

# Echelon

Divine Talents

<http://www.echelond20.org/>

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## 1 Introduction

Be aware that “balance” is a nebulous thing. I aim for “balance of awesome. You can’t pick between two talents because they’re both so awesome?”

*That* is the balance I aim for.

I want any *obvious* talent choices to be driven by how the talent fits the character, not by perceived power. I want players to go “ooh, I want to be able to do *that!*”, not “hmm, this gives me a little better Armor Class and doesn’t cost me much...”.

## 2 Agents of Faith: Crusaders of the Gods

*Agents of Faith: Crusaders of the Gods* from Living Imagination Inc. provides a set of six feats for each domain described in the book. They are made available for characters of any class, but may be taken only with the feat slots gained every third character level. It is possible for a character to take five from a single domain, or from mixed domains, or of course none at all.

The sixth feat is the 'Ascended' feat and is granted to only a single character. Normally it might be the highest-level character following that god, or a lower-level character might be chosen. Looking them over, I think I would prefer to treat them either as fiat events or make them part of a capstone or something. They might be suitable as Epic tier abilities, but I have not decided to do that. I have included them in this document primarily for completeness.

The book describes how the DM may allow free choice of feats from your god's domains, or might build a mandated path, such that if you do want the divine feats you must take the ones identified for your god.

I expect to be simpler here. Normally the feats are available every three levels (3, 6, 9, 12, 15); this is close enough to (1, 5, 9, 13, 17) that I'm not going to worry about it for now. I don't doubt these will need adjustment later, but for now each domain talent shown below includes all non-Ascended domain feats identified in *Agents of Faith: Crusaders of the Gods* for that domain.

I am considering having the domain talents also give knowledge of the domain spells for those tiers (Expert levels 1 and 2, Heroic levels 3 and 4, etc.). This will obviously be helpful to spell casters, but it can also be useful to non-casters if it lets them use spell trigger and spell completion items related to their domains.

## 2.1 Air Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Wind Shield
<b>Heroic</b>	Air Strike
<b>Master</b>	Squelch Fire
<b>Champion</b>	Air Form
<b>Legendary</b>	Flight
<b>Ascension</b>	Create Air Elementals

### 2.1.1 Wind Shield

All missile attacks against you automatically suffer a 20% miss chance. This miss chance is not re-rolled for Blind Fighting, as this is not concealment.

### 2.1.2 Air Strike

You may make an extra melee attack every round, which delivers 1d6 points of damage +1 per character level. The extra attack is made at a your base attack bonus with –6 penalty, with no ability modifiers.

### 2.1.3 Squelch Fire

Once per day you can remove all of the air from around your body for a fraction of a second, creating a pocket in which fire cannot burn. This immediately negates any damage from a single fire-based attack. This negates the damage done to you, but does not help anyone else caught in the area of effect. This is a supernatural ability.

### 2.1.4 Air Form

Once per day you may cast a *gaseous form* upon yourself as spell-like ability.

### 2.1.5 Flight

You immediately gain the ability to fly at a rate equal to your movement rate, with perfect maneuverability. This is a supernatural ability.

### 2.1.6 Create Air Elementals

When you invoke this power you may turn one initiate into an air elemental for every twenty levels of initiates present (not including you). They are

transformed into Greater Air Elementals, with all powers and abilities, and, although they retain their own mind, they cannot use any of their own powers or abilities while in elemental form. Elementals created in this way will have at least 5 hp per HD. If they should be killed then their Elemental form is dispelled and they will return to themselves as they were before the transformation.



## 2.2 Animal Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Animal Friend
<b>Heroic</b>	Scenting
<b>Master</b>	Dire
<b>Champion</b>	Animal Immunity
<b>Legendary</b>	Perfect Specimen
<b>Ascension</b>	Call of the Wild

### 2.2.1 Animal Friend

Animals react better to your attempts to befriend them. This feat confers a +4 divine bonus to all Animal Empathy and Handle Animal checks.

### 2.2.2 Scenting

You immediately gain the Scent feat. In addition, your keen sense of smell confers a +4 divine bonus to all Sense Motive skill checks.

### 2.2.3 Dire

Upon invoking this feat, you immediately become a dire version of yourself. While in your dire form, you gain a +6 divine bonus to your Strength and Constitution scores, and gain a bite attack that does 1d8 points of damage (1d6 if Small sized) plus 1.5 times your Strength bonus. While in your dire form you can still speak, but your words are guttural and growling, making spellcasting impossible. Your new, honed senses confer a +4 divine bonus to all Search, Spot, and Listen skill checks. You may invoke this power once per day, and it lasts one hour.

This is a supernatural ability.

### 2.2.4 Animal Immunity

You may use this feat to make yourself immune to all attacks from all animals for 10 minutes per character level. Regardless of the animal's special attacks, size or extraordinary abilities, you are simply unaffected. This feat only helps against animals, not magical beasts, vermin, or other creature types.

This is an extraordinary ability.

### 2.2.5 Perfect Specimen

Once per day, you can become the perfect specimen of an animal of your choosing, no more than one size difference larger or smaller than yourself. Your attributes all remain the same with the following modifications:

- Your Strength, Dexterity and Constitution become 18, or remain the same if any of those scores are 19 or higher.
- Your new hit point total is 10 plus your Constitution modifier per character level, and any damage previously suffered is healed.
- You gain a +4 divine bonus to all of your attack rolls, damage rolls, saving throws, and initiative. In addition, you gain a +6 divine bonus to AC and all skill checks.
- You attack as per the type of attack of the animal (i.e. bite, claw, extraordinary abilities), however, your attacks are as if you are striking with a +5 weapon (for the purpose of getting through DR).
- You cannot cast any spells.

Turning into this animal form takes 1 full round, and returning to your natural form also takes 1 full round. Changing shape under any circumstances provokes attacks of opportunity. If you are reduced to 0 or less hit points, you resume your normal form. The duration of this feat is 1 minute per character level, and you can choose to end the feat at any time during the duration. This is a supernatural ability.

### 2.2.6 Call of the Wild

You may change any initiate of the same god within the sound of your voice into an animal of their choosing. The animal may not be more than one size category larger or smaller than their natural form. This new form lasts for 1 hour per initiate that was transformed. This feat functions in all other ways like the Wild Shape class feature. Initiates may revert to their natural form at any time, but this ends the duration of the power.

Invoking this feat is a supernatural ability that provokes an attack of opportunity.

## 2.3 Blood Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Blood Pump
<b>Heroic</b>	Control Blood Flow
<b>Master</b>	Spit Blood
<b>Champion</b>	Bloodletting
<b>Legendary</b>	Blood Rush
<b>Ascension</b>	Awash in Blood

### 2.3.1 Blood Pump

You can cause the blood in your body to flow more rapidly, causing a temporary +2 divine bonus to your Strength score. This increase lasts for 1 minute per character level.

### 2.3.2 Control Blood Flow

When you reach negative hit points, you will automatically stop bleeding and stabilize. In addition, you can automatically negate the effects of a wounding weapon.

### 2.3.3 Spit Blood

You gain the extraordinary ability to spit a mouthful of caustic blood at one opponent. The attack is considered a ranged touch attack with a range increment of 5 feet. A successful hit causes 1d6 acid damage per 2 character levels plus blinds them for 1d4 rounds. Your target may make a Reflex save (DC 10 + character level) for half damage and to avoid being blinded. This attack is a standard action that does not provoke an attack of opportunity.

### 2.3.4 Bloodletting

Any time you deal a critical hit with a slashing or piercing weapon, your strike causes massive bleeding. In addition to the normal critical hit damage, your target will suffer 5 hit points of damage per round due to blood loss. The flow of blood can be stopped with a successful Heal skill check (DC 25), or a healing spell will stop the bleeding.

### **2.3.5 Blood Rush**

You can cause the blood in your body to flow very rapidly, giving you a massive surge of energy and power. While using this feat, you gain a +4 divine bonus to your Strength, Dexterity and Constitution scores, become completely immune to poison and disease, gain a +4 natural armor bonus to AC, and gain a 10 ft. increase in base movement rate. In addition, you may make an extra attack per round at your highest attack bonus if making a full-attack action. This rush lasts for 1 round per character level, and you may invoke this feat twice per day.

### **2.3.6 Awash in Blood**

You can place a drop of your blood on anyone initiated to your god and grant them supernatural protection. You must invest one of your hit points into a blood drop, which you then place on the forehead of an initiate. For as long as your blood remains on their forehead, your permanent hit point total is reduced by one, but the initiate gains DR 10/+1, a +4 divine bonus to all saving throws and SR 25. Your blood becomes dormant after 1 day per your character level. You may do this as often as you wish, as long as you have the hit points to invest. You cannot reclaim the hit points back before the duration of the feat is over, and you cannot confer these protections upon yourself.

## 2.4 Chaos Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	The Slip
<b>Heroic</b>	Aura of Chaos
<b>Master</b>	Strike to Confuse
<b>Champion</b>	Free Spirit
<b>Legendary</b>	Chaotic Might
<b>Ascension</b>	Above the Law

### 2.4.1 The Slip

You gain a +1 divine bonus to all Bluff, Escape Artist, Hide and Move Silently skill checks. This bonus increases by +1 every three character levels (+2 at 6th, +3 at 9th, etc.).

### 2.4.2 Aura of Chaos

All lawful characters and creatures suffer a –2 profane penalty to all attack rolls and damage rolls when attacking you. In addition, you gain spell resistance 5 + 1 per character level against spells cast by lawfully aligned casters.

### 2.4.3 Strike to Confuse

Three times per day, you may cause one of your attacks to cast a *confusion* spell upon your target in addition to causing regular damage. Your target is permitted a Will save (DC 15 + the damage caused by the attack) to resist the effects, but spell resistance does not apply. This is a supernatural ability.

### 2.4.4 Free Spirit

You are immune to all magical effects that would normally impede your movement, such as hold person. This feat does nothing against physical restraints or obstacles, nor does it help against spells that actually create something that affects movement. For example, this feat makes you immune to *slow* and *dimensional anchor*, but not *web* or *entangle*. This feat also does nothing for getting through magical barriers, such as a *wall of force*, or effects that cause you to stop moving as a side-effect, such as *flesh to stone* or *slay living*.

### **2.4.5 Chaotic Might**

After a successful hit, or successfully casting a damaging spell at a target, you may infuse the weapon or spell with the power of chaos. You may cause an extra 1 hit point of damage by taking 1 point of damage yourself. You must declare this bonus damage before making your damage roll. You may only cause bonus damage equal to your character level in one round. This bonus damage is doubled against lawfully aligned creatures.

### **2.4.6 Above the Law**

Upon invoking this feat, you grant all of the initiates of your god within the sound of your voice complete immunity to the spells and spell-like abilities of all lawfully-aligned creatures. In addition, the affected initiates also gain DR 6/- against the attacks of lawfully-aligned creatures. These benefits last 10 minutes, plus 10 minutes per initiate you bolster. It is important to note that you do not gain the benefits of this feat; you can only bolster your faithful. Invoking this feat is a full-round action that provokes an attack of opportunity.

## 2.5 Corrosion Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Corrosive Resistance
<b>Heroic</b>	Corrupt Water
<b>Master</b>	Rusting Touch
<b>Champion</b>	Corrosive Affinity
<b>Legendary</b>	Acid Breath
<b>Ascension</b>	Corrosive Horde

### 2.5.1 Corrosive Resistance

You and everything on you gains Acid Resistance 10.

### 2.5.2 Corrupt Water

Once per day you can make up to 10 cubic feet of water still, foul and unable to support animal life. While it is not poisonous, it provides no sustenance. Potions and alchemical mixtures that contain water (such as tanglefoot bags, but not alchemist's fire or thunderstones) become inert and unusable. To corrupt the liquid you must be able to touch it, or the container that holds it. This is a standard action that does not provoke an attack of opportunity. This feat is a supernatural ability.

### 2.5.3 Rusting Touch

You gain a rust monster like ability to destroy items with a touch. If you make a successful touch attack with your hand you cause the target metal to corrode, falling to pieces and becoming useless immediately. The size of the object is immaterial; a full suit of armor rusts away as quickly as a sword. Magic armor and weapons, and other enchanted items made of metal, must succeed at a Reflex save (DC 10 + character level) or be dissolved. This supernatural ability requires a standard action, and unless you have the Improved Unarmed Combat feat, provokes an attack of opportunity. This ability can be used no more than once/10 rounds. Against creatures made of iron this ability deals 10d6 damage with no save and no spell resistance.

#### **2.5.4 Corrosive Affinity**

You and everything on you gains complete immunity to acid and corrosion-type effects, like rust.

#### **2.5.5 Acid Breath**

You are able to breathe an acid stream similar to a black dragon. The acid stream created is 40 ft. long, 5 ft. wide, and does 1d4 points of damage per character level. Those caught in the stream may make a Reflex save (DC 10 + character level) for half damage. You may use this feat once per day for every four character levels (4 times at 16<sup>th</sup>, 5 times at 20<sup>th</sup>, etc.), but never more often than once every three rounds. Using this attack is a supernatural ability, and requires a standard action that does not provoke an attack of opportunity.

#### **2.5.6 Corrosive Horde**

You and any initiates of the same god within the sound of your voice are coated in a thin, green, oily sheen. Any metal weapons that strike any of you immediately rust away to nothing. Characters attacking with magic weapons may make a Reflex save (DC 10 + your character level) to pull the weapon back in time. Creatures attacking with natural weapons are unaffected, unless the creature has rust vulnerability, in which case they take 10d6 points of damage with no save or resistance. Invoking this power requires a full-round action that provokes an attack of opportunity. This is a supernatural ability, and is usable once per day.



## 2.6 Death Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Drop Dead
<b>Heroic</b>	Death Spoils
<b>Master</b>	Mantle of Death
<b>Champion</b>	Death Strike
<b>Legendary</b>	Verge of Death
<b>Ascension</b>	Blessing of Death

### 2.6.1 Drop Dead

Immediately following any successful attack upon you, as a free action you may drop and pretend you are dead with the same effect as a *feign death* spell. This does not provoke an attack of opportunity and is not detected by the *deathwatch* spell

### 2.6.2 Death Spoils

For one hour per day you can call upon the power of death to grant you two temporary hit points for each enemy you kill. The hit points gained throughout that hour also end, along with the ability, at the end of the hour.

### 2.6.3 Mantle of Death

At any time you can change your appearance to resemble an undead being of your choice with your basic features. You will detect as undead but cannot be turned or rebuked. This is a supernatural ability. Mindless undead will not attack you, considering you one of their own. Intelligent undead creatures will only attack you if they somehow discern the truth.

### 2.6.4 Death Strike

If within an action of yours an enemy falls unconscious within your reach, you may take a free action that does not provoke an attack of opportunity to Coup de Grace that enemy. You must have a weapon ready and be within attack range with that weapon.

### **2.6.5 Verge of Death**

You will not fall unconscious until you reach -10 hp where you fall dead. Between 10 and -10 hp you will gain a +4 to all attack rolls, saving throws, damage rolls, caster level checks and skill checks. You are not staggered, and do not take additional damage from bleeding. This is an extraordinary ability.

### **2.6.6 Blessing of Death**

All of the initiates of your god within the sound of your voice gain an energy drain special attack for one hour, and are able to use this ability through any melee attack. Any successful attack also delivers 2 negative levels to the target. Every negative level an initiate bestows heals the initiate 5 hit points. To avoid level loss after 24 hours, targets must make a Fortitude save (DC your character level + your Wisdom modifier).

## 2.7 Destruction Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Destroy Item
<b>Heroic</b>	Demoralize
<b>Master</b>	Aura of Entropy
<b>Champion</b>	Weapon of Destruction
<b>Legendary</b>	Destroy Protections
<b>Ascension</b>	Mass Destroy Protections

### 2.7.1 Destroy Item

You may take a full-round action to destroy an item that you are holding. The item may not contain any moving parts (such as a lock), or weigh more than 25 pounds. The item also may not be a part of a larger object or structure. The object is affected as though it had been hit with a *disintegrate* spell. Only magical items are allowed saving throws, and those that succeed take no ill effects. You are free to keep trying this feat on an item round after round. This feat has no effect on artifacts.

### 2.7.2 Demoralize

When in battle your presence cancels out any and all morale bonuses for enemies that are within 30 ft. of you.

### 2.7.3 Aura of Entropy

You provide a +8 profane bonus to all damage rolls for yourself and all allies within 10 feet that are attacking an inanimate object. This includes using the Sunder feat. If you or your allies are also using the Weapon of Destruction feat, all of your enemy's weapons, shields and armor within the aura get a -4 profane penalty to their saving throws.

### 2.7.4 Weapon of Destruction

When you use this feat, for the next ten minutes you may make an attack against an opponent's weapon, shield or armor instead of your normal attacks. If you successfully strike the object (you must make a melee touch attack against armor, otherwise use the Striking an Object rules), it immediately shatters. Normal items do not get a saving throw. Magical items get their

normal saving throw, and artifacts are not affected by this feat. Sunder attacks used in conjunction with this feat do not provoke attacks of opportunity. This is a supernatural ability.

### **2.7.5 Destroy Protections**

Five times per day your attack carries with it a *greater dispelling* as if you were a 15<sup>th</sup> level caster in addition to normal damage.

### **2.7.6 Mass Destroy Protections**

For ten minutes, once per day all initiates of your god within the sound of your voice gain the Destroy Protections feat.

## 2.8 Earth Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Earth Mastery
<b>Heroic</b>	Fists of Stone
<b>Master</b>	Mother's Embrace
<b>Champion</b>	Tremorsense
<b>Legendary</b>	Harden Bones
<b>Ascension</b>	Create Earth Elementals

### 2.8.1 Earth Mastery

You gain, as an extraordinary ability, a +1 attack and damage bonus when both you and your foe touch the ground, as an earth elemental. You do not share the earth elemental's penalties against opponents who are airborne or waterborne.

### 2.8.2 Fists of Stone

Your unarmed attacks deal 1d6 points of lethal damage (or 1d4 if you are Small), and you are considered "armed" when making unarmed attacks. If you are a monk, your unarmed attacks instead gain a +2 divine bonus to all damage rolls.

### 2.8.3 Mother's Embrace

You take no falling damage when you fall on dirt, sand, or stone.

### 2.8.4 Tremorsense

You automatically sense the location of anything within 60 feet that is in contact with the ground. This is an extraordinary ability.

### 2.8.5 Harden Bones

You gain DR of 3/- against all attacks.

### 2.8.6 Create Earth Elementals

When you invoke this power you may turn one initiate into an earth elemental for every twenty levels of initiates present (not including you). They are transformed into Greater Earth Elementals, with all powers and abilities, and, although they retain their own mind, they cannot use any of their own powers or abilities while in elemental form. Elementals created in this way will have at

least 5 hp per HD. If they should be killed then their Elemental form is dispelled and they will return to themselves as they were before the transformation.

## 2.9 Electromagnetism Domain

Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Internal Compass
<b>Heroic</b>	Glowing Emission
<b>Master</b>	Mind Over Metal
<b>Champion</b>	Magnetic Storm
<b>Legendary</b>	Light Control
<b>Ascension</b>	Lightning Dance

### 2.9.1 Internal Compass

You are innately aware of the environment's magnetic field, and at will you can determine the direction of magnetic north (or other direction as appropriate to the specific campaign setting).

### 2.9.2 Glowing Emission

At will, you can cause any object you touch to emit a soft phosphorescent glow in varying colors. The intensity of the glow is enough to provide a human with 10 ft. vision in otherwise total darkness. For a creature with low-light vision, the range is double that. The duration of the glow is directly proportional to the amount of time the object has spent in the sunlight within the last ten days. For every hour exposed to sunlight within the last ten days, the glow lasts five minutes.

### 2.9.3 Mind Over Metal

At will, you can move ferromagnetic objects – i.e. largely those that are made of metal that contains iron. Your ability is limited to 25 lbs. in weight and to medium range (100 ft. + 10 ft./level).

### 2.9.4 Magnetic Storm

Once per day you can create a magnetic storm at short range (25 ft. + 5 ft./level), with a 50 ft. diameter area of effect. The storm is not visible, unless loose particles of metal are available, in which case they will swirl around in a chaotic cloud. All creatures within this storm who are wearing ferromagnetic armor receive a –4 divine penalty to their armor class. All creatures within this storm who are using ferromagnetic weapons receive a –4 divine penalty to their

at-tack roll. By concentrating, you can move the center of the storm at a rate of 30 ft. per round, or can dissipate it. Otherwise it lasts for a duration of ten minutes.

### **2.9.5 Light Control**

At will, you can change the intensity or color of any and all light sources within your sight, up to a maximum range of 500 ft. You can completely darken a light source, or you can increase its light output to up to 100 times its normal intensity – which increases the range of its illumination by a factor of ten. Your control extends into non-visible frequencies from ultraviolet to infrared. With this control you can cause a normal fire, such as a torch, to effectively emit sunlight, which can damage creatures hurt by such light to the normal radius of the fire light (20 ft. for a torch). Using your control over the infrared spectrum, you can also increase the heat output of a light source to 100 times its normal intensity, inflicting ten times as much damage at the source's normal range, and full damage at up to ten times that range. If you ready your action, you can also react to any spell using light when it is cast, at will nullifying it, changing it, or amplifying it. At the GM's discretion, you may have other effects in special cases where particular light waves are important.

### **2.9.6 Lightning Dance**

Once per day, you can invoke this feat to cause a web of lightning bolts to arc between all initiates of your deity present within 30 ft. Although the initiates themselves are not in any way hurt by this, any creature caught between them can be damaged. Every creature which finds itself between any two initiates during a melee round is struck for 1d8 damage per initiate present within 30 ft. at that time. The creature can make a Reflex save of DC 20 once every melee round for half damage. The initiates are not constrained to remain standing, and can in fact move freely. Any initiate who separates from the majority by more than 10 ft., however, falls out of the dance and would thereafter be damaged as anybody else if caught in it. Unless broken by separation of all the initiates, the duration of the effect is ten minutes.



## 2.10 Evil Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Taint of Putrefaction
<b>Heroic</b>	Frightful Gaze
<b>Master</b>	Touch of Hate
<b>Champion</b>	Fearful Revulsion
<b>Legendary</b>	Dreadful Possession
<b>Ascension</b>	Soul Rending

### 2.10.1 Taint of Putrefaction

Your hands have the potential to spoil food and water such that it becomes unsuitable for consumption. At will, your touch can foul up to a total of 1 cu. ft. per character level over the duration of a day, split into any number of occurrences as you desire. This ability does not work on creatures of any type, nor on magical substances. It also does not create any useful poisons, simply rendering the food and water unfit for nourishment or drinking.

### 2.10.2 Frightful Gaze

At will, you have the ability to scare and intimidate people with a look. You must be looking into the eyes of the target and make an Intimidate check, on which you gain a +4 divine bonus. If you have been talking with the target, you gain a further +2 circumstance bonus, for a total of +6. You cannot attempt to use the Gaze if you or the target is already committed to combat. If you make the check, your frightful presence will influence the target in such a way as to seek to avoid contact with you as quickly as possible. Thus, it will be relatively easy to gain passage past a guard or scare off an assailant, but it will be difficult to intimidate anyone into doing something with you. The GM will adjudicate the exact reaction.

### 2.10.3 Touch of Hate

At will, you have the ability to call forth the emotion of hatred in any creature you touch. At the time of the Touch, the recipient must be fairly relaxed and must not be focused on any stressful or difficult activity. Thus you cannot use this in a combat situation, or if the recipient is performing any type of spell casting, or even if the recipient is occupied with a particularly tricky task. The

GM will adjudicate whether the recipient is appropriately vulnerable to the Touch. By touching the recipient, you will call forth an intense emotion of hatred, which the recipient will focus on a creature or object in the immediate vicinity – preferentially someone or something the recipient has cause to normally dislike. The recipient must make a Will save at a DC of (10 + your character level), or will immediately act on this hate in a violent manner, as judged appropriate by the GM.

#### **2.10.4 Fearful Revulsion**

Once per day, you can take a full-round action to invoke an aura of evil so powerful that all in the area feel the urge to flee. Every creature that is within 50 ft. or that can see you must make a Will save. The Will save DC is equal to your roll of an Intimidate check with a +4 divine bonus. Even creatures that are allied to you are not immune to this fear, although they do gain a +8 divine bonus to their Will save. Those that fail must seek to leave your presence as rapidly as possible to the best of their ability, and will immediately break off any attack on you to do so. Every ten minutes, each creature that failed can attempt the Will save again at the same DC to shake off the fear and stop fleeing. Otherwise they will flee until they collapse in exhaustion.

#### **2.10.5 Dreadful Possession**

Once per day, you can open yourself and call forth an evil outsider from the lower planes. This being will, if possible, come forth by possessing your body. Your body will change to take on most of the appearance of this being, while your mind will be merged with the being's. The first time you do this, an outsider will respond that fits your personality and power as determined by the GM, considering your alignment, your abilities, previous actions, and any other pertinent facts. The creature will have the same alignment, and have a CR no less than your character level, nor generally higher than 2 above your character level. This unique individual will likely then always be the one to respond, even as you grow in strength, although circumstances and actions can change this in unforeseen ways, and occasional possessions by other powerful entities are always a danger. The possession will give you the full powers of the summoned creature, which you can use as you desire, although you may have to contend with the will of the being if your actions are contrary to its wishes. At the GM's discretion you may have to make an opposed Will check to take a questionable action. The possession lasts for up to an hour, although you can expel the creature before that time span with an opposed Will check.

#### **2.10.6 Soul Rending**

Once per day per ten of your initiates present within 30 ft., you can ritually sacrifice a creature and tear its soul from it at the moment of death. You

capture this soul in a specially prepared receptacle. A creature so slain cannot be raised, resurrected, or reincarnated until the soul is freed. You can use captured souls to regain hit points or memorized spells. For each 5 hit points or each spell level regained, the captured soul temporarily loses one character level. If drained to level one or higher, it recovers the lost character levels at a rate of one every ten days. If the captured soul is drained of all levels, it remains trapped within the receptacle, but requires 100 days to recover one character level.

## 2.11 Fear Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Resist Fear
<b>Heroic</b>	Instill Fear
<b>Master</b>	Terrifying Presence
<b>Champion</b>	Immunity to Fear
<b>Legendary</b>	Scare Tactic
<b>Ascension</b>	Mass Intimidation

### 2.11.1 Resist Fear

Once per day you can automatically save against a single fear effect without having to roll the dice. You must use this power before you roll the saving throw.

### 2.11.2 Instill Fear

Whenever you score a critical hit, you have the option to, instead of doing the extra damage, causing your opponent to become shaken for 2d6 rounds. Your opponent must make a Will save (DC 10 + character level) to avoid the effects.

### 2.11.3 Terrifying Presence

Any time you charge an opponent, they must make a Will save (DC 10 + character level + Charisma modifier) or become frightened for 2d6 rounds. This is an extraordinary ability.

### 2.11.4 Immunity to Fear

You will become completely immune to the effects of fear, whether natural or magical or the result of a supernatural or extraordinary ability of a creature.

### 2.11.5 Scare Tactic

You can, as a standard action, make a gaze attack. Your target must make a Will save (DC 10 + character level + Charisma modifier) or be panicked for 2d6 rounds. This is a supernatural ability.

### **2.11.6 Mass Intimidation**

Once per day you can provide a divine boost to all of the initiates of your god within the sound of your voice. For the next hour, all of the initiates gain a +10 profane bonus to all Intimidation skill checks. In addition, all of the save DCs for their Divine Feats also increase by 10, making them harder to resist.

## 2.12 Fire Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Fire Finger
<b>Heroic</b>	Fire Resistance
<b>Master</b>	Weapon of Flame
<b>Champion</b>	Fire Walk
<b>Legendary</b>	Flame Cloak
<b>Ascension</b>	Create Fire Elementals

### 2.12.1 Fire Finger

At will, you can ignite any normally flammable material that you are holding. You need to concentrate and be completely undisturbed for a full round, after which the object will begin to burn with a tiny flame near where you are holding it. If the prevalent conditions do not lend themselves to open fire, the flame will be extinguished quickly, or may even not appear at all (such as if you're underwater, in a snow storm, etc.).

### 2.12.2 Fire Resistance

You gain a Fire Resistance of 10, as well as a +4 divine bonus to all saves versus spells or spell-like effects that deliver fire damage. In the case of fire damage where there is normally no save, you still get a Fortitude save at DC 20 for half damage.

### 2.12.3 Weapon of Flame

Once per day, you can invoke this feat to imbue your weapon with magical flames, which last for one minute per character level. For this duration your weapon strikes as a magical +3 flaming weapon, and does an extra 1d6 points of fire damage when it hits. Also, for the duration the weapon cannot be taken from you, cannot be dropped, and cannot be broken or destroyed. When the duration expires the weapon will have been completely consumed and will crumble to ashes. This feat cannot be used on weapons that are magical already.

#### **2.12.4 Fire Walk**

Once per day, you can invoke this feat to become completely immune to the effects of any non-magical and magical fire for a duration of one minute per character level. You and anything you are carrying is not affected by heat or flame. You can walk through a burning building or forest, into the path of a fire-breathing dragon, across burning coals, even into molten lava (although you are not protected from sinking into it).

#### **2.12.5 Flame Cloak**

At will, you can wreath yourself in a voluminous cloak of fire, which will ignite flammable material and burn creatures within 10 ft. of you. All creatures within 10 ft. of you take 2d8 damage from fire every round, although they can make a Reflex save for half damage if they are trying to stay out of reach. Most objects must make a saving throw against fire, although the GM should exercise discretion in the case of large objects that you are only passing by. The flames emanating from you do not harm you or your gear, although any fires that they set may.

#### **2.12.6 Create Fire Elementals**

When you invoke this power you may turn one initiate into a fire elemental for every twenty levels of initiates present (not including you). They are transformed into Greater Fire Elementals, with all powers and abilities, and, although they retain their own mind, they cannot use any of their own powers or abilities while in elemental form. Elementals created in this way will have at least 5 hp per HD. If they should be killed then their Elemental form is dispelled and they will return to themselves as they were before the transformation.

## 2.13 Good Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Cleansing Purity
<b>Heroic</b>	Inspired Quest
<b>Master</b>	Righteous Touch
<b>Champion</b>	Guardian Angel
<b>Legendary</b>	Friendship
<b>Ascension</b>	Lay to Rest

### 2.13.1 Cleansing Purity

Your hands have the potential to purify food and water such that it becomes suitable for consumption. At will, your touch can cleanse up to a total of 1 cu. ft. per character level over the duration of a day, split into any number of occurrences as you desire. This ability does not work on creatures of any type, nor on magical substances. It also does not create any special or specific nutrient, simply rendering the food and water fit for nourishment or drinking.

### 2.13.2 Inspired Quest

Once per day, you can inspire a creature with the goodness and nobility of a task. The task must be appropriate, as determined by the GM. You must spend at least five minutes per character level of the person to be inspired with that person, and he must be willing and able to listen and understand. Thereafter, for the duration of the next mission, which that person undertakes that is in direct support of the task, the person gains a +1 divine bonus to all skill checks, but not attack rolls. The Inspired Quest lapses whenever the inspired person spends more than two days in a row not directly pursuing the task, whether that is due to injury, imprisonment, or simply waiting for some reason before continuing travel.

### 2.13.3 Righteous Touch

At will, your touch inflicts damage upon any evil creature that is affected by a *protection from evil* spell. The damage is 2d8 + 2/level for evil creatures which would be kept out by a *protection from evil*, and 1d8 + 1 /level for creatures which would only receive a penalty from a protection from evil.



#### **2.13.4 Guardian Angel**

Once per day, you can call upon aid from the outer planes. A good outsider will arrive within at most one minute. The first time you do this, a being will respond that fits your personality and power as determined by the GM, considering your alignment, your abilities, previous actions, and any other pertinent facts. The creature will have the same alignment, and have a CR no higher than your character level, nor generally more than 2 less than your character level. This unique individual will likely then always be the one to respond, even as you grow in strength, although circumstances and actions can change this in unforeseen ways, and occasional aid by other powerful entities are always a possibility. The summoned creature will aid you in a manner it deems appropriate, at the GM's discretion. The being will remain for up to an hour, although depending on circumstances it may leave before then.

#### **2.13.5 Friendship**

Once per day, for a duration of ten minutes, you can invoke this feat to make it impossible for any creature to attack you unless you attack them first. Furthermore, you gain a +8 divine bonus to all Charisma based checks. This feat does not affect constructs, elementals, outsiders, plants, or undead, nor any creature without intelligence.

#### **2.13.6 Lay to Rest**

Once per day you may attempt to lay to rest a creature's soul or spirit that has for some reason not passed on to the final resting place where it should have gone after the creature's final death. You must be within 10 ft. of the spirit when you invoke this feat. If the spirit is willing, this succeeds automatically. If the spirit is unwilling, as, for example, in the case of a ghost, haunt, or revenant, you must succeed at an opposed Will check against the creature. For every initiate of your deity that is within 30 ft. of the spirit, you gain a +1 divine bonus on this check, up to a maximum of +8. If you succeed, the spirit is immediately sent to its appropriate eternal resting place.

## 2.14 Healing Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Quick Healer
<b>Heroic</b>	Life from Death
<b>Master</b>	Healing Glory
<b>Champion</b>	Innate Healing
<b>Legendary</b>	Healing Reservoir
<b>Ascension</b>	Health

### 2.14.1 Quick Healer

Every healing spell cast upon you acts as if it were Empowered with no additional cost to the caster. In addition, you heal double the normal amount of hit points for resting.

### 2.14.2 Life from Death

You may perform a Coup de Grace against an undead defeated within the last 5 rounds. The undead is unaffected as normal, but you gain its maximum hit points as positive energy, which you can immediately dispense to allies or enemies within your line of sight. Positive energy points may be used to heal living creatures or damage undead creatures as you see fit. Any points that are not immediately dispensed are lost. This is a supernatural ability.

### 2.14.3 Healing Glory

When in battle you are healed for 1 point for every 5 points of damage delivered by you in melee. If you do not need the healing it is lost.

### 2.14.4 Innate Healing

You gain Fast Healing 2 as a supernatural ability.

### 2.14.5 Healing Reservoir

For all healing spells that are cast upon you while you are at full hit points, you may store that healing for later use, up to a maximum of 4 hit points per character level. You may use that healing upon yourself when needed through a personal Lay on Hands as a standard action. The stored healing will last for one

hour from the time of casting. This feat only allows you to store healing gained from spells, not fast healing, regeneration, rest, or other sources.

#### **2.14.6 Health**

Once per day you may grant all allies within 100 ft. the benefits of a *heal* spell and a *greater restoration* spell.

## 2.15 Ice Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Icy Touch
<b>Heroic</b>	Cold Resistance
<b>Master</b>	Frost Brittle
<b>Champion</b>	Ice Sculpting
<b>Legendary</b>	Cold Sleep
<b>Ascension</b>	Ice Prison

### 2.15.1 Icy Touch

You can freeze normal liquid by touching it. You can decide the extent of the freezing, but the frozen liquid is in no way protected from melting due to normal conditions. Although you can decide how much to freeze and how often to use this feat, in the period of one day you are limited to a total volume of 1 cu. ft. per character level. You cannot affect magical liquids, nor liquids that are part of a creature.

### 2.15.2 Cold Resistance

You gain a Cold Resistance of 10, as well as a +4 divine bonus to all saves versus spells or spell-like effects that deliver cold or ice damage. In the case of cold or ice damage where there is normally no save, you still get a Fortitude save at DC 20 to take only half damage.

### 2.15.3 Frost Brittle

Once per day, you can put one solid object into a nearly crystalline frozen state. You must touch the object undisturbed for a full-round action. Although it will feel only ice-cold, internally it is actually much colder, so that it is much more fragile. Its Break DC is halved, and with every blow to it or with it the Break DC must be checked to see whether the object shatters. You can affect up to 2 cu. ft. per character level, but it must all be part of the same solid object.

### 2.15.4 Ice Sculpting

At will, you are able to shape ice to any form you wish. This takes time, ranging from one hour per cubic foot for complex shapes to one minute per cubic foot for simple structures such as walls. The ice must either exist or be readily

created due to prevalent conditions. The shaped ice is somewhat protected from melting, in that its effective melting point becomes 60 degrees Fahrenheit.

### 2.15.5 Cold Sleep

Once per day, you can place your body into a nearly frozen state. Your body's immediate surroundings are also chilled to a point of near freezing. You can stay in this suspended state indefinitely, during which time your metabolism is slowed to a virtual stop. In this state you do not age, you do not decay, nor do you re-cover. In this state you are difficult to harm, gaining a 20/+2 resistance against all but fire damage. You are also immune to any mind-influencing spells. You are not aware of your surroundings, but before entering this state you can define any number or complexity of conditions under which you will automatically awaken. You will require one full round of recovery per day that you have been in this state before you can take normal actions. Before you have fully recovered you can only act as if under the effects of a *slow* spell.

### 2.15.6 Ice Prison

Once per day, you may attempt to encase a creature in ice. This is a full-round action, and the target must remain within 10 ft. of you for the full duration of the round. The creature receives a Fortitude saving throw with a DC of 20 + 1 for each initiate of your deity present within 30 ft. If the Fortitude saving throw is failed, this magical prison will hold any creature indefinitely, regardless of the creature's makeup, with the exception of non-corporeal creatures. Creatures that have the supernatural ability to either shift to another plane or teleport can escape the prison by using that ability within a minute of being imprisoned. An imprisoned creature is cognizant of its surroundings for a period of a minute, and able to take any actions that require no more than thought. After that one minute the prisoner falls into a frozen state as described for the Cold Sleep feat, which lasts until the prison is removed. The prison has 20 hp per initiate of your deity present at its creation, and is nearly impervious to damage, gaining a 30/+5 resistance against all attacks, although fire does double damage to the prison. After being damaged, the prison recovers hit points at the rate of 20 hp per day. The prison can also be removed by using the Ice Sculpting feat

## 2.16 Knowledge Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Discern Ability
<b>Heroic</b>	Jack of All Trades
<b>Master</b>	Spot Illusion
<b>Champion</b>	Know Type
<b>Legendary</b>	Know Thy Enemy
<b>Ascension</b>	Forethought

### 2.16.1 Discern Ability

You must make a Sense Motive check as a standard action (opposed by the target's Bluff). If successful, you become aware any single one of the target's saving throw adjustments or attribute modifiers. Invoking this feat does not provoke attacks of opportunity.

### 2.16.2 Jack of All Trades

Once per day you can exchange the ranks in any one Intelligence-based skill with any other Intelligence-based skill for a period of 10 minutes. This is an extraordinary ability.

### 2.16.3 Spot Illusion

Any time you are confronted with an illusion spell, you immediately may make a saving throw to see through it, as if you interacted with it. If the spell does not normally allow a saving throw (like invisibility), you may still make a Will save (DC 20 + spell level) to see through it.

### 2.16.4 Know Type

You are instinctively aware of the Type (humanoid, aberration, shapechanger, un-dead, etc.) of any creature that you can see clearly, speak to, or that speaks to you, even if the creature is not what it appears.

### 2.16.5 Know Thy Enemy

After watching an enemy in combat for one round where you take no other action, you may make a Sense Motive skill check (opposed by their Bluff skill check). If successful, you immediately learn all of the target's defenses

(including Fast Healing, Regeneration, SR, DR, Immunities, Resistances, and their highest Saving Throw modifier) and weaknesses (including vulnerabilities and their lowest Saving Throw modifier). This is an extraordinary ability that does not provoke an attack of opportunity.

#### **2.16.6 Forethought**

You gain a bonus equal to your character level on all Search, Spot, and Listen checks and Initiative rolls. You are never considered to be flat-footed unless unconscious or help-less. In addition, you and all of the initiates of the same god gain a +1 dodge bonus to AC for every initiate of your god besides you that is on the battlefield with you. These initiates must be actively taking part in the battle, not merely watching from the sidelines or trying to escape.

## 2.17 Law Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Resist Sneak Attack
<b>Heroic</b>	Resist Chaos
<b>Master</b>	Lawful Mind
<b>Champion</b>	Duel
<b>Legendary</b>	Chaos Immunity
<b>Ascension</b>	The Call to Order

### 2.17.1 Resist Sneak Attack

Whenever you are sneak-attacked, you may roll 1d6 for every two character levels (2d6 at 4th, 3d6 at 6th, etc.) The number you roll is subtracted from the sneak attack damage. The base damage of the weapon, plus bonuses, is not affected, even if you roll higher than the sneak attack dice. This is an extraordinary ability.

### 2.17.2 Resist Chaos

You may ignore the effects of one spell per day from a chaotically aligned caster. You may declare your use of this feat after the spell's effects are determined, including your saving throw. This feat does not negate the spell; it only protects you from its effects. This feat confers no help to anyone else caught in an area of effect, for example.

### 2.17.3 Lawful Mind

You must spend one full minute in meditation before this feat takes effect. After your meditation, you make yourself nearly immune to all Mind-Affecting effects. Instead of the normal saving throw, you may make a Concentration skill check against the save DC. If you succeed, you completely ignore the spell. If you fail, not only does the spell affect you normally (granting you your normal saving throw), but ends the protection conferred by this feat. The effects of this feat last for 10 minutes per character level per day, or until disrupted.

### 2.17.4 Duel

Once per day, when you engage in combat against a single creature, you become immune to attacks from all other creatures. You must designate a



single target to duel, and thereafter must direct all of your attacks against that opponent. The feat ends once you or your opponent are reduced to 0 hit points or less, or if you attack anyone else other than your target.

#### **2.17.5 Chaos Immunity**

Once per day, for 10 minutes per character level, you are immune to all spells, spell-like abilities and supernatural abilities of any chaotically aligned creatures.

#### **2.17.6 The Call to Order**

Once per day, you can choose one chaotically aligned creature to make all of the initiates of the same god within the sound of your voice completely immune to. They are immune to all of the target's attacks, spells, spell-like abilities, supernatural abilities, and so on. They are not immune to environmental effects caused by the creature (i.e. it toppling a wall on one of your initiates). The immunity lasts for 10 minutes per initiate you protect. Granting this immunity requires a full-round action, which provokes an attack of opportunity. It is important to note that you gain no immunities, only your initiates. The power of the feat does not end if you are killed or incapacitated; in fact, there is no way to prematurely end the effects of this feat.

## 2.18 Love Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Lovely
<b>Heroic</b>	Live Off Love
<b>Master</b>	Love Shall Endure
<b>Champion</b>	Love Child
<b>Legendary</b>	Sweet Spot
<b>Ascension</b>	Love Conquers All

### 2.18.1 Lovely

You gain a +2 bonus on all Diplomacy, Bluff, and Sense Motive checks when trying to gain someone's favor, and a +4 bonus when you are in direct single competition with one other to gain a third party's favor.

### 2.18.2 Live Off Love

You no longer have the need for food and water on a regular basis, though you still appreciate it in the same way you did before. You may go 30 days at a time without food or water, after which you must eat regular meals for one day.

### 2.18.3 Love Shall Endure

You may take a point of Charisma damage to attempt to negate a successful attack (weapon or spell) upon you that has just happened. In order to succeed you must make a Charisma check (DC 15) after losing the point.

### 2.18.4 Love Child

For each of your living offspring that you know the name of you gain two permanent hit points, lost only if the offspring dies and stays dead for more than a month.

### 2.18.5 Sweet Spot

Once per day you may return to the last place you had sex as if using the *word of recall* spell, except you can only transport yourself, and equipment equaling up to 50lbs per two character levels. After using this ability, you must have sex again, and therefore designate a new sweet spot, before you can use this feat again. This is a supernatural ability.

### **2.18.6 Love Conquers All**

When you yell out “Love Conquers All”, for the next ten minutes you and any initiates within the sound of your voice gain the ability to grant an enemy creature, of any type, a beating heart, making them vulnerable to critical hits and sneak attacks. To give the creature a beating heart, a successful touch attack must be made on the target creature.

## 2.19 Luck Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Good Fortune
<b>Heroic</b>	Divine Grace
<b>Master</b>	Hand of God
<b>Champion</b>	Avert Fate
<b>Legendary</b>	<i>Deus Ex Machina</i>
<b>Ascension</b>	Reversal of Fortune

### 2.19.1 Good Fortune

This extraordinary ability allows you to, one per day, re-roll any one roll just made. You may then choose which result you would rather keep. If you are also a Cleric with the Luck domain, this feat alters your granted power such that you may choose which roll to keep, rather than being forced to keep the second roll, in addition to allowing you to use both this feat and the granted power once per day each.

### 2.19.2 Divine Grace

This feat allows you to add 2 to any roll just made once per day. You do not need to declare the use of this feat beforehand, rather you can apply the bonus after you see if you succeed or fail. This power is an extraordinary ability.

### 2.19.3 Hand of God

This extraordinary ability allows you to, one per day, completely ignore the effects of a single attack or spell. You declare the use of this power after the attack or spell is completely resolved and damage is rolled or the overall effect is determined. When used, it is as if the attack completely missed or the spell simply had no effect. This feat has no effect on environmental damage (such as falling).

### 2.19.4 Avert Fate

This extraordinary ability allows you to, one per day, force the GM to re-roll any one roll just made. You may then choose which result you would rather the GM keep.

### **2.19.5 Deus Ex Machina**

This feat allows you to step backward in time exactly six seconds (the length of one combat round). If, at the end of a round, you do not like what occurred, you can use this feat to step back to the beginning of the round (or to the end of your action in the previous round, your choice.) This power can even be used after you are dead, destroyed, or otherwise unable to act. No one else knows the power has been used, and any resources expended by anyone, even you, are restored. It is literally as if the round never happened. This power can only be invoked to affect the round immediately previous, and cannot cause you to step back in time any more than six seconds, under any circumstances. This is an extraordinary ability, and cannot be undone in any way short of a *wish* or *miracle*.

### **2.19.6 Reversal of Fortune**

With this feat you can place a powerful bad luck curse on any one character. Invoking this power is a supernatural ability that does not provoke an attack of opportunity. While under the effects of this curse, the individual must roll all attack rolls, damage rolls, saving throws, skill checks and ability checks twice, and is forced to keep the worse result. If the results of the dice rolls are equally bad (or good), then it is the character's choice which to keep. This curse lasts 3d10 hours, plus 1d10+1 for every initiate of your god that agrees with your placing the curse on the individual, to a maximum of a number of dice equal to your character level. The curse only can be lifted before the time expires by an *atonement* spell cast by a priest of your god

## 2.20 Magic Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Magical Insight
<b>Heroic</b>	Improved Dispel
<b>Master</b>	Improved Countering
<b>Champion</b>	Harness Magic
<b>Legendary</b>	Metamagician
<b>Ascension</b>	Mass Spell Immunity

### 2.20.1 Magical Insight

You may cast the *identify* spell once per day as a full-round action.

### 2.20.2 Improved Dispel

You enjoy a +4 divine bonus when attempting to dispel another caster's magic

### 2.20.3 Improved Countering

You may attempt to counterspell with any spell of the same level or greater, which is treated as if you were casting a *dispel magic* instead. All of the other rules for counterspelling still apply.

### 2.20.4 Harness Magic

Once per day, you may choose a spell of which you are the target to absorb. To succeed, you must succeed at a character level check (1d20 + character level) against the caster. If you succeed, instead of taking the spell's normal affect, you are instead healed 1d6 hit points per level of the spell. You cannot choose a spell that targets an area, or any spell that does not directly target you.

### 2.20.5 Metamagician

Three times per day, a spell you cast gains the benefit of one metamagic feat of your choice without an increase of casting time or spell level. The metamagic feat chosen does not have to be a feat that you already possess. This will not improve spells that you cast in conjunction with metamagic feats to begin with.

### 2.20.6 Mass Spell Immunity

When you cast *spell immunity* or *spell resistance* on yourself, you simultaneously also affect all of the initiates of your god within a 100-ft. radius. This feat affects every time you call the spell forth, whether from an item or from your own memory.

## 2.21 Peace Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Self-Possessed
<b>Heroic</b>	Calming Influence
<b>Master</b>	Bringer of Peace
<b>Champion</b>	Armor of Peace
<b>Legendary</b>	Grant Peace
<b>Ascension</b>	Reign of Peace

### 2.21.1 Self-Possessed

You gain a +4 divine bonus to all saving throws vs. fear, anger, hatred, or any other effect that would cause you to act with hostility.

### 2.21.2 Calming Influence

You gain the extraordinary ability to be a calming influence on the hostile emotions of others. By speaking in a soothing voice and attempting to calm others they must make a Will save (DC 5 + character level + Charisma modifier) or they will be affected as if by a *calm emotions* spell (this effect is not blocked by spell resistance). Unlike the spell, this effect only works on emotions of rage, anger, and hostility, not joyous revelry. You may affect 1d6 creatures per character level, all of whom must be within 100 ft. + 10 ft. per character level. The duration of the effect is as long as you concentrate +1d4 rounds.

### 2.21.3 Bringer of Peace

You gain a +4 divine bonus to the Diplomacy skill. In addition, while negotiating peace, you may make a Wisdom check (DC determine by GM according to the difficulty of the situation) to be granted special insight into the situation that will aid you in finding a peaceful solution.

### 2.21.4 Armor of Peace

This feat grants you the supernatural ability to, once per day, call upon your deity to shield you in a protective aura. This divine shield will cause any weapon that strikes you to be sundered. Mundane weapons are automatically destroyed. Magical weapons gain a Fortitude save (DC 20) to resist this effect, but must make it each time they strike you. Whether or not the weapon breaks,



you are also provided with damage reduction 10/-. The armor also provides a 50% miss chance for all ranged weapons, and you are immune to critical hits while the armor is in effect. Creatures striking you with natural weapons will take the full damage back upon themselves.

This armor lasts for one minute per character level. However, while in effect you may not physically attack any creature nor may you cast spells which cause physical harm of any type. If you do, the armor will instantly be dispelled. You may otherwise act normally, and you may cast spells that inhibit the ability of others to fight, as long as they are not damaged by the spell.

#### **2.21.5 Grant Peace**

You gain the supernatural ability to, once per day, force one or more creature to stop all hostilities. You may affect any number of creatures whose total hit dice do not exceed your character level times your Wisdom modifier. All affected creatures must cease all hostilities, including physical attacks, casting spells, or using any abilities in an offensive manner. Any affected creature who makes a hostile action must then make a Will save (DC your character level + Wisdom modifier) or die. This save must be made for each hostile action, even if previous saves were successful. In addition, any creature that attacks an affected creature must themselves make a Will save or die. Spell resistance or other similar protections do not work against this effect. The effects of invoking this feat last for 1 minute per character level.

The supernatural ability granted by this feat does not affect constructs, plants, or undead.

#### **2.21.6 Reign of Peace**

You may call upon your deity to stop all fighting in an area around you, within a range of 100 ft. per initiate present. All creatures within this range will be unable to attack or take any aggressive action, unless they make a successful Will save (DC 20 + 1 per initiate present). A Will save must be made for each such action taken. You may invoke this power once per day, but the duration is indefinite for as long as you are conscious and will the effect to be active. Sleeping does not end the effect, but if you go unconscious for any reason, take any aggressive actions yourself, or are killed it will end. The size of the effect depends upon the number of initiates of your god present when the power is invoked. If initiates leave your presence the range of the effect will decrease correspondingly, but it will not increase if new initiates join you unless you invoke the feat again.

## 2.22 Plant Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Nurturing Hand
<b>Heroic</b>	Sustenance
<b>Master</b>	Floral Aura
<b>Champion</b>	Growing Song
<b>Legendary</b>	Regrowth
<b>Ascension</b>	Plant Form

### 2.22.1 Nurturing Hand

At will, you can attempt to bring forth plant growth on almost any spot. You must concentrate for at least a full minute, after which you must make a Will save against a DC dependent on the hostility of the environment. In a place where plant growth is normal, the DC is 10. If the plant growth is inhibited due to man-made construction, the DC is 15. If the environment is hostile to plant growth at this time, but not always, the DC is 20. If the environment has essentially never seen any plant growth, although it is possible, the DC is 25. If plant growth is impossible in this environment, you automatically fail. The growth is tiny, and is in no way protected from the ravages of the environment you grew it in. It will be a plant that is native to the location.

### 2.22.2 Sustenance

You can find edible food and potable water in almost any environment where there is some plant life. You can provide sufficient sustenance for yourself and others to survive. In order to do so, you must make a Wilderness check for each day to see if you can find enough. This can be accomplished during normal travel, but not during a forced march. The DC is 10 in an area where edible plants and potable water are both reasonably plentiful. It is DC 15 where edible plants or potable water are limited, and DC 20 where one of these is rare. It is DC 25 if both plants and water are rare – as in the depths of a desert. For each person in addition to yourself that you wish to sustain, you receive a –2 circumstance penalty to the check.

### **2.22.3 Floral Aura**

As far as plant creatures are concerned, you are one of them. Each plant creature will perceive you as a plant creature similar to itself, and react accordingly.

### **2.22.4 Growing Song**

Once per day, you can sing to plants to make them grow at a tremendously increased rate. You can sing for up to an hour, during which time the plants will sport a full year's growth. If you sing for less time, the growth will be proportionally lessened. At will, you can affect some or all of the plants that are within the range of your voice – at maximum about 100 ft. distant without amplification.

### **2.22.5 Regrowth**

Your body functions more like a plant than an animal. You gain the ability of Fast Healing 1, and become immune to all poisons except those designed to harm plants. If any body part is damaged beyond repair or amputated, you slowly regrow a similar part close to where the old one was severed. Although the scar and even stump showing the old wound will still be prevalent, over time it will shrink into the new limb. The regrowth may look abnormal to some, especially during the time it is growing, but in no way hinders you. The time required for the regrowth to complete depends on the wound, but one growing season is normal for a limb.

### **2.22.6 Plant Form**

Once per day, you can shape change yourself and one initiate per three of your character levels into any plant or plant creature. This functions as per the *shapechange* spell, except that you cannot switch shapes except back to your normal self. Also, the duration is unlimited, until you change back to your normal self, ending the effect.

## 2.23 Poison Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Sense Poison
<b>Heroic</b>	Increase Toxicity
<b>Master</b>	Transmute Liquid
<b>Champion</b>	Immune to Poison
<b>Legendary</b>	Poisonous Touch
<b>Ascension</b>	Toxic Aura

### 2.23.1 Sense Poison

You may, at any time, make a Spot check to sense if there is anything poisonous within 10 ft. of you. This check will only result in a “yes” or “no”, not the source of the poison, or its relative strength. The DC of the Spot check is determined by the GM, and is based on the amount of poison, its strength and its proximity.

### 2.23.2 Increase Toxicity

You may touch anything poisonous in an attempt to make it stronger. You must make a successful Fortitude save, as if you had been poisoned yourself (and in the event of contact poison, you very well may have been). If this save is successful, you may choose to either increase the DC of the poison by 4, or increase the damage the poison does by 1 die (1d4 becomes 2d4, 2d6 becomes 3d6, etc.). You may only attempt to augment a specific dose of poison once.

### 2.23.3 Transmute Liquid

You may spend one minute concentrating on up to one gallon of any liquid you are touching to make it poisonous to drink. You can choose for the poison to do 1d8 Strength, Dexterity or Constitution damage, as its primary and secondary damage. The DC to resist this poison is 10 + your character level. The liquid must be drunk, and can be as little as a single vial (like a potion) or as much as a full waterskin. The complete contents must be imbibed before the poison will take effect. The poisonous liquid will not feel or taste any different, and only a *detect poison* spell or similar effect will reveal the taint. You can use this power once per day.

#### 2.23.4 Immune to Poison

You will become completely immune to the effects of all poisons, whether natural or magical or the result of a supernatural or extraordinary ability of a creature.

#### 2.23.5 Poisonous Touch

You will become a highly poisonous creature. Anyone touching your skin must make a Fortitude save (DC 25) or become poisoned, taking 2d6 Constitution damage as both primary and secondary damage. If you wish, you may change which attribute the poison affects, or stop secreting poison altogether, but this takes one hour of concentration, and will take another hour to affect another change. To poison someone with your touch you must make a successful unarmed attack against them. Attacking you with a weapon does not count, but grappling, unarmed attacks and natural weapons are all sufficient contact to poison your attacker. Any poison that leaves your body is rendered immediately inert. This is an extraordinary ability.

#### 2.23.6 Toxic Aura

When using this feat, all of the initiates of the same god within the sound of your voice immediately become surrounded with a cloud of toxic gas. Anyone getting within 10 ft. of your initiates are affected as if they stepped into a *stinking cloud*. They may make a Fortitude save (DC 10 + your character level) to resist the cloud's effects, as per the spell. Invoking this feat requires a full-round action that provokes an attack of opportunity. This is a supernatural ability, and is usable once per day.

## 2.24 Protection Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Aura of Protection
<b>Heroic</b>	Quick Aid
<b>Master</b>	Aura of Resistance
<b>Champion</b>	Intercept Wound
<b>Legendary</b>	Divine Sanctuary
<b>Ascension</b>	Invulnerability

### 2.24.1 Aura of Protection

This feat gives you the protection of your deity, so that you gain a +2 deflection bonus to armor class. This increase in armor class occurs in all situations, even if you are caught flat-footed.

### 2.24.2 Quick Aid

With this feat you may automatically save the life of a dying creature as a free action. This does not require the use of the Heal skill. You must be able to touch your target to aid them in this way. This ability does not restore any lost hit points, but prevents an unconscious character from losing any more to blood loss. This is a supernatural ability.

### 2.24.3 Aura of Resistance

When you use the feat, you automatically succeed on the saving throw against a spell or special attack that has just affected you. You are able to decide that you will use this feat after you have already attempted to make your saving throw and have failed. You are still subject to any effects that apply if you make your saving throw. Note that if there is no saving throw against an attack, this feat will not help you. Alternatively, you may choose to use this power to cause one ally within 25 ft. of you to automatically succeed on one saving throw before they roll the dice. This feat is usable once per day.

### 2.24.4 Intercept Wound

You may, at will, switch places with anyone within 5 ft. of you to take an attack that was meant for them. This feat will only protect them from melee and ranged attacks, not from areas of effect or spells that target someone

unerringly, or that only require line of sight (like *magic missile*). You may choose to use this feat after the attack upon your ally has been resolved, and immediately switch places so that you take all of the damage and other effects instead. You may only use this feat once per round, and is a free action.

#### **2.24.5 Divine Sanctuary**

You can invoke sanctuary once per day, and it lasts for one hour. While using this feat, you are immune to all damage, ill effects and special attacks. You cannot be harmed in any way, whether by weapon, spell, or even circumstantial danger (like drowning or extremes in temperature). During this time you may move and talk normally, but are barred from taking any offensive actions. Offensive actions include, but are not limited to, attacking in any way, attempting to block the actions of another or casting any spell designed to harm or hinder another. You may freely cast protective or healing spells. If you take an offensive action, the sanctuary immediately ends. Invoking this feat is a standard action that does not provoke an attack of opportunity. This is a supernatural ability.

#### **2.24.6 Invulnerability**

This feat allows you and all of the initiates of the same god that are present to become completely immune to physical and magical attacks for 5 minutes per initiate present, not including you. Any offensive action immediately breaks the Invulnerability for the individual that took that action, but not all of those assembled. Alternatively, you and your initiates may surround an area, with 10 ft. separating each of you (you will form a triangle if there's three of you, a square if four, etc.) Anyone inside of that area is also invulnerable as long as they remain within the area. Once someone leaves the designated area, they will not be protected when they return. Taking an offensive action likewise breaks the invulnerability for that person, but not for all of those protected. You may end the invulnerability at any time. Invoking this power is a full-round action that provokes an attack of opportunity. This feat is a supernatural ability.

## 2.25 Sound Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Heightened Hearing
<b>Heroic</b>	Resist Sound
<b>Master</b>	Amplify
<b>Champion</b>	Vibration
<b>Legendary</b>	Waveform
<b>Ascension</b>	Sonic Barrier

### 2.25.1 Heightened Hearing

You gain a heightened and improved sense of hearing, granting you a +4 divine bonus to all Listen skill checks. This bonus stacks with other feats that provide a bonus to the Listen check.

### 2.25.2 Resist Sound

You gain an inherent resistance to all sonic damage, granting you 2 points of sonic resistance per round per character level. In addition, you gain a +4 divine bonus to all saving throws against sonic based spells.

### 2.25.3 Amplify

This feat gives you the extraordinary ability to amplify your voice. The volume of your voice may be increased by any amount you desire so that it may be easily heard up to a distance of 5 miles. You may also amplify the voice of another creature you are touching, but only one creature at a time. Bards who also are clerics with this domain may use this ability to increase the range of their bardic song skills by four fold. Although this extreme volume may be bothersome to those nearby, the amplified sound does not cause damage or harm of any kind.

### 2.25.4 Vibration

As a spell-like ability you can cause an object to vibrate rapidly simply by touching it. This rapid vibration will cause any small mundane brittle object to shatter in one full round. If you make a successful touch attack you can deliver 1 hp per character level of sonic damage to any creature (crystalline creatures take 1d4 per character level), Fortitude save for half damage. In addition you can cause a metal object in your grasp to vibrate so that it will emit a steady



tone, similar to a tuning fork. Weapons caused to vibrate in this manner will deliver extra sonic damage on a successful hit as per the touch attack damage described above

### **2.25.5 Waveform**

You gain the supernatural ability to change yourself and all of your equipment into a complex sound wave once per day. While in this form you must travel at the speed of sound. You can remain in this form as long as you desire. It takes one full round to take on this form, and one full round to change back into solid form. After changing back into solid form you will be healed as if you rested for one day. While in the form of a sound wave you can take no action except to travel. You can travel only in a straight line. Your senses will operate normally while in this form. You cannot travel in this form through an area affected by magical silence.

### **2.25.6 Sonic Barrier**

Once per day you may call into being a barrier of sonic energy. The barrier will be a sphere, or hemisphere if you are on solid ground, and will be centered upon you. The size will depend upon the number of initiates who are present with you. For each initiate present the radius of the sphere will increase by 10 feet. There will also be a 5 ft. safe area in the middle of the sphere for each initiate. Therefore, if there are four initiates present there will be a safe area for 20 ft. radius and then a sonic barrier from a 20-40 feet radius. All creatures within the sonic barrier will take 2d6 of sonic damage per round per initiate present (maximum 20 d6). The barrier will be centered upon you and will move with you. It will last for 1 minute per initiate present.

## 2.26 Strength Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Disciplined Armor
<b>Heroic</b>	Pack Mule
<b>Master</b>	Wrestler
<b>Champion</b>	Increased Arsenal
<b>Legendary</b>	Burden of Atlas
<b>Ascension</b>	Competitive Spirit

### 2.26.1 Disciplined Armor

Upon gaining this feat you can wear heavy armor without it affecting your movement rate. In addition, you may freely sleep in any kind of armor without the risk of fatigue the next day.

### 2.26.2 Pack Mule

When calculating encumbrance, you count as being a one size category larger, thus doubling your carrying capacity. This is a supernatural ability.

### 2.26.3 Wrestler

When grappling or being grappled, you count as one size category larger than you actually are. In addition, you gain a +4 divine bonus to your Strength score for the purposes of grappling, bull rushing and overrunning. This is an extraordinary ability.

### 2.26.4 Increased Arsenal

You may use any melee weapon as if you were one size category larger without penalty. You could, for instance, wield a greatsword in one hand, or use a Huge greataxe. You can also use larger than normal missile weapons, but these still require two hands. In addition, you can throw and catch boulders as a giant of Large size. This is an extraordinary ability.

### 2.26.5 Burden of Atlas

You may attempt, and automatically succeed, any Strength check. You must declare this power is in use before the attempt is made. Once declared, you make the Strength check as normal. For every point you fail the strength check

by, you take 1d6 points of damage as your body strains against the weight. If the damage is enough to kill you, you are immediately crushed into a fine, thin paste. If you survive, you can hold the object up over your head for 1 minute before you must either put it down or make another Strength check. This is an extraordinary ability.

#### **2.26.6 Competitive Spirit**

This feat is usable once per day, and has multiple effects. First, every initiate of the same god within the sound of your voice gains a +1 divine bonus to their Strength score for each initiate within range, to a maximum of your character level. Second, any initiate may lend up to 4 points of their Strength to any other initiate on the field. A single initiate may not get more than 12 points of Strength in this manner. Third, the use of any Strength-based skills uses the highest ranks among all of the initiates, rather than the individual's ranks. For example, if one initiate has 15 ranks in Swim, then all of the initiates in range make Swim skill checks as if they had 15 ranks. This feat is a supernatural ability and requires a full-round action to invoke, which provokes an attack of opportunity. It lasts for 1 hour, but you can dismiss it at any time.

## 2.27 Sun Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Harness the Sun
<b>Heroic</b>	Lightstrike
<b>Master</b>	Solar Aura
<b>Champion</b>	Helioform
<b>Legendary</b>	Corona
<b>Ascension</b>	Army of Light

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### 2.27.1 Harness the Sun

While in natural light, you may gather sunlight into yourself and store it for later use. You may use this stored energy as illuminating light. You may shed light for an equal amount of time that you spent gathering the sunlight that day. You can choose for this light to emanate from your skin, from an article of your clothing or an item you hold in your hand, but you must be in contact with the item you wish to make glow. This power is a supernatural ability, and acts as the light spell for purposes of brightness and countering darkness effects. All stored sunlight is lost at the next sunrise.

### 2.27.2 Lightstrike

Your dedication to your deity causes any weapon you wield to become infused with positive energy. This effect allows you to critically hit undead creatures (or any creature that would take damage from positive energy). In addition, any special ability you possess that would do extra damage dice (such as a rogue's sneak attack) also affects said creatures. This power is always in effect, but requires you to be in sunlight for at least one hour each day. The power will end 24 hours after your last exposure to sunlight.

### 2.27.3 Solar Aura

Once per day you can, as a standard action, call forth a glowing aura. While glowing, you are immune to paralysis, energy drain and ability drain. Any darkness effect you come in contact with is immediately dispelled. In addition you receive a +2 divine bonus to AC and all saving throws against attacks from undead opponents. The aura glows faintly, causing a –2 circumstance penalty to

Hide skill checks, but is not bright enough to provide any sort of significant illumination. The aura lasts 1 minute per character level.

#### 2.27.4 Helioform

You gain the supernatural ability of Fast Healing 2 while in sunlight. During the day during inclement weather, such as rain, fog or snow, you only gain Fast Healing 1. This power does not function indoors or underground, unless there is a beam of sunlight at least 5 ft. wide you can stand in.

#### 2.27.5 Corona

You can surround yourself with a powerful ball of light once per day for up to 1 round per character level. The ball radiates sunlight in a 60 ft. radius. All creatures within 60 ft. are blinded and take 3d6 points of damage, though a successful Reflex save (DC 25) negates the blindness and reduces the damage by half. Blinded creatures suffer a 50% miss chance in combat, lose any Dexterity bonus to AC, grant a +2 bonus to attackers' attack rolls (as they are effectively invisible), move at half speed, and suffer a -4 penalty on most Strength- and Dexterity-based skills. Creatures to whom sunlight is harmful or unnatural take double damage. Undead creatures caught within the ray are dealt 15d6 damage, but get a Reflex save (DC 25) for half. In addition, the radiance destroys undead creatures specifically affected by sunlight if they fail their saves. The ultraviolet light generated by the spell also deals damage to fungi, mold, oozes, slimes, jellies, puddings, and fungoid creatures just as if they were undead creatures. Invoking this power is a standard action.

#### 2.27.6 Army of Light

Calling forth the power of your deity, you may empower a number of initiates equal to your Wisdom modifier to combat creatures of darkness. All those affected gain the following benefits:

- All of their weapons glow with a brilliant aura, gaining the Ghost Touch and Bane: Evil Creatures special abilities. Their weapons also automatically do double damage against Negative Energy or undead creatures.
- They gain a +4 divine bonus to AC and saving throws against undead opponents.
- All attacks against them suffer a 20% miss chance due to the dazzling brilliance.
- All darkness effects they come in contact with are immediately dispelled.
- They become immune to any spell with the Shadow descriptor.

- Creatures with 60 ft. of them that suffer adversely from sunlight are affected as if they were standing in full daylight.

This power can only be invoked once per day, and requires a full-round action. Initiates must be with 60 ft. of the ascended, no two of which can be more than 30 ft. apart. This power only affects initiates of the same god, not initiates of another god that also grants the Sun domain. This power is a supernatural ability.

## 2.28 Travel Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Intuit Direction
<b>Heroic</b>	Remove Bindings
<b>Master</b>	Speed
<b>Champion</b>	Cartography
<b>Legendary</b>	The Exit
<b>Ascension</b>	Walk of the Unseen

### 2.28.1 Intuit Direction

You gain the extraordinary ability to always know where you are. You will always have an innate sense, regardless of your surroundings, of the compass directions of north, south, east, and west. In addition, if you are able to see any reference points, then you will also have a good sense of where you are and in which direction to head to travel to destinations that you are familiar with. For destinations that you are not personally familiar with, but about which you have some knowledge, you may make an Intelligence check (DC determined by the GM based upon difficulty) in order to figure out in which direction it is likely to lay.

### 2.28.2 Remove Bindings

Once per day, you may invoke this feat to remove all bindings and restrictions upon your free movement. This feat will remove rope that has been tied around you, manacles that are bound around your wrists, or even the grapple of another creature. This feat will also remove any magical effect that usually impedes movement, such as *hold person*, *paralysis*, *solid fog*, *slow*, and *web*.

### 2.28.3 Speed

You gain the supernatural ability to move more quickly than normal. Regardless of your natural base movement, your movement rate under all circumstances will increase by 30 feet. This applies to walking, flying and swimming. It also applies to magical forms of movement, such as being under the effects of a *fly* spell, in which case you will fly at 120 feet rather than the usual 90 feet.

#### 2.28.4 Cartography

You gain the extraordinary ability to remember cartographic details of any place or map you have seen. As you travel you may construct a very accurate mental map of the region, accurately noting distances and the location of reference points. You may later use this mental map just as you would a highly detailed physical map. In addition, if you have one full minute to examine a map you can memorize it and add the information to your mental map of the world.

For purposes of piloting and navigation, your mental map has a quality of +5.

#### 2.28.5 The Exit

When you invoke this feat, which you may do at will, you are immediately teleported without error to a safe location of your deity's choosing. This will often, but not always, be a nearby shrine or temple, but may be any location deemed safe. The effect of this feat cannot be stopped by anything except a *dimensional anchor*.

#### 2.28.6 Walk of the Unseen

You may use this feat to cast *etherealness* upon yourself and all initiates to your god in your presence. This effect is exactly like the spell, except it only affects initiates of your god; there is no limit on the number of characters that can be affected, and the duration is 1 minute per your character level + 1 minute per fellow initiate present.



## 2.29 Trickery Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Unscry
<b>Heroic</b>	Invisibility
<b>Master</b>	Master of Disguise
<b>Champion</b>	Perfect Lie
<b>Legendary</b>	Imitate Divine Feat
<b>Ascension</b>	The Con

### 2.29.1 Unscry

Unscry protects you from anyone using magic as a means of detecting your underhanded dealings and actions. The power does not merely shield you from being scried upon, it leads the person attempting to scry you on a false path of information that is likely to lead them astray. The power will also function in such a way as to prevent anyone from discovering that it is in effect, or that you possess the power. In this way its function is “smart.”

### 2.29.2 Invisibility

Once per day as a free action, you may become invisible as if you cast the *invisibility* spell on yourself.

This is considered an extraordinary ability, and therefore is not subject to anything that disrupts magic.

### 2.29.3 Master of Disguise

You gain the extraordinary ability to change your appearance very convincingly, granting you a +10 competence bonus to all Disguise skill checks. In addition, you may change your appearance very quickly, making a significant change in only one full round action. You are able to use posture, facial expression, voice characteristics, mannerisms, and small props to dramatically change your overall appearance. When quickly adopting a disguise using only one full round action, there is a -5 circumstance penalty, so your overall bonus will be +5. The +10 is only gained when you take the normal full 1d3x10 minutes to craft a thorough disguise.

#### 2.29.4 Perfect Lie

You gain the extraordinary ability to tell extremely well-crafted and convincing lies, granting you a +10 divine bonus to any and Bluff skill checks that involve telling a lie (does not count toward feinting, for example). There is also a -10 divine penalty to anyone attempting a Sense Motive skill check against you (although not as opposed roll against your Bluff, so the Bluff bonus and Sense Motive penalty do not occur on the same opposed roll). In addition, you gain a bonus Will save against any spell designed to determine whether or not you are telling the truth, such as *discern lies*, and if successful the caster of the spell will detect that your words are truthful.

#### 2.29.5 Imitate Divine Feat

Once per day you may choose any one divine feat of any domain and duplicate it exactly. Each time you imitate a divine feat in this way you must make a Knowledge (religion) skill check. The DC of this skill check is 10 if you have imitated the feat before, 15 if you have seen the feat used by someone else but have never successfully imitated it before, and 20 if you have never seen the feat used. If you fail you must choose a different feat that day. You may continue to attempt to imitate different feats until you successfully make the skill check. The imitated feat appears identical to the use of the actual feat, so that it is indistinguishable to any observer.

#### 2.29.6 The Con

When you invoke this power you are granted insight into how to craft a convincing and elaborate deception and are able to instruct and coordinate your initiates in carrying out the deception. For each initiate present, all initiates involved in the deception gain a +1 divine bonus to all Bluff and Disguise skill checks made in the furtherance of the deception (max +15). For example, you may use this feat to convince the local authorities that you are a group of traveling entertainers, rather than a band of thieves. Or you may run a back alley gambling scheme designed to con the unwary out of their gold.

## 2.30 Vengeance Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Focused Aggression
<b>Heroic</b>	Keep Your Enemies Close
<b>Master</b>	Nemesis
<b>Champion</b>	Locate Enemy
<b>Legendary</b>	Retribution
<b>Ascension</b>	Spirit of Vengeance

### 2.30.1 Focused Aggression

Any time an enemy wounds you in combat (does damage, either hit points or ability scores) you gain a +2 divine bonus to attack and damage for the following round only. If you cannot attack your enemy in the following round, then the bonus is lost until they wound you again.

### 2.30.2 Keep Your Enemies Close

This feat grants you a +6 divine bonus to all Charisma-based skills for the purpose of covering up your true feelings towards an enemy. To gain the bonus, your target must have wronged you in some tangible way in the past.

### 2.30.3 Nemesis

You may declare yourself to be the nemesis of any single person that has wronged you in some tangible way in the past. As their nemesis, you now gain a +4 divine bonus to all saving throws and AC against them. In addition, you gain SR 21 against any spells they may cast upon you or items they may use against you. You may only have one nemesis at a time, and cannot declare another one until 24 hours after the last one was defeated. You do not have to kill your target, but you must deliver suitable payback for the wrong they committed upon you.

### 2.30.4 Locate Enemy

Once per day, you may cast a *discern location* as a spell-like ability to locate one of your enemies. An enemy is someone or something that wronged you in some tangible way in the past. This ability functions in all other ways exactly like the spell.

### **2.30.5 Retribution**

When using this feat, any time you take damage, the source of that damage is immediately hit with an equal amount of divine damage. Whether it is from a spell, a weapon, a special attack or an item, the individual that causes you any harm will immediately take an equal amount of divine damage. For instance, if a red dragon's breath does 120 points of fire damage to you, the dragon will immediately take 120 points of divine damage. There is no saving throw, resistance or any way at all to reduce this damage. This supernatural ability is usable once a day, for 10 minutes.

### **2.30.6 Spirit of Vengeance**

To use this power you must have a gathering of initiates of your god. For every 20 combined character levels of your initiates, you may summon one spirit of vengeance against an enemy of your church. This enemy must be known to at least one of the initiates present, and must have wronged you or your church in some tangible way in the past. The spirit of vengeance is not a creature, but rather a force of pure revenge. The spirit will remain near the designated enemy, no matter where they may be, for one hour. If, in that hour, your target falls unconscious, asleep, or otherwise helpless, the spirit will deliver an immediate Coup de Grace, as if it was attacking with a +5 scythe. Regardless of if your target survives or not, the spirit will only deliver one such attack before disappearing. You may only call a spirit of vengeance against a particular target once per year, so it is advised to use this feat very carefully.

## 2.31 Vice Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Veteran Reveler
<b>Heroic</b>	Tried It All
<b>Master</b>	Drunken Ecstasy
<b>Champion</b>	Greed
<b>Legendary</b>	Seduction
<b>Ascension</b>	The More the Merrier

### 2.31.1 Veteran Reveler

You heal subdual damage twice as fast, and when unconscious for any reason other than hit point loss you regain consciousness twice as fast.

### 2.31.2 Tried It All

You gain a +6 divine bonus to all saving throws against the effects of poison and disease.

### 2.31.3 Drunken Ecstasy

For ten minutes per day, you are immune to the ill effects of all pain and discomfort. While under the effects of this feat, you do not have to make any Concentration skill checks to perform any action, including spellcasting, even while taking damage from any source or being distracted by pain or discomfort. This power does not confer any special resistances or defenses, it simply allows you to function while taking damage.

### 2.31.4 Greed

You gain a +6 divine bonus to your Spot skill checks when searching for a specific object or person, and you gain +6 divine bonus to your Disarm Device and Open Lock skill checks when you know what is behind or inside the locked door or object.

### 2.31.5 Seduction

Once per day for one hour, you may seduce any and all creatures with an Intelligence score of 3 or higher that see you. Any creature entering your presence in this time must make a Will save (DC your character level + your

Charisma modifier) or be affected as if a *charm monster* spell had been cast upon them. Creatures not normally affected by Mind-Affecting effects can still be affected, but get a +5 bonus to their Will save.

### **2.31.6 The More the Merrier**

You may only use this feat indoors, and its effects will last for 10 minutes plus 10 minutes per initiate of your god that are in the same room at the time you use the feat. The room in which you invoke this power is suddenly consumed by an atmosphere of merriment, and everyone present will feel inspired to dance, sing, eat and drink to excess, and generally have fun. There is no initial saving throw or spell resistance check against this effect, but for every full minute of trying to leave the party, a character must make a Will save (DC 10 + the combined Charisma modifier of every initiate of your god that is present) to be able to. Anyone walking into the room will suddenly be swept up in the party. Anyone in the party is unable to attack or cause violence in any way, and everyone within is immune to all adverse effects (including damage caused by those outside of the party, such as through spells or missile fire). This feat does not affect any creature with an Intelligence less than 3, or creatures immune to Mind-Affecting effects.

## 2.32 War Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Commander's Will
<b>Heroic</b>	Joy of Battle
<b>Master</b>	Weapon Master
<b>Champion</b>	Immunity to Fear
<b>Legendary</b>	Battle Awareness
<b>Ascension</b>	Victory or Death

### 2.32.1 Commander's Will

Your strength of will grants you a +4 divine bonus to all saving throws vs. mind-affecting spells and spell-like effects.

### 2.32.2 Joy of Battle

When you invoke this feat you will be filled with battle fury. It will provide a +4 divine bonus to attack and damage for melee combat. You will further be able to continue to remain conscious and fight into negative hit points. You do not suffer any damage for taking actions while below 0 hit points. If you reach -10 you will fall over dead. You will not be able to resist the draw of combat and will continue fighting until there are no enemies left. You will not be able to withdraw or retreat from combat under any circumstances, however. You will otherwise be able to make sound tactical decisions normally. When combat is over, if you are between 0 and -10 hit points, you will fall over bleeding as normal.

### 2.32.3 Weapon Master

When you take this feat you are granted knowledge of all weapons. There is no weapon in existence that you cannot pick up and use with proficiency, including exotic or even unique weapons. In addition, this enhanced knowledge of weaponry will grant you Weapon Focus (+1 to attack) with all simple and martial weapons. You still must be a fighter to take Weapon Specialization, however, and may still only specialize in one chosen weapon.

#### **2.32.4 Immunity to Fear**

You will become completely immune to the effects of fear, whether natural or magical or the result of a supernatural or extraordinary ability of a creature.

#### **2.32.5 Battle Awareness**

As you are preparing to enter combat, inform the GM that you are invoking this feat. The feat takes 10 minutes to invoke, during which you will be inspired with a heightened sense of the fight or battle that is about to occur. During this time you may also give an inspirational speech to your allies and/or those under your command. You and everyone who listens to you for the full 10 minutes of the speech gain a +2 circumstance bonus to attack and damage rolls, and a +2 divine bonus to AC. This bonus lasts for the duration of the battle.

In addition to the above benefits, you may learn, at the discretion of the GM, one important piece of tactical information about the upcoming battle. This information may relate to the strength of your enemies, a hidden weakness or vulnerability, or some tactic they are planning.

#### **2.32.6 Victory or Death**

You must invoke this feat during combat, and when you do no one who is involved in the combat may withdraw or retreat until one side has complete victory over the other. One side may surrender, but they must throw down all weapons, cease all spell casting, and submit themselves to the other side.



## 2.33 Water Domain

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Tier	Effect
<b>Basic</b>	
<b>Expert</b>	Breathe Water
<b>Heroic</b>	Resist Fire
<b>Master</b>	Dowsing
<b>Champion</b>	Watercraft
<b>Legendary</b>	Water Form
<b>Ascension</b>	Create Water Elementals

### 2.33.1 Breathe Water.

You gain the supernatural ability to breathe water as if it were air. This power is always in effect. In addition, you may cast spells with verbal components while under water with no penalty.

### 2.33.2 Resist Fire

You gain an inherent resistance to all fire damage, granting you 2 points of fire resistance per round per character level. In addition, you gain a +4 divine bonus to all saving throws against fire-based spells.

### 2.33.3 Dowsing

You gain an inherent affinity with all water so that you may detect at will the location of any water, whether it is standing or flowing, its temperature, and if it contains any impurities or unusual properties. You can detect the location of water at up to one mile distance, even deep underground. Within 30ft. of any water you can detect its properties. This includes the ability to detect any poison that is dissolved in water, or whether water is unsafe to drink for any reason. It will allow you to automatically detect the difference between a gray ooze and a puddle of water, for example, or to automatically detect the presence of a water elemental.

### 2.33.4 Watercraft

You gain a supernatural control over water so that you can fashion water into a solid object. For example, you may turn a puddle of water into a sword that behaves exactly like a normal sword. You may turn a larger supply of water into a solid door, or a handful of water into a key. The item will retain its shape and

solidity only for as long as it is in your possession. You cannot give the water object to another creature or put it down. Also, you may only have one such object at any time, but otherwise you can use the ability an unlimited number of times. Forming an object from water takes a full round action. The size of the object cannot be greater than 10 cubic feet, and cannot have a hardness greater than that of steel.

#### **2.33.5 Water Form**

This ability is similar to the Wildshape ability of the druid. Once per day you may take one full round action to change yourself and equipment to become semi-liquid. You may remain in this form as long as you wish, and it takes one full round to change back to your normal state. Changing into the water form will heal you for one hit point per character level. In this form you will be able to flow like a thick liquid or jelly, squeezing through tiny cracks or fitting into a compact space. While in this form you are not solid enough to make physical attacks or use any skills that require strength or dexterity. Your senses, however, will function normally. You may cast only spells that do not have a verbal or somatic component. While in this form you take half damage from all piercing or slashing weapons. In addition, if you have the Resist Fire feat, while in this form the fire resistance is increased by 10 hit points per round.

#### **2.33.6 Create Water Elementals**

When you invoke this power you may turn one initiate into a water elemental for every twenty levels of initiates present (not including you). They are transformed into Greater Water Elementals, with all powers and abilities, and, although they retain their own mind, they cannot use any of their own powers or abilities while in elemental form. Elementals created in this way will have at least 5 hp per HD. If they should be killed then their Elemental form is dispelled and they will return to themselves as they were before the transformation.

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## 4 Templates

## 4.1 Template

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Tier	Effect
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Basic	
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Expert	
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Heroic	
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Master	
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Champion	
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Legendary	
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