

Domain Powers



This document lists the powers connected with each of the domains that divine casters use to build their spell lists. No powers are associated with the All, Inquisitor or Paladin domains.

Cleric Domain Power

A cleric receives a domain power at first level, and then at every even-numbered level thereafter. He can only select powers from the domains that he has greater access. Some domain powers have additional prerequisites that the cleric must meet before he can select them. Cleric with major access to a domain also add the listed class skill to their list of class skill. The bonus from the *Divine Insight* ability can be added to this skill.

Air

Class Skill: Fly

Aura of Purity (Su): The cleric continuously purifies the air directly around her making it safe to breathe. This means that the cleric (and only the cleric) is immune to the effects of smoke inhalation as well as all poisonous mists, stinking clouds, poisonous gases, airborne diseases and other elements at the GM's discretion. All such things are magically neutralised before they make contact with the cleric. This power only works to purify air; it will not allow the character to breath underwater, nor to function in the absence of air.

Divine Flight (Su): You gain the ability to fly at-will. The effectiveness of this power is dependent upon the cleric's level. His fly speed is 5 feet per class level with no upper limit. At 1st level the cleric's manoeuvrability is Clumsy. This improves to Poor at 5th level, Average at 10th level, Good at 15th level and Perfect at 20th level. See the Fly skill for an explanation of how manoeuvrability works. You must be at least ninth level to select this ability.

Elemental Dominion (Su): You can use your *Turn Undead* power to drive away and destroy elementals of the Earth subtype.

Lightning Arc (Su): As a standard action, you can unleash an arc of electricity targeting any foe within 30 feet as a ranged touch attack. This arc of electricity deals 1d6 points of electricity damage + 1 point for every two cleric levels you possess. You can use this ability at-will.

Lightning Resistance (Ex): You gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity. You must be at least sixth level to select this ability.

Thunder Resistance (Ex): At sixth level you gain resist sonic 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to sonic attacks. You must be at least sixth level to select this ability.

Thundercloud (Su): You can, as a standard action, summon a storm cloud. This power functions as fog cloud except that creatures inside the cloud are deafened and take 2d6 points of electricity damage each round from the flashes of thunder and lightning. Once created, you can concentrate on the cloud to move it up to 30 feet each round. You can use

this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. Concentrating on the thundercloud requires a move action. You must be at least eighth level to select this ability.

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

Animal

Class Skill: Knowledge (Nature)

Animal Companion (Ex): You gain the service of an animal companion as a druid does. Your effective druid level level for this animal companion is equal to your cleric level -3. You must be at least fourth level to select this ability.

Eyes of the Hawk (Ex): You gain a racial bonus on Perception checks equal to half your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

Master of Scalykind (Su): You can use your *Turn Undead* power to drive away and destroy fish, reptiles, snakes and other scaly creatures of the Animal or Vermin types.

Predator's Grace (Su): You can, as a swift action, grant yourself a +10 bonus to your base speed for 1 round. This bonus increases by 5 feet for every 5 cleric levels you possess. In addition, you gain low-light vision for 1 round. If you already possess low-light vision, the range of your sight becomes three times that of a human in dim light for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Talk with the Animals (Sp): The spell *speak with animals* becomes an invocation for you. You can use this ability at-will.

Calafax

Class Skill: Knowledge (Elemental)

Cloak of Calafax (Su): The cleric gains complete immunity to all fire. No degree of heat will burn the character, although he can mysteriously still develop a winning tan.

Healing Flame (Su): Fire actually heals the cleric. Exposure to fire heals 1 hit point of damage for each die of damage the fire would inflict. For example, a cleric hit by a 10d6 *fireball* would take no damage and heal ten hit points. The cleric must have already selected the *Cloak of Calafax* ability to take this power.

Fiery Aura (Su): The cleric can encase himself in a fiery aura at will. Unless they are specially protected, the aura automatically burns away any clothes the cleric is wearing, and affects

armour as if a *heat metal* spell had been cast upon it. Anyone who touches (or is touched by) the cleric suffers 1d6 points of fire damage. This extra dice is applied to the damage inflicted by the priest in mêlée combat as long as he is using a weapon that has a reach of 5 feet or less. The flames will still burn in a vacuum or underwater, although they will boil away the surrounding water. The flames do not injure the cleric.

Obscuring Flame (Su): The cleric's fiery aura is so intense that provides partial concealment (20% miss chance) to attacks when it is activated. The cleric must have already selected the *Fiery Aura* ability to take this power.

Celerity

Class Skill: Athletics

Accelerate Skill Use (Su): Certain skills such as disable device, appraise and handle animal take a lengthy time to before. Clerics of celerity can reduce the amount of time it takes you to perform these skills by one step. 1 minute becomes 1 standard action; 10 minutes becomes 1 minute; 1 hour becomes 10 minutes; 1 day becomes 1 hour; 1 week becomes 1 day.

Accelerate Spellcasting (Su): You can cast spells that have a lengthy casting time in the blink of an eye. In regard to casting time: minutes become rounds, hours become minutes, days become hours, and weeks become days. This ability doesn't apply to spells that already have a casting time of less than 1 minute.

Aura of Rapidity (Sp): You can generate an effect similar to the *haste* spell that affects up to one creature per cleric level (including yourself) within thirty feet. This effect lasts for 1 round per cleric level, and can be used a number of times per day equal to 3 + your Wisdom modifier.

Evasion (Ex): You gain the Evasion ability. If you already have Evasion, then you gain Improved Evasion instead. You must be at least second level to select Evasion, and at least ninth level to select Improved Evasion. This ability can be selected twice.

Lightning Reflexes (Ex): You gain Lightning Reflexes as a bonus feat. If you already have lightning reflexes, then you gain Improved Lightning Reflexes as a bonus feat instead.

Read for Action (Ex): You gain Improved Initiative and Quickdraw as bonus feats.

Quick Step (Ex): You base land speed is faster than the norm for your race by 10 feet. This bonus is not lost if carrying a medium or heavy load.

Uncanny Dodge (Ex): You gain the uncanny dodge ability. If you have another class that gives you uncanny dodge, your cleric levels add to that class's level for determining when you gain the improved uncanny dodge class feature.

Change

Class Skill: Control Shape

Energy Admixture (Sp): When you cast a spell with the energy descriptor (either an offensive magic, or protective magic) you can choose to change the energy type of the spell. A *fireball* could become a *sonicball*, or *protection from lightning* could be *protection from radiance* for example.

Fluid Form (Su): You can alter your appearance at-will as per the spell *Alter Self*. You gain all the disadvantages and advantages of your new form as detailed in that spell description. You must be at least ninth level to select this ability, and you must have already selected the Master of Disguise ability.

Master of Disguise (Su): You can alter your appearance to resemble another creature. The limitations of this power are similar to the *Disguise Self* spell, except that you are affecting a truly physical change on your yourself – i.e. this ability is a transmutation effect, not an illusion as the spell. Master of Disguise doesn't allow you to change the appearance of your clothing.

Master of own Form (Su): Although you can be subject to polymorph effects if you choose, you have the ability to automatically revert to your original form the following round (if you desire). *Baleful Polymorph* attempts or attacks that alter your form (such as those of a chaos beast) are only briefly inconvenient.

Shifter Bane (Su): You can use your *Turn Undead* power to drive away and destroy creatures with the Shapechanger subtype.

Skilled Transmuter (Ex): You cast all spells of the Transmutation school at +2 caster level.

Chaos

Class Skill: Knowledge (Ancients)

Aura of Chaos (Su): You can surround yourself with a field wild energies. These energies manifest as a 30- foot aura of chaos for a number of rounds per day equal to your cleric level. All enemies within this aura must declare one type of action at the start of their turn (attack, cast a spell, move, use an item, or activate a special ability) and make a Will save. Creatures that fail the Will save must take an action other than their declared action. If they succeed, they must take the declared action. Creatures cannot select actions that they cannot perform. You must be at least eighth level to select this ability.

Chaos Blade (Su): You can give a weapon touched the *anarchic* special weapon quality for a number of rounds equal to half your cleric level. You can use this ability once per day at eighth level, and an additional time per day for every four levels beyond 8th. You must be at least eighth level to select this ability.

Chaotician: You cast all spells with the Chaos descriptor at +2 caster level.

Extra Smiting (Su): The cleric have make use of the *Smite Law* domain power twice before taking an extended rest. This domain power may be taken multiple times. Each time it is taken, the cleric gains one additional use of *smite Law* per day. The cleric must have already selected *Smite Law* as a domain power, before she can take *Extra Smiting*.

Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to half your cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Smite Law (Su): Once per day, the cleric can call out to her god to aid her in her struggle against Law. As a swift action, the cleric chooses one target within sight to smite. If this target is Law, the cleric adds her Wisdom bonus (if any) to her attack rolls and adds her cleric level to all damage rolls made against the target of her smite. If the target of smite Law is an outsider with the Law subtype, or a Lawful-aligned dragon, the bonus to damage on the first successful attack increases to 2 points of damage per level the cleric possesses. Regardless of the target, smite Law attacks automatically bypass any DR the creature might possess. In addition, while smite Law is in effect, the cleric gains a deflection bonus equal to her Wisdom modifier to her AC against attacks made by the target of the smite. If the cleric targets a creature that is not Law, the smite is wasted with no effect. The smite law effect remains until the target of the smite is dead or the next time the cleric takes a short rest.

Touch of Chaos (Sp): You can imbue a target with chaos as a mêlée touch attack. For the next round, anytime the target rolls a d20, he must roll three times and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Charm

Class Skill: Bluff

Dazing Touch (Sp): You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level are unaffected. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Charming Smile (Sp): You gain ability to cast *charm person* as a swift action (as if it were a quickened spell) without increasing the level of the spell. You do not need to use your focus when casting *charm person*: you suffer none of the normal ill-effects for not having a focus present when casting a spell. If you are an Instinctive caster then the first casting of *charm person* in an encounter does not require a languor check. If you are an Acquired caster then you may cast *charm person* twice before taking a short rest. You must be at least eighth level to select this ability.

Circle of Devotion (Su): The cleric is able to insinuate his own emotions on those around him. The radius of this effect is 5 feet for every two cleric levels to a maximum of 50 feet at

20th level. The cleric makes a Diplomacy skill check with a bonus equal to his cleric level, and shifts the attitude of individuals within range accordingly (see the Diplomacy skill). Unlike the Diplomacy skill, changing the attitudes of others with this power is instantaneous. The effect lasts for as long as the targets remain within range of the cleric + 1 round per cleric level thereafter. The victims of this power are considered *charmed* but they are not controlled by the cleric. If they are called upon to perform an act that is against their nature and beliefs they are entitled to a saving throw at DC 10 + half the cleric's level + cleric's wisdom modifier. If they are called upon to act in a manner that is likely to lead to their death then the effect ends. The cleric may use this power a number of times per day equal to 3 + his wisdom modifier.

Inspiring Word (Sp): As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to half your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Touch of Glory (Sp): You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Cold

Class Skill: Survival

Body of Ice (Su): You can transmute your body and equipment to ice for a period of time. It takes a standard action to take on the form of ice, and you can end the transmutation with a free action on your turn. When you take on the form of ice, you are immune to cold and have DR 5/—, but you take twice the normal amount of damage from fire. You can take on the form of ice for a number of rounds per day equal to your cleric level. The rounds need not be consecutive. You must be at least eighth level to select this ability.

Cold Shoulder (Su): Your very presence can cause the temperature in the surrounding area to drop. As detailed in the *Sandstorm* and *Frostburn* books, temperature is graded on an incremental scale from Burning Heat (in excess of 211°F or 100°C) to Unearthly Cold (lower than -51°F or -46°C). You can reduce the temperature in the surrounding area by one step per four cleric levels – i.e. a 20th level cleric could reduce the temperature by six steps: from Burning Heat to Moderate, or from Hot to Unearthly Cold. The effects lasts for as long as the cleric spends a Move action to maintain the effect, and for 1 round per level thereafter. This ability can be used at-will.

Cold Resistance (Ex): You gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold. You must be at least sixth level to select this ability.

Elemental Dominion (Su): You can use your *Turn Undead* power to drive away and destroy elementals of the Fire subtype.

Icicle (Sp): As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability at-will.

Icewalking (Su): This ability works like the *spider climb* spell, but the surface to be climbed must be made of ice. You may cross icy surfaces without penalty, and do not need to make an acrobatics check to run or charge in ice or snow.

Community

Class Skill: Streetwise

Binding Ties (Su): As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Calming Touch (Sp): You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Divine Mediator (Su): Gain a +2 bonus to diplomacy checks. In addition you may use the spell *calm emotions* as an invocation a number of times per day equal to 3 + your wisdom modifier.

Guarded Hearth (Su): You can create a ward that protects a specified area. Creating this ward takes 10 minutes of uninterrupted work. This ward has a maximum radius of 5 feet per 2 cleric levels you possess. When the ward is completed, you designate any number of creatures inside its area. Should any other creature enter the warded area, all of the selected creatures are immediately alerted (and awoken if they were asleep). The designated creatures also receive a sacred bonus equal to your Wisdom modifier on all saving throws and attack rolls while inside the warded area. This ward immediately ends if you leave the area. The ward lasts for 1 hour per cleric level. You can use this ability once per day. You must be at least eighth level to select this ability.

Unity (Su): Whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must decide individually before the rolls are made. Using this ability is an immediate interrupt action. You can use this ability once per day at eighth level, and one additional time per day for every four cleric levels beyond eighth. You must be at least eighth level to select this ability.

Creation

Class Skill: Knowledge (Engineering)

Animate Servant (Su): As a standard action, you can give life to inanimate objects. This ability functions as *animate objects* using your cleric level as the caster level. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th. You must be eighth level to select this ability.

Aura of Repetition (Su): You can emit a 30-foot aura of repetition for a number of rounds per day equal to your cleric level. All enemies within this aura must make a Will save each round or repeat their action from the previous round (if possible). Creatures that attacked on the previous round attack again on the following round, although they may change their target. Creatures that moved the previous round must take the same move action again, although they may change their route. Creatures that drank a potion must do so again, even they can only drink from an empty bottle. Actions that cannot be repeated are wasted. These rounds do not need to be consecutive. You must be at least eighth level to use this ability.

Artificer's Touch (Sp): Whenever you cast the spells *mending* or *make whole* the hit points you restore to an object or construct is automatically maximised without increasing the level of the spell. In addition, you can cause damage to objects and construct creatures by striking them with a *mêlée* touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You can use this ability at-will.

Dancing Weapons (Su): You can give a weapon touched the *dancing* special weapon quality for four rounds. You must be at least eighth level to select this ability. At eighth level you use *dancing weapons* once per day; you can use it an an additional time per day for every four levels beyond eighth.

Exceptional Skill (Ex): Gain Skill Focus as a bonus feat for one Craft skill of your choice.

Maestro (Ex): You cast all spells for the Creation subschool at +2 caster level.

Death

Class Skill: Knowledge (Ancients)

Bleeding Touch (Sp): As a *mêlée* touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to half your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this at-will.

Commune with the Dead (Su): As a standard action, you can ask one question of a dead creature as if using the *speak with dead* spell. The dead creature you are questioning does not gain a Will saving throw against the effect and must answer to the best of its

knowledge. You can ask a number of questions each day equal to your cleric level, these questions need not be directed at the same dead creature, or made at the same time.

Gentle Rest (Sp): Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a *mêlée* touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Killing Blow (Su): Weapons you use become infused with the power of death. Whenever you confirm a critical hit with a *mêlée* or ranged weapon, your attack deals an additional amount of bleed damage equal to half your cleric level. You can use this ability once per day at 8th level, plus one additional time per day for every four levels beyond 8th. You must be at least eighth level to select this ability.

Piercing the Veil (Su): The cleric is intrinsically and continuously aware of the presence of necrotic energy. This functions much like the *detect undead* spell except that it is an always active effect. Without concentrating the cleric can sense this death energy to a range of sixty feet. The cleric can also sense an imbalance between necrotic and radiant energy in a subject and can therefore sense how near death a wounded creature is - much like the *deathwatch* spell. Because the cleric can sense death energy he is able to defend himself against undead or similiar foes that attack him while invisible or under the cover of darkness. The cleric takes no penalty against such attackers as long as they are undead and are within the range of this power. Piercing the Veil eliminates any miss-chance granted to a living being by concealment; although it has no effect on displaced creatures (such as thought a *blink* spell), or against cover of any kind.

Touch of Death (Su): You may take a portion of the necrotic energy inherent in yourself, and deliver it to your opponents as a touch attack. This attack produces a Death effect. Each day you can manifest 2d6 necrotic damage for each cleric level you possess. Before you make a touch attack you must decide how many d6 worth of damage you intend to deliver. For example, an eighteenth level cleric can deliver up to thirty-six d6 worth of necrotic damage per day. This can be done as one attack dealing 36d6 necortic damage, thirty six attacks each dealing 1d6 necrotic damage, or anywhere inbetween. A *Touch of Death* cannot reduce a target's hit points to less than one. If used on undead, *Touch of Death* heals a like amount of damage.

Touch the Spirit World (Su): With a touch, you can empower a weapon to affect incorporeal creatures. The weapon touched deals half damage to incorporeal creatures, or full damage if it is a magic weapon. This benefit lasts for a number of rounds equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ward Against Death (Su): You can emit a 30-foot aura that wards against death for a number of rounds per day equal to your cleric level. Living creatures in this area are immune to all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no

effect while the creature is inside the warded area. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Destruction

Class Skill: Disable Device

Bombs Away! (Su): You can create a opaque grenade of magical force in your hand. The act of creating and throwing the grenade is one standard action. This bomb is a thrown weapon that requires no proficiency, and has a range increment of 20 feet. You throw the grenade at a specific target or location. A struck target takes 1d6 force damage for every two cleric levels you possess and is knocked prone. Targets within 10 feet of the target may make a Reflex saving throw to suffer only half damage and remain on their feet. You may alternatively toss the grenade at an unoccupied area of ground – this is a ranged attack against a base AC of 5 to put the bomb where you want it. Everyone within 10 feet of this point make a saving throw as above. Even if you miss with the grenade it is going to land somewhere. In the case of a miss, determine the direction of the grenade using the rules for throwing splash weapons.

Destructive Aura (Su): You can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to half your cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive. You need to be eighth level to select this ability.

More Smiting! (Su): The cleric have make use of the *Smite Infidel* domain power twice before taking an extended rest. This domain power may be taken multiple times. Each time it is taken, the cleric gains one additional use of *smite infidel* per day. The cleric must have already selected *Smite Infidel* as a domain power, before she can take *More Smiting!*.

Raging Bull (Su): At 8th level, you can enter a fearsome rage, like a barbarian. At 12th and 16th level, you can select one rage power. You cannot select any rage power that possesses a level requirement, but otherwise your barbarian level is equal to half your cleric level for the purposes of calculating how many times you can rage each day. You must be at least eighth level to select this ability.

Smite Infidel (Su): Once per day the cleric, the cleric gains the ability to smite a single target. As a swift action, the cleric chooses a single target within sight to smite. The cleric adds her Charisma bonus (if any) to her mêlée attack rolls and adds her Cleric level to all mêlée damage rolls made against the target of her smite. If the target is actively working against the interests of the cleric's deity then the bonus to damage on the first successful attack increases to 2 points per Cleric level. Smite Infidel automatically bypasses any Damage Reduction the creature might possess. In addition, while *Smite Infidel* is in effect, the cleric gains a deflection bonus equal to her Charisma modifier (if any) to her Armour Class against attacks made by the target of the smite. The *Smite Infidel* effect remains until the target of the smite is dead, or the next time the cleric takes an extended rest.

Sundering Touch (Su): Each round you hold an object in your hand you can choose to do a cumulative 1 point of damage to it (i.e. 1 point of damage in the first round, 2 in the second, 3 in the third and so on). This damage does not ignore hardness, but holding the item for long enough will eventually break even the strongest objects. You can use sundering touch at will, but you are limited in the size of the item you can destroy. At first level you can affect items that will fit into one cubic foot of space. You add an additional cubic foot of space at every odd level, so at nineteenth level you could affect an object that would fit into a cube that had 10 feet to each side.

Time Bomb (Su): When you create a magical grenade using the *Bombs Away!* power, you can alter the bomb so that instead of exploding immediately, it detonates after a certain amount of time has passed. The explosion can be delayed for up to 1 minute per cleric level. As a supernatural effect, a time bomb cannot be dispelled although it can be disjoined. The cleric can only have one time bomb in existence at any one time.

Earth

Class Skill: Intimidate

Acid Dart (Sp): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6 points of acid damage + 1 point for every two cleric levels you possess. You can use this ability at-will.

Acid Resistance (Ex): You gain resist acid 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to acid. You must be at least sixth level to select this ability.

Stonecunning (Ex): You gain the stonecunning ability (see *Pathfinder Core Rules* p21). If you already have the Stonecunning ability, then the bonus to your Perception check increases from +2 to +4.

Elemental Dominion (Su): You can use your *Turn Undead* power to drive away and destroy elementals of the Air subtype.

Metal Fist (Su): As a swift action, you can turn your fists into metal for 1 round, allowing you to make unarmed strikes that deal 1d6 points of bludgeoning damage plus your Strength modifier. These strikes inflict lethal damage and do not provoke attacks of opportunity, but attacking with both uses the two-weapon fighting rules as normal. In addition, these unarmed strikes ignore the hardness of items with a hardness of 10 or less, and bypass DR 10/adamantine. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Path of Stone (Su): The cleric has the ability to enter and move through solid matter as long as the material is natural and has been derived from earth. For example, the cleric could move through stone, rock or iron ore but could not step through brick, concrete or the iron bars of a cell because they have been worked by the hand of man. Most stone structures on Urova are constructed with dry stone walls which present no problem to the cleric. As long as these conditions are met there is no limit to the number of times the priest can exercise this power. Once within solid matter the cleric can move and breath normally. He can move

along the plane in which he entered, but has limited ability to move up or down – it can be done but only at a shallow angle (as if walking up or down a gentle hill).

Skin of Stone (Su): The cleric's skin becomes crusty and as hard as stone. He gains a natural armour bonus to his AC of +1 per three levels (e.g. a 9th level cleric has an AC bonus of +4). Clerics of 9th level or higher also gain damage reduction of 10/adamantine. Very high level clerics (those of 15th level and up) find their skin now resembles rock. They look a little like an earth elemental and a little like The Thing from *The Fantastic Four*.

Tongue of Terranor (Su): The cleric can converse with any natural stone at will. This works in a similar manner to the spell *Speak with Plants*. Like the spell, the perceptions of stone are quite different to those of a person, and so the cleric may not always discover what he wants to know. This power only works on natural, unworked stone. Stones are always considered 'friendly' to the cleric.

Tunnel Runner (Su): You can move through tunnels and caves with ease. Activating this ability is a standard action. You can move across any stone surface as if under the effects of spider climb. You can also see very well in darkness, gaining darkvision out to a range of 60 feet. If you already possess darkvision, extend the range by 60 feet. While underground, you also gain an insight bonus equal to your cleric level on Stealth skill checks and an insight bonus equal to your Wisdom modifier on initiative checks. You can use this ability for 1 minute per day per cleric level you possess. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. You must be at least eighth level to select this ability.

Evil

Class Skill: Knowledge (Ancients)

Blackhearted: You cast all spells with the Evil descriptor at +2 caster level.

Extra Smiting (Su): The cleric have make use of the *Smite Good* domain power twice before taking an extended rest. This domain power may be taken multiple times. Each time it is taken, the cleric gains one additional use of *smite good* per day. The cleric must have already selected *Smite Good* as a domain power, before she can take *Extra Smiting*.

Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to half your cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Hell's Corruption (Su): You can cause a creature to become more susceptible to corruption as a mêlée touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to half your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Malign Eye (Su): As a standard action, you can afflict one target within 30 feet with your malign eye, causing it to take a -2 penalty on all saving throws against your spells. The effect lasts for 1 minute or until the target hits you with an attack. You can use this ability at-will, but not more than once against the same target during the same encounter.

Smite Good (Su): Once per day, the cleric can call out to her god to aid her in her struggle against Good. As a swift action, the cleric chooses one target within sight to smite. If this target is Good, the cleric adds her Wisdom bonus (if any) to her attack rolls and adds her cleric level to all damage rolls made against the target of her smite. If the target of smite Good is an outsider with the Good subtype, or a Good-aligned dragon, the bonus to damage on the first successful attack increases to 2 points of damage per level the cleric possesses. Regardless of the target, smite Good attacks automatically bypass any DR the creature might possess. In addition, while smite Good is in effect, the cleric gains a deflection bonus equal to her Wisdom modifier to her AC against attacks made by the target of the smite. If the cleric targets a creature that is not Good, the smite is wasted with no effect. The smite good effect remains until the target of the smite is dead or the next time the cleric takes a short rest.

Touch of Evil (Sp): You can cause a creature to become sickened with a *mêlée* touch attack. Creatures sickened by your touch are considered Good for the purposes of spells with the Evil descriptor. This ability lasts for a number of rounds equal to half your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Scythe of Evil (Su): You can give a weapon touched the unholy special weapon quality for a number of rounds equal to half your cleric level. You can use this ability once per day at eighth level, and an additional time per day for every four levels beyond eighth. You must be at least eighth level to select this ability.

Whispering Evil (Su): As a standard action, you can whisper a hypnotising litany of empty promises. Each enemy within a 30-foot emanation that can hear you must succeed on a Will saving throw or become fascinated for as long as you continue the litany. You can use this power a number of rounds per day equal to your cleric level, but these rounds do not need to be consecutive. This is a mind-affecting effect. You must be at least eighth level to select this ability.

Fire

Class Skill: Acrobatics

Elemental Dominion (Su): You can use your *Turn Undead* power to drive away and destroy elementals of the Water subtype.

Cloud of Smoke (Su): As a standard action, you can create a 5-foot-radius cloud of smoke. This power has a range of 30 feet. Creatures inside the cloud take a -2 penalty on attack rolls and Perception skill checks for as long as they remain inside and for 1 round after exiting the cloud. Creatures inside the cloud gain concealment from attacks made by opponents

that are not adjacent to them. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fire Bolt (Sp): As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels you possess. You can use this ability at-will.

Fire Resistance (Ex): You gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire. You must be at least sixth level to select this ability.

Mastery of Flame (Su): The cleric gains the ability to control and animate an existing fire. He has no control of an instantaneous fire effect (such as a fireball). The cleric can exercise this control over a fire that has a radius of 5 feet per class level – or affect a portion of a larger fire. The cleric can diminish or increase the illumination given by the fire from a tiny flicker to full daylight without effecting the amount of heat given off. He may automatically extinguish any natural fire within the size limit set down by the power. The cleric may also feed the flame making it impossible to extinguish by normal means. Opposed caster level checks are required if one cleric is attempting to extinguish a fire that another is currently feeding. Most impressively, the cleric can animate the fire into a creature resembling a fire elemental that will act as directed by the cleric for as long as the cleric maintains concentration + 1 round per class level thereafter. Use the statistics for animated objects (not fire elements). All damage inflicted by the creature is fire damage. The size and power of the creature is dependent on the size of the flame and the cleric's level. Tiny fire objects can be created at 1st level from a fire of at least a 5 foot radius; Small at 3rd from a 15 ft radius fire; Medium at 6th from a 30 ft radius fire; Large at 9th from a 45 ft radius fire; Huge at 12th from a 60 ft radius fire; Gargantuan at 15th from a 75 ft radius fire and Colossal at 18th from a 90 ft radius fire.

Unchaining the Flame (Su): The cleric can set objects on fire with a glance. As a full round action the cleric must concentrate on a particular object or creature. The cleric can only effect objects (or creatures) that have a Hardness rating (or natural armour bonus) of less than or equal to his class level. For example, an 8th level cleric could use this power on stone (hardness 8), but could not use this power on iron (hardness 10). If the cleric can affect the object then he inflicts 1d6 damage per round that he maintains concentration (this damage by-passes the item's hardness rating, or any damage reduction). During this time the cleric can take no other actions. Given sufficient time a high level cleric could melt through a foot thick adamantine wall simply with the power of his mind. Flammable objects (such as cloth and paper) will continue to burn even after the cleric stops concentrating. Creatures, attended objects and magical items can make Fortitude saving throws at DC 10 + half cleric's class level + cleric's wisdom modifier to avoid the effect. The range of this power is 10 feet. The cleric can either affect the equivalent of a 1×1×1 foot cube of material per level or one creature.

Wall of Ashes (Su): You can create a wall of swirling ashes anywhere within 100 feet. This wall is up to 20 feet high and up to 10 feet long per cleric level you possess. The wall of ash blocks line of sight, and any creature passing through it must make a Fortitude save or be

blinded for 1d4 rounds. The wall of ash reveals invisible creatures that are inside it or adjacent to it, although they become invisible again if they move away from the wall. You can use this ability for a number of minutes per day equal to your cleric level, but these minutes do not need to be consecutive. You must be at least eighth level to select this ability.

Freedom

Class Skill: Escape Artist

Elysium's Call (Su): With a touch, you can imbue creatures with the spirit of Elysium, lifting their spirits and freeing them from bonds. The creatures touched can immediately reroll any failed saving throws against spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, targets receive a +2 sacred bonus on such saving throws and a +2 sacred bonus on CMB checks to escape a grapple. Finally, targets can ignore up to 5 feet of difficult terrain each round, as if they had the Nimble Moves feat. These bonuses last for a number of rounds equal to 1/2 your cleric level (minimum 1), although the saving throw reroll only applies when the creature is touched. You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier.

Freedom's Call (Su): You can emit a 30-foot aura of freedom for a number of rounds per day equal to your cleric level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralysed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Freedom of Thought (Ex): If you are affected by a charm, compulsion, or fear effect and fail your saving throw, you can attempt the save again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.

Liberation (Su): You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

Liberty's Blessing (Sp): You touch a willing creature as a standard action, granting it a boon. A creature with this boon can, as a swift action, make a saving throw against a single spell or effect it is suffering from that grants a save. The DC of the saving throw is equal to the original DC of the spell or effect. If the saving throw is successful, the effect ends. This boon lasts for 1 minute or until successfully used to remove a spell or effect, whichever duration is shorter. You can use this ability for a number of times equal to 3 + your Wisdom modifier.

Good

Class Skill: Knowledge (Ancients)

Born of the Light: You cast all spells with the Good descriptor at +2 caster level.

Extra Smiting (Su): The cleric have make use of the *Smite Evil* domain power twice before taking an extended rest. This domain power may be taken multiple times. Each time it is taken, the cleric gains one additional use of *smite evil* per day. The cleric must have already selected *Smite Evil* as a domain power, before she can take *Extra Smiting*.

Hallowed Aura (Su): You can emit a 30-foot protective aura as a standard action. Allies in this aura receive a +2 deflection bonus to AC and a +2 resistance bonus on all saving throws. In addition, allies in the area gain the benefits of protection from evil (although the AC bonus and saving throw bonus do not stack with those granted by this effect). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not have to be consecutive. You must be at least eighth level to select this ability.

Holy Lance (Su): You can give a weapon you touch the holy special weapon quality for a number of rounds equal to half your cleric level. You can use this ability once per day at eighth level, and an additional time per day for every four levels beyond eighth. You must be at least eighth level to select this ability.

Smite Evil (Su): Once per day, the cleric can call out to her god to aid her in her struggle against evil. As a swift action, the cleric chooses one target within sight to smite. If this target is evil, the cleric adds her Wisdom bonus (if any) to her attack rolls and adds her cleric level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the cleric possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, the cleric gains a deflection bonus equal to her Wisdom modifier to her AC against attacks made by the target of the smite. If the cleric targets a creature that is not evil, the smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time the cleric takes a short rest.

Touch of Good (Sp): You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Healing

Class Skill: Perception

Diagnose: The cleric can gain an instant knowledge of what ails a subject by conducting a swift examination that lasts one standard action. At the end of that action, with no check required, the cleric automatically knows the nature of any wounds, diseases or curses that the subject suffers from.

Hands of a Healer: You cast all spells of the Healing subschool at +2 caster level.

Healer's Blessing (Su): All of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat. You must be sixth level to select this ability.

Ready Remedy (Sp): The cleric is a fathomless fountain of cure-alls and remedies. As long as the cleric knows the nature of the affliction (by either a sufficient Heal skill check, or the Diagnose ability) he may produce an antidote to poisons and cure for diseases from a mixture of radiant energy and any mundane items and materials he has to hand. The cleric effectively gains the spells *neutralise poison* and *cure disease* as invocations. They may be used a number of times per day equal to 3 + the cleric's wisdom modifier.

Rebuke Death (Sp): As a standard action, you may touch a dying creature. Your magic instantly restores the creature to 1 hit point. This ability does not repair any wounds, negate poisons or remove any other deleterious conditions the target may have. *Rebuke death* may be used at-will. This ability has no effect on creatures that have 0 or positive hit points. You must be fourth level to select this ability.

Restorative Touch (Su): You can touch a creature, letting the healing power of your deity flow through you to relieve the creature of a minor condition. Your touch can remove the dazed, fatigued, shaken, sickened, or staggered condition. You choose which condition is removed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier, but no more than once on the same target between short rests.

Journeys

Class Skill: Survival

Agile Feet (Su): You gain increased mobility. You ignore all difficult terrain and do not take any penalties for moving through it.

Create Campsite (Sp): The cleric generates a squadron of tiny invisible servants who create a campsite for the cleric and his companions. The character indicates the desired area for the campsite (up to 50 ft. radius) and the number of persons the campsite is to accommodate (up to three times your cleric level).

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a meal from local ingredients. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by enemies. It takes only one minute for the servants to create a campsite

The servants make camp with the gear and equipment provided for them; otherwise, the servants will improvise with materials available in the immediate area. For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations.

The servants can also be called upon to break camp. They quickly extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the cleric's level. The process takes one minute, and when they are finished all traces of the campsite are eliminated.

The servants cannot fight for the party, deliver messages, or take any other actions other than creating (or striking) the campsite. However, the servants can be sent to break the camp of other travellers. There is no saving throw against this effect, although the servants can be dispelled.

Dimensional Hop (Sp): You can teleport up to 10 feet per cleric level per day as a move action. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought. You must be at least eighth level to select this ability.

Door Sight (Su): You can lay your hand upon any surface and see what is on the other side, as if using clairvoyance. Using this power takes 1 minute, during which time you must be touching the surface you want to see through. You can keep looking for as long as 10 minutes with each use of this power, but must touch the surface and take no other action the entire time. The surface cannot be thicker than 6 inches plus 1 inch per cleric level you possess. You can use this power at-will.

Night-Traveller (Ex): You gain darkvision to aid your exploration in the hours of darkness.

Summon Mount (Sp): You gain the ability to summon a riding mount. This functions as the first level spell, *Mount*, using your cleric level as the caster level. You can summon a mount at-will, although you may have no more than one mount per three caster levels in existence at any one time.

Universal Sign Language (Ex): The cleric can always make simple needs and instructions understood regardless of the language barrier. Through a mixture of gesture and mime the cleric is able to converse with others.

Untiring Steed (Su): Your steed is not fettered by fatigue or exhaustion. Any mundane non-magical creature that you ride (a riding dog, horse, camel etc.) can be pushed further and faster than normal mounts of its kind. Such creatures can Walk or Hustle without becoming fatigued. They could continue indefinitely, although the cleric riding the steed would still need to rest. In practice the mount could move a maximum of 16 hours per day. The mount only has this ability if ridden by a cleric with this power. It cannot be conferred onto other mounts.

Justice

Class Skill: Sense Motive

Aura of Heroism (Su): You can emit a 30-foot aura of heroism for a number of rounds per day equal to your cleric level. Using this ability is a swift action. Allies in the area are treated as if they were under the effects of heroism. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Bestow Resolve (Su): You can bless creatures with the boldness of your deity. You can bestow a number of temporary hit points equal to your level + your Wisdom modifier to all allies within 20 feet. The temporary hit points remain for 1 minute. You can use this ability once per day at 8th level, plus one additional time per day for every 4 levels you possess beyond 8th. You must be at least eighth level to select this ability.

Exemplar (Su): You radiate an aura of courage that grants all allies within 10 feet (including yourself) a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious.

Honour Bound (Su): With a touch, you can remind a creature of its duties and responsibilities, granting it a new saving throw against each enchantment (charm) or enchantment (compulsion) effect that currently affects it. If the saving throw is successful, the enchantment effect is ended. This power only affects effects that allow a save. If you fail a save against such an effect, you can use this ability as an immediate action to grant yourself an additional save. Once the target (either you or a touched creature) has made one additional save per effect, this ability has no further effect on that particular enchantment effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Inquisitor (Ex): You gain a +4 bonus on all *dispel* checks.

Inspiring Command (Su): As a standard action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every three cleric levels you possess, who must all be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense, and skill checks for 1 round. This is a language-dependant mind-affecting effect.

Sacrificial Bond (Su): When an ally within 30 feet takes damage from an attack, you can, as an immediate interrupt, transfer this damage to yourself. This power also transfers any effects that accompany the damage. The damage done to you cannot be reduced in any

way. You can use this ability once per day at 8th level, plus on additional time per day at 14th level and 20th level. You must be eighth level to select this ability.

Knowledge

Class Skill: Knowledge (any one)

The Ear that Hears All (Su): The cleric gains the ability to detect lies. This power functions in much the same manner as the *discern lies* spell. The cleric calls upon this ability at will but must choose a single individual within 25 feet (+ 5 feet/2 levels) and spend a full round concentrating before the power is invoked. The target of this power can resist it with a successful Will saving throw equal to 10 + cleric's wisdom modifier + half the cleric's level. This power can only be used on targets with a character level equal or less than the class level of the cleric.

Lore Vampire (Sp): You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

Read Minds (Su): You can broaden your mental spectrum to encompass those around you. Doing so allows you to read the mind of every creature within 30 feet as if you had cast *detect thoughts*. This ability allows you to read the surface thoughts of any creature that you are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 your cleric level + your Wisdom modifier. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Recall (Su): With a touch, you can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining a insight bonus on the check equal to your Wisdom modifier. You can use this ability a number times per day equal to 3 + your Wisdom modifier.

Remote Viewing (Sp): You can use *clairvoyance/clairaudience* as an invocation using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You must be at least sixth level and know the *clairvoyance/clairaudience* spell in order to select this ability.

Law

Class Skill: Knowledge (Ancients)

Aura of Inevitability (Sp): In order to select this ability, you must have the Touch of Law domain power. You generate a field of order in a thirty-foot radius. All creatures in the area of effect must make a Will saving throw against a DC of 10 + half your cleric level + Wisdom modifier. Those that fail treat all die rolls as if they had rolled the average result (rounded up). All d4s count as 3s, d6s count as 4s, d8s count as 5s, d10s count as 6s, d12s count as 7s, and d20s count as 11s. The aura lasts as long as the cleric spends a standard action each

round to maintain it. After he stops concentrating it persists for 1 round per two levels. The *aura of inevitability* can be invoked once per day for every six cleric levels, but it can only be called upon once before the cleric must take a short rest.

Enforcer: You cast all spells with the Law descriptor at +2 caster level.

Extra Smiting (Su): The cleric have make use of the *Smite Law* domain power twice before taking an extended rest. This domain power may be taken multiple times. Each time it is taken, the cleric gains one additional use of *smite law* per day. The cleric must have already selected *Smite Law* as a domain power, before she can take *Extra Smiting*.

Hell's Corruption (Su): You can cause a creature to become more susceptible to corruption as a *mêlée* touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to half your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Leadership (Ex): You receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity. You must be at least eighth level to select this ability.

Smite Chaos (Su): Once per day, the cleric can call out to her god to aid her in her struggle against Chaos. As a swift action, the cleric chooses one target within sight to smite. If this target is Chaos, the cleric adds her Wisdom bonus (if any) to her attack rolls and adds her cleric level to all damage rolls made against the target of her smite. If the target of smite Chaos is an outsider with the Chaos subtype, or an Chaotic-aligned dragon, the bonus to damage on the first successful attack increases to 2 points of damage per level the cleric possesses. Regardless of the target, smite Chaos attacks automatically bypass any DR the creature might possess. In addition, while smite Chaos is in effect, the cleric gains a deflection bonus equal to her Wisdom modifier to her AC against attacks made by the target of the smite. If the cleric targets a creature that is not Chaos, the smite is wasted with no effect. The smite chaos effect remains until the target of the smite is dead or the next time the cleric takes a short rest.

Staff of Order (Su): You can give a weapon touched the axiomatic special weapon quality for a number of rounds equal to half your cleric level. You can use this ability once per day at eighth level, and an additional time per day for every four levels beyond eighth. You must be at least eighth level to select this ability.

Touch of Law (Sp): You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Life

Class Skill: Knowledge (Elemental)

Aura of Vivacity (Su): You project an aura of radiant bliss in a 20 ft. radius. All allies within the radius (including the cleric) gain Fast Healing 1. In addition this aura has a vigorous effect on plant life in the area, speeding up the growth of grass, flowers and the like. The benefit of the fast healing increases by 1 at levels 5, 10, 15 and 20.

Font of Life (Su): The cleric saturated with radiant energy to point that it is extremely difficult to kill her. The cleric gains Regeneration 5 against all damage from a non-necrotic source. Necrotic damage affects the character normally, and can still kill the cleric. The cleric must already have the Aura of Vivacity and be at least 11th level to select this ability.

Life Sense [Eyes of Vitaeous] (Su): The cleric is intrinsically and continuously aware of the spark of radiant energy that drives all living things. Without concentrating the cleric can sense this life energy to a range of sixty feet. The cleric can see through a *feign death* spell and is able to detect the degree of life energy within a subject – so he can tell how close to death his allies are and act accordingly. Because the cleric can sense life energy he is able to defend himself against living foes that attack him while invisible or under the cover of darkness. The cleric takes no penalty against such attackers as long as they are living beings and are within the range of this power. The Eyes of Vitaeous eliminate any miss-chance granted to a living being by concealment; although it has no effect on displaced creatures (such as thought a *blink* spell), or against cover of any kind.

Living Barrier (Su): You can summon up an impenetrable barrier than hedges out all living creatures. The barrier works in the same manner as *antilife shell* with the following exceptions. The living barrier is conjured as a standard action, and requires the cleric to spend a standard action every round to maintain it.

Radiant Reservoir (Su): The cleric develops a reserve of radiant energy, that he can unleash from his hand as a ray of piercing white light. The range of this beam is 100 feet + 10 feet per cleric level. It can be used to injure creatures that are vulnerable to radiant energy (such as the undead), or it can be used to heal other living creatures. The reservoir of radiant energy is equal to 1d8 points per cleric level. The reserve can be 'fired' off on 1d8 increments. It recharges after an extended rest.

Radiant Sword [Sword of Vitaeous] (Su): Life clerics with a martial bent can summon radiant energy in the form of a sword. The sword is summoned as a free action, and can be dismissed at will. The cleric is proficient in the use of this radiant sword, even if he cannot normally use a sword. The weapon only injures creatures with a vulnerability to radiant energy. Against such creatures it inflicts 1d8 damage + cleric's wisdom modifier + 2d6 radiant damage. Its critical threat range is 19-20/x2. If the cleric is at least tenth level, the sword also possesses the ghost touch special ability.

Lolth

Class Skill: Knowledge (Nature)

The Skittering (Su): You can use your *Turn Undead* power to drive away and destroy any and all types of spider.

Spider Servants (Su): You can use your *Turn Undead* power to command spiders in the area of effect instead of turning them. Spiders who fail their saving throw may be commanded as if *charmed* by the cleric. They will obey the cleric's commands to their best of their ability, as long as they are reasonable and not guaranteed to get the spider killed. Spiders who fail their saving throws and are half the cleric's level or less become utterly subservient to the cleric, and will obey even suicidal orders if it pleases her.

Love

Class Skill: Perception

Adoration (Su): As an immediate interrupt, you can attempt to thwart a *mêlée* or ranged attack that targets you. This ability functions as *sanctuary*, but only against one individual. The creature attacking you receives a Will save to negate this effect. If a creature has more than one attack, this ability affects all of his attacks for that round. You can use the ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Anything to Please (Su): At You can compel a creature within 30 feet to attempt to please you as a standard action. The creature receives a Will save to negate this affect. If the save fails, then you may command the target to do whatever you wish for one round. Options include attacking your enemies, giving you its most valuable item or simply dropping prone and grovelling at your feet (which may last longer than 1 round at the GM's discretion). Be creative. You can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th. This is a mind-affecting effect. You must be eighth level to use this ability.

Blinding Beauty (Su): The cleric is so incredibly beautiful that a look from her can strike mortal men blind. This ability can must be deliberately activated, and only affects creatures of the opposite sex (or the same sex if they bend that way). The cleric gains a Gaze Attack (DC 10 + half the cleric's level + cleric's Wisdom modifier). If the saving throw fails then the target is permanently blinded. If the save succeeds then the target is not blinded, and cannot be affected by this particular cleric's gaze attack for 24 hours. The cleric can activate this power for 1 round per day. The rounds do not have to be consecutive. Activating or suppressing this power is a free action.

Blow to the Heart (Su): The cleric is able to make break the heart of one individual within 30 feet. The target makes a Will saving throw (DC 10 + half the cleric's level + the cleric's Wisdom modifier). If the save fails, then the target is overcome with misery at the thought of never being with the one they love (i.e. the cleric). They will immediately conclude that there is no reason left to live, and will do all they can to commit suicide in the quickest and

most efficient fashion. On a successful save, the character becomes morose but is not otherwise affected. He may go on to display a talent for bad poetry, however.

The Centre of Attention (Su): Once per day, as a free action, you can increase your Charisma score by 4 points. The effects of this power last for one hour, but the consequences of that hour can last a life time.

Envy (Su): Sometimes the best way of looking good is to make everyone else look bad. You cast any spell that inflicts ability score damage or bestows negative levels at +2 caster level. In addition, if you cast a spell (or use an ability) that drains Charisma you inflict twice the listed Charisma damage.

I Share Your Pain (Su): The cleric can compel a lovestricken sap within thirty feet to share her pain. As a standard action she targets one creature within range. That target must make a Will saving throw at DC 10 + half the cleric's level + the cleric's Wisdom modifier. If the save fails then the target takes half of any hit point or ability score damage directed at the cleric (the cleric takes the other half) for the next five minutes. The cleric can only share pain with one target at a time.

Lost for Words (Su): The cleric can throw a look of love and longing at anyone within thirty feet as a standard action. The effect is so overwhelming that the target must make a saving throw at DC 10 + half the cleric's level + the cleric's wisdom modifier or be stunned for one round.

Passion before Prudence (Ex): The cleric uses her Charisma modifier instead of her Wisdom modifier for all clerical abilities and spellcasting.

Luck

Class Skill: Acrobatics

Aura of Calamity (Su): You project an aura out to 10ft which causes bad fortune to your enemies. The first attack roll, skill check, ability check or saving throw which an enemy in the aura makes each round (beginning at the start of your turn) suffers a -2 penalty. If the roll would normally automatically fail on a natural 1, it now fails on a natural 1, 2 or 3. You can voluntarily decide that this aura affects your allies too.

Bit of Luck (Sp): You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Boon of the Luck God (Su): Once per game hour the player may re-roll one of their own die rolls three times and take the best result. They may not re-roll other player's dice. Players do not need to declare they are using this ability before they first roll the die.

Daredevil (Su): The impossible is your stock in trade. The more difficult a task, the greater the chance of you pulling it off. When you make an attack roll, skill check, ability check or saving throw against an impossible DC, you automatically succeed on a roll of 19 or 20. This range of success increases to 18-20 at level 6; 17-20 at level 11; 16-20 at level 16; 15-20 at level 21; and, 14-20 at level 26.

An impossible DC is defined as an attack roll or saving throw where you would require a natural 20 to succeed, or a skill check or ability check where you cannot reach the DC even if you rolled a 20.

This power can only be used in situations where you are being threatened or distracted. If you are in a situation where the standard rules would allow you to Take 10 or Take 20 to succeed at any skill check, then the effects of the Daredevil talent do not apply. The Daredevil talent does not apply to Knowledge checks at any time; nor can you apply its effects to any Trained Only skills, unless you are trained in that skill.

Karmic Retribution (Su): As a free action, you can add a bonus equal to your Wisdom modifier to any one d20 roll. You may see the result of the d20 roll before deciding to use this ability. However, this karma must be paid back at some point in the immediate future. After using this ability, whenever you roll a d20 you must also roll a d4. If the result on the d4 is a 1, then you take a penalty on the d20 roll equal to your Wisdom modifier. As soon as this happens, *Karmic Retribution* is reset and you may use the ability again.

Luckless (Su): When you make an attack roll, skill check, ability check or saving throw you can choose not to roll 1d20 and instead assume a result of 15. You must take the decision to use Luckless before you know the DC of the check. If you are in a situation where the standard rules would allow you to Take 10 or Take 20 to succeed at any skill check, then you cannot use *Luckless*. This ability can be used once per day.

Lucky Strike (Su): Your weapon attacks have a habit of landing in just the right spot. When you roll maximum damage on a damage die with a ranged or mêlée weapon you may reroll that damage die again, and add its result to your first roll.

Tugging Strands (Su): You can force a creature within line of sight to reroll any one roll that it has just made before the result of the roll is revealed. The result of the reroll must be taken, even if it is worse than the original roll. You can use this ability once per day at 8th level, and one additional time per day for every 6 levels beyond 8th. You must be eighth level to select this ability.

Madness

Class Skill: Knowledge (Aberrant)

Aura of Madness (Su): You can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by *confusion* unless they make a Will save with a DC equal to 10 + half your cleric level + your Wisdom modifier. The confusion effect ends immediately when the creature leaves the area or the aura expires.

Creatures that succeed on their saving throw are immune to this aura for one day. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Clarity through Madness (Ex): You subtract 1 from all Wisdom-based skill checks and all Will saves. However, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Beyond Sanity (Su): You have seen so many mind-bending horrors in your time, that nothing seems to affect you anymore. You are immune to all fear, confusion and madness effects. However, this does not necessarily mean you are sane. You must be 11th level to select this ability.

Fearful Touch (Su): As a standard action, you can make a *mêlée* touch attack against a creature, causing it to experience terrible hallucinations for 1 round. During this time, the creature loses any immunity to fear effects it might possess and takes a -2 penalty on attack rolls made against you. In addition, the creature takes a penalty on Will saves made against fear effects equal to half your cleric level (minimum -1). This power is a mindaffecting effect. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Insane Focus (Su): You can touch a willing creature as a standard action, granting it a +4 bonus on all saving throws made against mind-affecting effects and immunity to confusion. This bonus lasts for 1 minute. If the creature fails a saving throw against a mind-affecting effect during this period, it loses its immunity to confusion and is immediately confused for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Oozemeister (Su): You can use your *Turn Undead* power to drive away and destroy creatures of the Ooze type.

Vision of Madness (Sp): You can give a creature a vision of madness as a *mêlée* touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to half your cleric level (minimum +1) and a penalty to the other two types of rolls equal to half your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Magic

Class Skill: Use Magic Device

Arcane Beacon (Su): As a standard action you can become a beacon of arcane energy until the end of your next turn. The aura emanates 15 feet from you. All arcane spells cast within the aura either gain a +2 bonus to their caster level or increase their saving throw DC by +2. The caster chooses the benefit when she casts the spell. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Blast Rune (Sp): As a standard action, you can trace a blast rune on the ground in front of you. Any creature moving within five feet of the rune will trigger it, taking 1d6 points of damage + 1 point for every two cleric levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to twice your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability at-will.

Dispelling Touch (Sp): You can use a targeted dispel magic effect as a *mêlée* touch attack. You may use this ability at-will. You must be at least eleventh level to select this ability, and you must also know the spells *dispel magic* and *greater dispel magic*.

Divine Vessel (Su): Whenever you are the target of a divine spell you can, as a swift action, grant each ally within 15 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Hand of the Acolyte (Su): You can cause your *mêlée* weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a *mêlée* weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability at-will.

Portal Sense (Ex): You can detect an active or inactive portal as if were a normal secret door (DC 20), with a +2 bonus to the Perception check. You receive a check to notice such portals whenever you pass within 10 feet of them, whether or not you are actively looking.

To the Mana Born (Ex): You may use Arcane items and devices (including scrolls) as if you were an Arcane caster with a level equal to your cleric level. If you have additional levels in an Arcane class then these levels stack with your cleric levels for the purpose of calculating your Arcane caster level.

Rune Shift (Su): As a swift action, you can change the location of one of your blast runes. The rune must be within 30 feet. You can place the blast rune at any point within 5 feet of you, including underneath another creature (in this case, the rune would instantly activate).

Spell Rune (Sp): You must have selected the Blast Rune ability to choose this domain power. You can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level cleric spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune. You must be at least eighth level to select this ability.

Touch of Revelation (Sp): With this power the cleric is able to gain information about the workings and capabilities of all manner of magical items. At will, the cleric can perform a special form of the *Identify* spell that is cast in one standard action rather than one hour and requires no focus or material components

Warding Rune (Su): When a creature is damaged by your blast rune, it cannot attack you for a number of rounds equal to half your cleric level unless it succeeds at a Will save, as per the spell sanctuary. Using this ability is an immediate reaction action when a creature triggers one of your blast runes. The ability does not prevent you from being attacked or affected by area of effect spells or abilities. You can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level. You must be at least eighth level to select this ability.

Moon

Class Skill: Perception

Hunter's Moon (Ex): You can see as well in twilight and darkness as you can in broad daylight, as long as there is a moon in the sky. As long as you are out of doors and the moon is out (even if it is obscured by clouds) then your vision is not affected by the level of ambient light. This ability provides no benefit while indoors, or in a subterranean environment.

Lunatic Insight (Ex): The cleric is surprisingly adept at skills in which she has no training. Every time the cleric makes an untrained skill check, she may roll three times and take the highest of the three results.

Moon Hunter (Ex): You can use your *Turn Undead* power to drive away and destroy lycanthropes.

Pernicious Moonlight (Su): As a standard action, you concentrate on an 10 ft. radius area within 100 ft. (+ 10 ft./cleric level). All creatures in the area are bathed in pernicious moonlight, that clings to their bodies. All targets must make a Will saving throw at DC 10 + half your cleric level + your Wisdom modifier or be blinded. Even if the saving throw is successful, the target is still highlighted by the moonlight. Such creatures take a -40 penalty on stealth checks, and the light automatically illuminates invisible creatures. The effect persists for 1 round per level. This ability can be used at will, but the cleric can not have more than one *pernicious moonlight* in effect at any one time.

Reveal Shapeshifter (Su): As a standard action you can compel any shapeshifted creature to return to its original form. This ability works equally well on creatures that shift forms using magic (e.g. wizards casting the *polymorph* spell and creatures that shift forms as a supernatural ability (e.g. druids using *wildshape* and lycanthropes). The target must make a Fortitude saving throw at DC 10 + half your cleric level + your Wisdom modifier. Failure means that the target reverts to its original form immediately. The range of this ability is thirty feet, and requires line of sight.

Mortis

Class Skill: Knowledge (Elemental)

Bulwark of Mortis (Su): The cleric gains the benefit of a continuously active *death ward* spell. He gains a +4 morale bonus on saving throws against death spells and magical death effects, and is granted a save to negate such effects even if one is not normally allowed. Additionally, the cleric is immune to energy drain and any necrotic energy effects. When such an attack is made on the priest a dark cloaked figure appears and absorbs the attack. During the dark of the moon the cleric gains no special saving throw bonus or rolls against death effects (although his immunity to energy drain functions normally).

Reflective Bulwark (Su): Any *energy drain* attack directed at the cleric is automatically reflected on the caster or the originator of the attack. You must have selected *Bulwark of Mortis* in order to take this power.

Oracle

Class Skill: Perform

Anticipate Opponent (Su): You glance a few seconds into the future and know your foe's intentions. Whenever you make an opposed check you gain a +2 bonus to the roll.

Mental Ward (Su): Once per day as a standard action, you can generate a mental ward, granting a creature you touch a resistance bonus on its next Will saving throw equal to your level +2. The mental ward is an abjuration effect with a duration of 1 hour.

Skilled Diviner (Ex): You cast all spells of the Divination school at +2 caster level.

Telegraphed Intentions (Ex): You are able to anticipate the hostile intentions of others. Gain Improved Initiative as a bonus feat. You may also add half your cleric level to Sense Motive checks to notice the signs of imminent hostility.

Unsurprisable (Ex): You gain the uncanny dodge ability. If you have another class that gives you uncanny dodge, your cleric levels add to that class's level for determining when you gain the improved uncanny dodge class feature.

Pestilence

Class Skill: Sleight of Hand

Aura of Putrefaction (Su): You can and suppress a 20 ft. radius aura that rots and spoils otherwise edible food, and transforms water and other liquids into something brackish and undrinkable. All liquids, including holy water and magical potions, can be ruined by this effect. However, potions on the person of another character are entitled to a saving throw (DC 10 + half you cleric level + your Wisdom modifier) to avoid this affect.

Cause Disease (Su): You are able to inflict a disease of your onto a target with a successful touch attack. This ability functions as the *contagion* spell. The cleric can use it a number of times per day equal to 3 + his Wisdom modifier.

Cloak of Vermin (Su): As a standard action the cleric can transform himself into a swarm of vermin. This is a polymorph effect that functions as the *polymorph* spell except where noted in this entry. At first level the cleric can turn into a spider swarm. As he gains level he gains the ability to turn into other, more potent, creatures. At third level he adds rat swarm, cockroach swarm, mosquito swarm and wasp swarm to his repertoire. At fourth level he adds crab swarm, centipede swarm and leech swarm. At seventh level he adds army ant swarm. At twelfth level he adds the tick swarm. Once polymorphed, the cleric may remain in his swarm form for up to one hour before reverting to his normal form.

Mutilate (Su): As a standard action, you can call down a powerful curse on your enemy, to leave that individual heavily scarred and repulsive to look at. The target (who must be within 30 feet) may make a saving throw against a DC of 10 + half your cleric level + your Wisdom modifier. If they fail, then their face becomes a misshapen mass of heavy scars, boils or other socially repellant affectation. The mutilation has no affect on the physical statistics of the target, but it can have a profoundly adverse affect on the way the character is perceived by others. Those failing the saving throw take a penalty equal to your cleric level to all Bluff, Diplomacy, Disguise and Perform checks. This penalty is permanent until lifted, or until the target has a *remove curse* or similar spell cast upon them. Those who succeed on the saving throw are immune to the effects of *mutilate* for one day. You must be at least eighth level before selecting this power.

Pestilential Hunger (Su): You gain a bite attack, and can use it to inspire an all-consuming desire for flesh in your enemies. That you have a bite attack is not obvious from looking at you. When you bite, your jaw distends revealing an oversized maw of wicked teeth. If you are Small, your bite attack deals 1d4 points of damage; Medium, 1d6; or Large, 1d8. You are proficient with your bite and considered armed, although the bite is a secondary attack. If you succeed in a bite attack against a foe, then that foe must make a Fortitude saving throw DC 10 + half your cleric level + your Wisdom modifier. If they succeed nothing happens. If they fail, then they gain a bite attack and are compelled to bite the nearest living creature within 30 ft. that is not you or your allies. If they miss the effect ends. If they succeed, then their target gains a bite attack (no save) and attacks another target within range and so on. The effect continues until one of the targets misses with its bite attack, or until there are no viable targets. If you already have a natural bite attack, use the higher of the two damage values.

Plaguedog (Ex): You gain immunity to the effects of all diseases (including magical diseases), although you can still be a carrier of infectious diseases.

Swarm Summoner (Ex): Clerics of pestilence are more proficient at summoning swarms than other clerics. Any creature with the Swarm subtype is available to be added to their various *summon monster* lists – even if the swarm is of a Type that can not usually be summoned by a *summon monster* spell. In addition, the cleric treats each swarm as if its CR was 2 points lower for the purpose of determining which spell can be used to summon it.

This power does not grant the cleric any *summon monster* spells, nor does it automatically add swarms to the cleric's summoning repertoire.

Plant

Class Skill: Knowledge (Nature)

Aura of Decay (Su): You can emit a 30-foot aura of decay as a standard action. Living creatures in this aura (except you) take 1d6 points of damage per round as their flesh rots. They also take a cumulative -1 penalty to Strength each round they remain in the aura. Once outside the aura, the penalty fades at the rate of -1 per round, but it begins building again if they re-enter the aura. Plant creatures take 2d6 points of damage per round. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Bramble Armor (Su): You can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a *mêlée* weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels you possess. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You must be at least sixth level to select this ability.

Engorge (Su): As a swift action you can enlarge yourself, as if you were the target of the *enlarge person* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Wooden Fist (Su): Your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to half your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Turn Plants (Su): You can use your *Turn Undead* power to drive away and destroy creatures of the Plant type.

Protection

Class Skill: Intimidate

Aura of Protection (Su): You can emit a 30-foot aura of protection for a number of rounds per day equal to your cleric level. You and your allies within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (acid, cold, electricity, fire, and sonic). The deflection bonus increases by +1 for every four cleric levels you possess beyond 8th. At 14th level, the resistance against all elements increases to 10. These rounds do not need to be consecutive. You need to be at least eighth level to select this ability.

Divine Presence (Su): You can emit a 30-foot aura of divine presence for a number of rounds per day equal to your cleric level. All allies within this aura are treated as if under the effects of a sanctuary spell with a DC equal to 10 + half your cleric level + your Wisdom modifier. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies. You need to be eighth level to select this ability.

Protective Ward (Su): Once per day, as an immediate interrupt, you can generate a protective ward on willing target within line of sight. The ward provides a resistance bonus to the target's next saving throw equal to your cleric level. This counts as an abjuration effect. At fourth level, and every three levels thereafter, the cleric may use *protective ward* once more per day. However, the *protective ward* may only be used once between short rests.

Purifying Touch (Su): You can touch a willing creature with divine power, giving it a saving throw against each effect currently affecting it, using the original saving throw DC of the effect. Each successful saving throw ends the related effect. The creature can choose not to make a save against an effect. You can use this ability once per day at 8th level, plus one additional time per day at 14th and 20th level. You must be eighth level to select this ability.

Resistant Touch (Sp): As a standard action, you can transfer some of your resilience to your ally. You can choose to subtract a number from your saving throws, and add the same number to the saving throws of one ally. Bonuses transfer to their respective saving throws; taking a -2 penalty to your Reflex save, would grant a +2 bonus to your ally's Reflex save. You do not have to reduce all your saving throws, and you do not need to reduce all saving throws by the same amount. However, you cannot reduce any one save by a value that exceeds its base saving throw value. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Rebirth

Class Skill: Knowledge (Ancients)

Control Reincarnation (Ex): When you cast a *reincarnation* or similar spell, you can choose the type of creature into which the target of the spell is reborn. This creature must be on the list of creatures detailed in the *reincarnation* spell, or another similar creature as approved by the GM.

Gift of Life (Su): You can touch a creature that has died within the past minute to grant it a few moments of life. The dead creature returns to life for a number of rounds equal to your cleric level. Creatures returned to life in this way have a number of hit points equal to half your cleric level, and continue to be affected by any still-active spells, conditions, or afflictions present at the time of their death. At the end of this time, the creature dies again. The creature is free to act as it sees fit during this time. You are granted no control over it. You can use this power once per day at 8th level, plus one additional time per day for every four levels beyond 8th. You must be at least eighth level to select this ability.

Purge Taint (Su): The cleric is able to purge some and all of the Taint from another creature. The creature must be willing, and genuinely want to reform. The cleric must make an opposed caster level check (1d20 + caster level) versus taint (1d20 + taint score) check. If he succeeds then the cleric successfully reduces the target's Taint by the difference between the two rolls. If he fails, then the cleric gains Taint equal to the difference between the two rolls. Using the *Purge Taint* ability takes 10 minutes and cannot be interrupted.

Renewal (Sp): If you fall below 0 hit points, you regain a number of hit points equal to twice your cleric level. This ability functions once per day. If an attack brings you to your bloodied value or lower, you die before this power takes effect.

Second Chance (Su): The cleric can undo a single recent misfortune that he is responsible for, and try a different tactic. The cleric can nominate one action he has taken within the last round. He can now decide that he didn't take that action after all, and instead take a different one. Reality rewinds and reshapes itself to take into account the cleric's new action. The cleric only gets one second chance at any one event, and he must try a different action than he did the first time.

For example, at the beginning of round two of combat, the fire cleric Nicos launches a *fireball* at the dreaded tendriculous attacking the party. The spell injures the enemy, but also catches all of Nicos's companions in the blast. On the tendriculous's turn, the beast is able to kill two of Nicos's comrades because they had already been weakened by the *fireball*. Nicos realises that he really shouldn't have cast the *fireball* in the first place and uses this power. Now it is the beginning of round two again. Nicos's friends are not dead, they have taken no damage from a *fireball* as it hasn't been cast – and the tendriculous isn't injured either. Nicos must now select another, wiser, course of action.

You must be at least eighth level to select this ability. It can be used only once between short rests.

Shadow

Class Skill: Stealth

Aura of Forgetfulness (Su): You can emit a 30 foot aura of forgetfulness for a number of rounds per day equal to your cleric level. Creatures you target in this area must make a Will save or have no memory of any time spent inside the area. Acquired spellcasters in the area lose one prepared spell per round spent in the area, starting with 1st-level spells and going up through higher-level spells. Spellcasters are allowed a save each round to negate this loss (this save is separate from the memory loss save). These rounds do not need to be consecutive.

Blind-Fighter (Ex): You gain Blind-Fight as a bonus feat.

Creeping Shadow (Su): You can extend any area of natural darkness and shadow, allowing you to use other powers and skills to remain hidden. This ability only functions in areas where natural shadows already exist, causing these shadows to deepen and envelop the

cleric. The use of this ability allows you to hide in areas where you otherwise could not. The cleric (and only the cleric) covered in an area of creeping shadow is considered *Invisible* for the purpose of opposed Perception vs. Stealth checks, as long as the target making the check cannot see in darkness. *Creeping Shadows* can be used to hide while being observed, although it is obvious what the cleric has done. Sometimes it is more suspicious pushing creeping shadows into an area than trying to sneak in without them – although they do add a certain macabre drama to the attempt. Using this ability is a standard action, it can be maintained as a free action as long as the cleric keeps his concentration. You must be at least eighth level to select this ability.

Touch of Darkness (Sp): As a mêlée touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The target treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to half your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Eyes of Darkness (Su): Your vision is not impaired by lighting conditions, even in absolute darkness. In areas of magical darkness, you can see normally if your caster level is higher than the level of the creator of the darkness. This ability doesn't help you see through mist or fog, or give you any protection from a *blindness* or similar spell. You must be at least eighth level to select this ability.

Night Hunter (Su): As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per invisibility) to creatures without darkvision. You must be at least third level to select this ability.

Shadow Puppets (Su): The cleric can manipulate existing shadows into any shape that wishes. He can create anything from a single silhouette to a full blown shadow play. The shadows can be formed into three dimensional shapes with the limitations of the spell *silent image* with two exceptions: the images remain the black/grey of shadows, and the size of the image is limited by the area of available shadow and not level of the cleric. Creating shadow puppets is a standard action. They last for as long as the cleric maintains concentration (a free action each round, as long as the cleric maintains line of sight with this creations).

Shadow Warriors (Su): The cleric must know the *shadow puppets* ability before selecting this power; he must also be eleventh level or higher. The shapes and creatures that a cleric can create with his *shadow puppets* ability gain the properties of the spells *shadow conjuration* or *shadow evocation* (although not both at the same time). from fifteenth level the ability functions as *greater shadow conjuration* or *greater shadow evocation*. If all other ways this ability functions as *shadow puppets*.

Sharrash

Class Skill: Knowledge (Elemental)

Shield of Sharrash (Su): The power of Sharrash can be used to protect the cleric from water-based attacks. You enjoy complete immunity (if desired) to all spells with the Water descriptor, and to the natural attacks of creatures with the Water subtype. You are also protected from the damaging effects of water (you could stand on the coast and be unaffected by an on-rushing tidal wave), but not any secondary effects (the tidal wave may undermine the cliff on which you are standing, and you plunge to your death). This power does not give you any defence against attacks of cold, ice or steam.

Sublime Shield (Su): Your *Shield of Sharrash* power also defends against cold based attacks that employ sleet, snow or ice, and to heat-based attacks that employ steam. You gain resistance to these attacks equal to 10 + your cleric level. You must have already selected *Shield of Sharrash* in order to choose this power.

Strength

Class Skill: Athletics

Feat of Strength (Su): You add your cleric level to your Strength ability score for the purposes of calculating your Carrying Capacity, and for any raw Strength checks used (for example) to bend bars, lift gates, break down doors or burst restraints. This bonus does not apply to attack rolls or damage rolls.

Ferocious Strike (Su): Whenever you make a mêlée attack, you can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to half your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fortify Material (Su): You are able to increase the resistance and hardness of inanimate materials with but but a touch. With a standard action you can touch an inanimate object, The object must be small enough to fit inside an area of one cubic foot per cleric level. You increase the object's hit points by your cleric level, and its hardness by half your cleric level. The effect is permanent. The *fortify material* ability does not stack with itself, more powerful results overlap the first.

Great Fortitude (Ex): You gain Great Fortitude as a bonus. If you already have Great Fortitude then you gain Improved Great Fortitude as a bonus feat instead.

Strength Leech (Su): You gain might at the expense of your opponents. You can use this ability a number of times per day equal to 3 + your Wisdom modifier, and the effect lasts for a number of rounds equal to your cleric level. Each time you inflict hit point damage on living target (with a weapon or a spell) for the duration of this power, the target loses 1 point of strength and you gain 1 point of strength. Your additional Strength points fade after 10 minutes. If you attack affects multiple opponents, then you only leech strength from one opponent.

Strength Surge (Sp): As a standard action, you can touch a willing creature (including yourself) to give it great strength. For 1 round, the target gains an enhancement bonus equal to your cleric level to its strength score. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. Strength Surge does not stack with the Feat of Strength ability.

Terranor

Class Skill: Knowledge (Elemental)

Strength of Terranor (Su): When the cleric's bare feet are in contact with the natural earth or rock he may draw strength from the land to augment his own physical might. As long as he stays in contact with the ground the cleric gains a divine bonus of +1 strength for every level he has attained. If the cleric is separated from the ground or standing on an artificial floor then the power ceases.

Sun

Class Skill: Knowledge (Ancients)

Blinding Flash (Su): As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to half your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier

Day's Resurgence (Su): You can restore a single creature as if it had just completed an extended rest. It takes 10 minutes to use this power. If the use of this power is disrupted, it must be restarted, but it is not lost. At the end of the 10 minutes, a single willing creature that you have touched regains hit points as if it had rested for the night and may make new saving throws against effects that require a save once per day. The target does not suffer any negative effects if such saving throws are failed, but success counts toward removing the affliction (if possible). This ability does not allow a target to prepare spells an additional time per day. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th. You must be at least eighth level to select this ability.

Greater Turning (Su): Once per day you can supercharge your *Turn Undead* ability. This works in the same way as a normal turning attempt, except all undead of a lower level or HD than you are destroyed. Normally, only undead of half your level or less are destroyed. Undead of your level or higher than fail their saving throw are turned normally.

Nimbus of Light (Su): You can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a daylight spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically

dispelled if brought inside this nimbus. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Sun's Blessing (Su): When you use your *Turn Undead* ability, all undead that fail their saving throw take radiant damage equal to your cleric level in addition to any other effects. Undead that succeed in their saving throw take no damage.

Torment

Class Skill: Intimidate

Blinding Pain (Su): The cleric makes a *mêlée* touch attack against one target. If successful the character consumed with Blinding Pain. He takes a -2 penalty to attack rolls, saving throws, skill checks and ability checks and is also *blinded*. The effect lasts for one round per cleric level. The cleric must be ninth level, and already have the *Pain Touch* power in order to select this ability.

Fast Pin (Ex): You gain the Improved Grapple feat if you do not already have it (you don't need to meet the prerequisites). In addition you gain the ability to fast pin. When you make a successful grapple check the opponent is immediately pinned instead of grappled.

Frustration (Su): As a standard action you can frustrate your opponents with ineptitude and misfortune. Pick a target within 30 ft. That target must make a Will saving throw at DC 10 + half your cleric level + your Wisdom modifier. If they fail then they become a surprisingly ineffective combatant. They take a penalty to all attack rolls equal to your Wisdom modifier, and automatically deal minimum damage with all their attacks. The effect lasts for a number of rounds equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Indecision (Su): As a standard action you can wrack a target within 30 ft. with indecision and ineptitude. The target makes a Will saving throw against DC 10 + half your cleric level + your Wisdom modifier. If the save fails they automatically move to last place in the initiative order, and become flat-footed. The effect lasts for a number of rounds equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Pain Touch (Su): Make a *mêlée* touch attack against a living creature. If successful, the target is wracked with pain, and suffer a -2 penalty to attack rolls, saving throws, skill checks and ability checks until the beginning of the cleric's next turn. After this time has elapsed the target may make a Fortitude saving throw (DC 10 + half the cleric's level + the cleric's wisdom modifier) to shake off the effect. If they fail, the effect persists for 1 minute. *Pain Touch* can be used at-will. It is not cumulative with itself.

Summon Whip (Su): You are never without the means to inflict pain on your foes. You can, as a free action, summon a whip to your hand. This is a Teleportation effect, so anything that blocks normal teleportation also prevents this ability from working. The whip is of masterwork quality, but not magical. The whip remains until you put it down at which point it vanishes. From fourth level the whip is considered magic for the purpose

overcoming damage reduction. At tenth level it is treated as an evil weapon. At sixteenth level is treated as an adamantone weapon.

Trade

Class Skill: Streetwise

Battlefield Assessor (Su): The cleric can make an accurate guess as to the number of coins and gems in a contained area, as well as their market value. For example, in the heat of battle the cleric could quickly glance (a free action) at an open treasure chest and instantly know the chest contained 123 cp, 1549 sp, 890 gp and a large sapphire with a market price of 1000 gp.

Caveat Emptor (Su): You are able to place a curse on anyone who has the temerity to steal from you. If you are the victim of a theft, then you can enact this curse as a standard action. The thief (regardless of his distance from you) must instantly make a Will saving throw at DC 10 + half your cleric level + your Wisdom modifier. If he fails then his skin immediately turns into a bright luminous colour (you can decide the hue). The thief also glows, providing light as a torch. No amount of heavy clothing or camouflage cream can mask this light. Characters who fail their saving throw also take a -10 penalty to any saving throw to avoid scrying attempts, and the cure completely nullifies *mind blank*, *nondetection* or any other form of abjuration magic. The curse can be removed by a successful *remove curse* spell or by the cleric who invoked it, but is otherwise permanent.

Commune with Market (Su): The cleric may stand at the centre of a town, the market district of a city or a trading post and enact this powerful divination to understand its economy and the way the market works. It takes 10 minutes to use this ability, during which time the cleric must investigate the economic hub of the area, chat to shop keepers and get 'a feel' for the place. At the end of this time the cleric gains a powerful supernatural insight into the economy, and how best to make money in this town. He learns the main imports and exports of the town, what are the rarest and most abundant commodities, what the town needs and what it actually wants.

Divine Assessor (Ex): You may add half your cleric level to all checks with the Appraise skill.

First to Market (Su): The cleric is able to drive any pack-animals, or creatures pulling wagons, carrying howdah etc. at twice their normal movement rate with no penalty – as long as those animals are carrying saleable goods in the direction of a market. The rules for forced march and hustling apply to the animals normally – simply double the movement rate of the creature.

Greed-fuelled Insight (Ex): Whenever you make an Appraise, Disable Device or Sleight of Hand check you can, as a free action, grant yourself a bonus on the roll equal to half your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Insider Dealing (Su): The cleric always can use his god's influence to discover the maximum amount a character is willing to pay for an item, and the minimum amount they are willing to sell an item for. The target must be within ten feet and must fail a Will saving throw against a DC of 10 + half the cleric's level + the cleric's wisdom modifier. This is a mind-affecting effect. Targets who make their saving throw do not realise what the cleric tried to do, but they are immune to this ability from the cleric for one day.

Magical Appraiser (Ex): You can identify the properties of magic items using the *Appraise* skill instead of casting an *Identify* spell. You must make a check for each magical effect present in the item. The DC of each check is 15 + spell level (or 15 + half the caster level for non-spell effects). Each check is a standard action.

Silver-Tongued Hagglor (Ex): Whenever you make a Bluff, Diplomacy, or Sense Motive check, you can, as a free action, grant yourself a bonus on the roll equal to half your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Soul of Avarice (Su): The cleric automatically receives a 10% discount on any purchases made due to the influence of his deity. He also sells any item for 10% more than the market price. These benefits only apply to the cleric himself. A character with this talent might pay less for his room at the inn, but the members of the rest of the party would have to pay the same amount.

Trickery

Class Skill: Bluff

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability at-will.

Master's Illusion (Sp): You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level. The save DC to disbelieve this effect is equal to 10 + half your cleric level + your Wisdom modifier. This ability otherwise functions like the spell *veil*. The rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Professional Burglar: Once per day, for 10 minutes, you add your Charisma modifier to your Acrobatics, Climb and Stealth checks. You gain an extra use of this ability at eighth and sixteenth levels.

Sudden Shift (Sp): In the blink of an eye, you can appear somewhere else. As an immediate reaction, after you are missed by a *mêlée* attack, you can teleport up to 10 feet to a space that you can see. You can use this power a number of times each day equal to 3 + your Wisdom modifier.

Thief of the Gods (Su): When you make a Disable Device or Sleight of Hand check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th. You must be eighth level to select this ability.

Tyranny

Class Skill: Intimidate

Aura of Menace (Su): You can emit a 30-foot aura of menace as a standard action. Enemies in this aura take a -2 penalty to AC and on attacks and saves as long as they remain inside the aura. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Insidious Tyrant (Su): You cast all spells of the Compulsion subschool at +2 caster level.

Leadership (Ex): You receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity. You must be at least eighth level to select this ability.

Powerful Persuader (Su): When you make a Diplomacy or Intimidate check, you can roll twice and take the higher result. Using this ability is a free action. You can use this ability once per day at 8th level, plus one additional time per day for every 2 levels beyond 8th. You must be at least eighth level to select this ability.

Touch of Glory (Sp): You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Whispering Evil (Su): As a standard action, you can whisper a hypnotising litany of empty promises. Each enemy within a 30-foot emanation that can hear you must succeed on a Will saving throw or become fascinated for as long as you continue the litany. You can use this power a number of rounds per day equal to your cleric level, but these rounds do not need to be consecutive. This is a mindaffecting effect. You must be at least eighth level to select this ability.

When I say Jump! (Su): As a standard action, you can give a creature an emotionless yet undeniable order, as per the spell *command*. A Will save negates this effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Undeath

Class Skill: Knowledge (Undead)

Augment Undead (Su): Undead creatures that animated by you are more powerful than normal undead. They gain a +4 enhancement to Strength and Charisma until the end of the spell.

Death's Kiss (Su): You can cause a creature to take on some of the traits of the undead with a *mêlée* touch attack. Touched creatures are treated as undead for the purposes of effects that heal or cause damage based on radiant and necrotic energy. This effect lasts for a number of rounds equal to half your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Deathbound (Ex): Your limit for creating undead animated with spells increases to 6 HD per caster level instead of the usual 4 HD per caster level.

Forever Minions (Ex): You are particularly good at reanimating remains that other necromancers wouldn't touch. You can reanimate the bodies of creatures that have already been animated as zombies or skeletons and then subsequently destroyed. You still need to be able to cast an *animate dead* or similar spell to trigger this effect. Skeletons and zombies can only be reanimated once using this method. Once they are destroyed a second time, there isn't enough left for even you to work with.

The Hand of Death (Su): The cleric gains the ability to energy drain by touch as a vampire or similar creature. The power is invoked as a free action, at which point the cleric's body is engulfed with crackling necrotic energy that resembles black lightning. To use the power the cleric must succeed in a *mêlée* touch attack against a foe. Such an attack bestows 1 negative level to the target. Rules for negative levels are found on p562 of the *Pathfinder Core Rules*. The DC to remove the negative level is 10 + half the cleric's class level + cleric's wisdom modifier. While this power is in effect the cleric may be turned as though he were an undead creature of equal hit dice.

Veil of Undead (Su): The cleric is so unpleasant that mindless undead treat him as though he was one of them. Undead creatures will not directly attack the cleric unless he attacks them, or they are directed to do so by a superior. Thinking undead who are not immediately disposed to rip apart anything before them, may treat the cleric with more respect at the GM's discretion. Such creatures would start encounters indifferent to the cleric as opposed to unfriendly or hostile.

Undead Familiar (Sp): You may select a familiar using the example creatures that sorcerers or wizards can obtain. This familiar gains all the same powers and grants all the same benefits as dictated by your cleric level. The only difference is that this creature is undead. It may be a zombie or skeletal familiar at your option. Apply the undead type, and all undead traits to the familiar.

Undeath's Embrace (Ex): You heal damage instead of taking damage from necrotic energy. You are still healed normally by radiant energy effects (such as most healing spells).

Vengeance

Class Skill: Intimidate

Eye for an Eye (Su): The cleric is able to retaliate in kind to any strike made against him by the target of his *You and me – outside, now!* ability. If the target of the mark attacks and wounds the cleric, the cleric can as an immediate reaction cause the target to make a saving throw at DC 10 + half the cleric's level + the cleric's Wisdom modifier. If the save fails, the target takes the damage (of the same type and to the same location) as the cleric.

Maddening Wrath (Su): You can subtract a number of points from your Wisdom score equal to or less than your cleric level. For every point you subtract from your Wisdom score, add 1 point to your Strength score. You suffer all the effects of reduced Wisdom, including access to spells and bonus spells, reduction of Will saves, and penalties on Wisdom-based skills. However, you gain all the commensurate benefits of a higher strength – including the ability to pummel your enemy into a thick paste. You may use this ability for one round per cleric level each day; the rounds do not need to be consecutive.

Prideful Retaliation (Ex): Whenever you roll a 1 on a saving throw, you can immediately reroll the save. You must keep the result of the second roll, even if it is another 1.

Relentless Vengeance (Ex): Once you have a grudge against someone you don't quit. A victim marked with your *You and me – outside, now!* power finds it almost impossible to escape from you. A vengeance cleric adds his cleric level to all Streetwise, Perception and Survival checks made to determine the whereabouts of his mark.

Strike of Vengeance (Ex): If you have been harmed by your marked target in combat, you can make a strike of vengeance with a *mêlée* or ranged weapon against that foe on your next action. If this strike hits, you deal maximum damage. You may use this ability a number of times per day equal to 3 + your Wisdom modifier. You must have the *You and me – outside now* ability to take this power.

You and Me – Outside, Now! (Ex): A cleric of vengeance is able to single out one foe to be the victim of his outrageous ire. Rightly, or wrongly this poor unfortunate becomes the personification of anything that has ever gone wrong in the cleric's life. The target can make a Will saving throw at DC 10 + half the cleric's level + the cleric's Wisdom modifier. If he fails then he is marked. The cleric gets +2 to hit and +2 to damage with weapon attacks against a marked target. The mark lasts until the cleric chooses another mark. Using this ability is a free action.

War

Class Skill: Ride

Battle Rage (Sp): You can touch a creature as a standard action to give it a bonus on *mêlée* damage rolls equal to half your cleric level (minimum +1) for 1 round. You can do so a number of times per day equal to 3 + your Wisdom modifier.

Every Trick in the Book (Su): As a swift action, you gain the use of one combat feat for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat. You must be eighth level to select this ability.

Seize the Initiative (Su): Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made after the results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Uncanny Destruction (Su): By manipulating cosmic forces of inertia you can reroll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls. You can use this a number of times per day equal to 3 + your Wisdom modifier.

Wounding Blade (Su): You can give a weapon that you touch the wounding special weapon quality for a number of rounds equal to half your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. You must be at least eighth level to select this ability.

Water

Class Skill: Swim

Born of Water (Ex): The cleric gains the ability to move and function within water as a native, at will. She can breath water and move normally as if under the influence of a freedom of movement spell. The power only aids her movement in water, not under any other circumstances that impedes movement.

Cold Resistance (Ex): You gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold. You must be at least sixth level to select this ability.

Elemental Dominion (Su): You can use your *Turn Undead* power to drive away and destroy elementals of the Fire subtype.

In the Wake of Water God (Su): The cleric can step into any body of water of a size sufficient to completely immerse him and instantly teleport to another body of water of similar or greater size. In all respects this ability functions as the *transport via plants* spell with the exception that water, rather than plants, is used as the medium of travel. You may not use this ability to transport yourself to a different plane of existence. This power may be used at-will, but only once between short rests. You must be 11th level or higher to select this ability.

Surge (Su): As a standard action, you can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using your cleric level + your Wisdom modifier as your CMB. If successful, you may pull or push the creature as if using the bull rush or drag combat maneuver. You can use this ability at-will.

Water Form (Su): You are able to take water and reshape it into any shape that suits your purpose in a manner similar to the *stone shape* spell. The water is held together by the force of your will, and when you stop concentrating it reverts to its true form. For example, you could dip your hand into a lake and pull out a long sword made of water (that inflicted damage as a long sword) but as soon as you stopped concentrating it would run from his hand. The cleric maintain concentration by spending a move action each round. Any object can be created as long as it does not have complicated moving parts. The only requirement is a body of water that is sufficiently large to sculpt the object. The total amount of water than can be formed in this manner is 10 cubic feet + an additional cubic foot per experience level. A cleric may not keep more than one such object in existence at any one time. There are other uses of this power including opening a doorway in a water wall, or a wall of ice. However it can have little effect on instantaneous effects so the cleric could not use this power to deflect a cone or cold or white dragon breath.

Weather

Class Skill: Knowledge (Nature)

Deadly Weather (Su): You can unleash a furious call to the heavens, summoning forth an everchanging storm of destruction for a number of rounds per day equal to your cleric level. This storm has a radius of 5 feet per cleric level. Each round, the storm has one of the following effects: driving rain (-4 on all Perception checks and ranged attack rolls), howling winds (-8 on Fly skill checks and ranged attack rolls), heavy snow (all terrain is considered difficult), or lightning bolt (as call lightning). Other effects depending on the weather might also apply (at the GM's discretion). You choose which effect takes place each round, but no effect may be repeated on the following round. These rounds do not need to be consecutive. You must be at least eighth level to select this ability.

Gale Aura (Su): As a standard action, you can create a 30-foot aura of gale-like winds that slows the progress of enemies. Creatures in the aura cannot take a 5-foot step, and anyone approaching you is *slowed* as the spell (they move normally in any other direction). You can use this ability for a number of rounds per day equal to your cleric level. The rounds do not need to be consecutive. You must be at least sixth level to select this ability.

Storm Burst (Sp): As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability at-will.

Lightning Lord (Sp): You can call down a number of bolts of lightning per day equal to your cleric level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*. You must be at least eighth level to select this ability.

Protection from Weather (Su): Inclement weather has less of an effect on you. Rain and snow don't penalise your Spot and Search checks. You can move through snow-covered and

icy terrain at your normal movement. Wind effects, whether natural or magical, affect you as if you were one size category larger.

Untouched by the Seasons (Su): By touching a creature, you can grant it the benefits of *endure elements*, which last for 1 hour per cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Wisdom

Class Skill: Autohypnosis

Caution not Cowardice (Ex): Once per day, as a free action, you can add your Wisdom modifier to your armour class. This bonus lasts for one round per cleric level, and does not stack with any other ability that allows you to add your Wisdom modifier to your AC. At eighth level, and then every four levels thereafter you can use this ability one additional time per day.

Meddler (Ex): Your wisdom and sense of perspective leads you to believe that the little people cannot be trusted to make their own decisions. You are an inveterate meddler, who can't help appearing (usually mysteriously) to lower level characters and nudging them in a certain direction. You know that this fulfils the next step in a grandiose scheme of cosmic proportions that only your Wisdom comprehend. Sadly, sometimes sacrifices need to be made for the good of all.

In order to take this ability to have to have a plan, a scheme, an agenda... it needs to be something big, and it needs to be agreed with the GM. Once this plan is set in place, you take pleasure in manipulating all and sundry to carry out that plan without them realising. Usually this puts them in profound danger and peril.

When you make a Bluff or a Diplomacy check to convince individuals to attempt a task or quest that furthers your specific goals then you gain a bonus to the check equal to your cleric level.

Inescapable Insight (Ex): The character adds half his cleric level to all insight checks.

Infallible Instincts (Su): When faced with a choice between two options, the cleric invariably makes the right decision. The consequences of the decision must be obvious and immediate for the cleric, and should be conveyed in a simple 'Yes/No' manner – similar to the augury spell. Examples of using infallible instincts include: Did the thief take the right path or the left path? Do I cut the red wire or the blue wire? Shall I remove the magic crystal or leave it where it is?

Infallible instincts doesn't work in situations where there could be a third solution to the problem, and therefore a simple 'Yes/No' type response would be invalid. For example you couldn't ask: Did Pete or Bob eat the pie, as it's conceivable that neither of them ate the pie. You couldn't ask did the murderer escape from town on horse or by foot, as there are many other ways he could have left town.

This power may be used a number of times per day equal to 3 + your Wisdom modifier. It's advice is always accurate unless a more powerful agent or deity interferes with the result.

Pierce Illusions (Ex): The cleric can always make a saving throw to disbelieve an illusion, even when there is no reason to suspect that it may be illusory. Normally, characters can only make saving throws to disbelieve illusions if they study it carefully or interact with it some fashion. The GM must roll this saving throw secretly as not to reveal to any players at the table that they are facing an illusion.

Zephyre

Class Skill: Knowledge (Elemental)

Fist of Zephyre (Su): As a standard action the cleric can summon a powerful and damaging wind that he can employ against his foes. The wind emanates from the cleric's hand and travels in a straight line for 10 feet per class level. Any creature along that line is affected. Targets must make a Fortitude saving throw (DC 10 + half cleric's class level + cleric's wisdom modifier). The force of wind depends on the cleric's level: 1-4 (Strong wind), 5-8 (Severe wind), 9-12 (Windstorm), 13-16 (Hurricane), and 17-20 (Tornado). Refer to p439 of the *Pathfinder Core Rules* for the full effects of this wind on creatures and objects. The duration of the effect is instantaneous although the cleric can call upon it at will.

Appendix: The Moon Gods

The priests of the Moon Gods are at the mercy of the waxing and waning of their patrons. When their moon is full their powers are supercharged, but when it is dark they are but a shadow of their former selves. The new rules are a simplification of house rules we've been using for the last ten years. They no longer make any distinction between the effects on a cleric during the day and the night.

During the Full Moon

- Add +5 to the cleric's divine caster level for the purpose of spellcasting and any level-based abilities granted by domain powers. The cleric doesn't get access to spells he couldn't otherwise cast.
- Domain powers that do not have level-based effects are enhanced differently. These can be adjudicated by the GM and player during character generation. This modification does not subsequently change.

During the Dark of the Moon

- Take -5 from the cleric's caster level for the purpose of spellcasting and level-based abilities of domain powers. The cleric doesn't lose access to the spells he can cast unless his caster level is reduced to zero or less, in which case he loses the ability to cast spells completely.
- Domain powers that do not have level-based effects are diminished differently. For example, Immunity to an energy type becomes Resist 20; Resist 20 becomes Resist 10; Resist 10 disappears completely.

At all other times:

- The cleric functions normally.

I will admit that these are one-size-fits-all rules, and they are decidedly less flavourful than the rules we had before. Clerics of Calafax remain immune to fire even in the dark of the moon because the *Cloak of Calafax* ability is not level dependent.

However, these new rules work. And their easy to remember. Clerics are increasing from a maximum of 5 granted powers to 12 domain powers. That's a lot of information to keep track of. I would be interested in hearing views on this during the Retreat, and from those of you who have played Moon Priests in the past.