Hit Dice as its effective cavalier level.

**Greater Tactician:** At 16th level, the idol gains the greater tactician class feature, treating its Hit Dice as its effective cavalier level.

**Supreme Charge:** At 20th level, whenever the idol makes a charge attack, it deals double the normal amount of damage (or triple if using a lance). In addition, if the idol confirms a critical hit on a charge attack, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the idol's base attack bonus.

### Gunslinger

**Firearm Proficiency:** At 1st level, the idol gains proficiency in all firearms.

**Gunsmith:** At 4th level, the idol gains the gunsmith class feature.

**Deed:** At 8th level, the idol gains the Amateur Gunslinger feat.

**Improved Deed:** At 12th level, it gains a 3rd-level gunslinger deed of its choice.

**Greater Deed:** At 16th level, it gains a 7th-level gunslinger deed of its choice.

**True Grit:** At 20th level, the idol gains true grit.

### Inquisitor

**Stern Gaze:** At 1st level, the idol gains the stern gaze class feature, treating its Hit Dice as its effective inquisitor level.

**Judgment:** At 4th level, once per day, the idol can use the judgment class feature as an inquisitor, treating its Hit Dice as its effective inquisitor level.

**Solo Tactics:** At 8th level, it gains the solo tactics class feature.

**Additional Judgment:** At 12th level, the idol can use the judgment class feature twice per day.

**Second Judgment:** At 16th level, the idol gains the second judgment ability.

**True Judgement:** At 20th level, the idol gains true judgement.

### Magus

**Arcane Pool:** At 1st level, the idol gains the arcane pool class feature as a magus, treating its Hit Dice as its effective magus level.

**Magus Arcana:** At 4th level, it gains one magus arcana. It treats its Hit Dice as its effective magus level when determining whether or not the idol can select an arcana.

**Spellstrike:** At 8th level, the idol gains the spellstrike class feature, but the idol can use it only with spell-like abilities.

**Improved Arcana:** At 12th level, the idol gains one additional magus arcana.

**Greater Arcana:** At 16th level, the idol gains one additional magus arcana.

**Zenith Arcana:** At 20th level, the idol gains one additional magus arcana.

### Oracle

**Mystery:** At 1st level, the idol must select a mystery. It never qualifies for the Extra Revelation feat.

**Curse:** At 1st level, the idol must select a curse.



It gains all effects of the curse, treating its effective oracle level as equal to its Hit Dice.

**Revelation:** At 4th level, the idol gains one of the following revelations from the list of those available to its mystery as an oracle, treating its effective oracle level as equal to its Hit Dice. The idol must have an effective oracle level high enough to select the revelation.

*Battle:* Battlecry, battlefield clarity, combat healer, iron skin, resiliency, skill at arms, surprising charge, war sight.

*Bones:* Armor of bones, bleeding wounds, death's touch, near death, raise the dead, resist life, soul siphon, spirit walk, undead servitude, voice of the grave.

*Flame:* Burning magic, fire breath, form of flame, gaze of flames, heat aura, molten skin, touch of flame, wings of fire.

*Heavens:* Coat of many stars, dweller in darkness, guiding star, interstellar void, lure of the heavens, mantle of moonlight, spray of shooting stars, star chart.

*Life:* Channel, delay affliction, energy body, enhanced cures, healing hands, life link, lifesense, safe curing, spirit boost.

*Lore:* Arcane archivist, automatic writing, brain drain, mental acuity, spontaneous symbology, think on it, whirlwind lesson.

*Nature:* Erosion touch, life leach, natural divination, speak with animals, spirit of nature, transcendental bond, undo artifice.

*Stone:* Acid skin, clobbering strike, crystal sight, earth glide, mighty pebble, rock

throwing, shard explosion, steelbreaker skin, touch of acid.

*Waves:* Blizzard, fluid nature, fluid travel, freezing spells, ice armor, icy skin, punitive transformation, water form, water sight, wintry touch.

*Wind:* Air barrier, gaseous form, invisibility, lightning breath, spark skin, thunderburst, touch of electricity, vortex spells, wind sight, wings of air.

**Orison:** At 8th level, the idol chooses an oracle orison to cast as a spell-like ability at will. The idol uses its Hit Dice as the caster level and Charisma as the orison's key ability score.

**Curse Focus:** At 12th level, the idol gains one additional revelation.

**Improved Revelation:** At 16th level, the idol gains one additional revelation.

**Final Revelation:** At 20th level, the idol gains the final revelation from its mystery.



### Witch

**Witch's Familiar:** At 1st level, the idol gains a familiar, treating its Hit Dice as its effective witch level.

**Hex:** At 4th level, the idol gains a hex of its choice as a 1st-level witch. If it chooses the slumber hex, it can affect only creatures with Hit Dice less than or equal to its Hit Dice. The idol never qualifies for the Extra Hex feat.

**Cantrip:** At 8th level, the idol chooses a witch cantrip and can cast that cantrip as a spell-like ability at will. It uses its Hit Dice as the caster level and Charisma as the cantrip's key ability score.

**Improved Hex:** At 12th level, the idol gains a second hex as a 1st-level witch, and its first hex advances as if the idol were an 8th-level



witch.

**Major Hex:** At 16th level, the idol gains a major hex as a 10th-level witch. It cannot gain the ice tomb hex.

**Final Hex:** At 16th level, the idol gains an additional major hex as a 10th-level witch. It still cannot gain the ice tomb hex.

## Revelator (Idolator Archetype)

The revelator sees the truth of the world and is tasked with revealing the mysteries of his faith to others—whether they wish to hear these grim truths or not. The revelator entrusts deep, often forbidden truths to a chosen few individuals. He must use whatever means necessary to teach the faithful to see his god's divine wisdom, even should it strike them blind.

**Unveil the Truth (Sp):** At 1<sup>st</sup> level, the revelator can use *augury* as a spell-like ability once per day. In addition, once per day he can use each of the following as a spell-like ability: at 6<sup>th</sup> level, he can use *clairvoyance/clairaudience*; at 9<sup>th</sup> level; he can use *true seeing* (only he can use this; he cannot grant it to another recipient); and at 11<sup>th</sup> level he can use *legend lore*. These spell-like abilities use his revelator level as the caster level. He does not require material components for any of these spells. These abilities replace the revelations at 6<sup>th</sup> and 9<sup>th</sup> level, and the sacrifice at 11<sup>th</sup> level.

**Impart Revelation (Su):** Starting at 4<sup>th</sup> level, the revelator can share the benefits of one of his revelations with one willing ally for the next 24 hours. This requires a special 1-minute ritual, during which time he must remain adjacent to the recipient. The recipient must meet any level requirements required to use the chosen revelation. The revelator loses access to this revelation as long as the recipient possesses it. The revelator can end the gift as a standard action, regardless of the distance separating the two of them. He can only use this power

once every 24 hours. This replaces the bonus feat gained at 4<sup>th</sup> level.

## Wordgiver (Idolator Archetype)

It is the wordgiver's duty to deliver the divine utterings of his god to the people. He carries his deity's words at all times; they are his burden to bear. These words serve to enlighten, but they also serve as the wordgiver's shield and sword in times of need.

**All Will Be Revealed (Ex):** The wordgiver does not gain the mystery or revelation class features. The oracle is not considered a parent class for this idolator archetype.

### Tablet

The wordgiver carries a clay or stone tablet, on which are inscribed the sacred words of his deity. These words can be anything from mystical symbols to practical wisdom to divine laws or cryptic prophesies. Once per day, the wordgiver can use this table tablet to cast any one spell from the Cleric/Oracle spell list. When casting this spell, the wordgiver treats his idolator level as his caster level and uses his favored ability as his spellcasting ability. This spell is treated like any other spell cast by a cleric, including casting time, duration, and other effects dependent on a cleric's level. The spell's level must be ½ his class level or lower (minimum 1<sup>st</sup> level). He can cast an additional spell per day in this manner at 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> level.

If the tablet is damaged, it is restored to full hit points the next time he completes 8 hours of rest. If the tablet is lost or destroyed, he can replace it after 1 week in a special ritual that costs 200 gp per wordgiver level. This ritual takes 8 hours to complete.

He can hurl the tablet as a thrown weapon with a range increment of 10 feet. A successful hit destroys the tablet and deals 1d6 points of energy damage per wordgiver level. He chooses the energy type when he makes the attack roll.



This energy must be related to one of the deity's domains.

### **Congregation**

At 7th level, the wordgiver gains Leadership as a bonus feat. In addition, the wordgiver gains one divine trait of his choice, as do his cohort and followers. If the GM does not allow the Leadership feat, this feature can be ignored.

This replaces the bonus feat gained at 7th level.

## **VARIANT RULE: MORAL AMBIGUITY**

The following section deals with alignment and adding moral ambiguity to the game.

In worlds of intense conflict and with numerous points of view on what is right and wrong, correct and incorrect, it can be difficult to walk the path of a specific alignment, especially when the lines of such a path are narrow and blurred. What is good for one can be evil for another. What is law for the hungry can be chaos for the hunted.

While good, evil, law, and chaos manifest as real forces in a game setting (and not just abstract concepts), it stands to reason these forces can be seen as tools and/or weapons of power. Why should such powers be mutually exclusive?

According to the standard rules, a cleric or deity can possess two element-based domains such as Fire and Water. How can this be if most creatures with the water and fire subtypes are natural enemies, just as angels are to demons? Why then can't a cleric or even a deity possess both Good and Evil as domains? Law and Chaos? Why not allow a good cleric to cast evil spells if a cleric with the Earth domain is allowed to cast spells with the air descriptor? If elemental forces are allowed to mix and match, why not moralistic forces?

What real-world popular deity, mythological or otherwise, has not committed bold, even

brutal acts that are morally ambiguous? Zeus chained Prometheus to a mountain; was that justice or spite? There are no guarantees that what is considered "good" in one era will still be considered good after a millennium of social reform and cultural change.

Figuring out such questions of morality might take a while. In the meantime, it seems fair to revoke the alignment restrictions on divine spellcasters regarding the spells on their spell lists. Let a good cleric prepare an evil spell without consequence. Whomever they plan to cast it on probably has it coming! Let a lawful oracle cast a chaotic spell if it means upsetting a law they disagree with. Let a paladin use an antipaladin spell for a special instance of poetic justice.

Unrestricted access to alignment-based spells not only levels the playing ground between some divine and arcane spellcasting classes, it also allows a divine spellcaster to have more depth in the roleplaying aspect of the game and the story itself.

In the real world, good, evil, law, and chaos may seem easy to define and identify. We've had many thousands of years to develop these concepts, after all. Yet, in a fantasy world that is still young in technological and moralistic development, could we afford a little more moral ambiguity on what it means to be good, evil, lawful, or chaotic? Would it not be more stimulating to have characters debate these concepts, rather than players and GMs?

## **MAGIC ITEMS**

The first idolators stumbled their way through the process of creating their idols, learning as they undertook pilgrimages and quests. They likewise struggled to establish their own faith, often through a clumsy process of syncretism. As they traveled this arduous path, they needed every advantage they could scrounge. They faced the wrath of unbelievers, fanatical followers of the dead faiths, and a host of supernatural enemies that did not wish to see idolatry succeed. To aid them in their quest to create a new religion, idolators crafted a



number of unusual magic items. Although many such items have since been destroyed or lost, a few remain, awaiting discovery in buried temples and accursed tombs. A few such items are described here.

#### Chime of Divine Summons

**Aura** faint conjuration; **CL** 5th

**Slot** —; **Price** 6,000 gp; **Weight** 3 lbs.

##### DESCRIPTION

*A trio of hollow bone or wood tubes hang from a haphazard mesh of twigs and twine. A series of sigils and ancient holy symbols are etched along the surface of each chime.*

Once per day when the idolator rings these chimes, he summons his idol as a standard action. Ten minutes after he strikes the chimes, his idol appears adjacent to him in statue form. This summons works regardless of distance, even if the idolator is on a different plane from his idol. The chimes do not work if the idol has been slain or destroyed.

##### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item; *summon totem creature*; **Cost** 12,000 gp.

#### Divine Clay of Mending

**Aura** faint transmutation; **CL** 1st

**Slot** —; **Price** 625 gp; **Weight** 2 lb.

##### DESCRIPTION

*This appears as several handfuls of wet clay redolent with the scent of exotic spices, all contained in a canvas pouch.*

When spread on an idol as a standard action, each handful of this wet clay repairs 1d4 points of damage. Multiple applications can be applied as part of the same action. The clay works whether the idol exists in statue or animate form. A pouch of divine clay includes 50 applications.

##### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item; *mending*; **Cost** 1,250 gp.

#### Eyes of the Idol

**Aura** faint divination; **CL** 5th

**Slot** eye; **Price** 5,400 gp; **Weight** —

##### DESCRIPTION

*This pair of opaque crystals have been cut and polished to serve as thick lenses.*

These ornate crystals attach to the idol's eyes. Upon speaking the command word, the idolator sees whatever his idol sees, regardless of the distance separating them, similar to the *clairvoyance* spell. The idolator must be on the same plane as the idol. This ability lasts up to 3 minutes and can be used once per day.

##### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item;  
*clairaudience/clairvoyance*; **Cost** 2,700 gp.

#### Rotulus of Command

**Aura** faint enchantment; **CL** 1st

**Slot** head; **Price** 24,000 gp; **Weight** —

##### DESCRIPTION

*A strip of parchment, scribbled with holy sigils, has been wrapped around a wooden spool.*

The idolator can write up to three brief commands for his idol, placing them on the rotulus. Each command requires a precise trigger as to when it is invoked, followed by a brief, one-sentence commandment describing how the idol should react. The idolator then places the rotulus in the idol's mouth where it remains until he removes it. He can remove the spool from the idol, scratch out previous commands, and write new ones on the paper strip. Doing so requires one full minute to complete, after which it takes a standard action to return the rotulus to the idol's mouth.

When one of its commandments triggers, the idol follows the instructions for that commandment to the best of its abilities. For example, the idolator creates a trigger: "when your master falls, return to his side and protect him from enemies." When the idol perceives its master has fallen, it spends its next turn moving adjacent to him, after which it attacks any enemy that approaches until the master regains his feet. The GM has final say as to whether the idol can perceive and react to the trigger and fulfill its commands or not. Should the instructions prove vague or beyond the idol's ability to obey at that moment, it continues performing its last instructions. The



idol cannot, for example, discern the difference if its master is unconscious, sleeping, or merely playing dead. Likewise, the instructions cannot have more than one or two steps involved, else they become too complicated and the idol simply ignores the entire commandment.

The rotulus allows the idol to continue functioning, even if its master falls unconscious or dead, but only with regards to the triggers and responses inscribed on its rotulus. Otherwise, the idol reverts to statue form until it is animated once more by the idolator.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item; *command*; **Cost** 12,000 gp.

## EXAMPLE IDOLATOR

An ancient god, long thought dead, spoke to Macharias and commanded him to sculpt an idol. Despite his skepticism, Macharias obeyed the voice and thus infused a spark of this god's divine spirit into the statue. Since that fateful day, Macharias has traveled in search of lost libraries, forgotten knowledge, and hidden secrets that must be unearthed—all in pursuit of his god's great (and yet unspoken) plan.

### MACHARIAS FAITHSWORN

CR 4

XP 1,200

Male Idolator level 5 (Mystery of Lore)

NG Medium humanoid (human)

**Init** +1; **Senses** Perception +1

### DEFENSE

**AC** 15, **Touch** 13, **flat-footed** 12 (+3 Cha, leather armor)

**hp** 31 (5d8+5)

**Fort** +1, **Ref** +5, **Will** +6

### OFFENSE

**Speed** 30 ft.

**Melee** mwk mace, heavy +4 (1d8)

**Sacrifices** Sacrificial Magic, Sacrificial Magic I, Sacrificial Magic II, Sacrificial Magic III

**Spell-Like Abilities** (CL 5<sup>th</sup>; concentration +9)

3<sup>rd</sup> (1/day): *bestow curse* (DC 17)

2<sup>nd</sup> (1/day): *cure moderate wounds*

1<sup>st</sup> (2/day): *summon monster I*

0 (at-will)—*detect magic, light, mending*

**Mystery Lore**

**Revelations** brain drain (DC 16, 5d4 damage), sidestep secret

### STATISTICS

**Str** 11, **Dex** 13, **Con** 8, **Int** 16, **Wis** 13, **Cha** 16

**Base Attack** +3; **CMB** +3; **CMD** 14

**Feats** Armor Proficiency Light, Combat Casting, Extra Cantrips, Extra Sacrifice (sacrificial magic III), Simple Weapon Proficiency, Skill Focus (Knowledge [planes]), Skill Focus (Knowledge [religion]), Toughness

**Skills** Diplomacy +11, Heal +9, Knowledge (arcana) +10, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +9, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (religion) +14, Knowledge (planes) +12, Linguistics +11, Sense Motive +6, Spellcraft +11

**Languages** Common, Abyssal, Aklo, Celestial, Draconic, Elven, Infernal, Necril, Undercommon

**Combat Gear** potion of *cure serious wounds*, tanglefoot bag; **Other Gear** leather armor, masterwork mace, *cloak of resistance* +1, silver holy symbol

### SPECIAL ABILITIES

**Favored Ability, Intelligence (Ex):** Macharias gains a +2 luck bonus to all Intelligence ability checks. He can select two additional Intelligence-based skills as class skills. He gains Skill Focus in two Intelligence-based skills of his choice as bonus feats. His Intelligence score counts as 18 for the purpose of determining skill points per level, for qualifying for feats, concentration checks, and for determining the saving throw DC of his revelations.

## EXAMPLE IDOL

As commanded, Macharias sculpted the statue of his idol in the form of a cat. Later, a vision came to him from his god, telling him to name the idol as Thoval, Guardian of Knowledge and Protector of Secrets.

### THOVAL, GUARDIAN OF KNOWLEDGE, 5<sup>TH</sup> LEVEL IDOL

NG Medium quadruped idol (agathion, good)

**Init** +3; **Senses** darkvision 60 ft.; Perception +5



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### DEFENSE

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**AC** 19, touch 13, flat-footed 15 (+3 Dex, +4 armor, +2 natural)

**hp** 34 (4d10+8)

**Fort** +5, **Ref** +7, **Will** +1

**Resist** cold 10, electricity 10, sonic 10

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### OFFENSE

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**Speed** 40 ft.

**Melee** bite +6 (1d6 + 4)

**Space** 5 ft.; **Reach** 5 ft.

**Domain Granted Powers:** Holy Lance, Lore Keeper, Remote Viewing, Touch of Good

**Domain Spell-Like Abilities** (CL 5th; concentration +8)

4/day—*detect thoughts*

3/day—*align weapon (good only)*

3/day—*comprehend languages*

3/day—*protection from evil*

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**Domains** Good, Knowledge

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### STATISTICS

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**Str** 16, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 17

**Base Atk** +3; **CMB** +6; **CMD** 19

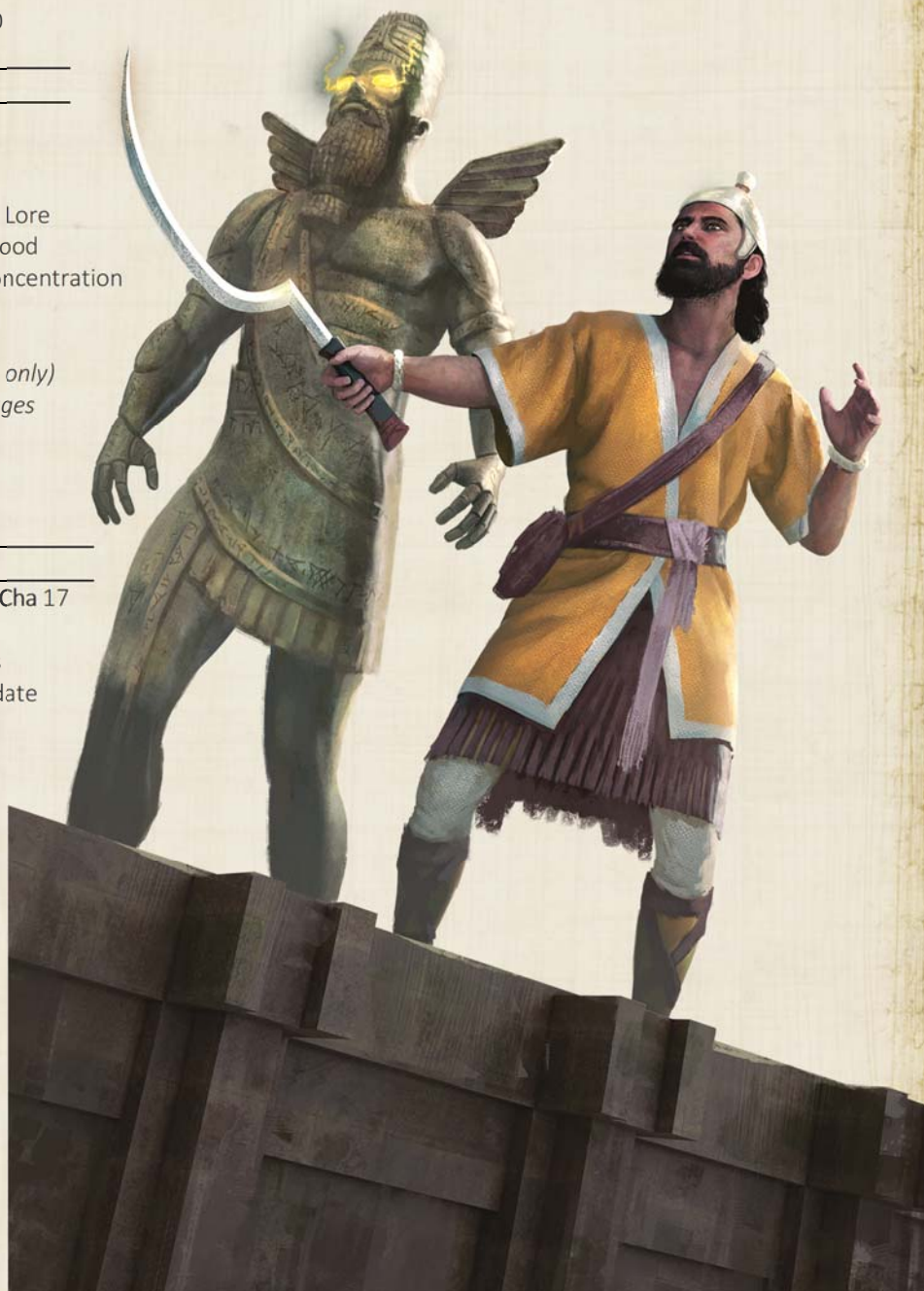
**Feats** Skill Focus (Stealth), Toughness

**Skills** Knowledge (religion) +5, Intimidate

+7, Perception +5, Sense Motive +6,

Stealth +12

**SQ** Link, +4 bonus on saves vs. poison and petrification







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