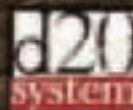


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THE QUINTESSENTIAL CLERIC II

Advanced Tactics
Book Three

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THE QUINTESSENTIAL CLERIC II: ADVANCED TACTICS

Patrick Younts

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INTRODUCTION

A cleric bears arms and a shield in search of adventure, but he is no mere soldier questing for treasure. He wields spells but he is no mere enchanter, hungry for knowledge, in service only to himself.

The cleric is a man of god, the guardian of his faith and spiritual shepherd to the souls of his congregation. The cleric stands undaunted at the gates of eternity, wielding mace and magic against the shambling hordes of living death and the numberless legions of the damned.

Once he is beyond the early stages of his career, the cleric has seen enough and done enough that his holy ideals will be tempered by the realities of mortal existence. This makes the cleric an appealing contradiction; a man with unwavering faith in the glories of the existence beyond that waits for all who believe, who is also more than familiar enough with the ways in which the mortals of the living world can hurt and betray one another – and the gods above – to be a hard-bitten realist. This combination of realist and idealist is at the heart of the cleric class' character and that is what this book, the latest in Mongoose Publishing's line of character enhancing sourcebooks, uses as its thematic base.

THE ADVANCED TACTICS SERIES

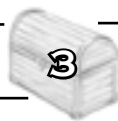
The Advanced Tactics series takes an advanced look at the whole range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. More than simple continuations, the second series of Quintessential books slot seamlessly into any fantasy-based campaign, giving advanced alternatives for characters of one class or race within the game, allowing both players and Games Masters the chance to give mid- and high-level characters new options without overpowering or unbalancing the game as a whole. The Advanced Tactics series will not necessarily allow players to make their characters even better, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL CLERIC II

Inside the *Quintessential Cleric II* you will find new tools, new rules and new options to help you take your cleric characters to the next level. In the Multiclass

Cleric, you will be introduced to 10 new ways of building your cleric, all modified and enhanced through careful multiclassing. Choose from the templar, a mighty holy warrior who spreads his faith with fire and sword, or the hermit, whose spirit pulses with the rhythm of the natural world. In *Careers Path*, you will be given new tools in the form of variant abilities, which can be selected by those dedicated enough to focus on one aspect of their training or beliefs. Follow the ways of the healer, whose merciful touch can perform miracles, or the paragon, who seeks to emulate his god exactly in word and deed. In *Tricks of the Trade*, you will gain new tools to enhance your campaign; tools like conversion, a new use for the Diplomacy skill which allows your cleric to spread the faith of his campaign to the non-believers; or exorcism, a new use for Knowledge (religion) which finally gives you the mechanics you need to directly pit your cleric's faith against the legions of hell or the hosts of heaven; and rules for turning the holy remains of saints into powerful magical items. In the *Legendary Cleric*, you will discover the joys of martyrdom and learn the secrets of ascending to the ranks of the angels or falling to stand at the right hand of the demon kings of basalt and flame. Plus, of course, you will find new





Putting one hand on the arm of her chair, Lisbeth vaulted down from the golden shield and landed in a crouch, her steel boots ringing against the hard stone of the chamber floor.

The hall fell silent, the great lords shocked into stillness. Lisbeth looked from one face to another; all eyes were upon her. Even Malvek could not take his eyes from her but then, he never could. Good. She stepped forward.

'Great lords of stone. Mighty kings of iron, diamond and steel. Attend my words.' Lisbeth paused, letting the sound of her voice shake them from their stupor. 'I bring thee hope. I bring miracles from the Forge Father.'

Laird Berretick, silk doublet and greasy chain hauberk straining over his enormous gut, dropped his cups. The sound echoed through the hall like a cannon shot. 'Fool.' Lisbeth muttered. 'Good men die and fools remain.'

Malvek took advantage of her distraction, as he always did. 'There are few miracles left, Lisbeth, and none of them coming from you. We,' and here he gestured at the gathered kings and then at himself, 'know not what trick you have used to...'

'Enough!' Lisbeth threw up both hands and a flare of light erupted around her. She stalked across the hall towards Malvek, her heart still thrilling to the sensation of walking again, and leaned next to his ear. 'Keep still your tongue, Malvek.' Her whisper was harsh and low enough that only Malvek could hear, but just barely, she knew; she knew, too, that Malvek would understand the implied threat. 'I shamed you once, long ago, I have no wish to do it again. You know I speak truth and this is no time for ancient grudges.' She held his gaze until he looked away and nodded, then moved to stand in the center of the hall again. 'My lords?'

The hall was silent for a time. It was the king of the Western Gate who spoke at last. 'Tell us of your miracles, Mother Superior.'

'Thank you, my lord. The priests of my order have spent the last four days seeking communion with the Forge Father. Many have been lost, for the way is now perilous. The Beast's hunger knows no limits, as you well know. We have sacrificed much -'

'Have you now?' said the steward of the Southern Fork, slamming his great hammer on the ground as he stood. 'My people have given all. E'en now, five thousand of my troops march against the Beast. They go to their doom.'

'And it is my son who leads them. I do not choose my words lightly.' Lisbeth spun, sweeping her arms in a wide circle. 'All here have given, I know, in the name of our people. In the name of the Forge Father. Now I bring word of what he, in his grace, is giving back.'

'Forgive me, Mother,' the steward muttered 'I speak out of turn.'

Lisbeth smiled. 'You speak from your heart, lord, as you have always done. As our people have always done. There is no shame in that.' She clapped her hands and a young acolyte hurried to her side, straining under the weight of the cloth bundled package in his arms. 'We have been given three gifts, my lords, and a vision. Three gifts from the Forge Father. The first you see before you. In his grace, the Forge Father has seen fit to restore strength to this ancient body. These,' Lisbeth said, throwing back the cloth with a flourish to reveal an enormous war axe and broad shield, each of burnished gold, 'are the second gift. This is the war axe, Sunset,' she said, lifting it easily, 'and this the Sunrise shield. Both forged by the Father's own hand.'

The lords of the hall rushed forward, Malvek among them. They crowded around, excited as children. 'On the morrow, my lords, I go to confront the Beast. So says the Forge Father.'

As the lords fought to touch the axe and the shield, Malvek grabbed her arm. 'What is the third gift, Lisbeth?'

'I... I do not know Malvek.'

'Then how do you know you have a chance against the Beast?'

'Faith.'



CAREER PATHS

Faith takes many paths, devotion many roads. Though they share class abilities and may worship the same god, no two clerics are, or should be, alike. As is to be expected, the duty of ensuring that a cleric does not end up looking like every other divine spellslinger in the campaign falls squarely on the shoulders of his Player. Through the careful selection of what few feats the cleric receives, by carefully picking domains and favourite spells and by diligent roleplay, the Player can bring his character to life.

Still, there are those Players who want more, who wish for another way to craft the uniqueness of their character, the better to increase their own enjoyment of the character and the campaign. It is for just those Players that this chapter is intended.

Career paths are a core idea for the Quintessential II series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class and race, that will allow a Player to plan his character's advancement following a given concept. While a career path focuses on the mechanics of advancement by providing a small benefit and disadvantage to the character's abilities, it also serves as a roleplaying aid to guide the character's progress and goals through his adventuring career, shortening the time spent choosing new abilities and powers during level advancement.

Once a career path is chosen by a character, the listed benefits and disadvantages are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to follow his chosen path. From this point forth, both the Player and the Games Master should be aware of the selected career path and take steps to ensure the character is played accordingly. It must be stressed that career paths are a roleplaying tool, not simply a method to gain lots of new abilities!

Though cleric career paths are structurally similar to the character concepts presented in the *Quintessential Cleric* and bear at least a superficial similarity to prestige classes as well, it cannot be stressed enough that cleric career paths are neither of those things. A cleric can have a character concept, one or more prestige classes and a career path, all at the same time, so long as he meets all the proper requirements. That said, it is very important when combining career paths with character concepts and prestige classes that at least some attempt be made to honour the character's theme; mating contradictory character concepts and career paths together for the

purposes of birthing mechanical benefits only runs entirely contrary to the intentions of this book, and is not conducive to a good playing experience.

FOLLOWING A CLERIC'S CAREER PATH

A character can tread onto a cleric's career path at any time he gains a new level. The character *must* possess at least one level of cleric in order to follow a cleric's career path. In each path's description, the advancement options section describes a number of skills, feats or other choices that serve both as a road map and a list of prerequisites for that path. The character must possess the following requirements:

- ✦ A skill at the requisite rank from that path's advancement options.
- ✦ Two feats from that path's advancement options, or one feat and one domain from the approved domain list.
- ✦ The minimum ability requirement (if any) for that path.

A character may only follow *one* path at any time. In addition, the path he has chosen must be maintained. Every time the character advances a level, he must do at least one of the following:

- ✦ Select a new feat from the career path's advancement options (only available if his level advancement grants a feat).
- ✦ Increase the ability listed as the minimum ability for that path (only available if his level advancement grants an ability increase). Not an option for paths of prowess.
- ✦ Increase a skill from that path's advancement options. If the character is taking a cleric level, he need only spend 1 point. If he is taking any other class level, he must spend 2 points, though he may split this among two different path skills if he wishes.

For example, a 5th level cleric with Con 17, Concentration 6 ranks, Iron Will and access to the Earth domain decides he wants to follow the flagellant career path. As he meets all of that path's requirements, he may start following the path when he next increases his level. When he reaches 6th level as a cleric he must

either spend one skill point on Concentration, Escape Artist, Heal or Survival, or his new select his new feat from the flagellant's options (meeting all the normal prerequisites for that feat). He is now a 6th level cleric who follows the flagellant path and receives the relevant benefits and disadvantages. If he chose to advance as a rogue instead, making him a cleric 5/rogue 1, he must either spend his one new feat from the flagellant's options (meeting all the normal prerequisites for that feat), or spend 2 skill points on Concentration, Escape Artist, Heal or Survival. In neither case can he opt to increase the path's required ability in order to maintain his dedication, though he could do so when attaining 8th level.

Note that skills and feats do not change their status regarding the character. Cross-class skills do not become class skills and he must still meet the prerequisites of a feat in the advancement options list before being able to gain it. The career path is more like a road map that restricts the character's freedom of choice in exchange for a benefit and a clearer sense of purpose.

The character immediately gains a benefit upon entering the career path but also suffers a disadvantage. Some career paths offer several benefits and disadvantages that a character can choose from, representing the different choices present to even the narrowest path. Only one of these benefit/disadvantage combinations is chosen in this case.

A character may voluntarily abandon a career path, and lose both the benefit and disadvantage immediately – this normally happens when the character is preparing to switch to a new career path (possibly not even a cleric path). Switching paths is entirely feasible. This mostly involves time – at least 6 months minus the character's Intelligence modifier in months (minimum 1 month) between dropping the old path and gaining the new path's benefits and disadvantages. During this period, the character demonstrates how he is changing his style and philosophy through roleplay. He must still meet all the pre-requisites for the new career path.

If the character gains a level and does not comply with at least one of the career path's advancement options, he is considered to have abandoned the path. He will lose the benefit (but also the disadvantage) of the chosen path, as he has allowed his top-notch skills to get rusty in favour of training in other areas. In order to regain the path, he will have to wait until he gains another level, this time complying with the path's advancement requisites, in order to walk the path and gain the benefits once more. Note that a character that has followed multiple career paths and then abandoned his most recent one altogether can only regain the path in this manner for the path he

Sacred and Profane Modifiers

Many of the modifiers described in this chapter, and the rest of *Quintessential Cleric II*, refer to clerics gaining particular sacred or profane modifiers to certain ability scores, skills, rolls, checks or saves. In all cases, clerics with a good alignment will apply these modifiers as a sacred; evil clerics will apply them as profane. Should the cleric be neutral in regards to good and evil, then it will depend on whether he channels positive or negative energy. Those who channel positive energy gain sacred modifiers; those who channel negative energy gain profane modifiers.

has most recently abandoned. If the character has already exhausted all the advancement options, he has reached the end of that road and is free to pursue other interests, but he only loses the benefit and disadvantage if he wants to.

PATHS OF HOLY DEVOTION

Paths of holy devotion are based on and build upon the character's devotion to his god and to his church. The paths vary, depending on the cleric's relationship with the divine and the way he chooses to express his divine spellcasting.

The Exorcist

The mortal plane is haunted by spirits of the ether, of fire and flame, holy light and blasphemous silence. These beasts of the outer planes torment helpless mortals, worming their way in the flesh and spirit of unsuspecting victims and riding them into agony, shame and death for their own perverse, unfathomable pleasures. The exorcist is a cleric who takes it upon himself to protect the helpless from the depredations of outsiders, ghosts and invasive spirits of all sorts. His weapon against evil, his sole weapon, is faith. That is all he will ever need.

Adventuring: The exorcist goes where there is need, travelling from city to city and village to village, ever in search of other-worldly intrusions. Fortunately, possessions are not so common that he need spend every waking moment performing exorcisms, which leaves him free to pursue more typical adventures with his compatriots. Most exorcists come to treasure these other adventures, no matter the difficulty and danger involved in their completion, as welcome respites from



the harrowing work of pitting faith against the worst that hell and the other nameless, infinite planes of evil have to offer.

Many exorcists choose to take a proactive stance against extraplanar incursion, particularly as they grow in power and experience. For this reason, many exorcists seek out magic items or portals which will allow them to cross over into the lower planes, there to take the fight directly to the villainous dukes and princes of hell.

Roleplaying: Exorcists tend to be grim, which, given that they have to constantly pit themselves against the worst, most blasphemous beings in all the planes, only stands to reason. Still, not all, or even most exorcists dwell on the bleakness and misery inherent in their profession; they cannot, lest the weight of what they have seen and done destroy the strength of their faith and render them spiritually impotent.

Advancement Options: A character follows the exorcist career path by choosing from the following advancement options: Minimum Intelligence 13; Diplomacy 5 ranks, Intimidation 5 ranks, Knowledge (religion) 5 ranks, Knowledge (the planes) 5 ranks; Extra Turning, Iron Will, Negotiator, Persuasive, Skill Focus (Diplomacy), Skill Focus (Knowledge (religion)); Good, Magic or Protection domains.

Benefit: An exorcist can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Tower of Faith:* The exorcist's will is an unbreakable pillar, immune to temptations of the flesh and of the spirit. He can, when he chooses, add his Charisma modifier as a sacred or profane bonus to any Will saves made during a single round. This benefit corresponds to the Spiritually Staggered disadvantage.
- ✦ *Worldly:* Possessing spirits will promise anything, say anything, no matter how outlandish, if they believe it will allow them to prolong their visit to the mortal plane for even a moment more. As a consequence of this, the exorcist is, thanks to having heard it all before from the greatest liars in all the known universe, largely immune to lies, misdirection and attempts to bluff him. He gains a +2 sacred or profane bonus to all Sense Motive checks. He may always

choose take 20 when making a Sense Motive skill check, subject to the usual time requirement. This benefit corresponds to the Untrusting disadvantage.

- ✦ *Unstoppable Force:* When the exorcist focuses his will, the results are awesome to behold. When attempting to exorcise a spirit (see Tricks of the Trade for rules for exorcism), the exorcist can choose to add 1 + his Charisma modifier as a sacred or profane bonus to the check. This benefit corresponds to the Exhaustion disadvantage.

Disadvantage: An exorcist suffers from one of the following disadvantages, depending on the benefit he chose:

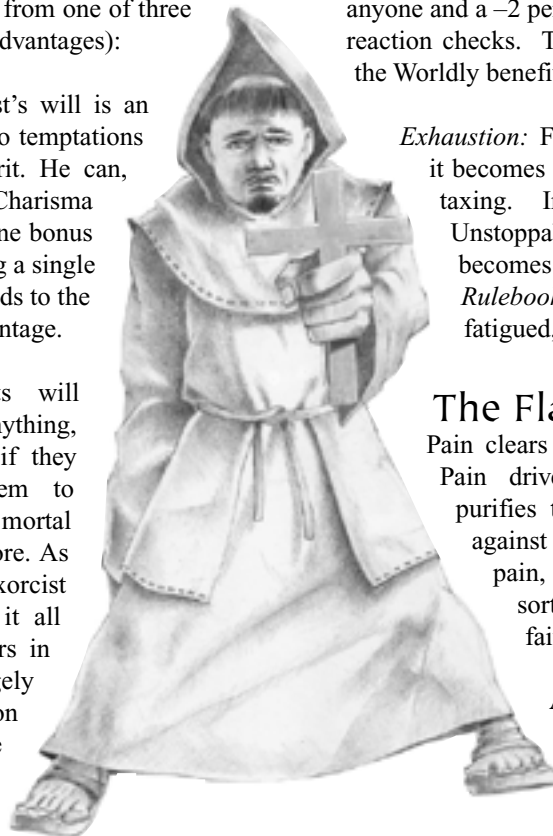
- ✦ *Spiritually Staggered:* The effort involved in fortifying his soul against outside influences is so immense that the exorcist suffers actual physical harm in the doing. Each time he uses the Tower of Faith benefit, he suffers 2 points of temporary Constitution damage.
- ✦ *Untrusting:* The exorcist is so used to dealing with those duplicitous otherworldly beings that he can no longer find it within himself to trust anyone. This distrust is obvious to those around the exorcist and does nothing to endear him to them. He suffers a -4 penalty to all Diplomacy skill checks made to convert anyone and a -2 penalty to all Non-Player Character reaction checks. This disadvantage corresponds to the Worldly benefit

Exhaustion: Focusing his will so sharply that it becomes like unto a hammer is incredibly taxing. Immediately upon using his Unstoppable Force benefit, the exorcist becomes fatigued, as per the rules in *Core Rulebook II*. If the character is already fatigued, he becomes exhausted.

The Flagellant

Pain clears the mind and focuses the will. Pain drives weakness from the body, purifies the spirit and fortifies the soul against temptation. For the flagellant, pain, especially of the self-inflicted sort, is the best way to ensure that faith stays strong and true.

Adventuring: A flagellant is not picky about which sort of quests he undertakes, so long as he has the opportunity to test the strength of his faith



against worthy, gruelling challenges. This means that a flagellant will jump at the chance to hurl himself against seemingly impossible odds and will only retreat if his cause is truly hopeless.

Roleplaying: Flagellants live austere, spartan lives, for they believe that comforts of the flesh are impediments to spiritual growth. In this way they are much like monks, focusing all their efforts and considerable will on the evolution of their higher consciousness, the better to connect and, ultimately, merge with their god.

Of course, the defining characteristic of the flagellant is his use of self-inflicted injury as an aid in meditation and spiritual growth. Most flagellants use implements like whips or scourges to purify themselves but others use candle flames, starvation, knives or other, more exotic tools, such as sharpened crystals, petrified leaves or even carefully applied orisons and low level spells.

Advancement Options: A character follows the flagellant career path by choosing from the following advancement options: Minimum Constitution 13; Concentration 5 ranks, Escape Artist 5 ranks, Heal 5 ranks, Survival 5 ranks; Die Hard, Endurance, Extend Spell, Great Fortitude, Iron Will, Toughness; Destruction, Earth, Healing, Knowledge or Luck domains.

Benefit: A flagellant can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Pain Focus:* When a flagellant is injured, he can use that pain as a focus, sharpening his insights and centring himself for the difficulties ahead. Whenever a flagellant is injured in melee combat, or by a spell which inflicts direct damage (such as *magic missile*), his ability to wield spiritual energy sharpens and he casts his next divine spell at +1 caster level and, if appropriate, with an additional +2 sacred or profane bonus to caster level checks to pierce spell resistance. This bonus corresponds to the Unfocussed disadvantage.
- ✦ *Pain Eater:* The flagellant has beaten all weaknesses out of his flesh and his spirit, rendering him largely immune to pain. He is immune to stunning attacks and cannot be nauseated or sickened. This benefit corresponds to the Harsh Lessons disadvantage.
- ✦ *Purity of Purpose:* If the flagellant spends a full minute scourging or otherwise injuring himself, the pain allows him to focus his will and gain great insight into the nature of the world and his place in it. He suffers 1d4 hit points of damage per round and gains a +1 insight bonus per point of damage suffered

to a number of Knowledge skill checks equal to 1 + his Wisdom modifier. This benefit corresponds to the Agony of Insight disadvantage.

Disadvantage: A flagellant suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Unfocussed:* The flagellant comes to depend on physical suffering as the key to focusing his will and without it, he is simply unable to concentrate fully upon spiritual matters. When in combat, the flagellant suffers a -1 penalty to caster level, and if applicable a -2 penalty to all caster level checks made to pierce spell resistance when he has not been injured in the same round, or the previous one. This disadvantage corresponds to the Pain Focus benefit.
- ✦ *Harsh Lessons:* The constant self-inflicted agonies the flagellant has suffered make it difficult for his body to fully recover from injury. He heals hit points naturally at only half the normal rate and *cure* spells heal 1 less point of damage per die than they would normally. This disadvantage corresponds to the Pain Eater benefit.
- ✦ *Agony of Insight:* The damage the flagellant suffers from the self-inflicted injuries of his focusing technique heal only grudgingly and the flagellant's god is loathe to permit divine magic to heal the wounds, lest the flagellant lose appreciation for his own sacrifices and fall from the way. Damage suffered as a result of Agony of Insight heals at only half the natural rate and cannot be healed by magic. This disadvantage corresponds to the Purity of Purpose benefit.

The Healer

One of the primary functions of divine magic is to heal the sick, to tend to the injured and to relieve the afflicted from the terrible burden of disease. The healer is a cleric whose compassionate nature expresses itself magnificently through his magic. He is the angel of mercy, he is the open palm and he is, to the peasants he so often nurtures, a symbol of what is best in the divine.

Adventuring: Healers adventure so that they might bring the healing energy of their faith to all the dark corners of the world. They are greatly concerned with the well being of their fellow man and with the advancement of medicine and health. Brave healers venture forth to retrieve powerful artefacts of healing, or in search of new cures, or when they hear rumour of ancient texts of medical knowledge waiting to be found.



They also venture into war, disease and monster ravaged lands and are very proactive in their desire to protect commoners and all innocents from the horrors of battle and the deadly effects of plague.

Roleplaying: While they can be as greedy or glory-seeking as any other adventurer, almost all healers have a strong altruistic streak that drives them to perform acts of mercy and kindness whenever they can. Healers willingly shoulder the burdens of perfect strangers and regularly throw themselves in harms way to protect the innocent; they venture into lands decimated by plague, they till the soil so that the starving can eat and they offer moral counsel to those whose souls ache for succour. In an adventuring party, the healer is the gentle voice of conscience, the calm centre urging discretion and mercy at all times.

Healers are reluctant to cause injury or pain to other intelligent beings and will seek non-violent solutions whenever possible. This does not, however, mean that they are cowards, or even truly pacifists. When confronted by egregious acts of senseless cruelty, the healer can become a truly terrifying, implacable avenger, striking out with the cold, surgical detachment and precision of a surgeon removing a cancerous lesion.

Appropriate Faiths: The role of the healer is intended for clerics of those faiths which are dedicated to the ideals of mercy. Gods of healing, gods of childbirth, of charity, of mercy, of forgiveness, or of good as an idea are likely starting points for clerics who follow the healer's path. Conversely, and as might be expected, gods of war, of murder, of death, or of destruction are not likely to count many healers among their clerics. Gods of disease have no healers amongst their clergy and would likely strip any who attempted to follow this path of their spell powers, at the least.

Advancement Options: A character follows the healer career path by choosing from the following advancement options: Minimum Dexterity 13; Concentration 5 ranks, Heal 5 ranks, Profession (herbalist) 5 ranks; Great Fortitude, Skill Focus (Heal or Profession (herbalist)), Brew Potion, Self-Sufficient, Tower Shield Proficiency, Toughness; Good, Healing or Protection domains.

Benefit: A healer can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Merciful:* The healer knows how to trigger the body's natural healing reserves. With a successful Heal check against a DC of 15 plus the character's level or Hit Dice, his successful first aid attempt returns the dying character to 1 hit point. The healer may

still simply make a Heal check at DC 15 simply to stabilise a character as normal. This benefit corresponds to the Peaceable disadvantage.

- ✦ *Angel's Grace:* The healer's curative magic is strengthened by his desire to help the injured and the dying. Each *cure* spell cast by the healer heals two additional hit points per die of healing (so 2d8+4 for a *cure moderate wounds* spell). These extra hit points are not considered level based and so do not count against the maximum amount which can be healed by a *cure* spell (so a *cure moderate wounds* spell can heal a maximum of 2d8 + 4+ 10 points of damage). This benefit corresponds to the Divine Reluctance disadvantage.
- ✦ *Limited Immunity:* The healer spends so much time in the company of the sick that he builds up a tolerance for the illnesses that afflict them, a tolerance which his divine grace extends to his allies. The healer adds 1 + his Charisma modifier as a sacred or profane bonus to all saving throws against natural or magical diseases and illnesses of all sorts. Allies within a 20 foot radius of the healer gain a +1 sacred or profane bonus to all saves against natural and magical diseases as well. This benefit corresponds to the Spiritual Antidote disadvantage.

Disadvantage: A healer suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Peaceable:* The healer, in his boundless mercy, is reluctant at best to bring injury to another intelligent being. He suffers a -1 penalty to all attack rolls made against beings of at least human intelligence. This disadvantage corresponds to the Merciful benefit.
- ✦ *Divine Reluctance:* The healer's soul is not capable of channelling his divine patron's wrath to its fullest extent. The saving throw DC of any spell cast by the healer which inflicts damage of any sort (be it hit point damage, ability damage or level draining) is reduced by 2 and suffers a -2 penalty to any caster level checks to defeat spell resistance. This disadvantage corresponds to the Angel's Grace benefit.
- ✦ *Spiritual Antidote:* The healer's spirit is so focused on the eradication of poison and disease that he cannot cure injuries as easily as other clerics. Rather than being able to spontaneously cast *cure moderate wounds* and *cure serious wounds*, the healer spontaneously casts *delay poison* and *remove disease* instead. This disadvantage corresponds to the Limited Immunity benefit.



The Martyr

Holding true to one's faith in the face of all the misery and injustice the mortal world has to offer requires a degree of dedication and acceptance of heartbreak that few can muster. To go beyond that, to willingly seek to take the burden of misery onto yourself so that others do not have to, requires courage and faith beyond measure. Yet that is exactly what the martyr does, accepting pain and hardship so that others of his faith can live free and happy.

Adventuring: Martyrs go where suffering is found in abundance, so that they can alleviate the spiritual burdens of those not so blessed with divine favour as they are. This means that martyrs will have little interest in traditional heroic pursuits like 'kill the dragon and steal its gold', or 'pay respect to the heroes of old by desecrating their graves and taking their swords', or the ever popular 'orc home invasion', unless in the doing they will also be able to legitimately alleviate the suffering of others.

Roleplaying: Martyrs tend to fit into one of two broad groupings; either they are almost saintly in their demeanour, kind to a fault, forgiving and giving, or they are cynical and moody, resigned to their duties and joyless, their spirits so calloused by the physical and mental pain they have experienced that they can no longer relate to other mortals. Often, martyrs begin their journey as the more pleasant sorts and then slowly become more and more detached from their emotions as they advance in power and the weight of the many agonies they have suffered begin to take their toll.

Since they are so familiar with agony in all its myriad forms, most martyrs are reluctant to inflict lasting harm on others. This does not mean that a martyr will obligingly turn the other cheek when the first is lacerated into pulp, just that he prefers to talk out problems and reach mutual accord with his enemies, rather than destroy them in a rain of bloody gristle.

Advancement Options: A character follows the martyr career path by choosing from the following advancement options: Minimum Strength 13; Climb 5 ranks, Concentration 5 ranks, Heal 5 ranks, Jump 5 ranks, Spot 5 ranks; Combat Casting, Die Hard, Endurance, Great Fortitude, Iron Will, Maximise Spell, Run, Self-Sufficient, Skill Focus (Concentration), Toughness; Death, Destruction, Healing, Protection or Strength domains.

Benefit: A martyr can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Immune to Agony:* The martyr is so used to living with incredible agony that he no longer even feels injuries which would completely disable others. He is immune to stunning attacks and suffers only half damage from nonlethal damage. This benefit corresponds to the Constant Torment disadvantage.
- ✦ *Scar Armour:* The martyr's flesh is crisscrossed with scars, with calluses and with seeping scabs which never fully heal. He gains damage reduction 2/- and 25% fortification, allowing him a chance to ignore critical hit damage and extra damage from sneak attacks. This benefit corresponds to the Wound Which Never Heals disadvantage.
- ✦ *Sympathetic Healer:* The martyr's soul weeps at the injuries of others. His willingness to take on the agony of other living beings gives him an incredible gift for healing. When he casts a *cure* spell of any sort, the martyr can, if he so chooses, heal an additional number of hit points equal to his Charisma modifier. This benefit corresponds to the Spirit Wound disadvantage.

Disadvantage: A martyr suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Constant Torment:* The martyr is wracked with fever, of the body and the spirit, leaving him more vulnerable than most to debilitating injury. The martyr suffers a -2 penalty to all Fortitude saving throws. This disadvantage corresponds to the Immune to Agony benefit.
- ✦ *Wound Which Never Heals:* The martyr's body never fully recovers from injury and his daily existence is a torment of broken glass, fire and splintered bone. The martyr suffers a -2 penalty to his Constitution score. This disadvantage corresponds to the Scar Armour benefit.
- ✦ *Spirit Wound:* Whenever the martyr uses his Sympathetic Healer ability, his body and his spirit are made to suffer for it. The martyr suffers an amount of hit point damage equal to one half his Charisma bonus (minimum one point, rounding up) each time he uses the Sympathetic Healer ability. This damage cannot be healed through the use of magic, meaning only time and natural healing will reverse the self-inflicted damage.

The Paragon

In every faith, there are those who follow its tenets more fully than others. The paragon is just such a cleric, the



embodiment of his faith's highest ideals, striving always to better himself and those around him. Paragons are the heart of their church, counted on to lead their fellows to boundless spiritual heights.

Adventuring: Paragons seek to spread their god's ideals across the mortal plane, usually by the performance of great deeds, though whether these deeds are done in the name of good or evil depends on the nature of the divinity. Paragons are just the sort of folk who join adventuring bands for the glory they, and by extension their god will receive and are also the most likely sort to insist that tales of their exploits be disseminated far and wide, the better to inspire fellow believers to their own best efforts.

Roleplaying: Paragons are confident to the point of arrogance, unless their gods are known for their humbleness, in which case they are as meek as a kitten. In short, a paragon attempts at all times to emulate his god's behaviour, or at least to emulate what is commonly held to be his god's behaviour. This sort of attitude leads many of the paragon's peers in the church to resent or even openly despise him for his 'presumptive' attitude. In truth, this bothers the paragon little; he seeks to honour his god by embodying his beliefs in the mortal realm, so what matter if lesser men resent him?

Advancement Options: A character follows the paragon's career path by choosing from the following advancement options: Minimum Charisma 13; Diplomacy 5 ranks, Intimidate 5 ranks, Knowledge (religion) 5 ranks, Knowledge (the planes) 5 ranks, Perform 5 ranks; Extra Turning, Improved Turning, Skill Focus (Knowledge (religion) or Perform), Spell Focus (school appropriate for deity), Weapon Focus (deity's favoured weapon); Chaos, Evil, Good, Law or Knowledge domains.

Benefit: A paragon can choose from one of three benefits (and corresponding disadvantages):

- ✦ *Living Symbol:* The paragon is a shining example of his faith's ideals, an inspirational figure even for those who do not worship his deity. Whenever the character casts one of his domain spells, he can choose to be surrounded by an aura of divine authority, which grants a +1 sacred or profane bonus to a single attack roll or skill check to all allies within a 10 foot radius of him. This bonus must be used within 3 rounds of the domain spell being cast. This benefit corresponds to the Spiritual Weariness disadvantage.
- ✦ *Mortal Avatar:* The paragon has worked so hard to become like his god that his spiritual aura has

strengthened, at least in regards to his ability to cast those spells which are most associated with his god. The paragon casts all his domain spells at +2 caster level. This bonus will work whether the spells are prepared using the domain slot or normal clerical spellcasting slots. This benefit corresponds to the Overly Focused disadvantage.

- ✦ *Unparalleled Champion:* The paragon takes his role as embodiment of his god very seriously, so much so that when he fights for what his god believes in most, he is inspired to feats of almost legendary ability. When the paragon fights in direct service to his god, he benefits from a +1 morale bonus to attack and damage rolls. This benefit corresponds to the Crushing Failure disadvantage.

Disadvantage: A paragon suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Spiritual Weariness:* Whenever the paragon chooses to use his Living Symbol ability, he suffers a -1 penalty to all attack rolls and skill checks for a number of rounds equal to the number of allies who benefited from his inspiration. While so wearied, the paragon cannot use the Living Symbol ability again.
- ✦ *Overly Focused:* The paragon is so focused on the domain spells of his god that the rest of his spellcasting suffers. He casts all non-domain spells at -1 caster level. This disadvantage corresponds to the Mortal Avatar benefit
- ✦ *Crushing Failure:* The paragon fights with unparalleled confidence but only so long as he is succeeding in his duties. If the paragon does not successfully hit an opponent at least once during any round in which he uses his Unparalleled Champion ability, then he suffers a -1 penalty to all attack and damage rolls and Will saves for the following remainder of the encounter (during which the Unparalleled Champion may not be used).

The True Believer

Every adventuring cleric has faith in his god; their ability to work divine miracles in the form of spells is proof of that. But not every cleric has the same degree of faith. The true believer has a faith in his god that defies easy description. It goes beyond such concepts as reverence, or unkind labels such as fanaticism, to a pure love which cannot be stilled, cannot be dissuaded and will endure unto death and the end of time.

Adventuring: Everything the true believer does is inspired by his love for his faith and for his god, therefore his adventures will be as well. He adventures primarily to spread the word of his god through the performance of good or evil works and he will, without hesitation, throw himself into any quest which he feels will reflect well on his god and meddle in any event which he believes will harm his god's reputation or goals.

Roleplaying: True believers tend to be zealots, though by no means does that mean they are all wild-eyed fanatics. True believers filter all their opinions through their faith's doctrine and always seem to have a bit of appropriate scripture ready for every occasion. True believers are assured in their faith and there is little chance of convincing them that their church's doctrine could be mistaken about anything. For all that, most true believers can be as affable as the next person, at least so long as no one insults their god.

Advancement Options: A character follows the true believer career path by choosing from the following advancement options: Minimum Wisdom 13; Decipher Script 5 ranks, Diplomacy 5 ranks, Intimidate 5 ranks, Knowledge (religion) 5 ranks, Listen 5 ranks; Alertness, Iron Will, Leadership, Negotiator, Skill Focus (Diplomacy or Knowledge (religion)), Widen Spell; Chaos, Evil, Good, Law, Sun or War domains.

Benefit: A true believer can choose from one of these benefits (and corresponding disadvantages):

- ✦ *Unbreakable Faith:* The true believer is so focused on his love for his god that he cannot be persuaded to love another. The true believer gains a +2 morale bonus to all saving throws against mind affecting spells and spell-like effects which are intended to enslave him to the will of another, such as *charm person*, *suggestion* or the powers of a satyr's pipes. This benefit corresponds to the Fanatical disadvantage.
- ✦ *Comforting:* The true believer's unwavering assurance in the rightness of his love is comforting in times of trouble. He can inspire his allies with a sermon as a full-round action; with a successful Diplomacy skill check against DC 15, he grants them a +1 morale bonus to all saving throws for a number of rounds equal to his Charisma bonus. This benefit corresponds to the Broken Faith disadvantage.
- ✦ *Best Effort:* Faith can move mountains and when backed by love, it can move two. Once a day per class level, the true believer can add his Charisma modifier as a sacred or profane bonus to any attack roll, skill

check or attribute check. This benefit corresponds to the Emotional Exhaustion disadvantage.

Disadvantage: A true believer suffers from one of the following disadvantages, depending on the benefit he chose:

- ✦ *Fanatical:* The true believer is so obsessed with his god that he is thoroughly unpleasant to be around, as he gives off an aura of fanaticism that is quite unnerving. He suffers a -1 penalty to all Charisma based skill checks (except Intimidation). This disadvantage corresponds to the Unbreakable Faith benefit.
- ✦ *Broken Faith:* Though his own faith can never be shattered, the true believer cannot help but be disappointed in himself when his teachings fail to inspire others. Should an ally fail a saving throw after the true believer has successfully used his Comforting ability, then the true believer suffers a -1 morale penalty to his own saving throws until either the same ally succeeds at another saving throw, or the Comforting ability ends.
- ✦ *Emotional Exhaustion:* In the round immediately following the use of the Best Effort ability and for one round after that, the true believer suffers a penalty to all attack rolls, skill checks and attribute checks equal to his Charisma modifier.



PATHS OF WAR

The paths of war develop the theme of the cleric as devoted warrior of his faith. The paths are based around the many ways in which a cleric can use force of arms to protect his church and spread its doctrine.

The Inquisitor

One of the most important missions any faith has is to tend to and preserve the spiritual purity of both its flock and its own hierarchy. While it is nice to believe that a few words from the kindly priest in the local church is capable of setting any miscreant on the straight and narrow, that is nothing but a pleasant fiction. Rooting out and destroying spiritual corruption is a hard job which requires hardened men, men who are not afraid to torture and even sacrifice the flesh of those who wander if it will restore and preserve the soul for the world beyond.

The inquisitor does a thankless job. He is the 'boogie man' of the faith, the holy terror that is whispered about in confessionals and bishop's chambers alike. No one, least of all the inquisitor himself, likes the fact that his position exists, but all recognise the necessity.

Adventuring: The typical inquisitor does not adventure, per se, preferring to confine himself to rooting out the corruption in his faith. Still, in a world as full of fantastical creatures and magic as the typical campaign setting, this means he has ample opportunity to come into conflict with the traditional adventuring enemies.

Some inquisitors, particularly those of good alignment (who, as a rule, have the hardest time reconciling their actions with their beliefs) will occasionally take breaks from their duties to explore the world. They do this as a means of restoring their faith and cleansing their palates, as the many horrors the inquisitor must witness and inflict during the course of his career will eventually break down even the strongest will.

Inquisitors make excellent detectives, the combination of their spells and their naturally high Wisdom and Charisma giving them an almost unmatched ability to root out corruption in all its forms.

Roleplaying: Inquisitors are hard men, trained in the arts of intimidation and terror. Most get so far into their roles as detective, judge and jury that they cannot act any other way, meaning they have a tendency to overwhelm those around them with brooding, dark stares and rapid questioning. Since they are so much more adept at pushing people away than they are at making friends with them, most inquisitors are achingly

lonely, though they would be loathe to admit that 'weakness' to anyone.

There are, however, inquisitors whose personalities are absolutely the reverse of the above. Ingratiating, friendly and sunny in temperament, they leave those around them wondering why every other inquisitor, indeed every other cleric, is not like them. The answer is; because most clerics are not unrepentant liars. The friendly inquisitor is, if anything, more dangerous than his moody peer, for he will hide behind a mask of goodwill and friendship, saying all the right words, making all the right gestures, so that he earns absolute trust and becomes everyone's favourite confidant. Then, he strikes. Such inquisitors are like rainbow snakes; beautiful to look at but no one should ever get too close.

Advancement Options: A character follows the inquisitor career path by choosing from the following advancement options: Bluff 6 ranks, Diplomacy 6 ranks, Disguise 6 ranks, Gather Information 6 ranks, Intimidate 6 ranks, Sense Motive 6 ranks; Alertness, Deceitful, Investigator, Iron Will, Negotiator, Persuasive, Skill Focus (any skill listed above); Fire, Knowledge, Law or Trickery domains.

Benefit: An inquisitor can be extraordinarily intimidating, devilishly subtle or incredibly honey-tongued, with advanced training in persuasion techniques to supplement his already formidable presence. Choose a Charisma based skill (not Handle Animal or Use Magic Device); he adds his Wisdom bonus as a competence bonus to all skill checks which involve that skill.

Disadvantage: While the inquisitor's stern presence serves him well in many instances, it does not win him many friends, nor does it encourage others to treat him with anything more than cautious courtesy. Choose a Charisma based skill (not Handle Animal or Use Magic Device); the character receives a penalty equal to his Wisdom modifier on all checks involving that skill.

The Strong Right Hand

Every faith needs its enforcer, the man of god who understands when it is necessary to take drastic, violent action against the enemies of the faith. The strong right hand is just such a person, using his spells and weapons with brutal precision to safeguard the sanctity of his church and his god.

Adventuring: The strong right hand is just the sort of cleric the typical adventuring party needs, a bruiser capable of mixing it up almost as well as the warriors,



while still able to throw destructive enchantments with ease.

The strong right hand is most concerned with safeguarding his church and with punishing those who transgress against it. For that reason, his adventures most often involve retributive strikes against blasphemers and thieves who have stolen church property and seek and destroy missions against suspected enemies. Most who follow this path are reluctant to adventure for any reason not directly concerned with their church, since if they are away, they will not be able to protect what they love the most.

Roleplaying: Strong right hands are tough, hardened men, well used to violence and conversant with the skills of war and of intimidation. Most know little else, or at least give no indication that they do. When the strong right hand is not lashing out at his church' enemies, he is training and when he is not training, he is planning his next attack. Since they are so single minded and so pre-disposed towards quick, decisive violence, it can be difficult for a strong right hand to connect on any sort of emotional level, even with those who adventure with him on a regular basis. Despite this, the strong right hand is a great person to have on your side; he will be loyal unto death to those who actually manage to befriend him.

Advancement Options: A character follows the strong right hand career path by choosing from the following advancement options: Concentration 6 ranks, Intimidation 6 ranks, Jump 6 ranks, Ride 6 ranks; Cleave, Combat Expertise, Combat Reflexes, Improved Unarmed Strike, Mounted Combat, Power Attack, Tower Shield Proficiency, Weapon Focus (deity's favoured weapon); Destruction, Strength or War domains.

Benefit: When the strong right hand confronts the enemies of his faith, he is filled with a righteous fury that is terrible to behold. He can attempt to demoralise all enemies within 30 feet of him once per combat, as a free action using an Intimidate check. If he is confronting enemies who are known opponents of his god, or who have inflicted injury or insult upon his church (attacking the strong right hand does not count as injury or insult to the church as a whole), then he may add his Wisdom modifier as a sacred or profane bonus to the check and all opponents who are overcome are shaken for a number of rounds equal to his Wisdom modifier. This benefit corresponds to the Endless Anger disadvantage.

Disadvantage: The strong right hand is filled with a terrible anger which he is hard pressed to keep under control. Due to this, it is easy to make him fly off the handle and into a reckless rage. He also has trouble relating to those around him, since the tangible aura of barely restrained violence scares most sensible folk. The strong right hand suffers a -2 penalty to all Sense Motive skill checks to resist being feinted in combat and a -2 penalty to saving throws to resist the effects of spells which alter his emotions, like *rage*. He also suffers a -2 penalty to all Non-Player Character reaction checks made which involve anyone not of his faith.

The Witch Hunter

One of the most dangerous threats facing the myriad faiths of the mortal is the presence of a significant number of cults dedicated to the worship of lower planar beings. These groups, which are to a one composed of savage, unrepentantly corrupted beings, would like nothing better than to throw down the godly faiths and replace them with bloody cults whose sole reason for existence is the summoning of demon hordes and devil armies to the mortal plane. The witch hunter is a cleric who has sworn to defend his faith and, indeed, all the world, from this darkest of evil.

The witch hunter tradition is a long one, stretching back to a time when superstition reigned and any spellcaster who was not a cleric was 'obviously' possessed by demons. The witch hunters no longer hunt and persecute witches but the name has stuck.



Adventuring: The witch hunter is primarily concerned with hunting down and destroying demon-worshipping cults, with no thought given to mercy or quarter. With the incredible number of cults in the typical campaign world, the witch hunter never lacks for something to do.

Witch hunters try to be as proactive as possible, infiltrating the underbellies of the largest cities, or prowling the wilderness and skulking about rural villages, in the hope of discovering and thwarting cult activity before demons are actually summoned. When a witch hunter reaches the apex of his abilities, he often takes the fight against demons directly into the bowels of hell itself, conducting lightning strikes against the very home of evil.

When not directly involved in the hunting of a demon cult, witch hunters like to sharpen their skills by testing themselves against other powerful monsters. At such times, they can be persuaded to attempt almost any daring adventure, so long as it does not conflict with their basic morality.

Roleplaying: The witch hunter is very dedicated to his mission, to the point of single minded obsession. Since cultists come from all levels of society and since wily cultists can hide their demonic corruption from even their closest family and friends, witch hunters tend to be

suspicious of everyone they meet. They often will not willingly sleep or otherwise let their guard down around even those they have known intimately for years. This, as you might imagine, can cause a great deal of tension in the adventuring party but most witch hunters are wise enough to keep their suspicions reined in as best they can.

Advancement Options: A character follows the witch hunter career path by choosing from the following advancement options: Gather Information 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (the planes) 6 ranks, Sense Motive 6 ranks, Spellcraft 6 ranks Use Magic Device 6 ranks; Negotiator, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Investigator, Iron Will, Point Blank Shot, Rapid Reload, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (the planes)), Skill Focus (Spellcraft), Spell Penetration; Chaos, Good, Knowledge, Law or Magic domains.

Benefit: The witch hunter knows special techniques for turning the power of his faith against manifested demons, devils and other lower planar creatures. By burning a turn use for the day, he adds a +2 sacred bonus to all attack and damage rolls against evil outsiders and adds a sacred bonus equal to his Wisdom modifier to all caster level checks made to pierce their spell resistance. These bonuses last for a number of rounds equal to his Charisma modifier.

Disadvantage: The witch hunter is so focused on the destruction of demons, devils and evil outsiders that his ability to destroy the undead is severely impaired. The demon hunter suffers a -4 penalty to all turn checks made against undead beings.

PATHS OF SCHOLARSHIP

The cleric is much more than a spellcasting holy warrior and mobile hospital. Priests and clerics are the foremost scholars of any fantasy world, wise in both secular and religious matters. The paths of scholarship are themed around the ways which a cleric may use and share his knowledge and the means he uses to attract new believers to his church.

The Evangelist

The evangelist is similar in nature to the missionary, though his purpose is not to travel the world seeking converts but to whip the masses who already observe his faith into a religious fervour, the better to insure that the church and his god always has a fanatically loyal base of worshippers. The evangelist is a compelling icon of the





Lisbeth vomited, hot soup splattering down over her armour, her tabard and her shoes, which she had just polished that morning. She collapsed to her knees, her mace clattering from her hand to land with a wet smack in her steaming gorge. She tried to speak, caught the smell of copper and wet earth again, now mixed with the curdled stench of cheese and onion stew and her stomach lurched again. She heaved and choked and vomited again, and again and again and again, til there was nothing left, could possibly be nothing left, and she was left gagging on foam.

She heard clanking footsteps approaching from behind and reached out blindly for her mace, fingers closing on nothing but chunks of mud. At least, she hoped it was nothing but mud. She closed her eyes, visualised rock and stone, tried to recall the orison, any of the orisons, she had learned but the words would not come. The footsteps stopped and she tensed, raised herself into a crouch, the better to roll with the strike when it came.

Malvek's voice rumbled from behind her, laughing, as it always was. 'Rest easy, lass, there's naught but me and you left alive.'

Lisbeth collapsed again, backwards this time, so as to avoid the pools of her own sick. She landed on a hand and it crumbled beneath her with a sudden puff of sulfur. 'The one I incinerated, then?'

'Aye, Lisbeth, the one you incinerated.'

Lisbeth began to laugh, the sound half uneven croak, half skittering, high pitched giggle. Soon enough, she began to sob, conscious of Malvek's presence but unable to stop herself. He put a hand on her shoulder and she covered it with her own, the blood on their gauntlets mixing, running like rivulets down her arm. After a time, the sobbing stopped and she stood, wiping the tears from her eyes and sticky vomit from her lips.

Malvek kicked at the incinerated Fallen at Lisbeth's feet, his boots staving in its chest. 'A nice piece of work that. Very unexpected. Someone so new to this should never have been able to do what you did.'

'I'm sorry.'

Malvek laughed then, loud and hard, the sound echoing through the chamber. 'Are you daft, then?' he said, when at last he could speak. 'You need not apologise to me for your miracles, Lisbeth.'

Then Malvek gestured at the Fallen and drove the point of his axe down through its blackened skull. He grinned. 'This one might need a bit of sweet talking, though.'

church, the sort of person who does not need spells to move mountains.

Adventuring: Evangelists do not adventure, at least not in the traditional 'storm-the-dungeon' sense. Since their power base is strongest in major cities where their faith is well established, that is where they tend to remain. That said, there is much opportunity for conflict and adventure in cities, particularly since rival faiths and secular power groups have a vested interest in limiting the evangelist's power. This means that intrigue will figure heavily in their adventures, with the evangelist and their opponents playing cat and mouse games of stroke and counter-stroke.

Roleplaying: Some evangelists are impassioned, fire and brimstone preachers, while some are imposing godheads who communicate a thousand messages in just

a few words but all have overwhelming personalities. The evangelist's natural charm and their ability to work their audiences to a froth of religious ecstasy is unparalleled, meaning they are likely to find friends and allies wherever they go.

In the adventuring party, the evangelist will naturally gravitate to the leadership position, though he will defer to another so long as he is allowed to be party spokesman and so long as his faith is given adequate acknowledgement. Despite their impassioned love for their god, evangelists can and do work well with holy men of other faiths; in a polytheistic society, clerics do not have the luxury of despising all other gods.

Advancement Options: A character follows the evangelist career path by choosing from the following advancement options: Bluff 6 ranks, Diplomacy 6



ranks, Perform 6 ranks; Extend Spell, Extra Turning, Leadership, Negotiator, Persuasive, Skill Focus (Diplomacy), Skill Focus (Perform), Widen Spell; Chaos, Evil, Good, Law or Trickery domains.

Benefit: The evangelist's ability to attract fanatically loyal followers is unmatched. He gains a +2 sacred or profane bonus to his Leadership score for determining the number of followers he can attract. Also, by using a turn use for the day and focusing all his efforts on bombastic preaching, the evangelist can whip the crowd into a frenzy of religious ecstasy. When performing a sermon, the evangelist can burn a turn use for the day to double his Charisma modifier for his next Diplomacy or Perform check. This counts as a sacred or profane bonus. This advantage corresponds to the Tongue Tied disadvantage.

Disadvantage: The evangelist's obvious skill at attracting fanatically loyal followers is very threatening to those in power. The evangelist suffers a -2 penalty to all Diplomacy or Non-Player Character reaction checks involving members of nobility, or members of rival clergy. Also, the most impassioned sermons always leave the evangelist drained, taking all he has to offer and leaving nothing. After burning a turn use to gain his Charisma bonus when sermonising, he must make a Fortitude save (DC 15 + your Charisma bonus) or become fatigued.

The Missionary

Not every cleric concerns himself with smiting the enemies of the church. Some prefer to concentrate their efforts on more peaceful goals, namely the spreading of their gods' faith through preaching and sharing of the sacred texts. Missionaries are explorers and teachers, kind hearted ambassadors of their god whose good works fill the church pews and coffers alike.

Adventuring: Missionaries love to travel, particularly if their travels lead them to civilised areas which have not yet seen the light of faith. Since so much of a typical fantasy campaign world is wilderness, this means that missionaries are exposed to many of the dangers of both the wilderness and urban environments. Given that, the possibilities for adventure are near endless.

As they progress in power and gain access to more powerful travel magic, most missionaries are only too happy to take their holy work to other planes, there to gift the strange beings who dwell there with the truth of their faith.

Missionaries understand that, in the course of their duties as evangelists and ambassadors, they will come

into conflict with both monsters and, more importantly, with rival faiths and other enemies of the church. They view these conflicts as opportunities to both renew their own faith and to prove the value of their teachings through demonstrations of courage, wit and skill.

Roleplaying: The two traits that all missionaries share is unshakeable faith and a burning desire to share that faith with everyone around them. Almost by necessity, most missionaries are gregarious and open, always ready to meet new people and attempt to bring them into the fold. Part salesman and part ambassador, the missionary wears his faith on his sleeve and wants everyone to know it.

In other matters, missionaries tend to be stereotypical examples of their faith. If they worship a noble god of war, they are brave to a fault and forever preaching of the glory to be found in engaging in righteous battle. If they worship a god of trickery, then they espouse the virtues of cunning and preach amongst the thieves of the slums and children of all social strata.

Advancement Options: A character follows the missionary career path by choosing from the following advancement options: Bluff 6 ranks, Diplomacy 6 ranks, Knowledge (religion) 6 ranks, Knowledge (geography) 6 ranks, Speak Language (selected at least twice), Survival 6 ranks; Athletic, Craft Wondrous Item, Empower Spell, Endurance, Great Fortitude, Leadership, Negotiator, Self-Sufficient, Track; Knowledge, Luck or Travel domains.

Benefit: The missionary is protected by the gods of travel and luck, allowing him to make excellent time in even the worst conditions. The missionary is always considered to be moving across highway terrain for the purposes of determining how far he can travel each day. He also gains a +2 sacred or profane bonus to resist any spell or effect that attempts to silence him or impede his movement in any way.

Disadvantage: The missionary's purpose sets him at odds with those of rival faiths. The missionary suffers a circumstance penalty equal to his Charisma modifier when rolling Non-Player Character reaction checks involving clergy members of rival faiths.. Also, though the missionary can move with speed each day, the spirit winds which drive him forward are punishing on the mortal frame. When fatigued or exhausted the missionary suffers from a -2 penalty to Wisdom and Intelligence until rested.

Multiclassing

Faith takes many paths and each religion demands different beliefs and skills from its practitioners. The cleric is the foremost divine spellcaster and godly agent in most fantasy games and a character class absolutely ripe for customisation. By carefully mixing cleric levels with levels in other classes, you can create believable adventuring priests of any god, with skills and powers appropriate to the ethos of their chosen faith.

This chapter presents the best way to conduct a combination of the cleric with the rest of the classes in *Core Rulebook I*, with advice on which feats and options are best when the character gains new abilities from achieving a new level in any of his classes.

This book assumes that the character's main class is the cleric; other classes complementing their own abilities

with a couple of cleric levels will be covered in their respective Quintessential Series II books. Humans and half-elves have no problems in taking levels from another class at any point in their career, but other races must keep their advancement balanced so as not to incur an experience penalty.

The tables below indicate a recommended advancement rate that is by no means mandatory, but they might work best for that class combination. Given the great number of options available to meet a Player's concept of what his character is or does, these tables are merely guidelines and not a strict route map.

Prestige Classes

One of the advantages of multiclassing is that the character may meet the prerequisites of the more exotic prestige classes. A character can break off the

Base Bonus Progression

Multiclassing can get tricky after a few levels because the class tables indicate a total bonus for each level, listing the accumulated total. To mix and match this chapter's advancement tables use the information in the Advancement and Base Bonus Progression table, listing by what amount the base bonus progresses at any given level, depending on class.

Advancement and Base Bonus Progression

Level	Base Attack Bonus			Base Save Bonus	
	Good (Bbn, Ftr, Pal, Rgr)	Average (Brd, Clr, Drd, Mnk, Rog)	Bad (Sor, Wiz)	Good	Bad
1 st	+1	+0	+0	+2	+0
2 nd	+1	+1	+1	+1	+0
3 rd	+1	+1	+0	+0	+1
4 th	+1	+1	+1	+1	+0
5 th	+1	+0	+0	+0	+0
6 th	+1	+1	+1	+1	+1
7 th	+1	+1	+0	+0	+0
8 th	+1	+1	+1	+1	+0
9 th	+1	+0	+0	+0	+1
10 th	+1	+1	+1	+1	+0
11 th	+1	+1	+0	+0	+0
12 th	+1	+1	+1	+1	+1
13 th	+1	+0	+0	+0	+0
14 th	+1	+1	+1	+1	+0
15 th	+1	+1	+0	+0	+1
16 th	+1	+1	+1	+1	+0
17 th	+1	+0	+0	+0	+0
18 th	+1	+1	+1	+1	+1
19 th	+1	+1	+0	+0	+0
20 th	+1	+1	+1	+1	+0



suggested progression or take a slightly different one in order to meet the requirements for a prestige class and then continue with his career along those lines. Many of these classes give far greater advantages than simple multiclassing as they combine different abilities into a single class level so the Games Master has the final word about what prestige classes exist in his campaign.

Epic Advancement

Note that the tables presented in this chapter are not for a complete character class, but a combination of two. A character can reach epic levels once he gains his 21st level from either class and is subject to the usual rules for epic characters, although they continue gaining the abilities in their appropriate class table until they reach 20th level in either class. Spellcasting fighters continue to gain spells per day and spells known accordingly and may not purchase epic feats that demand that he be able to cast spells from the spellcasting class' maximum level because he has not reached the spellcasting class' maximum.

Variant Rules

Each of the multiclass descriptions given below have a section marked as *variant rules*. This deals with optional, specialised rules that represent how a character following multiple paths can develop abilities pertinent to both, but that are not normally represented. Some of these variant rules are simply a crossing of class skills, enabling clerics to choose from a wider range of skills. Others grant entirely new abilities that develop as the two classes combine. However, there are a number of limitations that must be obeyed:

- ✦ All are subject to the Games Master's approval before being chosen.
- ✦ Each variant rule starts with the line 'Upon gaining X level'. Every variant rule is selected instead of an appropriate ability that would have been gained at either the appropriate cleric level, or the appropriate alternate (non-cleric) class level. A cleric may take this variant after the given level, but only if he is still able to sacrifice the necessary ability, power or skills required to gain the variant rule.
- ✦ In addition, the character must have at least one level in the alternate (non-cleric) class. Occasionally more levels are needed in the alternate class; this will be specified in the text.

Once a variant rule has been taken, it cannot be reversed later on. The ability, power or skills sacrificed to gain the variant rule is lost forever.

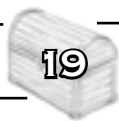
FANATIC (CLERIC/ BARBARIAN)

The fanatic is filled with both an all-consuming love for his god and an all consuming rage for those who would stand in opposition to his church. The fanatic is a holy man of the old sort, a fire and brimstone preacher when on the pulpit and implacable on the field of battle. Tougher than any mortal has a right to be, fanatics are at the forefront of any church army, howling prayers and brandishing holy symbols and weapons with equal enthusiasm.

Fanatics are men and women of great passions and enormous appetites, a fact which often gets those fanatics who worship strict, intolerant gods in a good deal of trouble. It is for this reason that so many fanatics are penitents, flagellating themselves unceasingly with strips of iron tipped leather, the better to control their wild lusts and unrestrained emotions.

The fanatic's path is most appropriate for clerics of wilderness gods, gods of hate and war, or really any divinity which is similar in nature to Norse mythology. Barbarian gods count many fanatics among their followers, as do the gods of the orcs and other, less civilised peoples.





Strengths

The fanatic has a number of strengths as a character concept. The strengths which apply most favourably to the role of holy man being:

- ✦ **Hit Dice:** Never underestimate the value of a few extra hit points. The extra hit points the fanatic gains each time he selects a barbarian level is a cushion which both keeps him in the thick of battle and allows him to reserve his healing spells for the benefit of his fellow adventurers.
- ✦ **Skills:** The barbarian's four skill points per level and impressive skill list gives the fanatic a range of useful abilities which a single class cleric cannot match.
- ✦ **Rage:** The barbarian's signature ability is both a benefit and a liability. While the fanatic cannot cast spells while raging, the mechanical bonuses he receives grant him abilities superior to those granted by many clerical 'boosting' spells, such as *divine favour*.
- ✦ **Uncanny Dodge:** One of the biggest dangers facing a cleric on the battlefield is a flanking sneak attack, since it can so easily disrupt his vitally important spellcasting. Once he gains uncanny dodge, however, he will be able to throw himself into the thick of battle with a bit more assurance.

- ✦ **Trap Sense:** A minor benefit at best but it still never hurts. After all, the spell not used to heal a broken leg (courtesy of a pitfall), is the spell which can fuse a sword wound in the heat of battle.
- ✦ **Damage Reduction:** While the fanatic will never have damage reduction of any real consequence, it is a permanent ability and a bit of extra protection never hurts.

Weaknesses

What the fanatic gains in raw combat power and durability, he loses in spellcasting. A fanatic suffers from the following weaknesses:

- ✦ **Turn or Rebuke Undead:** A fanatic will simply never have the divine power to reliably turn the most powerful forms of undead. While his increased combat abilities do help to make up for this, an axe and bulging muscles do not compare with the destructive power of faith.
- ✦ **Reduced Spellcasting:** A serious weakness indeed. A fanatic will never gain access to the most powerful divine spells, critically weakening his power if the Player attempts to rely too much on spellcasting.

The Fanatic (Cleric/Barbarian)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Bbn 1	+1	+4	+0	+2	Fast movement, rage 1/day
3 rd	Clr 2	+2	+5	+0	+3	(character feat)
4 th	Bbn 2	+3	+6	+0	+3	Uncanny dodge (ability increase)
5 th	Clr 3	+4	+6	+1	+3	
6 th	Clr 4	+5	+7	+1	+4	(character feat)
7 th	Bbn 3	+6/+1	+7	+2	+5	Trap sense +1
8 th	Clr 5	+6/+1	+7	+2	+5	(ability increase)
9 th	Bbn 4	+7/+2	+8	+2	+5	Rage 2/day (character feat)
10 th	Bbn 5	+8/+3	+8	+2	+5	Improved uncanny dodge
11 th	Clr 6	+9/+4	+9	+3	+6	
12 th	Clr 7	+10/+5	+9	+3	+6	(character feat), (ability increase)
13 th	Bbn 6	+11/+6/+1	+10	+4	+7	Trap sense +2
14 th	Bbn 7	+12/+7/+2	+10	+4	+7	Damage reduction 1/–
15 th	Clr 8	+13/+8/+3	+11	+4	+8	(character feat)
16 th	Clr 9	+13/+8/+3	+11	+5	+8	(ability increase)
17 th	Bbn 8	+14/+9/+4	+12	+5	+8	Rage 3/day
18 th	Clr 10	+15/+10/+5	+13	+5	+9	(character feat)
19 th	Clr 11	+16/+11/+6/+1	+13	+5	+9	
20 th	Clr 12	+17/+12/+7/+2	+14	+6	+10	(ability increase)



Recommended Options

As the character advances as both a cleric and a barbarian, there are options he can select which will maximise his power and versatility.

- ✦ The fanatic should focus on domains which maximise his combat prowess, or which give him powerful attack spells. The Chaos domain is thematically appropriate. Destruction grants a very useful ability but its domain spells will see little use, since the fanatic can already deal staggering amounts of damage in melee combat. The Luck domain is an excellent choice and the Strength and War domains grant both exceptionally useful spells and terrific granted powers.
- ✦ Empower Spell is an excellent feat choice, especially when coupled with spells such as *bull's strength* or *bear's endurance*.
- ✦ Feats like Improved Turning, Spell Focus and Spell Penetration are good feat choices, since they help the fanatic compensate for the reduced effectiveness of his clerical powers. Lightning Reflexes is also advisable, as it will help to offset both classes' low Reflex saving throws.
- ✦ Craft Magic Arms and Armour is an exceptionally good feat for the fanatic. Since he relies so strongly

on melee attacks, the ability to create his own magical tools of death is a powerful one.

- ✦ Spells which boost the fanatic's attack and damage rolls, or his ability scores, should be the fanatic's bread and butter. A well timed *bull's strength* or *divine favour*, cast just before the fanatic rages, can make all the difference in battle and at higher levels, *divine power* gives the fanatic an edge which few, if any, other melee characters can match.

Variants

The fanatic can choose from the following alternative abilities as he gains levels.

- ✦ **Divine Insight:** Upon gaining 3rd cleric level, the character can elect to take Divine Insight. In lieu of being able to cast his 1st level domain spell, the fanatic may add any two skills from the barbarian skill list to his cleric skill list *and* add any two skills from the cleric skill list to his barbarian skill list, allowing him to treat them as class skills for both classes.
- ✦ **Holy Terror:** Upon gaining 5th cleric level, the character can elect to take Holy Terror. In lieu of being able to cast his 3rd level domain spell, the fanatic gains the ability to expend a use of their turn/

Fanatic Spells

Level	Caster Level	Spells per Day							
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	
1 st	1 st	3	1+1	—	—	—	—	—	
2 nd	1 st	3	1+1	—	—	—	—	—	
3 rd	2 nd	4	2+1	—	—	—	—	—	
4 th	2 nd	4	2+1	—	—	—	—	—	
5 th	3 rd	4	2+1	1+1	—	—	—	—	
6 th	4 th	5	3+1	2+1	—	—	—	—	
7 th	4 th	5	3+1	2+1	—	—	—	—	
8 th	5 th	5	3+1	2+1	1+1	—	—	—	
9 th	5 th	5	3+1	2+1	1+1	—	—	—	
10 th	5 th	5	3+1	2+1	1+1	—	—	—	
11 th	6 th	5	3+1	3+1	2+1	—	—	—	
12 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
13 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
14 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
15 th	8 th	6	4+1	3+1	3+1	2+1	—	—	
16 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	
18 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—	
19 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1	
20 th	12 th	6	5+1	4+1	4+1	3+1	3+1	2+1	

rebuke undead ability to add a +1/cleric level sacred or profane bonus to any Intimidate checks made while raging. Damage rolls when raging also gain a sacred or profane bonus equal to half the fanatic's cleric level (round down) when using this ability.

- ✦ **Burning Will:** Upon gaining 8th cleric level, the character can elect to take Burning Will. By sacrificing their barbarian trap sense class feature, the fanatic gains a +1 sacred or profane bonus to Concentration checks made to resist losing a spell because of damage received in combat. The bonus increases to +2 upon achieving 6th level as a barbarian, in lieu of trap sense +2, and will increase again whenever the trap sense class feature would increase.

Special: The character must be at least a 3rd level barbarian before selecting this variant.

- ✦ **Divine Endurance:** Upon gaining 8th cleric level, the character can elect to take Divine Endurance. By sacrificing both his ability to cast his 4th level domain spell and his damage reduction 1/- barbarian class feature, the character gains the following ability. Expend a use of his turn/rebuke undead ability to double the duration of his rage, or to rage a second time during an encounter.

Special: The character must be at least a 7th level barbarian before selecting this variant.

WANDERING MISSIONARY (CLERIC/BARD)

The wandering missionary blends religious zeal with a talent for expressing the joys of worship via song and performance of all sorts. The wandering missionary is the beautiful face and haunting voice of his deity, an impassioned performer who brings flocks of new converts to his church each time he delivers a sermon.

The wandering missionary is more than just an appealing voice, however. He is a reasonably skilled combatant, with a wide variety of skills and spells at his disposal. What his spells lack in raw power, they more than make up for in versatility. Perhaps most importantly, the wandering missionary's zeal is infectious and stirring and he is able to bolster the confidence of his allies with a few simple, heartfelt words.

The wandering missionary's abilities can be used on himself as well as companions, meaning he can be a truly fearsome opponent when he must defend himself or his faith. The delicate nature of his bardic spells does, however, mean that the wandering missionary

The Wandering Missionary (Cleric/Bard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Brd 1	+0	+2	+2	+4	Bardic music, bardic knowledge, countersong, <i>fascinate</i> , inspire courage
3 rd	Clr 2	+1	+3	+2	+5	(character feat)
4 th	Clr 3	+2	+3	+3	+5	(ability increase)
5 th	Brd 2	+3	+3	+4	+7	
6 th	Clr 4	+4	+5	+4	+8	(character feat)
7 th	Brd 3	+5	+5	+4	+7	Inspire competence
8 th	Clr 5	+5	+5	+4	+7	(ability increase)
9 th	Brd 4	+6/+1	+5	+5	+8	(character feat)
10 th	Clr 6	+7/+2	+6	+6	+9	
11 th	Brd 5	+7/+2	+6	+6	+9	
12 th	Clr 7	+8/+3	+6	+6	+9	(character feat), (ability increase)
13 th	Brd 6	+9/+4	+7	+7	+10	Suggestion
14 th	Clr 8	+10/+5	+8	+7	+11	
15 th	Brd 7	+11/+6/+1	+8	+7	+11	(character feat)
16 th	Clr 9	+11/+6/+1	+8	+8	+11	(ability increase)
17 th	Brd 8	+12/+7/+2	+8	+9	+12	Inspire courage +2
18 th	Brd 9	+12/+7/+2	+9	+9	+12	Inspire greatness, (character feat)
19 th	Clr 10	+13/+8/+3	+10	+9	+13	
20 th	Clr 11	+14/+9/+4	+10	+9	+14	(ability increase)



cannot truly benefit from heavy armours, as his more martially inclined peers do. Instead, if he wishes to gain maximum effectiveness from his bardic abilities, he must restrict himself to light armour.

Strengths

The wandering missionary gains a number of advantages when he combines cleric and bard levels, the most important among them being:

- ✦ **Skills:** The bard's skill list and available skill points per level (6) is second only to the rogue's. This jump in skill points increases the versatility of the wandering missionary incredibly, at least in comparison to single class clerics. The Use Magic Device skill, in particular, is very valuable.
- ✦ **Saves:** The bard enjoys good Reflex and Will saves, which complement the cleric's good Fortitude and Will saves, giving the wandering missionary solid saves all around.
- ✦ **Weapons:** The bard's eclectic selection of weapon proficiencies complement the cleric's greatly, giving him access to several useful weapons without expenditure of feats.

- ✦ **Bardic Music:** The bardic music abilities are very useful for converting the faithful and for bolstering their strength and conviction.
- ✦ **Bardic Knowledge:** Very useful for remembering obscure religious facts and for identifying relics of the faith.
- ✦ **Bard Spells:** Though the wandering missionary does not advance far as a bard, the spells he gains are still useful, particularly in charming opponents or casting illusory 'miracles' of the faith.

Weaknesses

The wandering missionary sacrifices quite a bit of divine power in combining cleric and bard levels, adding the following weaknesses:

- ✦ **Hit Dice:** While not a major change, amounting to only a few hit points total, the wandering missionary is not quite as hardy as a single class cleric.
- ✦ **Spell Power:** The wandering missionary has access to a wide variety of spells but none of them are particularly powerful.
- ✦ **Conflicting Ability Requirements:** While Charisma is somewhat useful to a cleric, a wandering

Wandering Missionary Spells (Cleric)

Level	Caster Level	Spells per Day						
		0	1 st	2 nd	3 rd	4 th	5 th	6 th
1 st	1 st	3	1+1	—	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—	—
3 rd	2 nd	4	2+1	—	—	—	—	—
4 th	3 rd	5	2+1	1+1	—	—	—	—
5 th	3 rd	5	2+1	1+1	—	—	—	—
6 th	4 th	5	3+1	2+1	—	—	—	—
7 th	4 th	5	3+1	2+1	—	—	—	—
8 th	5 th	5	3+1	2+1	1+1	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—	—
10 th	6 th	5	3+1	3+1	2+1	—	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—	—
12 th	7 th	6	4+1	3+1	2+1	1+1	—	—
13 th	7 th	6	4+1	3+1	2+1	1+1	—	—
14 th	8 th	6	4+1	3+1	3+1	2+1	—	—
15 th	8 th	6	4+1	3+1	3+1	2+1	—	—
16 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
19 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—
20 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1

Wandering Missionary Spells (Bard)

Level	Caster Level	Spells per Day				Spells Known			
		0	1 st	2 nd	3 rd	0	1 st	2 nd	3 rd
1 st	—	—	—	—	—	—	—	—	—
2 nd	1 st	2	—	—	—	4	—	—	—
3 rd	1 st	2	—	—	—	4	—	—	—
4 th	1 st	2	—	—	—	4	—	—	—
5 th	2 nd	3	0	—	—	5	2	—	—
6 th	2 nd	3	0	—	—	5	2	—	—
7 th	3 rd	3	1	—	—	6	3	—	—
8 th	3 rd	3	1	—	—	6	3	—	—
9 th	4 th	3	2	0	—	6	3	2	—
10 th	4 th	3	2	0	—	6	3	2	—
11 th	5 th	3	3	1	—	6	4	3	—
12 th	5 th	3	3	1	—	6	4	3	—
13 th	6 th	3	3	2	—	6	4	3	—
14 th	6 th	3	3	2	—	6	4	3	—
15 th	7 th	3	3	2	0	6	4	4	2
16 th	7 th	3	3	2	0	6	4	4	2
17 th	8 th	3	3	3	1	6	4	4	3
18 th	9 th	3	3	3	2	6	4	4	3
19 th	9 th	3	3	3	2	6	4	4	3
20 th	9 th	3	3	3	2	6	4	4	3

missionary will be forced to allocate more precious ability and magic resources to his Charisma score than he might otherwise be comfortable with, lest his bardic spells and music abilities suffer.

- ✦ **Light Armour:** If he wants to use his arcane spells effectively, the wandering missionary must forgo the use of heavy armour, reducing his viability in combat.

Recommended Options

As the character advances as both a cleric and a bard, there are options he can select which will maximise his power and versatility.

- ✦ The wandering missionary should be prepared to have a Charisma score of 13 or better, so that he may cast the more powerful low-level bard spells.
- ✦ The wandering missionary must dedicate skill points to Perform whenever he can, at least until he achieves 12 ranks in the skill. When selecting a type of performance, he should avoid those which require the use of instruments, both because he will be wielding weapons and casting divine spells and because an oratory-themed performance suits the flavour of the character.

- ✦ The Still Spell feat can be a literal life-saver, allowing the wandering missionary to use arcane magic while in heavy armour.

- ✦ The wandering missionary is a fair combatant but he is so much more than that. Consider selecting feats like Leadership and Skill Focus (Perform); both skills greatly increase the effectiveness of the character in non-combat situations and both are very appropriate to the theme of the character as well.

- ✦ The wandering missionary should focus on domains which enhance his ability to move and sway an audience and to rouse them in the defence of his faith. The Good domain (or Evil, depending on alignment) is a sound choice, as is Healing, Knowledge, Luck and Protection. Should the wandering missionary's concept support it, the Trickery domain can make an interesting choice as well, particularly if the character is to be preaching in areas which are sworn to rival faiths.

- ✦ Recommended spells (for a 9th level bard): 0 level – *dancing lights, flare, ghost sound, lullaby, mage hand, prestidigitation*; 1st level – *cause fear, charm person, hypnotism, disguise self*; 2nd level – *cat's grace, enthrall, heroism, suggestion*; 3rd level – *charm monster, charm monster, crushing despair*.



Variants

The wandering missionary can choose from the following alternative abilities as he gains levels:

- ✦ **Skilled Orator:** Upon gaining 3rd cleric level, the character can elect to take Skilled Orator. The wandering missionary may choose to gain either Skill Focus (Perform) or Skill Focus (Diplomacy), in exchange for losing access to his 1st level domain spell.
- ✦ **Attract Converts:** Upon gaining 6th cleric level, the character can elect to take Attract Converts. In lieu of receiving his 2nd level domain spell, the wandering missionary gains the ability to attract converts by expending a daily use of his bardic music ability. For a number of minutes equal to his Wisdom modifier, the wandering missionary receives a sacred or profane bonus equal to his character level on all Diplomacy checks. This bonus will not apply on any opposed checks or Non-Player Character reaction checks where the opponent has more than 5 ranks of Sense Motive.
- ✦ **Demagogue:** Upon gaining 10th cleric level, the character can elect to take Demagogue. In lieu of receiving his 4th level domain spell, the wandering missionary gains the Leadership feat for free. When using his bardic music abilities *inspire courage*, *inspire competence* or *inspire greatness* the bonuses granted are increased by +1 if the targeted ally, or allies, is either a follower of the wandering missionary or his cohort.

Special: The character must be at least a 5th level bard before selecting this variant.

THE HERMIT (CLERIC/DRUID)

The hermit is a holy man who chooses to dwell apart from his fellows, immersing himself in the wilderness and taking it upon himself to protect and nurture the animals and plants which dwell within, the better to contemplate and puzzle out both the mysteries of faith and his own place within the world. Most hermits sit outside the normal hierarchy of their faith, leaving the day to day tending of the flock and the political games to those who have the patience for it.

While the hermit willingly sequesters himself from his fellow man, this does not mean that he holds himself aloof from the concerns of civilisation, or that he is not sympathetic to the spiritual needs of others. Indeed, many times the hermit's love for his fellow man is greater than that of his fellow priests, for it is love of

the purest sort, nurtured by years of quiet solitude and the hermit's instinctive, almost animalistic devotion to his faith.

While the hermit is a suitable multiclass path for clerics of almost any faith, it, as is to be expected, works best with clerics of gods whose portfolios include nature, animals, weather, sun, agriculture or any other nature-oriented domain.

The hermit's mix of clerical and druidic abilities is a potent one, particularly if you use his shape shifting abilities wisely. On the other hand, the restrictions placed on the equipment the druid can use hamper his pure combat effectiveness, so the hermit path is best played by those who are willing to take a more contemplative, advisory role in the adventuring party.

Strengths

The hermit gains a number of advantages when he combines cleric and druid levels, the most important among them being:

- ✦ **Skills:** The hermit gains more and better skills, thanks to the druid class' 4 skill points per level and fairly good skill list. Several of the druid's skills, in particular Listen, Spot and Survival, are exceptionally useful and should be selected by any hermit. In addition, several important skills, Concentration most notable among them, are on both skill lists, meaning the hermit can maximise his ranks in these skills without extra expense.
- ✦ **Saves:** The cleric and druid both have good Fortitude and Will saves, meaning the hermit's saves in those categories will be exceptional.
- ✦ **Wildshape:** Naturally, the druid class' ability to assume the shape of wild animals is the most powerful advantage a hermit character gains over a single class cleric. This ability enhances their versatility incredibly, allowing the hermit to attack as a powerful bear, scout as a wildcat, or swim like an otter.
- ✦ **Minor Druid Abilities:** The hermit can walk through even the heaviest forests with ease, hide from even the most capable trackers and adventure with the help of a powerful animal companion. These abilities make the hermit a formidable scout.
- ✦ **Spells:** The druid's spell list has quite a number of useful spells which the cleric cannot cast. Spells like *summon nature's ally*, used in conjunction with the

The Hermit (Cleric/Druid)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Drd 1	+0	+4	+0	+4	Animal companion, nature sense, wild empathy
3 rd	Clr 2	+1	+5	+0	+5	(character feat)
4 th	Drd 2	+2	+6	+0	+6	Woodland stride, (ability increase)
5 th	Clr 3	+3	+6	+1	+6	
6 th	Drd 3	+4	+6	+2	+6	Trackless step, (character feat)
7 th	Clr 4	+5	+7	+2	+7	
8 th	Drd 4	+6/+1	+8	+2	+8	Resist nature's lure, (ability increase)
9 th	Clr 5	+6/+1	+8	+2	+8	(character feat)
10 th	Drd 5	+6/+1	+8	+2	+8	Wild shape (1/day)
11 th	Clr 6	+7/+2	+9	+3	+9	
12 th	Drd 6	+8/+3	+10	+4	+10	Wild shape (2/day), (character feat), (ability increase)
13 th	Clr 7	+9/+4	+10	+4	+10	
14 th	Drd 7	+10/+5	+10	+4	+10	Wild shape (3/day)
15 th	Clr 8	+11/+6/+1	+11	+4	+11	(character feat)
16 th	Drd 8	+12/+7/+2	+12	+4	+12	Wild shape (4/day), (ability increase)
17 th	Clr 9	+12/+7/+2	+12	+5	+12	
18 th	Drd 9	+12/+7/+2	+12	+6	+12	Venom immunity, (character feat)
19 th	Drd 10	+13/+8/+3	+13	+6	+13	Wild shape (4/day)
20 th	Clr 10	+14/+9/+4	+14	+6	+14	(ability increase)

cleric's *summon monster* spells, allow the hermit to raise a veritable army quickly.

variety of spells, none of them will be particularly powerful, either in effect or in raw capability.

- ✦ **Weapons:** The druid's allowed weapons list includes several solid armament choices, expanding the hermit's options.
- ✦ **Compatible Abilities:** Since both his class' rely on Wisdom for determining spellcasting bonuses, the hermit does not have to worry about having multiple high ability scores.

- ✦ **Poor Reflex Save:** Neither the cleric nor the druid have good Reflex saves, meaning the hermit's Reflex saves will be poor at best.

Weaknesses

The hermit sacrifices a substantial portion of divine power in combining cleric and druid levels, adding the following weaknesses:

- ✦ **Prohibitions:** Though he gains access to some interesting weapons, the hermit is severely limited in his choice of armaments and armour.
- ✦ **Turn or Rebuke Undead:** The hermit simply cannot hope to turn the most powerful undead.
- ✦ **Spellcasting:** Though both druid and cleric cast divine spells, their spell levels do not stack. This means that while the hermit has access to a wide

Recommended Options

As the character advances as both a cleric and a druid, there are options he can select which will maximise his power and versatility.

- ✦ The Natural Spell feat is an absolute must for the hermit and should be selected as soon as possible.
- ✦ Track is an excellent feat for the hermit and will allow him to fill the hunter niche in the adventuring party.
- ✦ Since the hermit has such poor Reflex saves, you might want to consider selecting the Lightning Reflexes feat. On the other hand, even that boost will not give the hermit a reliable chance of succeeding at Reflex saves at higher levels, so you must decide which is worse; spending a feat, or near guaranteed failure at these saving throws.



The Hermit Spells (Druid)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	—	—	—	—	—	—	—
2 nd	1 st	3	1	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	1	—	—	—
8 th	4 th	5	3	2	—	—	—
9 th	4 th	5	3	2	—	—	—
10 th	5 th	5	3	2	1	—	—
11 th	5 th	5	3	2	1	—	—
12 th	6 th	5	3	3	2	—	—
13 th	6 th	5	3	3	2	—	—
14 th	7 th	6	4	3	2	1	—
15 th	7 th	6	4	3	2	1	—
16 th	8 th	6	4	3	3	2	—
17 th	8 th	6	4	3	3	2	—
18 th	9 th	6	4	4	3	2	1
19 th	10 th	6	4	4	3	3	2
20 th	10 th	6	4	4	3	3	2

- ✦ The hermit should always have the most powerful animal companion he can and should be generous in supporting his companion with boosting spells of all sorts.
- ✦ Since the hermit's spells are not hindered by armour, he should wear the heaviest armour he can find.
- ✦ The Eschew Materials feat is a good choice, since it helps the hermit cast his spells more easily while wildshaped.
- ✦ The suggested prepared spells for a 10th level druid are: 0 level – *create water*, *flare* (x2), *guidance* (x2), *know direction*; 1st level – *calm animals*, *endure elements*, *longstrider*, *shillelagh*; 2nd level – *barkskin*, *flame blade*, *hold animal*, *summon swarm*; 3rd level – *call lightning*, *dominate animal*, *magic fang*; 4th level – *air walk*, *giant vermin*, *spike stones*; 5th – *animal growth*, *commune with nature*.
- ✦ The hermit should avoid overlap when preparing spells from his two spell lists and you should be careful when selecting his domains that you do not make his domain spells completely redundant. Should you select domains which do overlap considerably, or entirely, with the druid spell list, then you should not bother to prepare the overlapped druid spells.

- ✦ Speaking of domains, the best and most character appropriate choices for a hermit include Air, Earth, Fire and Water, as well as the Plant, Sun and Travel domains. While the Animal domain may seem like a good choice, its abilities are made completely redundant by the druid's class features – in other words, it may prove to be a wasted choice.

Variants

The hermit can choose from the following alternative abilities as he gains levels.

- ✦ **Divine Permission:** Upon gaining 3rd cleric level, the character can elect to take Divine Permission. By giving up one of his two domain granted powers, the hermit gains the ability to use his deity's favoured weapon without losing his druidic abilities.
- ✦ **Imbued Companion:** Upon gaining 6th cleric level, the character can elect to take Imbued Companion. In lieu of the ability to prepare and cast his 1st and 2nd level domain spells, the hermit may apply either the celestial or fiendish template (as appropriate to his alignment) to his animal companion.
- ✦ **Divine Form:** Upon gaining 6th cleric level, the character can elect to take Divine Form. In exchange for losing the ability to turn undead entirely, the

hermit may gain the ability to apply the celestial or fiendish template (as appropriate to his alignment) to his animal forms when he wildshapes. For the purposes of determining how powerful an animal he may wildshape into, the template effectively adds two Hit Dice to the animal's base Hit Dice. So, for example, a fiendish black bear would be considered to have seven Hit Dice for the purposes of wildshape, meaning only a hermit with seven or more levels of the druid class could assume its form.

Special: The character must be at least a 5th level druid before selecting this variant.

- ✦ **Mighty Divine Form:** Upon gaining 9th cleric level, the character can elect to take Mighty Divine Form. By giving up the ability to spontaneously cast *cure* (or *inflict*) spells entirely, the hermit may instead gain the ability to add his cleric levels to his druid levels for the purposes of determining the maximum Hit Dice size of the animal he may wildshape into. So, for example, a 9th level cleric/8th level druid could assume the shape of an animal with up to 17 Hit Dice. In addition, the character gains access to the Animal domain in addition to any others he possesses, including available domain spells and granted powers. If the hermit already has the Animal domain, he instead gains the Greater Animal domain (see Chapter 6, the Divine Champion).

Special: The character must be at least a 5th level druid before selecting this variant.

THE CRUSADER (CLERIC/FIGHTER)

The crusader is the strong sword arm of his faith, a militant who converts heathens at the point of a sword and cuts down the enemies of the church in a tempest of blood and fire. At their best, crusaders are implacable champions of their faith, resolute and stalwart in the face of even the gravest blasphemies. At their worst, crusaders are bloodthirsty fanatics, bullies who care only for the propagation of their chosen god and their own advancement within the clergy.

Crusaders are not absolute paragons of their faith, as paladins and templars are, nor are they as spiritually mighty as single class clerics. Instead, the crusader is a superbly trained godly agent who understands the ways of the mortal world and is not afraid to get his hands dirty, if doing so will advance their god's earthly agenda.

Crusaders are gifted war leaders and often serve as the heads of their faith's armies. In an adventuring party, the crusader will take a similar role, directing his companions' actions while throwing themselves into

The Hermit Spells (Cleric)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1+1	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—
3 rd	2 nd	4	2+1	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—
5 th	3 rd	4	2+1	1+1	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—
7 th	4 th	5	3+1	2+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—
13 th	7 th	6	4+1	3+1	2+1	1+1	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—
15 th	8 th	6	4+1	3+1	3+1	2+1	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1



The Crusader (Cleric/Fighter)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Ftr 1	+1	+4	+0	+2	Bonus feat
3 rd	Clr 2	+2	+5	+0	+3	(character feat)
4 th	Ftr 2	+3	+6	+0	+3	Bonus feat, (ability increase)
5 th	Clr 3	+4	+6	+1	+4	
6 th	Ftr 3	+5	+6	+2	+4	(character feat)
7 th	Clr 4	+6/+1	+7	+2	+4	
8 th	Ftr 4	+7/+2	+8	+2	+4	Bonus feat, (ability increase)
9 th	Clr 5	+7/+2	+8	+2	+5	(character feat)
10 th	Ftr 5	+8/+3	+8	+2	+6	
11 th	Clr 6	+9/+4	+9	+3	+6	
12 th	Ftr 6	+10/+5	+10	+4	+6	Bonus feat, (ability increase), (character feat)
13 th	Clr 7	+11/+6/+1	+10	+4	+7	
14 th	Ftr 7	+12/+7/+2	+10	+4	+7	
15 th	Clr 8	+13/+8/+3	+11	+4	+7	(character feat)
16 th	Ftr 8	+14/+9/+4	+12	+4	+8	Bonus feat, (ability increase)
17 th	Clr 9	+14/+9/+4	+12	+5	+9	
18 th	Ftr 9	+15/+10/+5	+12	+6	+9	(character feat)
19 th	Ftr 10	+16/+11/+6/+1	+13	+6	+9	Bonus feat
20 th	Clr 10	+17/+12/+7/+2	+14	+6	+9	(ability increase)

the thick of the heaviest fighting. Most crusaders wrap themselves in the heaviest armour they can and then bolster their fighting prowess through the use of divine spells, making them near-unstoppable juggernauts on the battlefield.

Strengths

The crusader gains a number of advantages when he combines cleric and fighter levels, the most important among them being:

- ✦ **Battle Prowess:** Thanks to his fighter levels, a crusader has a slight base attack bonus advantage over a single class cleric. While this does not amount to much, it will help over the long term.
- ✦ **Extra Feats:** The crusader gains an abundance of feats, thanks to his fighter levels. This gives him a serious advantage over single class clerics, at least so far as straight combat strength is concerned. In addition, thanks to his fighter levels, the crusader gains access to fighter only feats like weapon specialisation.
- ✦ **Better Weapons:** The fighter has access to the best weapons in the game, so the crusader can skilfully use high damage, high critical weapons that single class clerics are unable to wield effectively.

- ✦ **Extra Hit Points:** The fighter class' d10 Hit Die gives the crusader a slight advantage in hit points over a single class cleric.
- ✦ **New Skills:** The crusader gains access to several useful class skills, like Climb, Intimidation, Ride and Swim.

Weaknesses

The crusader sacrifices some measure of his divine power in combining cleric and fighter levels, adding the following weaknesses:

- ✦ **Spell Loss:** The crusader simply cannot match a single class cleric when it comes to divine spellcasting, neither in number of spells nor in the power of each spell. The fighter levels the crusader gains forever bar him from the most powerful cleric spells, though careful use of those spells he does possess will help compensate.
- ✦ **Turn or Rebuke Undead:** The crusader cannot destroy or control the most powerful undead through strength of faith alone, unless he is extremely lucky.
- ✦ **Conflicting Ability Scores:** If he wishes to be very effective as either a warrior or spellcaster, the crusader must have good scores in fully four

The Crusader Spells (Cleric)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	1 st	3	1+1	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—
3 rd	2 nd	4	2+1	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—
5 th	3 rd	4	2+1	1+1	—	—	—
6 th	3 rd	4	2+1	1+1	—	—	—
7 th	4 th	5	3+1	2+1	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—
13 th	7 th	6	4+1	3+1	2+1	1+1	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—
15 th	8 th	6	4+1	3+1	3+1	2+1	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1
19 th	9 th	6	4+1	4+1	3+1	2+1	1+1
20 th	10 th	6	4+1	4+1	3+1	3+1	2+1

different abilities; Wisdom, Strength, Constitution and Charisma. Of these, Wisdom is the most critically important, if only because the crusader can boost his Strength and melee prowess with spells more easily than he can his mental abilities, but none of these abilities can truly be ignored. This means that the crusader will either have to dedicate magic spells, magic items, or character level ability boosts to improving all four abilities, rather than focusing on one or two as a single class cleric can.

- ✦ **Saving Throws:** Since neither the fighter nor the cleric have good Reflex saves, the crusader's talent in this area is severely crippled, to the point where he will have difficulty making any Reflex save.

Recommended Options

As the character advances as both a cleric and a fighter, there are options he can select which will maximise his power and versatility.

- ✦ The crusader is best served by selecting domains which enhance his martial prowess in some way. The Destruction domain is an excellent choice, as is the Luck domain, since it allows you to re-roll one roll each day, a very useful ability when combined with Power Attack and other, must-hit melee attacks. The Protection domain is useful for keeping the crusader

on the battlefield and the Strength domain is terrific for crusaders who prefer brute force and large weapons. Of course, the War domain is the best of all domains for the crusader to select, since it not only gives him access to spells which are exceptionally useful in melee combat but gives him the Weapon Focus feat for free, granting him even more freedom and versatility in his feat choices.

- ✦ While a crusader has, thanks to his fighter levels, more feats and feat choices than a single class cleric, he still does not have the single class fighter's near unlimited feat resources. This means that the crusader does not have the luxury of pursuing several feat paths simultaneously. When selecting his fighter bonus feats, the crusader would do well to either focus on a single feat chain, or select several 'bread and butter' feats, like Power Attack and Weapon Focus, which are applicable to almost all situations. The crusader should make sure to pick up Weapon Specialisation when he achieves his 4th fighter level, the better to increase his damage potential without spell boosting.
- ✦ Do not forget the tactical power and flexibility inherent in mounted combat and mounted spellcasting. Thanks to the fighter class' access to the Ride skill and ability to realistically pursue the Mounted Combat feat chain, the crusader can be a cavalryman without



equal. This is an advantage that other clerics, and spellcasters in general, cannot match.

- ✦ Use powerful weapons. Unless the crusader's patron deity has a simple weapon as his favoured weapon, you should use the most powerful weapon you can. Two-handed weapons are optimal choices, particularly for clerics with the Strength domain but will serve other clerics well too. Generally, ranged melee attacks will be sub-optimal choices; since the crusader must already have four good ability scores, a high Dexterity score will likely be more than he can hope for.
- ✦ Speaking of Dexterity, or lack thereof, the Player of a crusader is well advised to equip his character with the heaviest armour possible and, if he does not use a two handed weapon, some sort of shield as well. This heavy armour, coupled with boosting spells, will give the crusader a very respectable Armour Class, more than enough to allow him to wade into the thick of battle.
- ✦ The Concentration skill is vital for the crusader and it should be kept at maximum ranks at all times.
- ✦ Intimidation is a very viable tactic for the crusader, owing to his (probably) high Charisma score.
- ✦ The crusader should concentrate on memorising spells which boost his ability scores, improve his ability to hit, or grant his weapons' magical abilities.
- ✦ The crusader's spells will greatly benefit from the Extend Spell feat. Selecting it means that your boosting spells, which will be among your most commonly prepared enchantments, will last throughout the day.

Variants

The crusader can choose from the following alternative abilities as he gains levels.

- ✦ **Faith Is My Shield:** Upon gaining 5th cleric level, the character can elect to take Faith Is My Shield. The crusader's ability to turn or rebuke undead is modified – instead of turning undead, this ability to channel

divine power may only be used in the following manner. Expend a daily use to gain a sacred or profane bonus to Armour Class equal to your Wisdom modifier. This boost lasts a number of rounds equal to 1 + the crusader's Charisma modifier.

- ✦ **Righteous Power:** Upon gaining a 7th cleric level, the character can elect to take Righteous Power. In exchange for his ability to cast 1st and 2nd level domain spells, the crusader can expend a use of their turn/rebuke undead ability to gain a +2 sacred or profane bonus to all melee attack and damage rolls, for a number of rounds equal to 1 + his Constitution modifier.
- ✦ **Godly Prowess:** Upon gaining 10th cleric level, the character can elect to take Godly Prowess. In lieu of gaining his 5th level domain spell, the crusader gains the Weapon Focus and Weapon Specialisation feats for free, so long as he applies them to his god's chosen weapon. If he has already applied one of those two feats to that weapon, then he gains the more powerful version of the feat instead (Greater Weapon Focus or Greater Weapon Specialisation, respectively). If he already possesses both feats then he gains both Greater Weapon Focus and Greater Weapon Specialisation for free.
Special: The character must be at least a 4th level fighter before selecting this variant.





THE ASCETIC (CLERIC/ MONK)

The ascetic is a holy man who deliberately cuts himself off from all earthly pleasures and seeks to divest himself of all emotions, wants and desires, the better to live a simple, uncluttered life and, eventually, to merge his soul directly with his patron deity. The ascetic believes in the primacy of the spiritual over the physical and believes that he can, through meditation and rigorous, systematic destruction of the self, become perfect and divine.

As part of his regiment of self improvement, the ascetic subjects himself to a rigorous regimen of tortuous exercise, which hardens his body and hones his reflexes, making him a formidable unarmed combatant. Most ascetics choose to sequester themselves away from the mundane world, that grotesque circus of carnal desire, weakness and want.

Strengths

The ascetic gains a number of advantages when he combines cleric and monk levels, the most important among them being:

- ✦ **Skills:** The monk's class skill list is impressive in comparison to the cleric's, meaning the ascetic gains access to several very valuable skills, among them Hide, Listen, Move Silently, and Tumble.
- ✦ **Saves:** The monk class has good saves all around. Coupled with the cleric's good Fortitude and Will save, this means the ascetic will have excellent saving throws in every category.
- ✦ **Unarmed Combat:** Through careful selection of feats and equally careful application of boosting spells, the ascetic will be able to unleash incredible amounts of damage with his empty hands.
- ✦ **Fast Movement:** Thanks to his monk levels, the ascetic can zip around the battlefield with ease,

The Ascetic (Cleric/Monk)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Unarmed Speed Bonus
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)	—	—	—
2 nd	Clr 2	+1	+3	+0	+3		—	—	—
3 rd	Clr 3	+2	+3	+1	+3	(character feat)	—	—	—
4 th	Clr 4	+3	+4	+1	+4	(ability increase)	—	—	—
5 th	Clr 5	+3	+4	+1	+4		—	—	—
6 th	Mnk 1	+3	+6	+3	+6	Bonus feat, flurry of blows, unarmed strike, (character feat)	1d6	+0	+0
7 th	Mnk 2	+4	+7	+4	+7	Bonus feat, evasion	1d6	+0	+0
8 th	Mnk 3	+5	+7	+4	+7	Still mind, (ability increase)	1d6	+0	+10 ft.
9 th	Mnk 4	+6/+1	+8	+5	+8	Ki strike (magic), slow fall 20 ft., (character feat)	1d8	+0	+10 ft.
10 th	Mnk 5	+6/+1	+8	+5	+8	Purity of body	1d8	+1	+10 ft.
11 th	Mnk 6	+7/+2	+9	+6	+9	Bonus feat, slow fall 30 ft.	1d8	+1	+20 ft.
12 th	Mnk 7	+8/+3	+9	+6	+9	Wholeness of body, (character feat), (ability increase)	1d8	+1	+20 ft.
13 th	Mnk 8	+9/+4	+10	+7	+10	Slow fall 40 ft.	1d10	+1	+20 ft.
14 th	Mnk 9	+9/+4	+10	+7	+10	Improved evasion	1d10	+1	+30 ft.
15 th	Clr 6	+10/+5	+11	+8	+11	(character feat)	1d10	+1	+30 ft.
16 th	Clr 7	+11/+6/+1	+11	+8	+11	(ability increase)	1d10	+1	+30 ft.
17 th	Clr 8	+12/+7/+2	+12	+8	+12		1d10	+1	+30 ft.
18 th	Clr 9	+12/+7/+2	+12	+9	+12	(character feat)	1d10	+1	+30 ft.
19 th	Clr 10	+13/+8/+3	+13	+9	+13		1d10	+1	+30 ft.
20 th	Clr 11	+14/+9/+4	+13	+9	+13	(ability increase)	1d10	+1	+30 ft.





The Ascetic Spells (Cleric)

Level	Caster Level	Spells per Day						
		0	1 st	2 nd	3 rd	4 th	5 th	6 th
1 st	1 st	3	1+1	—	—	—	—	—
2 nd	2 nd	4	2+1	—	—	—	—	—
3 rd	3 rd	4	2+1	1+1	—	—	—	—
4 th	4 th	5	3+1	2+1	—	—	—	—
5 th	5 th	5	3+1	2+1	1+1	—	—	—
6 th	5 th	5	3+1	2+1	1+1	—	—	—
7 th	5 th	5	3+1	2+1	1+1	—	—	—
8 th	5 th	5	3+1	2+1	1+1	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—	—
11 th	5 th	5	3+1	2+1	1+1	—	—	—
12 th	5 th	5	3+1	2+1	1+1	—	—	—
13 th	5 th	5	3+1	2+1	1+1	—	—	—
14 th	5 th	5	3+1	2+1	1+1	—	—	—
15 th	6 th	5	3+1	3+1	2+1	—	—	—
16 th	7 th	6	4+1	3+1	2+1	1+1	—	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
19 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—
20 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1

giving him the ability to deliver touch spells much more easily.

combination with the ascetic's cleric levels, they are a nice benefit.

- ✦ **Survival:** Evasion. Still Mind. Slow Fall. Purity of Body. Improved Evasion. The monk class is capable of surviving nearly everything set against it. When you couple this with effective spell choices, the ascetic becomes a survival machine; what he cannot avoid entirely, he can heal almost instantly.
- ✦ **Superior Armour Class:** The cleric and the monk both thrive on a high Wisdom score, meaning the ascetic is likely to have a truly exceptional Armour Class. Couple this with judicious use of *owl's wisdom* and the ascetic becomes even more difficult to hit.
- ✦ **Enchanted Fists:** Thanks to spells like *magic weapon*, the ascetic's unarmed attacks are even more capable of damaging supernatural opponents than a monk's are.
- ✦ **Weapons:** The ascetic gains access to several exotic weapons, which expands his options considerably.
- ✦ **Bonus Feats:** Thanks to his monk levels, the ascetic gains several bonus, combat related feats. While none of the feats are particularly powerful in

Weaknesses

The ascetic sacrifices elements of his divine power in combining cleric and monk levels, adding the following weaknesses:

- ✦ **Armour Class:** Due to the monk's inability to use armour or shields, the ascetic will not be able to benefit from the enchanted armours or weapons that a single class cleric can.
- ✦ **Class Restrictions:** Unless the Game Master rules otherwise, the ascetic must take his monk class levels one after another. Otherwise, he can never again advance as a monk.
- ✦ **Spellcasting:** Though the ascetic's *ki* abilities grant him several spell-like benefits, that does not make up entirely for his loss of divine spell ability. An ascetic will never gain access to the most powerful divine spells.
- ✦ **Turn or Rebuke Undead:** The ascetic cannot destroy the most powerful undead through strength of faith alone, unless he is extremely lucky.

Recommended Options

As the ascetic character advances as both a cleric and a monk, there are options he can select which will maximise his power and versatility.

- ✦ The ascetic does well when he tailors his prepared spells to enhance his unarmed attacks. Spells like *bull's strength*, *cat's grace* and *owl's wisdom* are obvious choices, as are *magic weapon* and *greater magic weapon*. Spells like *freedom of movement* give the ascetic unparalleled ability to move about the battlefield, while *divine power* will allow him to dominate combat.
- ✦ The ascetic should choose domains which boost his already potent, if eclectic mix of abilities. The Destruction domain is exceptionally deadly in the hands (pun intended) of the ascetic, while the Law and Protection domains are both useful and thematically appropriate. The Strength and Travel domains are also excellent choices and the War domain and Luck domain may prove useful as well.
- ✦ The ascetic should never bother wearing expensive armour. While mid-range armour will serve him well before he begins multiclassing as a monk, it will have to be left behind soon enough. Better to boost his Dexterity from the beginning.
- ✦ A monk cannot use a shield but a ascetic can and should use spells like *shield of faith* to boost his Armour Class.
- ✦ The Extend Spell feat is a very good selection and should be applied to the ascetic's boosting spells whenever possible. The Enlarge feat is similarly valuable, since it will increase the bonuses he receives by a considerable degree.
- ✦ The ascetic should keep his Tumble skill ranks high, since it becomes much easier to deliver touch attacks when you can simply roll, flip and handspring your way past threatening opponents.
- ✦ The ascetic is a fantastic mage killer, perhaps even better at it than a single class monk. For this reason, the ascetic should always have the Stunning Blow feat – with his high Wisdom, it will be almost too powerful to resist.

Variants

The ascetic can choose from the following alternative abilities as he gains levels.

Variant Monk Rule: A Forgiving God

While the melding of divine spells with the monk's *ki* abilities can be formidable, it also requires careful balance and a great deal of patience, since the character will, by necessity of the rules, be forced to concentrate solely on advancing as a monk for a great deal of the campaign. Unless, that is, you allow the following variant.

Ascetic Mindset: When the ascetic becomes a 1st level monk, he can forgo all access to domain spells and domain granted abilities from that point forward. He is then allowed to freely multiclass between the cleric and monk classes – subject to the normal rules regarding multiclassing and experience point penalties, of course.

- ✦ **Inspired Aid:** Upon gaining 4th cleric level, the character can elect to take Inspired Aid. By sacrificing a single domain granted power, the ascetic gains a sacred or profane bonus to all saving throws of a single type (Fortitude, Reflex or Will, Player's choice) equal to his Wisdom modifier.
- ✦ **Divine Fury:** Upon gaining 8th cleric level, the character can elect to take Divine Fury. By forgoing his ability to turn or rebuke undead, the ascetic may instead adding the turn or rebuke undead uses he had per day to his Stunning Fist uses per day.
Special: The character must have the Stunning Fist feat and be at least a 4th level monk before selecting this variant.

Note: The progression outlined in The Ascetic table and the variants above presume that the Game Master is not allowing monks to multiclass freely as clerics. If they are allowed to multiclass freely, then alter the progression to a one-for-one basis, meaning the character will alternate cleric and monk levels (starting with cleric at 1st level) until he has gained his 9th monk class level. If unlimited multiclassing is allowed, change Divine Willpower to read 'the ascetic must already have achieved 2nd level as a cleric).

THE TEMPLAR (CLERIC/PALADIN)

The templar is a holy guardian who defends the righteous (the followers of his god) and serves as a paragon of his faith, leading and inspiring the less pious by example. The templar believes that justice, temperance and valour are the highest ideals and he is empowered by his faith



to strike out with holy vengeance against those who would defy that belief.

No one chooses to be a templar. Instead, the deity chooses who among the ranks of his lay priests will take up the mantle of the faith's champion. Since templars are empowered by their gods in an even more direct fashion than single class clerics are, they stand somewhat outside the hierarchy of their faith, acting largely as they see fit, so long as they truly believe that what they do is in the best interests of their god.

While the templar is similar in some respects to the single class paladin, he is far more spiritually focused and far more concerned with the advancement of his faith, rather than the promotion of good and law in all its forms.

Templars are often high ranking military leaders within their faith's armies and they take much the same role in the adventuring party. Charismatic and brave to a fault, the templar is just the sort of holy warrior to lead the party to great glory and inspire them to the performance of legendary deeds.

Strengths

The templar gains a number of advantages when he combines cleric and paladin levels, the most important among them being:

- + **Combat Prowess:** The templar has a slightly better attack progression than the single class cleric, which, when combined with boosting spells, will give him much better results in melee combat. In addition, the paladin class comes complete with training in all martial weapons, meaning the templar will have an edge in that category as well.
- + **Compatible Abilities:** The ability scores necessary to be an effective cleric and an effective paladin are basically the same, meaning the templar will not have to have multiple exceptional ability scores. In addition, certain paladin class features, notably divine grace and smite, will benefit immensely from judicious application of spells from the templar's cleric list, particularly *eagle's splendour*.
- + **Saving Throws:** While neither the cleric nor paladin class has a good Reflex save, the paladin class' divine grace class feature gives a substantial boost to all the

The Templar (Cleric/Paladin)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Cleric turn or rebuke undead, (character feat)
2 nd	Clr 2	+1	+3	+0	+3	
3 rd	Clr 3	+2	+3	+1	+3	(character feat)
4 th	Pal 1	+3	+5	+1	+3	Aura of good, detect evil, smite evil 1/day, (ability increase)
5 th	Pal 2	+4	+6	+1	+3	Divine grace, lay on hands
6 th	Pal 3	+5	+6	+2	+4	Aura of courage, divine health, (character feat)
7 th	Pal 4	+6/+1	+7	+2	+4	Paladin turn undead
8 th	Pal 5	+7/+1	+7	+2	+4	Smite evil 2/day, special mount, (ability increase)
9 th	Clr 4	+8/+3	+8	+2	+8	(character feat)
10 th	Clr 5	+8/+3	+8	+2	+8	
11 th	Clr 6	+9/+4	+9	+3	+9	
12 th	Clr 7	+10/+5	+9	+3	+9	(character feat), (ability increase)
13 th	Clr 8	+11/+6/+1	+10	+3	+10	
14 th	Clr 9	+11/+6/+1	+10	+4	+10	
15 th	Clr 10	+12/+7/+2	+11	+4	+11	(character feat)
16 th	Clr 11	+13/+8/+3	+11	+4	+11	(ability increase)
17 th	Clr 12	+14/+9/+4	+12	+5	+12	
18 th	Clr 13	+14/+9/+4	+12	+5	+12	(character feat)
19 th	Clr 14	+15/+10/+5	+13	+5	+13	
20 th	Clr 15	+16/+11/+6/+1	+13	+6	+13	(ability increase)

The Templar Spells (Cleric)

Level	Caster Level	Spells per Day								
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th
1 st	1 st	3	1+1	—	—	—	—	—	—	—
2 nd	2 nd	4	2+1	—	—	—	—	—	—	—
3 rd	3 rd	5	2+1	1+1	—	—	—	—	—	—
4 th	3 rd	5	2+1	1+1	—	—	—	—	—	—
5 th	3 rd	5	2+1	1+1	—	—	—	—	—	—
6 th	3 rd	5	2+1	1+1	—	—	—	—	—	—
7 th	3 rd	5	2+1	1+1	—	—	—	—	—	—
8 th	3 rd	5	2+1	1+1	—	—	—	—	—	—
9 th	4 th	5	3+1	2+1	—	—	—	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—	—	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—	—	—	—
12 th	7 th	6	4+1	3+1	2+1	1+1	—	—	—	—
13 th	8 th	6	4+1	3+1	3+1	2+1	—	—	—	—
14 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	—	—
15 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—	—	—
16 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1	—	—
17 th	12 th	6	5+1	4+1	4+1	3+1	3+1	2+1	—	—
18 th	13 th	6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	—
19 th	14 th	6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
20 th	15 th	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1

templar's saving throws. This is in addition to the templar's excellent Fortitude save.

- ✦ **Hit Dice:** Thanks to the paladin's d10 Hit Die, the templar will have a few more hit points than a single class cleric.
- ✦ **Spell-like Abilities:** The paladin's class abilities to *detect evil* at will, to ignore all disease, to ignore all fear and to grant his allies a bonus to fear saves are potent ones. The ability to *detect evil*, particularly, will serve the templar in good stead, since it frees his orisons for other uses.
- ✦ **Smite:** The smite evil ability will serve the templar in good stead, particularly since the templar will no doubt have an impressive Charisma score.
- ✦ **Special Mount:** At the end of his paladin's journey, the templar will receive a special mount. While this mount will never become as powerful as that of a single class paladin, it is still a useful ally.

- ✦ **Spells:** The templar's cleric spells will be noticeably weaker than the spells of single class clerics.
- ✦ **Poor Reflex Save:** Neither of the templar's two classes has a good Reflex save and while divine grace will make up for this in part, the templar is still not likely to dodge many fireballs.
- ✦ **Paladin's Code:** The code of the paladin is a very restrictive one, which will limit the character's freedom.
- ✦ **Turn Undead:** The templar will have a reduced ability to turn undead and while he can expect to occasionally turn or outright destroy the most powerful undead, he will not be able to do it often.
- ✦ **Unforgiving Multiclassing:** Once the templar abandons the paladin class, he may never return to it. This means that the templar's cleric abilities, and in particular his spells, will be severely weakened until higher character levels.

Weaknesses

The templar sacrifices quite a bit of divine power in combining cleric and paladin levels, adding the following weaknesses:

Recommended Options

As the character advances as both a cleric and a paladin, there are options he can select which will maximise his power and versatility.



The Templar Spells (Paladin)

Level	Caster Level	Spells per Day (1 st)
1 st	—	—
2 nd	—	—
3 rd	—	—
4 th	Pal 1	—
5 th	Pal 2	—
6 th	Pal 3	—
7 th	Pal 4	0
8 th *	Pal 5	0

* The templar gains no new paladin spells or spell levels past 8th character level and only gains paladin spells at all if his Charisma bonus is high enough to grant them.

- ✦ The templar would benefit strongly from the various feats which enhance mounted combat, since that will help him maximise the effectiveness of his special mount. Increasing the efficiency of his mounted combat serves another purpose as well; since the templar is likely to wear the heaviest armour he can afford, which will reduce his movement, being skilled at mounted combat will facilitate his ability to aid his allies when needed.
- ✦ The templar should do everything within his power to make or acquire items which boost his Charisma score. He should also always enhance his Charisma

through the judicious use of *eagle's splendour*, as soon as he has access to that spell.

- ✦ Since the templar has only a few paladin levels, the damage increase from smite evil will not be that impressive, even at higher levels. So, instead, you should consider smite evil to be a vehicle for increasing the templar's chance to hit instead. Couple smite evil with a touch spell and use it when you *must* succeed against foes with high Armour Class.
- ✦ The templar character should, at all times, be unafraid of spells, spell-like effects and powers which require Fortitude saving throws or, to a lesser extent, Will saves. At high levels, the templar's save bonus is likely to complete outstrip everyone else's and will almost certainly be high enough to virtually guarantee success against even the most optimised spell save DCs.
- ✦ The templar should possess domains which increase his melee effectiveness. The Good domain is both thematically appropriate and very useful and the Destruction, Strength and War domains will serve the character in good stead as well.
- ✦ Since the templar character possesses only a few paladin levels, his clerical spellcasting is not impacted overmuch. This gives him a great deal of flexibility when it comes to tactics. Still, a templar should never forget to prepare several boosting spells, most notably *eagle's splendour*, as that will boost many of his best paladin abilities.
- ✦ The templar will have very minor access to paladin spells. Of these, the most effective choices will be: 1st level – *bless weapon*, *detect poison* or *protection from chaos/evil*.

Variants

The templar can choose from the following alternative abilities as he gains levels.

- ✦ **Wrath Of Life:** Upon gaining 4th cleric level, the character can elect to take Wrath Of Life. The character loses the ability to prepare and cast his 1st level domain spell. The templar may stack his full paladin levels with his cleric levels for the purpose of determining the strength of his turn undead ability.
- ✦ **Wrath Of Good:** Upon gaining 4th cleric level, the character can elect to take Wrath Of Good. In exchange for losing the ability to turn undead, the templar may add his cleric levels to his paladin levels for the purposes of determining the strength of his



smite evil ability. He also gains the ability to smite evil one additional time per day.

- ✦ **Divine Mount:** Upon gaining 7th cleric level, the character can elect to take Divine Mount. By sacrificing one of his two domain granted powers, the templar may add his cleric levels to his paladin levels for the purposes of determining how powerful his special mount is and how long it may be summoned for each day.

Special: The character must be at least a 5th level paladin before selecting this variant.

THE SHEPHERD (CLERIC/RANGER)

Pilgrimages are a long standing tradition in most faiths. Most devout churchgoers will, sometime in their lives, wish to travel to their god's most holy sites, there to worship and come as close as the living can to divine magnificence. Unfortunately, the mortal world is a dangerous place and monsters and bandits are rarely moved to spare those who seek only to reaffirm their faith.

The shepherd is a holy man who has taken upon himself the duty of protecting the pilgrims of his faith. The shepherd is equal parts guide, caravan leader, defender and hunter, using spells, martial skill and wilderness savvy to ensure that his god's followers can safely journey to and from holy sites. Compared to those clerics and priests who remain within their temples, the shepherd is worldly and rough mannered but no less pious for all that. He is kin to the woodsman and the pioneer and is more comfortable in the company of rural villagers. Many shepherds, indeed most, never willingly sleep even a single night within the walls of a large temple; instead, they prefer to practice their faith on the open road, or slumber in the open air near a roadside temple. Shepherds often establish small temples in villages throughout the countryside, traveling from town to town in a never ending circuit, the better to administer to the needs of their flock wherever it may be found.

Strengths

The shepherd gains a number of advantages when he combines cleric and ranger levels, the most important among them being:

The Shepherd (Cleric/Ranger)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Rgr 1	+1	+4	+2	+2	1 st favoured enemy, Track, wild empathy
3 rd	Clr 2	+2	+5	+2	+3	(character feat)
4 th	Rgr 2	+3	+6	+3	+3	Combat style, (ability increase)
5 th	Clr 3	+4	+6	+4	+3	
6 th	Rgr 3	+5	+6	+4	+4	Endurance, (character feat)
7 th	Clr 4	+6/+1	+7	+4	+5	
8 th	Rgr 4	+7/+2	+8	+5	+5	Animal companion, (ability increase)
9 th	Clr 5	+7/+2	+8	+5	+5	(character feat)
10 th	Rgr 5	+8/+3	+8	+5	+5	2 nd favoured enemy
11 th	Clr 6	+9/+4	+9	+6	+6	
12 th	Rgr 6	+10/+5	+10	+7	+7	Improved combat style, (character feat), (ability increase)
13 th	Clr 7	+11/+6/+1	+10	+7	+7	
14 th	Rgr 7	+12/+7/+2	+11	+7	+8	Woodland stride
15 th	Clr 8	+13/+8/+3	+12	+8	+8	(character feat)
16 th	Rgr 8	+14/+9/+4	+12	+8	+8	Swift tracker, (ability increase)
17 th	Clr 9	+14/+9/+4	+12	+9	+8	
18 th	Rgr 9	+15/+10/+5	+12	+9	+9	Evasion, (character feat)
19 th	Clr 10	+16/+11/+6/+1	+13	+9	+10	
20 th	Clr 11	+17/+12/+7/+2	+13	+9	+10	(ability increase)



The Shepherd Spells (Cleric)

Level	Caster Level	Spells per Day							
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	
1 st	1 st	3	1+1	—	—	—	—	—	
2 nd	1 st	3	1+1	—	—	—	—	—	
3 rd	1 st	4	2+1	—	—	—	—	—	
4 th	2 nd	4	2+1	—	—	—	—	—	
5 th	3 rd	5	2+1	1+1	—	—	—	—	
6 th	3 rd	5	2+1	1+1	—	—	—	—	
7 th	4 th	5	3+1	2+1	—	—	—	—	
8 th	4 th	5	3+1	2+1	—	—	—	—	
9 th	5 th	5	3+1	2+1	1+1	—	—	—	
10 th	5 th	5	3+1	2+1	1+1	—	—	—	
11 th	6 th	5	3+1	3+1	2+1	—	—	—	
12 th	6 th	5	3+1	3+1	2+1	—	—	—	
13 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
14 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
15 th	8 th	6	4+1	3+1	3+1	2+1	—	—	
16 th	8 th	6	4+1	3+1	3+1	2+1	—	—	
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	
19 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—	
20 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1	

- ✦ **Saving Throws:** The ranger class has both a good Fortitude save and good Reflex save progression. Coupled with the cleric's good Fortitude and Will saves, this means that the shepherd will have average to excellent saves in all categories.
- ✦ **Attacks:** Thanks to his nine ranger levels, the shepherd's base attack bonus is considerably better than that of a single class cleric. In addition, the ranger class has an excellent selection of weapon proficiencies, far superior to that of a single class cleric.
- ✦ **Combat Styles:** Thanks to the ranger class' combat style ability, the shepherd gains two combat related feats for free. While these feats come from a very limited list, they still expand his repertoire considerably.
- ✦ **Favoured Enemy:** The shepherd has two favoured enemies, giving him a total +6 bonus against two different enemies of the faith.
- ✦ **Tracking:** Not only does the shepherd get the Track feat for free, he also benefits from the ranger class' many bonuses to tracking. This makes him a skilled hunter and scout.

- ✦ **Skills:** The shepherd gains access to the ranger's excellent skill list and six skill points per level, a huge improvement over the cleric class' limited list and two points per level.
- ✦ **Evasion:** The shepherd gains access to the evasion class feature. When coupled with his fair Reflex saves, he should be able to partially avoid many spells and spell-like effects.

Weaknesses

The shepherd sacrifices a portion of his divine power in combining cleric and ranger levels, adding the following weaknesses:

- ✦ **Spellcasting:** Since nearly half his character levels are dedicated to the ranger class, the shepherd is severely hampered in his spellcasting.
- ✦ **Armour:** While the shepherd can wear any armour, he loses access to his combat style benefits if wears anything above light armour. This hampers his defensive ability somewhat, though spells can help to overcome this.
- ✦ **Conflicting Ability Scores:** In addition to requiring a high Wisdom and Charisma score, the shepherd works best if he has solid scores in Strength,

The Shepherd Spells (Ranger)

Level	Caster Level	Spells per Day	
		0	1 st
1 st	—	—	—
2 nd	1 st	—	—
3 rd	1 st	—	—
4 th	2 nd	0	—
5 th	2 nd	0	—
6 th	3 rd	0	—
7 th	3 rd	0	—
8 th	4 th	1	—
9 th	4 th	1	—
10 th	5 th	1	—
11 th	5 th	1	—
12 th	6 th	1	—
13 th	6 th	1	—
14 th	7 th	1	—
15 th	7 th	1	—
16 th	8 th	1	0
17 th	8 th	1	0
18 th *	9 th	1	0

* The shepherd gains no new ranger levels after 18th character level.

Dexterity and Constitution. This means he must split his magic items, ability score advancements and boosting spells amongst several abilities.

- ✦ **Will Save:** While the shepherd will have a fair Will save, it will still be diluted in comparison to a single class cleric's Will save bonus.

Recommended Options

As the shepherd character advances as both a cleric and a ranger, there are options he can select which will maximise his power and versatility.

- ✦ Be prepared to use a liberal assortment of boosting spell and ability score enhancing items on your shepherd when they become available. Your best bet is to boost your Wisdom to its maximum extent and then use spells and items to boost your Constitution score and either your Dexterity or Strength, depending on the combat style you choose.
- ✦ Thanks to the bonus feats the shepherd receives, you can reserve your feats gained by level for metamagic feats. Extend

Spell is particularly valuable, since it will lengthen the duration of your boosting spells.

- ✦ Maximise the shepherd's ranks in Hide, Listen, Move Silently and Spot while you can. Doing so will allow you to rely on your skills, rather than your spells, when searching for clues or attempting to shake pursuers.
- ✦ The shepherd's favoured enemy class feature can be used to good effect when they are coupled with even low level clerical spells. Touch spells, especially, will rarely miss when used against favoured enemies.
- ✦ The shepherd would be well advised to choose a defensive fighting style, since his Armour Class is not what it could be. With the use of his Hide skill and judicious application of spells, the shepherd can strike from the depths of the forest and fade away.
- ✦ While the shepherd does gain access to an animal companion, it is not likely to be powerful enough to be much good in combat. Therefore, selecting a companion who has a natural aptitude for stealth and scouting, such as a hunting bird, would be the most useful tactic.
- ✦ The best domains for the shepherd are those which give him spells applicable in a wilderness environment, or which increase his ability to destroy enemies of the faith or defend the pilgrims of his church. The Animal domain is a good choice, particularly after the shepherd gains his animal companion, as are the



Destruction (useful for slaying powerful favoured enemies outright), Healing, Luck, Plant, Protection and Travel. Particularly militant shepherds, such as those who must frequently cross enemy territory, would do well to consider the War domain, since its bonus spells will give him a significant edge against favoured enemies.

- ✦ The shepherd will gain very few ranger spells. Of these, the suggested spells are: 1st level – *entangle*, *longstrider* or *pass without trace*; 2nd – *barkskin*, *cat's grace* or *owl's wisdom*.

Variants

The shepherd can choose from the following alternative abilities as he gains levels.

- ✦ **Shepherd To The Flock:** Upon gaining 3rd cleric level, the character can elect to take Shepherd To The Flock. In lieu of being able to cast his 1st level domain spell, the shepherd may add any two skills from the ranger skill list to his cleric skill list *and* add any two skills from the cleric skill list to his ranger skill list, allowing him to treat them as class skills for both classes.
- ✦ **And My God Hates You Too:** Upon gaining 8th cleric level, the character can elect to take And My God Hates You Too. The crusader's ability to turn or rebuke undead is modified – instead of turning undead, this ability to channel divine power may only be used in the following manner: Expend a daily use to add a sacred or profane bonus to attack rolls against favoured enemies equal to his favoured bonus to damage said enemies. So, for example, a shepherd with a +4 favoured enemy bonus to damage rolls against aberrations could expend a daily use to also gain a +4 bonus to strike aberrations. The sacred or profane bonus applies to every attack made during the encounter.
- ✦ **Spiritual Pathfinder:** Upon gaining 8th cleric level, the character can elect to take Spiritual Pathfinder. By sacrificing one of his domain granted powers, the shepherd gains the

supernatural ability to track those of importance to him. A number of times per day equal to his Wisdom modifier, the shepherd may cast *discern location*, at a caster level equal to his cleric + ranger level. However, this ability must have a strong link to the subject – it may only be used to locate creatures, not objects, and will only work on those the shepherd has met. Also, it can only be used to track those of the shepherd's faith, his close personal friends or those of identical alignment to himself.

Special: The character must be at least a 4th level ranger before selecting this variant.

THE BLESSED SINNER (CLERIC/ROGUE)

In every church, there are those who concern themselves solely with spiritual matters, with the advancement of the faith in esoteric terms. These folk care little for the realities of mortal existence and believe the concerns of the earthly world to be of little import compared to matters of the divine. These church folk are only able to enjoy this luxury thanks to the work of the blessed sinner.

The blessed sinner is a holy man who, without fear, pits his faith against the darkest desires of men, who plunges, without concern for his own safety, into the shadowy places of the underworld, striking out at his god's invisible foes. The blessed sinner uses subversive tactics to promote high ideals; he strikes backroom deals, he kills and he steals, all so that his fellow believers need not ever have to. His work is his church's dirty little secret but the blessed sinner is not ashamed of what he does, for he understands that it is necessary.

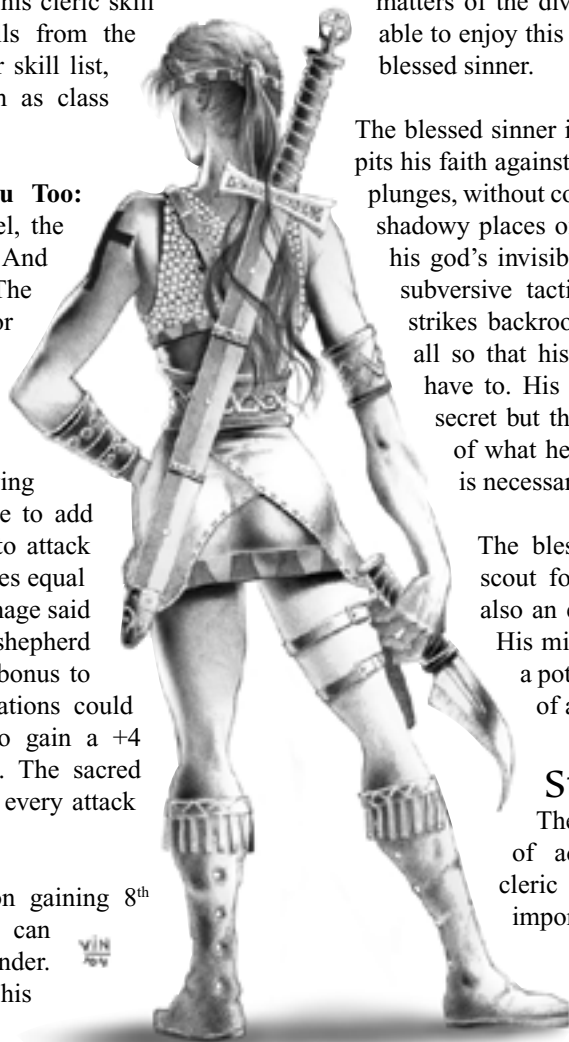
The blessed sinner makes an excellent scout for any adventuring party and is also an excellent general troubleshooter.

His mix of spells and rogue abilities is a potent one, particularly in the hands of a devious Player.

Strengths

The blessed sinner gains a number of advantages when he combines cleric and rogue levels, the most important among them being:

- ✦ **Skills, Skills, Skills:** The rogue class' skill list is the best in the game, offering





eight skill points per level and an endless variety of choices. Thanks to the blessed sinner's (likely) high Charisma score, Bluff becomes a very effective skill choice, as do all other Charisma based skills. This will be of some use to the blessed sinner, since his job requires him to seek out hidden conspiracies and stop them before they can harm his church. Hide, Listen, Move Silently, Search and Spot will also serve him well and with his very high Wisdom, Listen and Search will be especially effective. The blessed sinner also gains access to Use Magic Device, a skill which should never be overlooked; a solid base in skill ranks, coupled with the blessed sinner's high Charisma, will ensure that he can use nearly any piece of magical equipment. Finally, high ranks in the Tumble skill allow the blessed sinner to evade enemy formations and deliver touch attacks where they are needed most.

- ✦ **Saves:** Thanks to the rogue class' high Reflex save, the blessed sinner will have a fair save bonus in all three categories.

- ✦ **Weapons:** The blessed sinner gains proficiency in weapons which a single class cleric cannot effectively use.
- ✦ **Sneak Attack:** Coupled with the careful application of divine spells, the rogue's signature ability becomes a devastating weapon in the hands of the blessed sinner.
- ✦ **Defensive Bonuses:** The blessed sinner gains access to all the rogue's best defensive abilities. Uncanny dodge and improved uncanny dodge will be especially valuable to him but evasion will likely prove its worth at a critical moment as well.

Weaknesses

The blessed sinner sacrifices quite a bit of divine power in combining cleric and rogue levels, adding the following weaknesses:

- ✦ **Hit Die:** The rogue's d6 hit points per level will reduce the blessed sinner's hit points below that of a single class cleric of comparable level. This will

The Blessed Sinner (Cleric/Rogue)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Rog 1	+0	+2	+2	+2	Sneak attack +1d6, trapfinding
3 rd	Clr 2	+1	+3	+2	+3	(character feat)
4 th	Rog 2	+2	+3	+3	+3	Evasion, (ability increase)
5 th	Clr 3	+3	+3	+4	+3	
6 th	Rog 3	+4	+4	+4	+4	Sneak attack +2d6 , trap sense +1, (character feat)
7 th	Clr 4	+5	+5	+4	+5	
8 th	Rog 4	+6/+1	+5	+5	+5	Uncanny dodge, (ability increase)
9 th	Clr 5	+6/+1	+5	+5	+5	(character feat)
10 th	Rog 5	+6/+1	+5	+5	+5	Sneak attack +3d6
11 th	Clr 6	+7/+2	+6	+6	+6	
12 th	Rog 6	+8/+3	+7	+7	+7	Trap sense +2, (character feat), (ability increase)
13 th	Rog 7	+9/+4	+7	+7	+7	Sneak attack +4d6
14 th	Clr 7	+10/+5	+7	+7	+7	
15 th	Rog 8	+11/+6/+1	+7	+8	+7	Improved uncanny dodge, (character feat)
16 th	Clr 8	+12/+7/+2	+8	+8	+8	(ability increase)
17 th	Rog 9	+12/+7/+2	+9	+8	+9	Sneak attack +5d6, trap sense +3
18 th	Clr 9	+12/+7/+2	+9	+9	+9	(character feat)
19 th	Clr 10	+13/+8/+3	+10	+9	+10	
20 th	Clr 11	+14/+9/+4	+10	+9	+10	(ability increase)



necessitate the need for the blessed sinner to save more *cure* spells for himself.

- ✦ **Saves:** While none of the blessed sinner's saving throws are particularly bad, none of them are particularly good, either. At higher levels of play, the blessed sinner's mediocre saves may prove to be no better than poor saves.
- ✦ **Armour:** If he wants to be able to use his rogue abilities at all, the blessed sinner must restrict himself to light or no armour. This means that the blessed sinner's Armour Class will suffer greatly in comparison to most clerics.
- ✦ **Skills:** While the rogue's skill list is impressive, it really is not compatible with the cleric's. In addition, the cleric's paltry two skill points per level is simply not sufficient to select all the skills the blessed sinner will want. This means that the blessed sinner will have a wide assortment of skills but none of them will be honed to the degree a single class cleric's or rogue's would be.

- ✦ Remember that the blessed sinner is not a front line combatant. Like a rogue, he fights best as a skirmisher, lurking in the shadows and springing out to strike the enemy's flanks and rear.
- ✦ The strongest ability the rogue class adds to the blessed sinner is the sneak attack. Use it whenever possible. Use spells like *obscuring mist*, *darkness* and *hold person* to gain the advantage over your opponents, then strike the killing blow.
- ✦ The blessed sinner's skills will benefit strongly from the use of boosting spells like *eagle's splendour* and *cat's grace*, or ability score enhancing items. Using these items, the blessed sinner's skill bonuses will approach those of single class clerics and rogues.
- ✦ While the rogue's eight skill points per level are valuable, this bonus is seriously reduced by the cleric's pathetic two skill points per level. Focus on those skills which you want most at each level and do not bother attempting to become a generalist.
- ✦ The blessed sinner's hitpoints leave him comparatively fragile. Do not be afraid to use *cure* spells on the blessed sinner, lest the adventuring party find itself without a healer when he is needed most.

Recommended Options

As the character advances as both a cleric and a rogue, there are options he can select which will maximise his power and versatility.

The Blessed Sinner Spells (Cleric)

Level	Caster Level	Spells per Day						
		0	1 st	2 nd	3 rd	4 th	5 th	6 th
1 st	1 st	3	1+1	—	—	—	—	—
2 nd	1 st	3	1+1	—	—	—	—	—
3 rd	2 nd	4	2+1	—	—	—	—	—
4 th	2 nd	4	2+1	—	—	—	—	—
5 th	3 rd	5	2+1	1+1	—	—	—	—
6 th	3 rd	5	2+1	1+1	—	—	—	—
7 th	4 th	5	3+1	2+1	—	—	—	—
8 th	4 th	5	3+1	2+1	—	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—	—
10 th	5 th	5	3+1	2+1	1+1	—	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—	—
12 th	6 th	5	3+1	3+1	2+1	—	—	—
13 th	6 th	5	3+1	3+1	2+1	—	—	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—	—
15 th	7 th	6	4+1	3+1	2+1	1+1	—	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—	—
17 th	8 th	6	4+1	3+1	3+1	2+1	—	—
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
19 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—
20 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1

- ✦ Consider using feats to enhance the blessed sinner's social skills, since the concept of the character is best served if he is very competent at rooting out enemies of his faith through social interaction. Also consider feats like Weapon Finesse; since the blessed sinner's Dexterity is likely to be much higher than his Strength, it will add to his ability to slay foes quickly.
- ✦ The Death domain is a good choice for blessed sinners, as is the Destruction domain. The Healing domain is a good choice for those worried about the blessed sinner's relative fragility, while the Travel and War domains will increase his ability to get to his victims or strike them, respectively. Those Players who wish to maximise their blessed sinner's ability to bluff opponents and infiltrate enemy strongholds should select the Trickery domain, since it adds several critical skills to the cleric skill list.

Variants

The blessed sinner can choose from the following alternative abilities as he gains levels.

- ✦ **Holy Slayer:** Upon gaining 4th cleric level, the character can elect to take Holy Slayer. The character sacrifices one of his domain granted powers to gain this ability. By expending a turn/rebuke undead use, the blessed sinner may add a +2 sacred or profane bonus to his attack rolls when attempting a sneak attack. The bonus applies to all sneak attack attempts for three rounds.
- ✦ **Works In Mysterious Ways:** Upon gaining 6th cleric level, the character can elect to take Works In Mysterious Ways. In exchange for giving up his bonus domain spell slots (of all levels), the blessed sinner gains an additional two skill points per cleric level, raising his total to four. In addition, he can consider any two skills from the rogue skill list as cleric class skills. This is a retroactive bonus, meaning he may add two additional skill points for every cleric level he already possesses.
- ✦ **Wrath Of God:** Upon gaining 10th cleric level, the character can elect to take Wrath Of God. In exchange for giving up the ability to spontaneously cast *cure* spells, a blessed sinner can expend a use of his turn/rebuke undead ability to add his cleric level + Wisdom modifier as a flat bonus to damage rolls when he sneak attacks. This bonus applies to all successful sneak attacks made for three rounds.
Special: The character must be at least a 5th level rogue before selecting this variant.

THE SAINT (CLERIC/ SORCERER)

Every cleric is empowered by his faith in his god to perform miracles... but the saint can do more. Buried within his soul is a glittering splinter of divine essence, a seed of eternity growing like a rose bloom in his breast. In many ways, the saint is a divine being in his own right, kin to angels and demons and devils of all sorts.

The saint's divine spark manifests as the ability to work arcane miracles, which are nearly equal in strength to his divine spells. Since their arcane powers are inspired by their faith, saints do not consider themselves to be peers of wizards or sorcerers; they are holy men, beholden to their god alone.

Saints, like templars, stand outside the normal hierarchy of their faith. Since their abilities are widely considered to have been gifted to them directly by their gods, they are considered to be beyond reproach, examples of pure, shining faith who are to be admired and emulated.

In an adventuring party, saints often take a leadership role, a job they are well suited for, since they tend to be exceptionally charismatic. Tactically, saints rarely leave the protection of the rear lines; since their bodies are as fragile as their magic is powerful, it simply does not make sense for them to risk the chaos of melee combat.

Strengths

The saint gains a number of advantages when he combines cleric and sorcerer levels, the most important among them being:

- ✦ **Spellcasting:** The saint has the ability to spontaneously cast arcane spells of mid level. This gives him a versatility that a single class cleric cannot match.
- ✦ **Familiar:** The saint has a familiar as a companion, which he can use as a scout. The familiar is also a stalwart companion who can aid the saint in other ways.
- ✦ **Saves:** The sorcerer's good Will save adds to the cleric's, giving the saint an excellent Will save bonus.

Weaknesses

The saint sacrifices quite a bit of divine power in combining cleric and sorcerer levels, adding the following weaknesses:



The Saint (Cleric/Sorcerer)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Clr 2	+1	+3	+0	+3	
3 rd	Sor 1	+1	+3	+0	+5	Summon familiar, (character feat)
4 th	Clr 3	+2	+3	+1	+5	(ability increase)
5 th	Sor 2	+3	+3	+1	+6	
6 th	Clr 4	+4	+4	+1	+7	(character feat)
7 th	Sor 3	+4	+5	+2	+8	
8 th	Clr 5	+4	+5	+2	+8	(ability increase)
9 th	Sor 4	+5	+5	+2	+9	(character feat)
10 th	Clr 6	+6/+1	+6	+3	+10	
11 th	Sor 5	+6/+1	+6	+3	+10	
12 th	Clr 7	+7/+2	+6	+3	+10	(character feat), (ability increase)
13 th	Sor 6	+8/+3	+7	+4	+11	
14 th	Sor 7	+8/+3	+7	+4	+11	
15 th	Clr 8	+9/+4	+8	+4	+12	(character feat)
16 th	Sor 8	+10/+5	+8	+4	+13	(ability increase)
17 th	Clr 9	+10/+5	+8	+5	+13	
18 th	Clr 10	+11/+6/+1	+9	+5	+14	(character feat)
19 th	Clr 11	+12/+7/+2	+9	+5	+14	
20 th	Clr 12	+13/+8/+3	+10	+6	+15	(ability increase)

- ✦ **Hit Die:** The sorcerer's d4 Hit Die seriously reduces the saint's total hit points, so he is much more fragile than a single class cleric.
- ✦ **Base Attack Bonus:** The sorcerer has the worst base attack progression in the game, meaning the saint will be almost forced to rely on spells.
- ✦ **Saves:** The sorcerer's poor Fortitude save is somewhat balanced by the cleric's good save, but not entirely. Coupled with the fact that both the sorcerer and cleric classes have poor Reflex saves, this means that the saint will have difficulty overcoming most spell's save DCs.
- ✦ **Spells:** While the saint has versatility, he lacks raw spellcasting power. Both his arcane and divine spells will be weaker than single class spellcasting characters.
- ✦ **Armour:** Since the sorcerer class cannot wear armour at all, the saint will be forced to enter battle without the heavy protection other clerics enjoy.
- ✦ **Skills:** Neither class' skill list is particularly impressive, so the saint will not be able to rely on a wide variety of skills.

- ✦ **Conflicting Ability Scores:** While the cleric can make good use of a high Charisma score, the sorcerer class' absolute reliance on that ability score means that the saint will have to dedicate a considerable portion of his boosting spells and ability score enhancing magic items to two primary spellcasting ability scores, at least if he wishes to maximise his available power.

Recommended Options

As the saint advances as both a cleric and a sorcerer, there are options he can select which will maximise his power and versatility.

- ✦ As the character advances as both a cleric and a sorcerer, there are options he can select which will maximise his power and versatility.
- ✦ The sorcerer's spell list includes some very effective direct damage spells, as well as spells which confound and weaken enemies, so the saint would do well to concentrate on those sorts of spells when advancing as a sorcerer. This frees him up to concentrate on support and *cure* spells when preparing his cleric spells each day. The most important thing to remember is that you should never allow the character's spell lists to overlap, as to do otherwise is to reduce the saint's

versatility. A good recommended arcane spell list for the saint is: 0 level – *acid splash, dancing lights, daze, detect magic, flare, ray of frost, read magic* and *prestidigitation*; 1st level – *burning hands, charm person, mage armour, shield* and *sleep*; 2nd level – *invisibility, scorching ray* and *invisibility*; 3rd level – *fireball* or *lightning bolt*, and *suggestion* or *slow*; 4th – *ice storm, polymorph* or *phantasmal killer*.

- ✦ The saint should strongly consider enhancing his saving throws with either the Great Fortitude or Lightning Reflexes feat, since he will undoubtedly be targeted early and often by ‘mage killer’ spells.
- ✦ The Extend Spell feat will be invaluable to the saint, as it will allow him to lengthen the duration of his *shield* and *mage armour* spells, giving him a critical Armour Class increase.
- ✦ Boosting spells, particularly *owl’s wisdom, eagle’s splendour* and *bear’s endurance* will be absolutely invaluable to the saint.
- ✦ The saint should not waste any of his feat choices on melee combat, since he is far too fragile to enter close combat.
- ✦ The saint’s choice of familiar is critical. The weasel may be the best choice, since the +2 bonus it grants

to Reflex saves will give the saint at least a fighting chance of overcoming Reflex based spell save DCs.

- ✦ The saint should not bother to increase his Strength and can safely assign a very low score to that ability score. He should concentrate all his resources on his Wisdom and Charisma first and then on his Dexterity score.
- ✦ The Protection domain is an excellent choice for saint characters, as is the Healing domain, since that will help to compensate for his reduced cleric casting levels.

Variants

The saint can choose from the following alternative abilities as he gains levels.

- ✦ **Divine Backing:** Upon gaining his 4th cleric level, the character can elect to take Divine Backing. By sacrificing a domain granted power, the saint can, by expending a turn/rebuke undead use (as a free action), add a +2 sacred or profane bonus to his caster level checks to overcome spell resistance with an arcane spell he casts this round. Should the spell have a saving throw DC to resist its effects, this DC is increased by 1.

The Saint Spells (Sorcerer)

Level	Caster Level	Spells per Day					Spells Known				
		0	1 st	2 nd	3 rd	4 th	0	1 st	2 nd	3 rd	4 th
1 st	—	—	—	—	—	—	—	—	—	—	—
2 nd	—	—	—	—	—	—	—	—	—	—	—
3 rd	1 st	5	3	—	—	—	4	2	—	—	—
4 th	1 st	5	3	—	—	—	4	2	—	—	—
5 th	2 nd	6	4	—	—	—	5	2	—	—	—
6 th	2 nd	6	4	—	—	—	5	2	—	—	—
7 th	3 rd	6	5	—	—	—	5	3	—	—	—
8 th	3 rd	6	5	—	—	—	5	3	—	—	—
9 th	4 th	6	6	3	—	—	6	3	1	—	—
10 th	4 th	6	6	3	—	—	6	3	1	—	—
11 th	5 th	6	6	4	—	—	6	4	2	—	—
12 th	5 th	6	6	4	—	—	6	4	2	—	—
13 th	6 th	6	6	5	3	—	7	4	2	1	—
14 th	6 th	6	6	5	3	—	7	4	2	1	—
15 th	7 th	6	6	6	4	—	7	5	3	2	—
16 th	7 th	6	6	6	4	—	7	5	3	2	—
17 th	8 th	6	6	6	5	3	8	5	3	2	1
18 th	8 th	6	6	6	5	3	8	5	3	2	1
19 th	8 th	6	6	6	5	3	8	5	3	2	1
20 th	8 th	6	6	6	5	3	8	5	3	2	1



The Saint Spells (Cleric)

Level	Caster Level	Spells per Day						
		0	1 st	2 nd	3 rd	4 th	5 th	6 th
1 st	1 st	3	1+1	—	—	—	—	—
2 nd	2 nd	4	2+1	—	—	—	—	—
3 rd	2 nd	4	2+1	—	—	—	—	—
4 th	3 rd	5	2+1	1+1	—	—	—	—
5 th	3 rd	5	2+1	1+1	—	—	—	—
6 th	4 th	5	3+1	2+1	—	—	—	—
7 th	4 th	5	3+1	2+1	—	—	—	—
8 th	5 th	5	3+1	2+1	1+1	—	—	—
9 th	5 th	5	3+1	2+1	1+1	—	—	—
10 th	6 th	5	3+1	3+1	2+1	—	—	—
11 th	6 th	5	3+1	3+1	2+1	—	—	—
12 th	7 th	6	4+1	3+1	2+1	1+1	—	—
13 th	7 th	6	4+1	3+1	2+1	1+1	—	—
14 th	7 th	6	4+1	3+1	2+1	1+1	—	—
15 th	8 th	6	4+1	3+1	3+1	2+1	—	—
16 th	8 th	6	4+1	3+1	3+1	2+1	—	—
17 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—
18 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—
19 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1
20 th	12 th	6	5+1	4+1	4+1	3+1	3+1	2+1

✦ **Faithful Companion:** Upon gaining 6th cleric level, the character can elect to take Faithful Companion. By sacrificing one of his two domains entirely (both available spell list and granted power), a saint can add his cleric levels to his sorcerer levels when determining the strength and special abilities of his familiar. This means that a 20th level saint would have a familiar equal in power to that of a 14th level sorcerer's. In addition, the familiar can share its master's divine spells and deliver divine touch spells, exactly as it does with arcane spells.

✦ **Divine Spark:** Upon gaining 8th cleric level, the character can elect to take Divine Spark. By giving up his bonus domain spell slots (of all levels), the saint may select a number of known sorcerer spells equal to his Wisdom bonus. These selected spells are may now be cast as divine spells if the character wishes; they are still cast as part of his daily allotment of sorcerer spells but are considered divine spells for all other purposes, including using the saint's cleric level to determine caster level and being able to be cast through armour. The saint may still cast these spells in their normal arcane form if he so wishes.

Special: The character must be at least a 4th level sorcerer before selecting this variant.

THE LITURGIST (CLERIC/WIZARD)

The liturgist is an expert on all the many rituals of his church, a learned scholar whose duty it is to study and perform the liturgies of his faith and to ensure that both his fellow priests and the many worshipers of his god conduct their devotionals in the proper manner. Thanks to his constant study of the minutia of divine ritual and esoteric formulae, the liturgist is also a skilled practitioner of arcane magic, with power enough to match a wizard spell for spell.

Liturgists spend most of their days analysing sacred texts, locked away in dusty church libraries, poring over scrolls and ancient, crumbling books. Those few who take up the mantle of adventurer usually do so in the hope of discovering ancient relics of their faith, the better to serve their god and preserve his commandments for the edification and enlightenment of future generations. In the party, the liturgist generally takes a supporting role, offering quiet, thoughtful advice to his friends and keeping them well supplied with magical items of all sorts.

Strengths

The liturgist gains a number of advantages when he combines cleric and wizard levels, the most important among them being:

- ✦ **Spells:** The liturgist has access to the many spell on the wizard's spell list. The ability to cast arcane spells gives the liturgist outstanding versatility, an advantage which is only heightened by his ability to scribe just about any spell he finds into his spellbook. A liturgist who is dedicated to finding and learning spells can quickly find himself in possession of more spells than he will ever know what to do with.
- ✦ **Saves:** The wizard class' good Will save progression stacks with the cleric's, giving the liturgist an excellent bonus to all Will saves.
- ✦ **Bonus Feats:** The wizard gains bonus feats, one of which (Scribe Scroll) is pre-selected. These bonus feats help further increase the liturgist's versatility.
- ✦ **Familiar:** The liturgist has a familiar as a companion, which he can use as a scout. The familiar is also a stalwart companion who can aid the liturgist in other ways, fetching scrolls and components or simply keeping him company during the long hours of prayer and quiet contemplation which fill the liturgist's day.

Weaknesses

The liturgist sacrifices a substantial amount of divine power in combining cleric and wizard levels, adding the following weaknesses:

- ✦ **Hit Die:** The wizard's d4 Hit Die seriously reduces the liturgist's total hit points, so he is much more fragile than a single class cleric.
- ✦ **Base Attack Bonus:** The wizard has the worst base attack progression in the game, meaning the liturgist will be almost forced to rely on spells.
- ✦ **Saves:** The wizard's poor Fortitude save is somewhat balanced by the cleric's good save but not entirely. Coupled with the fact that both the wizard and cleric classes have poor Reflex saves, this means that the liturgist will have difficulty overcoming many spells' save DCs.
- ✦ **Spells:** While the liturgist has versatility, he lacks raw spellcasting power. Both his arcane and divine spells will be weaker than single class spellcasting characters.

The Liturgist (Cleric/Wizard)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	Clr 1	+0	+2	+0	+2	Turn or rebuke undead, (character feat)
2 nd	Clr 2	+1	+3	+0	+3	
3 rd	Wiz 1	+1	+3	+0	+5	Scribe Scroll, summon familiar, (character feat)
4 th	Wiz 2	+2	+3	+0	+6	(ability increase)
5 th	Clr 3	+3	+3	+1	+6	
6 th	Wiz 3	+3	+4	+2	+7	(character feat)
7 th	Clr 4	+4	+5	+2	+8	
8 th	Wiz 4	+5	+5	+2	+9	(ability increase)
9 th	Wiz 5	+5	+5	+2	+9	Bonus feat, (character feat)
10 th	Clr 5	+5	+5	+2	+9	
11 th	Clr 6	+6/+1	+6	+3	+10	
12 th	Wiz 6	+7/+2	+7	+4	+11	(character feat), (ability increase)
13 th	Wiz 7	+7/+2	+7	+4	+11	
14 th	Clr 7	+8/+3	+7	+4	+11	
15 th	Wiz 8	+9/+4	+7	+4	+12	(character feat)
16 th	Clr 8	+10/+5	+8	+4	+13	(ability increase)
17 th	Wiz 9	+10/+5	+9	+5	+13	
18 th	Clr 9	+10/+5	+9	+6	+13	(character feat)
19 th	Clr 10	+11/+6/+1	+10	+6	+14	
20 th	Clr 11	+12/+7/+2	+10	+6	+14	(ability increase)



Liturgist Spells (Wizard)

Level	Caster Level	Spells per Day					
		0	1 st	2 nd	3 rd	4 th	5 th
1 st	—	—	—	—	—	—	—
2 nd	—	—	—	—	—	—	—
3 rd	1 st	3	1	—	—	—	—
4 th	2 nd	4	2	—	—	—	—
5 th	2 nd	4	2	—	—	—	—
6 th	3 rd	4	2	1	—	—	—
7 th	3 rd	4	2	2	—	—	—
8 th	4 th	4	3	2	—	—	—
9 th	5 th	4	3	2	2	—	—
10 th	5 th	4	3	2	1	—	—
11 th	5 th	4	3	2	1	—	—
12 th	6 th	4	3	3	2	—	—
13 th	7 th	4	4	3	2	1	—
14 th	7 th	4	4	3	2	2	—
15 th	8 th	4	4	3	3	2	—
16 th	8 th	4	4	3	3	2	—
17 th *	9 th	4	4	4	3	2	1

* The liturgist no longer advances as a wizard after 17th character level.

- ✦ **Armour:** Since the wizard class cannot wear armour at all, the liturgist will be forced to enter battle without the heavy protection other clerics enjoy.
- ✦ **Skills:** Neither class' skill list is particularly impressive, so the liturgist will not be able to rely on his skills to save him in tight spots, despite his impressive Intelligence score.
- ✦ **Conflicting Ability Scores:** While a high Intelligence score is a benefit to all classes (at least so far as skills are concerned), the wizard's absolute reliance on that ability score means that the liturgist will have to dedicate a considerable portion of his boosting spells and ability score enhancing magic items to two primary spellcasting ability scores, at least if he wishes to maximise his available power.

Recommended Options

As the liturgist character advances as both a cleric and a wizard, there are options he can select which will maximise his power and versatility.

- ✦ Scribing spells costs money and lots of it. The liturgist should dedicate as much of his resources as he can in the scribing of new spells.
- ✦ The liturgist should be sure to select Item Creation feats, since his access to both divine and arcane spells of all sorts allows him to create many useful magic items. He should also select metamagic feats, since

they can be applied to both his arcane and divine spells. The Extend Spell feat is a good feat choice, as are Maximise Spell and Enlarge Spell, since those feats will help the liturgist to overcome caster level caps on damage.

- ✦ The liturgist's Player should be careful to avoid spell overlap when scribing or selecting new spells for his character's arcane repertoire. Since the wizard's spell list is so comprehensive, this should be easy to do. As a suggestion, since the arcane spell list includes the best direct damage and beguiling spells (such as *charm person*) in the game, the liturgist would be well served by the selection of these spell types.
- ✦ The liturgist should avoid melee combat at all costs, since he is even less suited for it than the saint.
- ✦ The liturgist's choice of familiar is critical. The weasel may be the best choice, since the +2 bonus it grants to Reflex saves will give the liturgist at least a fighting chance of overcoming Reflex based spell save DCs.
- ✦ The Protection domain is an excellent choice for liturgist characters, as is the Healing domain, since that will help to compensate for his reduced cleric casting levels. The Knowledge domain is another good choice for liturgists, since it is both thematically appropriate and gives access to many useful divinations.

- ✦ When selecting the 1st level in the wizard class, you should consider making the liturgist a specialist wizard. While the liturgist will lose access to two different spell schools, he will gain the ability to cast an extra spell of each level each day, a helpful boost indeed. Some of the most thematically appropriate would be Diviner, Necromancer or Abjurer. Divination is especially useful, as only one prohibited school need be chosen.



Variants

The liturgist can choose from the following alternative abilities as he gains levels.

- ✦ **Weight Of The Heavens:** Upon gaining 3rd cleric level, the character can elect to take Weight Of The Heavens. By sacrificing the ability to prepare and cast his 1st level domain spell, the liturgist can add a +1 sacred or profane bonus to the save DCs of his arcane spells.
- ✦ **Faithful Companion:** Upon gaining 6th cleric level, the character can elect to take Faithful Companion. By sacrificing one of his two domains entirely (both available spell list and granted power), a liturgist can add his cleric levels to his sorcerer levels when determining the strength and special abilities of his familiar. In addition, the familiar can share its master's divine spells and deliver divine touch spells, exactly as it does with arcane spells.

The Liturgist Spells (Cleric)

Level	Caster Level	Spells per Day							
		0	1 st	2 nd	3 rd	4 th	5 th	6 th	
1 st	1 st	3	1+1	—	—	—	—	—	
2 nd	2 nd	4	2+1	—	—	—	—	—	
3 rd	2 nd	4	2+1	—	—	—	—	—	
4 th	2 nd	4	2+1	—	—	—	—	—	
5 th	3 rd	5	2+1	1+1	—	—	—	—	
6 th	3 rd	5	2+1	1+1	—	—	—	—	
7 th	4 th	5	3+1	2+1	—	—	—	—	
8 th	4 th	5	3+1	2+1	—	—	—	—	
9 th	4 th	5	3+1	2+1	—	—	—	—	
10 th	5 th	5	3+1	2+1	1+1	—	—	—	
11 th	6 th	5	3+1	3+1	2+1	—	—	—	
12 th	6 th	5	3+1	3+1	2+1	—	—	—	
13 th	6 th	5	3+1	3+1	2+1	—	—	—	
14 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
15 th	7 th	6	4+1	3+1	2+1	1+1	—	—	
16 th	8 th	6	4+1	3+1	3+1	2+1	—	—	
17 th	8 th	6	4+1	3+1	3+1	2+1	—	—	
18 th	9 th	6	4+1	4+1	3+1	2+1	1+1	—	
19 th	10 th	6	4+1	4+1	3+1	3+1	2+1	—	
20 th	11 th	6	5+1	4+1	4+1	3+1	2+1	1+1	



THE LEGENDARY CLERIC

Faith and devotion take many forms. As a cleric grows in both wisdom and divine power, his unique relationship with his god often leads him to pursue alternative expressions of his faith, the better to serve his god and the interests of his church. For some clerics, this means focusing his learning on new skills, or founding a new church and converting new worshippers, or perhaps mounting a great crusade to crush his god's most devoted enemies. For others these alternative expressions of faith are focused inward; they become more introspective, gaining new powers which help them help other along the path to celestial purity, or awaken to a new and greater consciousness which is twin to the shining spirit of the celestial host, or the blackened souls of the infernal hordes.

This chapter presents a number of prestige classes suitable for clerics of medium to high level; members of other classes that meet the prerequisites may take these paths of specialised training although they will find it much more difficult to join, as they lack the intense spiritual dedication and ability to work divine magic that the cleric enjoys.

THE BASTION

Every church has need of strong-armed men of faith, valour and skill to defend it from the worst of its enemies. Oftentimes it is the ranks of the clerics who are called upon to fulfil this role. With their skill at arms and the blessings of their gods backing them, they are staunch protectors of the flock, far more able to protect themselves than non-empowered priests and far more loyal to the faith than even the best paid mercenaries or conscripts.

Some clerics take to this role especially well, the siren song of valourous combat and the call of glory awakening something within them, the martial spirit which slumbers in all men. These clerics become the war leaders of their faith, the champions of their bishops and of their gods. These are the clerics most spoken of in legend and honoured in song, the stout-hearted few who stand firm against the worst terrors of the mortal world and the planes beyond.

And then there are the bastions.

The bastion is to the war cleric as the war cleric is to the altar boy. He is the very embodiment of war and the martial spirit. When he steps, the sound is like the thunder of cavalry, when he speaks, his voice is the slam of the slung boulder and where he passes, carrion crows and the screams of the dying follow in his wake.

The bastion's absolute focus on martial pursuits and his divinely granted powers make him one of the most deadly forces on any battlefield, capable of slaying with spell or mace with equal skill. The bastion is also a natural, gifted general, inspiring his troops with both word and deed. In battle, the bastion fights with a potent mix of precisely honed technique and raw, righteous fury. At the highest levels of power, he is almost a match for a dedicated barbarian or fighter, especially when pitting his strength against the traditional enemies of his church.

Bastions are most often found in churches dedicated to war, destruction and strength, as might be expected, but





Epic Levels

Some of these classes may take a character beyond 20th level, indeed, many are actually designed to do so! When a character gains his 21st level, whether from a single class or any combination of multiclassing and prestige classes, he becomes an epic character as detailed in *Core Rulebook II*, at which point some of his characteristics change slightly.

The character can reach 21st level while in the middle of taking one of the prestige classes in this book, in which case he follows these rules:

- ✦ Ignore the prestige class' base attack bonus and all base save bonuses; use the progression in the epic advancement table below using the total character level instead of any individual class level. These are epic bonuses that do not grant additional attacks (in the case of the base attack bonus)
- ✦ Continue to gain the class features of each level attained in both the prestige class and any previous core class until they reach their maximum (5th or 10th for prestige classes, 20th for core classes).
- ✦ Prestige classes with 5 levels stop there and the character must gain new levels from other classes.

- ✦ Core classes and prestige classes with 10 levels may continue advancing beyond their maximum, using the progression information found in *Core Rulebook II* for core classes, and the epic progression text box in the description of each prestige class in this book. 10-level prestige classes may only be advanced beyond 10th level if the character's total character level is 20th or higher.
- ✦ Character feats and ability increases are gained normally at every level divisible by 3 for feats and any level divisible by 4 for ability increases.

Epic Advancement

Character Level	Epic Attack Bonus	Epic Save Bonus
21 st	+1	+0
22 nd	+1	+1
23 rd	+2	+1
24 th	+2	+2
25 th	+3	+2
26 th	+3	+3
27 th	+4	+3
28 th	+4	+4
29 th	+5	+4
30 th	+5	+5

clerics of other gods can be called to serve as bastions as well. In fact, only the most pacifistic gods and churches do not normally permit bastions within their ranks but even they will elevate a priest to the position if faced with absolute destruction at the hands of their enemies.

Non-Player Character bastions tend to stay near the centre of their god's earthly power base, the better to stay appraised of important events and react accordingly. Most Non-Player Character bastions hold positions of great influence within their church, since it is they who organise and command the faith's legions; in faiths dedicated to gods of war, valour and destruction, bastions are often the highest ranking members of their church, second only to their god in authority.

Hit Die: d10.

Requirements

To qualify to become a bastion, a character must meet all the following criteria:

Base Attack Bonus: +7 or higher.

Skills: Concentration 10 ranks, Knowledge (religion) 6 ranks.

Feats: Leadership, Weapon Focus (deity's favoured weapon).

Spells: Ability to cast 5th level divine spells and must have cleric domain abilities.

Domains: Must count Destruction, Protection, Strength or War among his domains.

Class Skills

The bastion's class skills (and the key ability for each skill) are; Climb (Str), Concentration (Con), Craft (Int), Intimidation (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Str), Spellcraft (Int) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 2 + Int bonus

Class Features

All the following are class features of the bastion prestige class.



The Bastion

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+1	+2	+0	+2	Faithful servant	+1 cleric level
2 nd	+2	+3	+0	+3		
3 rd	+3	+3	+1	+3	Bonus feat	+1 cleric level
4 th	+4	+4	+1	+4	Raging defender 1/day	
5 th	+5	+4	+1	+4	Leader of men	+1 cleric level
6 th	+6	+5	+2	+5	Weapon specialisation	
7 th	+7	+5	+2	+5		+1 cleric level
8 th	+8	+6	+2	+6	Raging defender 2/day	
9 th	+9	+6	+3	+6	Bonus feat	+1 cleric level
10 th	+10	+7	+3	+7	Tower of faith	+1 cleric level

Weapon and Armour Proficiency: The bastion gains proficiency with all martial weapons, but gains no new proficiency with armour or shields.

Spells: The bastion continues to gain spell power, albeit more slowly than other, less martially inclined clerics do. At every level except 2nd, 4th, 6th and 8th, the bastion gains new spells as though he had also gained a level in the cleric class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his bastion levels (except 2nd, 4th, 6th and 8th) to his cleric levels to determine both how many spells he can cast and how powerful those spells are.

Faithful Servant: The bastion is fanatically loyal to his church and to his god and this absolute, undying loyalty serves him well on the battlefield. He is indomitable in battle when fighting for his god and implacable in his commitment to destroying the enemies of his church.

At 1st level, the bastion gains a favoured enemy, which must be one of the traditional enemies of his church. This enemy can be the members of a rival faith, or a type of creature which his church is dedicated to eradicating. He selects a favoured enemy from the ranger class' favoured enemy list (see *Core Rulebook I*). When engaged in battle against his favoured enemy, the bastion receives a +2 sacred or profane bonus to damage rolls against that enemy, a +2 sacred or profane bonus to caster level checks made to pierce any spell resistance the enemy might possess and a +2 sacred or profane bonus to all saving throws against spells, spell-like effects and supernatural abilities used by that opponent.

At 7th level, the bastion can select a second favoured enemy from the ranger's list. He may not select the same favoured enemy as he selected at 1st level.

Bonus Feat: The bastion spends all his waking hours training for the day when he will be able to bring the weapons of his faith to bear against his god's sworn enemies. Thanks to this fanatical devotion to his training, the bastion learns far more about combat than any other cleric. At 3rd level and then again at 9th level, the bastion gains a bonus feat. The feat must be selected from the following list: Athletic, Augment Summoning, Blind Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Diehard, Endurance, Eschew Materials, Extra Turning, Great Cleave, Great Fortitude, Greater Spell Focus, Greater Spell Penetration, Improved Bull Rush, Improved Counterspell, Improved Critical, Improved Overrun, Improved Shield Bash, Improved Sunder, Improved Turning, Iron Will, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spell Focus, Spell Penetration, Spirited Charge, Toughness or Trample.

Alternately, the bastion can select one of the following meta-magic feats: Empower Spell, Enlarge Spell, Extend Spell, Maximise Spell or Still Spell.

Raging Defender (Su): When battling in defence of his church and his god, the bastion is unstoppable and filled with righteous anger. His fury is sufficient to quail even the boldest heart and his skill at arms unmatched. Once a day, beginning at 4th level, the bastion can enter a state of righteous zeal, filling his body with divine power that shields him and allows him to perform almost superhuman feats. For a number of rounds equal to his class level, the bastion may enhance himself as though

by the spells *righteous might* and *freedom of movement*, doubling his size, greatly increasing his strength and endurance and allowing him to become, almost literally, an unstoppable force. The bastion can activate this supernatural ability with a standard action.

At 8th level, the bastion gains a second daily use of the raging defender ability and in addition, he may now activate it as a move action, allowing him to enter his divine state and still attack nearby enemies.

Leader of Men (Su): In addition to being a powerful warrior, the bastion is also a skilled general, able to guide his troops with wisdom and capable of inspiring them to perform heroic deeds worthy of bardic song. Beginning at 5th level, the bastion's faith and courage is so inspirational that he literally radiates holy authority; all his allies and troops under his command (those selected with the Leadership feat) are affected as though by the *bless* spell, so long as they are within a 100 feet + 20 feet per point of Charisma bonus radius of him. If the bastion chooses to do nothing but inspire his troops, the bonuses from *bless* are doubled. To inspire his troops in this fashion, the bastion must dedicate a full-round action to speaking inspirational words, generally in the form of a prayer or religious themed war chant. The ability will then last for the remainder of the encounter.

For the leader of men class feature to take effect, the bastion's allies and troops must be able to hear him, meaning the ability will not work in areas under the effects of *silence* or other, similar spells and spell-like abilities. Leader of men is a supernatural, mind-affecting ability.

Weapon Specialisation: The bastion is a skilled warrior, well versed in all the deadliest forms of armed combat. He is especially proficient with the use of his deity's favoured weapon and will choose to wield it above all other weapons. At 6th level, the bastion gains the Weapon Specialisation feat with his deity's favoured weapon. If the bastion already possesses this feat, then he gains the Greater Weapon Specialisation feat instead, even if he does not already possess the Greater Weapon Focus feat.

Tower of Faith (Su): When a bastion reaches 10th level, he has become the living incarnation of righteous warfare, a true titan of his church. When fighting against his favoured enemy, or any time he fights in direct defence of his church, his god, or his god's followers, he gains the following abilities:

- ✦ A +2 sacred or profane bonus to attack rolls (which will stack with any other sacred or profane bonuses).

Epic Bastion

Hit Die: d10.

Skill Points At Each Additional Level: 2 + Int modifier.

Turn or Rebuke Undead: The epic bastion gains no new ability to turn undead. He continues to use only his cleric levels to determine the most powerful undead he may turn, rebuke or destroy.

Spellcasting: The epic bastion gains new cleric caster levels at every odd level (21st, 23rd, 25th, etc). He does not gain any new spells per day after 20th level.

Bonus Feats: The epic bastion gains an additional feat every three levels higher than 20th. In addition, he gains a new bastion bonus feat at 22nd level and another one at 27th, but gains no extra bastion bonus feats after that.

- ✦ A +2 sacred or profane bonus to all saving throws against spells, spell-like abilities and supernatural abilities used by his enemies (which stacks with that gained from faithful servant).
- ✦ Fast healing equal to half his Wisdom bonus (rounded up).

In addition, when fighting within 100 feet + 20 feet per point of Charisma bonus of the bastion, all his followers gain immunity to fear effects and spells.

Tower of faith is a supernatural ability and the immunity to fear is a mind-affecting ability.

THE DIVINE SHARD

All clerics are touched by the divine in some fashion, their ability to cast spells and to destroy the undead given to them directly by the will of their god. Some go one step further, taking on aspects of their deity like alternative divine abilities, or greater domains. Then there are those clerics who go one step beyond that. These clerics wrap themselves so completely in the warm embrace of their gods that they become suffused with divine power, to the point where they become divine themselves. These clerics are sometimes known as divine shards, for their souls are merely splinters of the jewel of divinity.

As the divine shard gains power, experience and wisdom, his body and his mind begin to transform, changing him slowly into an extraplanar servant of his god. The exact nature of the transformation depends upon the cleric's alignment and upon the nature of his god. If the cleric is basically good, then he ascends to walk with the angels,



becoming a celestial being of unearthly beauty, grace and power. If the cleric's heart is black, however, then his body twists, his spirit darkens and his soul sinks into the depths of the shadow ether, there to writhe and crawl across the white hot basalt and gorge itself upon the wretched phantoms of the wicked. In either case, when the divine shard reaches the end of his divine transformation, he has shed his earthly form completely and has no more in common with mortals than mortals have in common with field mice.

Non-Player Character divine shards are either phantoms of the mortal realm, lurking in the shadowy hidden corners of the world when they must and spending the majority of their days on their deity's shining plane, or spiritual juggernauts who stride across the world like colossi, using their mighty powers to support or shatter the pillars of creation, while mortal armies break upon their faith like a wave.

Hit Die: d6.

Requirements

To qualify to become a divine shard, a character must meet all the following criteria:

Base Will Save: +6 or higher.

Skills: Knowledge (the planes) 8 ranks, Knowledge (religion) 10 ranks.

Feats: Augment Summoning, Extra Turning.

Alignment: Any non-neutral.

Spells: The ability to cast divine spells of 5th level or above and access to clerical domains.

Special: Concurrent to selecting this prestige class, the character must select a Greater Domain appropriate to his god, sacrificing one of his other domains in the usual fashion.

Class Skills

The divine shard's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 2 + Int modifier.

Class Features

All the following are class features of the divine shard prestige class.

Weapon and Armour Proficiency: The divine shard gains no new proficiencies with weapons, or with armour or shields.

Spells: The divine shard continues to gain spell power, albeit more slowly than other clerics do. At every level except 3rd, 6th and 9th, the divine shard gains new spells as though he had also gained a level in the cleric class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his divine shard levels (except 3rd, 6th and 9th) to his cleric levels to determine both how many spells he can cast and how powerful those spells are.

Divine Aura (Su): The divine shard's inherent divinity shines forth from his flesh like a beacon in darkest night. Beginning at 1st level, the divine shard radiates a divine aura, the nature of which depends upon the cleric's beliefs and those of his god. In essence, it is based on the character's position along the good versus evil alignment axis.

- ✦ Good aligned divine shards can cause themselves to radiate an aura identical to *protection from evil* once a day per class level. The aura lasts for a number of minutes equal to the divine shard's Charisma bonus.
- ✦ Evil aligned divine shards can cause themselves to radiate an aura identical to *protection from good* once a day per class level. The aura lasts for a number of minutes equal to the divine shard's Charisma bonus.

The divine shard also gains another ability, the nature of which depends upon where he sits upon the chaos versus law axis.

- ✦ Chaotically aligned divine shards can cause themselves to radiate an aura identical to *entropic shield*, once a day per class level. The aura lasts a number of minutes equal to the divine shard's Charisma bonus and takes effect concurrently with his *protection* aura.
- ✦ Lawfully aligned divine shards can cause themselves to radiate an aura of *shield of faith*, identical to that spell save for the fact that it does not increase in power as the shard's level increases, once a day per class level. The aura lasts a number of minutes equal to the divine shard's Charisma bonus and takes effect concurrently with his *protection* aura.

Divine aura is a supernatural ability which the divine shard can activate as a free action on his turn. When active, the divine shard is surrounded by an aura of light equivalent to that cast by a torch, to a radius of 5 feet per point of Charisma bonus. If the divine shard

is good aligned, then the aura glows golden and if he is evil it is red like a fire's light. The aura of a chaotically aligned divine shard snaps and pops like a wildfire, while that of a lawfully aligned shard is smooth, constant and unchanging.

Maintain Turn or Rebuke Undead: The divine shard's connection to his god is so strong that he retains the same ability to turn or rebuke undead that he possessed when he was a cleric. His divine shard and cleric levels stack for the purposes of determining the strength and number of undead which he can turn, rebuke, control or destroy.

If the divine shard has an alternative divine power (see the Divine Champion chapter for details), then his divine shard levels stack with his cleric levels for any relevant bonuses.

Kindling of Divinity: The divine shard carries within his soul a tiny blossom of his god's divine essence, a blossom which opens when he accepts his destiny. At 2nd level, the divine shard gains one of the following four aspects, depending on the nature of his divinity and his own inherent personality:

Angel (Chaotic Good): Divine shards who carry within them the glory of the angels are beautiful, both in spirit and in form. They are kind and wise but utterly fearless in the pursuit of evil and corruption. They gain the following benefits.

- ✦ Darkvision to a range equal to 10 feet per point of Charisma modifier.
- ✦ Resistance to acid and cold equal to their divine shard level + Charisma modifier.
- ✦ A sacred bonus to saves against petrification equal to their Charisma modifier.
- ✦ Resistance to electricity and fire equal to half their divine shard level.

Archon (Lawful Good): Divine shards who are blessed with kinship with the archons are stern warriors and teachers, who consider themselves guardians and shepherds to their god's mortal flock. They are the devoted enemies of demons and devils of all sorts. They gain the following benefits.

- ✦ Darkvision to a range equal to 10 feet per point of Wisdom modifier.
- ✦ Resistance to electricity equal to their divine shard level + Charisma modifier.

- ✦ A sacred bonus to saves against petrification equal to their Charisma modifier.
- ✦ A sacred bonus to Intimidate checks equal to their divine shard level.

Demon (Chaotic Evil): Divine shards who are corrupted by the shards of dark, chaotic gods are brother to demons and carry within them the ravenous flame of the lower planes. They are devoted to destruction and the ruination of all that is good and holy. They gain the following benefits.

- ✦ Resistance to electricity equal to their divine shard level + Charisma bonus.
- ✦ Resistance to acid and fire equal to half their divine shard level.
- ✦ A profane bonus to saves against poison equal to their Charisma bonus.
- ✦ Darkvision to a range equal to 10 feet per point of Charisma bonus.



Devil (Lawful Evil): Divine shards who are poisoned by splinters of the essence of sinister, lawful gods are devils in spirit and in flesh, dedicated to the perversion of the innocent and the domination of the mortal plane. They gain the following benefits.

- ✦ Resistance to fire equal to their divine shard level + Charisma bonus.
- ✦ Resistance to acid and cold equal to half their divine shard level.
- ✦ A profane bonus to saves against poison equal to their Charisma modifier.
- ✦ Darkvision to a range equal to 10 feet per point of Charisma bonus.

Summon Allies: The divine shard enjoys the favour of other planar creatures of good or evil, for they consider him spiritual kin. As a result of this, when he summons them from the ether of beyond, they are eager to help him and emboldened by his divinity.

Beginning at 3rd level, when the divine shard uses a *summon monster* spell, the summoned creature remains for a number of extra rounds equal to the divine shard's Charisma modifier. In addition, the summoned creature gains a +2 sacred or profane bonus to its Strength and Constitution, which stacks with the bonuses gained from the Augment Summoning feat.

This bonus only applies when the divine shard summons a creature with either the celestial or fiendish template, as appropriate for his alignment.

Spiritual Evolution: When the divine shard reaches this stage of his journey, he undergoes a chrysalis of sorts, his soul shedding its veneer of mortality and gaining increased divine strength. The divine shard

is now a mortal champion of his god, an earthbound angel, archon, demon, or devil with spiritual power beyond comprehension. Upon reaching 5th level, the divine shard gains a number of abilities, some of which are universal to all divine shards and some of which are dependant upon the shard's nature.

All divine shards who undergo spiritual evolution gain the following benefits:

- ✦ Each age category of their natural lifespan is increased by 10 x the divine shard's Wisdom modifier in years. This greatly increases the natural vitality of the divine shard, allowing him to serve his god for many centuries.
- ✦ Damage reduction equal to their class level, which is overcome by chaotic, evil, good or lawful attacks, as appropriate for the shard's alignment. So, for example, a 5th level lawful good divine shard would have damage reduction 5/chaotic, evil.
- ✦ A +2 sacred or profane bonus to caster level checks made to penetrate the spell resistance of beings whose alignment is opposed to the divine shard's along both axis. So, for example, a 5th level lawful good shard would gain a +2 sacred bonus to caster checks to overcome the spell resistance of chaotic evil beings but would not gain the bonus against chaotic good or lawful evil beings.

In addition to the above abilities, the divine shard gains other abilities appropriate to the nature of his shard, as shown below.

- ✦ *Angel:* The divine shard gains the ability to speak with any creature, as per the spell *tongues*. In addition, he gains a +1 per 2 divine shard levels deflection bonus to Armour Class against evil creatures.

The Divine Shard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+0	+0	+2	Divine aura, maintain turn or rebuke undead	+1 cleric level
2 nd	+1	+0	+0	+3	Kindling of divinity	+1 cleric level
3 rd	+2	+1	+1	+3	Summon allies	
4 th	+3	+1	+1	+4		+1 cleric level
5 th	+3	+1	+1	+4	Spiritual evolution	+1 cleric level
6 th	+4	+2	+2	+5		
7 th	+5	+2	+2	+5	Soaring spirit	+1 cleric level
8 th	+6	+2	+2	+6	Extra turning	+1 cleric level
9 th	+6	+3	+3	+6		
10 th	+7	+3	+3	+7	Divine ascension	+1 cleric level

- ✦ *Archon*: The divine shard gains the ability to speak with any creature, as per the spell *tongues*. He also gains an *aura of menace*; evil creatures who approach within 5 feet per point of Charisma bonus of the divine shard must save versus a DC equal to 10 + the divine shard's Charisma bonus. Those who fail to save suffer a -2 penalty to attack rolls, Armour Class and saving throws until they successfully strike the shard in combat, or a full day has passed.
- ✦ *Demon*: The divine shard gains the ability to see in absolute darkness with ease, even when in areas of *deeper darkness* and other, similar spells. In addition, he gains a +1 per 2 class levels deflection bonus to Armour Class against good creatures.
- ✦ *Devil*: The divine shard gains the ability to see in absolute darkness with ease, even when in areas of *deeper darkness* and other, similar spells. In addition, he gains fast healing equal to 1 per 2 divine shard levels, but only in areas of complete darkness (magical or otherwise).

Soaring Spirit (Su): When the divine shard reaches this level of transformation, he forever leaves the bonds of the mortal world behind, soaring through the skies with the easy grace of a swan or the sinister, silent power of a dire bat.

When the divine shard reaches 7th level, his soul aura erupts from his body, coalescing into enormous wings of pure spiritual energy. The nature of the wings depends on the alignment of the divine shard; if he is good, then the wings are swan's wings formed of golden light and if he is evil, then the wings are black as starless night and carved in the shape of bat's wings. If the divine shard is lawful, then the wings are pristine and perfectly formed, while the wings of a chaotic shard are tattered and frayed and subtly twist and distort their shape. In any case, the divine shard's spiritual wings have a span equal to 10 feet.

The divine shard can fly using his wings, at a speed equal to 30 feet + 10 feet per point of Charisma bonus per round. He flies with good manoeuvrability.

The divine shard can, if he wishes, cause his wings to disappear into his body. This is a move action. Soaring spirit is a supernatural ability.

Extra Turning: The holy or unholy power of the divine shard is such that he can destroy or control undead with ease. At 8th level, he gains the Extra Turning feat as a bonus feat.

Epic Divine Shard

Hit Die: d8.

Skill Points At Each Additional Level: 2 + Int modifier.

Spellcasting: The epic divine shard gains new cleric caster levels every two out of three times he gains an epic level. This means that he gains new caster levels at 21st and 22nd levels, does not gain one at 23rd level and then gains them again at 24th and 25th levels. After 20th level, the divine shard gains only new caster levels, not new spells per day.

Bonus Feats: The epic divine shard gains an additional feat every three levels higher than 20th.

Divine Ascension: At the end of his journey, the divine shard throws off the shackles of fragile mortality and leaves the last vestiges of his earthly life behind. The divine shard is now one with his divine kin, an angel, archon, demon or devil in flesh, spirit and soul. He gains the following benefits.

- ✦ Each stage of his natural life span increases by 10 x his Wisdom bonus in years. This increase stacks with that gained from spiritual evolution.
- ✦ He becomes an outsider, meaning he is no longer affected by spells such as *charm person*. Unlike other outsiders, however, the divine shard can still be returned from the dead as if he were a member of his previous creature type.
- ✦ He gains spell resistance equal to 5 + his cleric and divine shard levels combined + his Charisma bonus. So, for example, a 10th level cleric, 10th level divine shard with a Charisma of 20 would have spell resistance 30.

THE GODHEAD

Some clerics preach the word of their god and some preachers live the word of their god. But some preachers, some preachers *are* the word of their god.

The godhead is a cleric specially blessed by his god with the ability to sway anyone to his cause. His voice is so enhanced by his god's divine grace that it rivals the choirs of the angels for beauty and the secret whispersdemon king's for seductive timbre. When the godhead speaks, the sound is like the light of a newly risen sun filtered through stained glass, beautiful and terrible in its potency.



The godhead's sacred duty is to strengthen the faith by attracting new worshipers to his god's cause and to exhort the faithful to create great, lasting works. Both tasks are ones to which he is most ably suited.

As might be expected, godheads occupy very high positions within their faith, though they only rarely become the actual head of their faith, as the responsibilities of holding that office would leave them very little time to attract new converts and to directly oversee the tending of the flock.

Non-Player Character godheads can usually be found in the largest cities, evangelising for new converts or directing their fanatical followers to construct monuments and churches, or lobbying with the government to earn more favourable tax rates and push through new rules which benefit the church. They can also be found in the courts of kings, for their diplomatic skills are second to none, or even in the divine halls of their god and their god's most powerful servants, acting as intermediaries between the divine and those mortals who dare approach them directly.

Hit Die: d8.

Requirements

To qualify to become a godhead, a character must meet all the following criteria:

Base Will Save: +7 or higher.

Skills: Diplomacy 10 ranks, Knowledge (religion) 6 ranks

Feats: Leadership, Skill Focus (Diplomacy).

Spells: Ability to cast divine spells of 5th level or above and access to clerical domains.

Class Skills

The godhead's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion), Perform (Cha), Profession (Int), Sense Motive (Cha) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 4 + Int modifier.

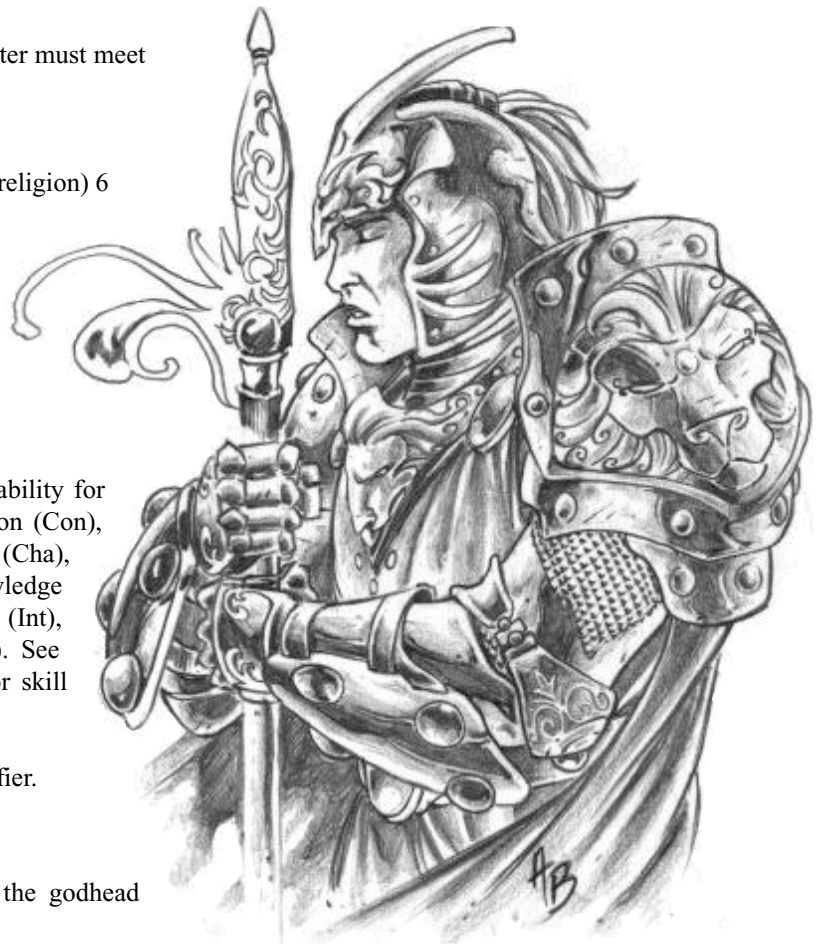
Class Features

All the following are class features of the godhead prestige class.

Weapon and Armour Proficiency: The godhead gains no new proficiencies with weapons, or with armour or shields.

Spells: The godhead continues to gain spell power, albeit more slowly than other clerics do. At every level except 3rd, 6th and 9th, the godhead gains new spells as though he had also gained a level in the cleric class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his godhead levels (except 3rd, 6th and 9th) to his cleric levels to determine both how many spells he can cast and how powerful those spells are.

Inspirational Leadership: The godhead is a naturally gifted leader, the kind of inspirational figure who is remembered in legend and song for centuries after his passing. The godhead's natural charisma is enhanced by both dedicated training and divine power, giving him a natural authority which draws people to him like flies to honey. At the same time, the godhead's force of personality is so intense that he can terrify with a glance and a single carefully chosen word and suss out information with just a smile and a friendly clasp on the shoulder.



Beginning at 1st level, the godhead adds half his Wisdom bonus (rounding up) to all Charisma based skill checks. At 5th level, the godhead adds his entire Wisdom bonus to all Charisma based skill checks.

Attract Converts: The godhead's ability to attract new converts to his faith is unmatched. He is so skilled at doing it, in fact, that he need barely open his mouth to drive even the most ardently opposed to his faith into a swoon. Beginning at 1st level, the godhead is always considered to have rolled a 20 when making Diplomacy checks for the purpose of converting listeners to his church (see Tricks of the Trade for full details of conversion).

Tongues (Su): The desire to believe in something greater than oneself is universal, so language is no barrier to the spreading of the righteous word of the faith, at least not

for the godhead. Beginning at 2nd level, the godhead is able to speak and understand any language, as though under a more powerful version of the *tongues* spell. When the godhead speaks, his words are automatically translated into all languages simultaneously, meaning he can preach to an audience composed of listeners from all the corners of the universe and be perfectly understood by each and every one of them.

Compelling Tone (Su): By carefully modulating his pitch and tone and with use of soothing, subtly hypnotic gestures, the godhead can enthrall and fascinate his listeners. Beginning at 2nd level, the godhead can attempt to *fascinate*, as by the bardic music ability of the same name. In order for this ability to work, the intended target or targets must be within 30 feet of the godhead and able to pay attention to him.

The old priest grimaced and shook his head, white beard rippling like an avalanche. 'No. No, no, no, no, no!' he said, banging his hands on the tops of his knees. 'That is wrong, again.'

Lisbeth sighed, blew her hair out of her eyes. She was sweating, trembling, and her jaw ached with effort. 'What now, old man? The words are correct, I know they are.' She threw down the book and then, wincing, watched as a handful of pages tore loose from their binding and scattered across the floor like leaves.

The old priest blew out a breath, explosively, his stomach rising and falling like a bellows. 'Yes, Lisbeth, child, you know the words.' He sniffed, then lurched from his chair, stumbled forward and then, faster than Lisbeth would have imagined he could, snatched up the book from the floor. 'Congratulations,' he sniffed, 'you know how to read.' He slammed the book shut.

'Then what is the problem?' Lisbeth rubbed her temples and closed her eyes. 'Why are you not happy this time?'

'Knowing the words is not enough. A child can be taught to memorise. An animal can be taught to speak scripture' The priest pointed out the window, gesturing vaguely towards the monastery. 'Brother Cadafel's raven knows more of scripture than you do. More, I suspect,' he said, turning away from Lisbeth, 'than you will, even if you live to be five centuries.'

'Then what is enough?' 'What have I not learned?' Lisbeth stood, snatched up the loose papers from the floor and strode forward towards the old priest. When she put her hand on his shoulder her turned, already beginning to speak.

It was the liturgy she had spent all morning repeating. The priest spoke boldly, with easy assurance, the words which she had spoken so flatly, so exactly, flowed like a song from his lips, alive and majestic. Lisbeth felt ancient, felt the breath of the world pulsing in her heart, became one with diamond, with gold and silver and stone. Time slowed and then stopped and there was only the priest and his words and the breath of the world.

When at last the old priest was finished, Lisbeth discovered she was crying. Then she saw that he was as well. 'I am sorry, father. Truly I am.'

The old priest smiled and gripped her arm. 'Now you see, my child. The words mean nothing without conviction. Just as our faith does.' He reached out and took the papers, now crumpled and damp with sweat, from her hands. 'To speak without belief is to hear the sound of your voice. To speak with belief is to hear the song of the divine.'



The Godhead

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+2	+0	+2	Inspiring leadership, attract converts	+1 cleric level
2 nd	+1	+3	+0	+3	Tongues, compelling tone	+1 cleric level
3 rd	+1	+3	+1	+3	Leadership +2	
4 th	+2	+4	+1	+4	Mesmerising words	+1 cleric level
5 th	+2	+4	+1	+4	Boon companion	+1 cleric level
6 th	+3	+5	+2	+5	Leadership +4	
7 th	+3	+5	+2	+5	Inspire to greatness	+1 cleric level
8 th	+4	+6	+2	+6		+1 cleric level
9 th	+4	+6	+3	+6	Leadership +6	
10 th	+5	+7	+3	+7	Voice of god	

To use this ability, the godhead rolls a Perform check, with the result of the check setting the DC of the Will save the listeners must succeed at to save against the effect. Those who save are unaffected and cannot be affected by this ability again for a full day. Those who fail to save are *fascinated*; they sit quietly and listen to the godhead's words, unable to take any other action for as long as the godhead speaks, to a maximum of his class level in rounds. While fascinated, listeners suffer a -4 penalty to skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as the godhead approaching the fascinated listeners allows the listeners a new Will save against the original DC -5. Any obvious threat, such as the brandishing of weapons, or the casting of a spell, automatically breaks the fascination.

Compelling tone is a mind-affecting, supernatural ability which can be used once a day per 2 class levels.

Leadership Bonus: The godhead's followers are numerous as the waves on the sea and singularly devoted to his cause. Beginning at 3rd level, the godhead adds a +2 sacred or profane bonus to his Leadership score, allowing him to attract more and more powerful, followers to his banner.

At 6th level, the godhead's sacred or profane bonus to Leadership increases to +4 and he gains new followers to replace those lost to war or other hardships overnight, so long as he is near a large city or collection of villages.

At 9th level, the godhead's sacred or profane Leadership bonus increases to +6 and he can now have a cohort who is only a single level or more lower than himself. The godhead's second cohort can now be two or more levels lower.

Mesmerising Words (Su): When he has advanced this far along his chosen path, a godhead's words gain divine backing. His voice becomes rich and thick with holy power and every word spoken conveys the weight of timeless wisdom and unfathomable power. When he focuses his attention, his words can move mountains, inspire kings to give up their crowns and convince dragons to give up all their hard won hoard for the good of the faith.

Beginning at 4th level, the godhead can, once a day, enthral an audience and sway them to do his bidding, as though by a *mass charm monster* spell cast by a sorcerer of his godhead and cleric levels combined. Using this ability, he can *charm* a number of beings whose total Hit Dice are equal to or less than three times his godhead and cleric levels combined, or a single being of any number of Hit Dice.

To use this ability, the godhead must be able to speak with his intended targets for a minimum of one minute's

Epic Godhead

Hit Die: d8.

Skill Points At Each Additional Level: 4 + Int modifier.

Turn or Rebuke Undead: The epic godhead gains no improved ability to turn as he increases in level. He uses only his cleric levels when determining the most powerful type of undead he may turn, rebuke or destroy.

Spellcasting: The epic godhead gains new cleric caster levels every two out of three times he gains an epic level. This means that he gains new caster levels at 21st and 22nd level, does not gain one at 23rd level and then gains them again at 24th and 25th levels. After 20th level, he gains only new caster levels, not new spells per day.

Bonus Feats: The epic godhead gains an additional feat every three levels higher than 20th.



uninterrupted time. This means that all intended targets must be able to hear and understand him, so if the area is *silenced* or affected by other, similar spells, the ability will not work.

Mesmerising words is a mind-affecting, supernatural ability.

Boon Companion: The godhead's ability to attract fanatically loyal followers serves him well throughout his life. At 5th level, the godhead gains a 2nd cohort. This second cohort follows the standard rules for cohorts (see the Leadership feat in *Core Rulebook II*), except that he or she must be three or more levels lower than the godhead. Should this new cohort die, he or she will be replaced as normal.

Inspire to Greatness: The godhead does not just inspire his followers to serve him, he inspires them to serve one another and the will of their church and god. In so doing, he awakens the true power of their spirit, allowing them to perform acts of bravery and skill which they would not have thought possible.

At 7th level, the godhead can, once per day per two class levels, *inspire greatness* in his followers or his allies, as per the bardic music ability of the same name. The godhead can use this ability to *inspire greatness* in a number of allies equal to 1 + his Charisma modifier, so long as all intended recipients are within a 30 foot radius of him and are capable of hearing his words. A being inspired by the godhead's sermon receives 2 bonus Hit Dice (d10) worth of temporary hit points and gains a +2 sacred or profane bonus to attack rolls and a +1 sacred or profane bonus to Fortitude saves. The bonuses gained from this ability last for as long as the godhead speaks, up to a number of rounds equal to his class level.

Inspire to greatness is a mind-affecting ability which is used as a standard action.

Voice of God: At 10th level, the godhead gains his most powerful and terrifying ability; knowledge of the true speech of the divine. Once a day, he can speak a single word in this first, most pure of languages, overwhelming all mortals who hear it. The power of this word transcends all mortal notions of good and evil, law and chaos and strikes at the true essence of the spirit.

When uttered, all within a radius of 30 feet + 10 feet per point of Charisma modifier of the godhead are affected as though by the spells *blasphemy*, *dictum*, *holy word* and *word of chaos*. The spell effects occur simultaneously but listeners must save against all effects caused by the spells which affect their alignment individually. This means that a listener who is chaotic

good must save against the effects of both *blasphemy* and *dictum*, while a listener who is chaotic evil must save against the effects of *dictum* and *holy word*.

Voice of god is a sonic, mind-affecting ability.

THE SACRIFICE

There is so much pain in the world. Pains of the flesh; starvation, disease, poison, torture. Pains of the spirit; doubt, anger, grief, despair. Peasants toil in the field by day, their bodies chipped and shattered and worn down, then cry out for respite in their squalid huts at night. Knights on the battlefield fight and die, their bodies split like overripe melons, spirit and blood running as they shriek. With so much pain, it is a wonder there is any joy, any light, any happiness in the world at all. That there is, is in no small part due to the work of the sacrifice.

The sacrifice is a cleric who feels the pains of the mortal world most keenly. His spirit aches to reach out and comfort everyone, to take the pains, the fears and the doubts that all mortals share as his own, to ease the burdens of his fellow man. The sacrifice's devotion to mercy stirs even the unfathomable hearts of the gods and they respond by gifting him with the means to accomplish his most fervent desire.

The sacrifice willingly subjects himself to unimaginable agonies and does it with quiet assurance. Not for him is the pursuit of glory and the accumulation of fame and earthly power. No teeming hordes will chant his name, no statues will be erected in his honour and there will be no feast days dedicated to his memory. None of that matters to the sacrifice. Only willing martyrdom matters. Only willing suffering matters. Only giving, unto the point of death, matters.

Only the faith matters.

Non-Player Character sacrifices tend to either be loners, or to only have a few, extremely close friends. They wander the slums of major cities and traverse war ravaged lands, always looking for an opportunity to help and to heal. Sacrifices tend to be gracious and humble almost to the point of absurdity and are so willing to give of themselves that it is hard for someone who does not follow the same path to relate to them at all.

Hit Die: d10.

Requirements

To qualify to become a sacrifice, a character must meet all the following criteria:



Base Will Save: +6 or higher.

Skills: Concentration 6 ranks, Healing 10 ranks.

Feats: Endurance, Iron Will.

Alignment: Any good.

Spells: Must have the ability to cast divine spells of at least 5th level and must have access to clerical domains.

Domains: Must count Good, Healing or Protection among his domains.

Special: The character must have willingly sacrificed himself to save another from death, though he need not have died himself.

Class Skills

The sacrifice's class skills (and the key ability for each skill) are: Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (any) (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points At Each Level: 2 + Int modifier.

Class Features

All the following are class features of the sacrifice prestige class.

Weapon and Armour Proficiency: The sacrifice gains no new proficiencies with weapons, or with armour or shields.

Spells: The sacrifice continues to gain spell power, albeit more slowly than other clerics do. At every level except 3rd, 6th and 9th, the sacrifice gains new spells as though he had also gained a level in the cleric class. He does not, however, gain any other benefit a character of that class would have gained. This means that he adds his sacrifice levels (except 3rd, 6th and 9th) to his cleric levels to determine both how many spells he can cast and how powerful those spells are.

Stigmata (Su): When the cleric takes his first step on the sacrifice's journey, his body is forever marked with the symbols of his sacrifice. He gains stigmata, wounds on his body which seep blood and ichor when he uses his divine abilities or in times of stress. These stigmata can never be healed, not even by magic as powerful as *miracle* or *wish*, and though they can be covered, they will bleed through even the heaviest clothing.

Though stigmata can often appear gruesome, they cause no real harm to the sacrifice, though they do bleed anytime the sacrifice casts any spell, or when he uses his domain granted powers or his turn undead ability (or alternative divine power, if he has one).

Epic Sacrifice

Hit Die: d10.

Skill Points At Each Additional Level: 2 + Int modifier.

Turn Undead: The epic sacrifice gains no improved ability to turn as he increases in level. He uses only his cleric levels when determining the most powerful type of undead he may turn, rebuke or destroy.

Spellcasting: The epic sacrifice gains new cleric caster levels every two of three times he gains an epic level. This means that he gains new caster levels at 21st and 22nd level, does not gain one at 23rd level and then gains them again at 24th and 25th levels. After 20th level, he gains only new caster levels, not new spells per day.

Bonus Feats: The epic sacrifice continues to get new feats every three levels after 20th (at 23rd, 26th and so on).

When the sacrifice wishes, he can cause his stigmata to pulse and begin to flow freely as a free action and the blood he spills is touched by the divine healing energy of his god. When the sacrifice casts any *cure* spell, he can empower the spell to heal up to double the rolled amount (including level based and other bonuses) at the cost of a number of his own hit points equal to the extra amount healed. Hit points bled in this fashion cannot be healed by the use of magic and can only be healed naturally.

At 3rd level, the sacrifice can heal up to three times the amount rolled on any *cure* spell and need only bleed 1 hit point per 2 extra hit points cured. At 5th level, he can heal up to four times the amount and need only bleed 1 hit point per 3 extra points cured and at 7th level, he can heal up to five times the amount and expend only 1 hit point per 4 extra hit points cured.

When the sacrifice uses his stigmata ability, his body is suffused with divine power and the blood which flows from his wounds glows golden. Stigmata is a supernatural ability.

Wound That Will Not Heal: As the sacrifice continues his journey, travelling from place to place and accepting the burden of misery from those he can, his body begins to suffer and break down from the constant torment, despite the fact that he is supported by divine energy. When he achieves 3rd level in the sacrifice class, he permanently loses 2 points of Constitution, which cannot be restored by any means save level based increases – not even *wish* or *miracle* are sufficient to heal him. Should the sacrifice's Constitution fall below



the level required for him to qualify for any feat, or for another prestige class, he does not lose access to that feat or class.

At the same time, however, the suffering which the sacrifice endures gives him an insight into the nature of faith and the relationship between mortal and god that few others can match. His Wisdom score is permanently increased by 2 points when he gains the wound which will not heal.

Shield Other (Sp): The sacrifice will not permit another to suffer if he can help it. Thanks to his devotion to his god and to his duty, he does not have to. Beginning at 3rd level, the sacrifice can cast *shield other* as a free action, once per day as a spell-like ability, at a caster level equal to his cleric + sacrifice levels.

Beginning at 5th level, the sacrifice can, once per round, choose to absorb all hit point damage inflicted by an attack upon the one he is shielding. The shielded subject is still considered to be hit by the attack, for the purposes of other effects transmitted by the blow, but the sacrifice receives all the actual damage. *Shield other* is a spell-like ability.

Ease the Spirit's Burden (Su): The sacrifice is not just concerned with matters of the flesh. He is equally dedicated to easing the spiritual burdens of other mortals and healing the wounds of the soul. Beginning at 5th level, the sacrifice can, once per day per sacrifice level, attempt to heal those around him of mental injury with a touch. A being under the effects of a mind-affecting spell or spell-like ability who is touched by the sacrifice can automatically attempt a new saving throw against the effect, using the sacrifice's saving throw bonus or his own, whichever is higher. If the saving throw succeeds, then the effect ends but if it fails, the sacrifice must attempt his own save or succumb to the effect as well.

Ease the spirit's burden is a mind-affecting, spell-like effect which requires a standard action to use.

Denial of Death (Su): The sacrifice does not take on his burden lightly. He is absolutely dedicated to easing the suffering of others through the assumption of their pain and will not shirk from that self-appointed duty even when he knows the doing will surely kill him. Beginning at 6th level, the sacrifice can, once per day as a free action, cause any spell, spell-like effect, melee attack or supernatural attack which brings an ally to 0 hit points or less, or which kills him outright (as a *phantasmal killer* spell would), to affect him instead. So, while the blow or spell actually connects with the victim, it is the sacrifice who feels the impact.

In order for the sacrifice to use this ability, he must be within 25 feet + 5 feet per class level of the one he intends to save. This ability takes effect only after the victim to be saved fails to save against the effect, or after the blow is struck; the sacrifice can declare his intent to use this ability at any time and can use it as a free action on anyone's turn.

When the sacrifice successfully uses this ability, the effect which he has taken onto himself automatically takes effect, without possibility of a saving throw. Magic items which would normally protect the sacrifice will not do so, since he is actually assuming the already inflicted agony of another onto himself. In the case of melee attacks or direct damage spells, spell-like effects and other, similar effects which cause hit point damage, the sacrifice's hit points are automatically reduced to whatever total the victim's would have been lowered to, even if the sacrifice has many more hit points than the victim. So, for example, if a sacrifice with 65 hit points chooses to use denial of death to preserve a warrior with 9 hit points remaining from a melee attack which inflicts 11 points of damage, then the sacrifice's hit point total is reduced to -2, exactly as the warrior's would have been, instead of to 54.

The Sacrifice

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+2	+0	+2	Stigmata	+1 cleric level
2 nd	+1	+3	+0	+3		+1 cleric level
3 rd	+1	+3	+1	+3	Wound that will not heal	
4 th	+2	+4	+1	+4	Shield other	+1 cleric level
5 th	+2	+4	+1	+4	Ease the spirit's burden	+1 cleric level
6 th	+3	+5	+2	+5	Denial of death	
7 th	+3	+5	+2	+5	Nobility of suffering	+1 cleric level
8 th	+4	+6	+2	+6		+1 cleric level
9 th	+4	+6	+3	+6	Clarity of agony	
10 th	+5	+7	+3	+7	Avatar of suffering	+1 cleric level



Denial of death will not work to protect a victim from further effects, if any, from the attack or injury. So, for example, if the victim falls into a pit of lava and suffers enough damage to kill him, the sacrifice can choose to die in his place but that will not save the victim from damage inflicted by the lava in the next round. Denial of death is a supernatural ability.

Nobility of Suffering (Ex): The grace with which the sacrifice accepts the agonies which are inflicted upon him inspires the souls and reignites the spark of faith in all those who come in contact with him, hardening them against the lesser pains and sorrows of mortal existence. Beginning at 7th level, all allies within 10 feet + 5 feet per class level of the sacrifice benefit from a sacred or profane bonus to all saves against fear, nausea, fatigue, exhaustion and stunning equal to 1 + the sacrifice's Charisma modifier.

Nobility of suffering is an extraordinary, mind-affecting ability.

Clarity of Agony (Su): When the sacrifice reaches this stage of his journey, he is so conversant with pain that he has learned to use it as a tool, as a clarifying mirror which shows him the truth of his spirit and the larger truths of the world around him. Beginning at 9th level, the sacrifice can, once per day, turn his divine powers inward, searing his nerves and inflaming his spirit. He suffers 2 points of temporary Constitution damage, which cannot be healed by magic of any sort, but gains the ability to communicate directly with the divine as by the spell *commune* cast by a cleric of his sacrifice + cleric levels combined. Rather than receive terse, one word answers, however, the divinity answers the questions using sentences of up to 10 words.

Clarity of agony is a supernatural ability which requires 10 minutes of absolute concentration before it can be used.

Avatar of Suffering (Su): The sacrifice is the living symbol of divine mercy and grace, the ultimate embodiment of a god's love for his

flock and the cleric's love for his fellow mortals. When a sacrifice completes his journey along the path of suffering, he takes on all the spiritual suffering of the mortal plane, which manifests as great, puckered scars, bruises which will not heal, bones which shatter and reform in an endless cycle of fire and gaping wounds which ooze pus and shimmering, golden blood. At the same time, the sacrifice attains a level of spiritual purity which elevates him almost to equality with the most holy angels, a just reward for one so willing to suffer for the happiness of others. When the sacrifice reaches 10th level in the prestige class, he becomes an avatar of suffering, gaining all of the benefits outlined below.

The sacrifice's body, wracked with the world's agony at all times, is rendered immune to lesser injuries. Lesser injuries in this case include axe wounds, terrible burns and the like. The sacrifice is immune to critical hits, gains damage reduction equal to his Wisdom bonus/evil, energy resistance to all forms of energy equal to his Wisdom bonus and regenerates 5 hit points a round (fire defeats his regeneration).

The sacrifice's soul, likewise, is rendered largely impervious to minor pains, since it is already so torn by the spiritual agonies of all mortals, living and dead. The sacrifice gains a bonus to all saving throws equal to his Wisdom modifier. This bonus applies to his Will saves as well, meaning he adds twice his Wisdom modifier to all Will saves (rounding down).

Avatar of suffering is a supernatural ability which is always active.



Tools of Faith

Faith is a cleric's strongest, most useful tool but it is not the only one in his arsenal. A cleric armours himself in steel and arms himself with the same; he burns censers full of exotic incenses during his sermons; he uses rare and expensive oils to anoint the brow of sinner and devout worshiper alike; and he studies holy liturgies to improve his understanding of his faith and of himself. All these things are the tools of the holy man, the priest and the cleric and all these things and more are presented here for your use.

This chapter is full of new equipment which will serve the clerics of your campaign world well, both in the course of their adventures and in the performance of their more mundane duties. There are new weapons and armours for your use. You will find new sacred oils and incenses for use in divine ceremonies, new materials for the construction of powerful holy symbols, new holy texts which will increase your cleric's understanding of the nuances of their faith, new sacred foods for use in communion and dedication ceremonies and a listing of rare candles which provide useful, non-magical effects.

NEW ARMOUR AND SHIELDS

Clerics have specific needs and interests in armour and shields that other warriors simply do not. The following new armours, shields and non-magical alterations will serve clerics of all sorts in good stead. Be cautious when introducing these new forms of arms and armour into your campaign; they are intended to be used primarily by clerics and will be constructed primarily by smiths allied or employed by specific faiths, so non-cleric characters should not be able to purchase them without good reason.

Armoured Vestments: This armour consists of three parts, a heavy cloth robe, suitable for use in holy ceremonies, a heavily reinforced breastplate made of either leather or steel and a set of reinforced shoulder pieces. Depending on the desires of the cleric and the strictures of his church, the reinforced breastplate can either be worn over or under the vestments.

Armoured vestments are especially popular with priests who are members of churches dedicated to gods of war, protection and strength and they are worn even in times of peace, often by priests whose prime days for warfare are nothing but a distant memory. Armoured vestments are often enhanced with a sacred holy symbol, the better to enhance the wearer's ability to cast spells and turn

undead. An armoured vestment also includes gauntlets, which are usually worn only in battle.

Juggernaut Armour: Juggernaut armour is the largest, heaviest armour in existence, a full body suit made of several layers of interlocking plates which close over the wearer like a steel cocoon. It is designed specifically for use by clerics of the gods of strength and war, though clerics of other faiths sometimes wear it as well, particularly if they are members of the bastion prestige class (see The Legendary Cleric). Juggernaut armour is both incredibly expensive and incredibly difficult to make, both because the plates which make up the armour are so thick and because each suit of armour must be precisely balanced to the wearer, lest the weight of the armour restrict him from moving entirely.

Wearing juggernaut armour is a mark of great prestige, particularly amongst clerics of strength Gods, since it is a symbol of the wearer's great physical power and battle prowess. Each suit of juggernaut armour must be individually fitted to the wearer, though a captured suit can be resized to fit a new owner at a cost of 300 – 1,200 gold pieces (3d4 x 100).

Donning Juggernaut Armour

Don	Don Hastily	Remove
6 minutes ¹	6 minutes ²	1d6+2 minutes

¹ The wearer must have help donning this armour. Without help, it can be donned only hastily.

² If the character has some help, then cut this time in half. In order for this benefit to occur, the character must be helped by two other characters, neither one of whom can do anything else while doing so.

Reinforced Gauntlet: A reinforced gauntlet is a heavy leather glove, over which is placed a layer of chainmail. Attached to the chainmail are several solid chunks of steel, thick as a finger and placed so as to cover the top of the hand completely but leave the hand free for almost normal movement. The plates are heaviest over the top knuckles. A reinforced gauntlet is thick enough to serve as both a shield (buckler) and a weapon and it is used primarily by priests of strength and destruction, since it well suits both their temperaments and the nature of their faith.

A reinforced gauntlet can be used as both a weapon and a shield. If used as a weapon, the gauntlet loses its armour bonus until the wearer's next action. When used as a weapon, the wielder is considered to be making an armed attack, meaning they do not provoke attacks of



New Armours and Shields

Armour	Cost	Amour/Shield Bonus	Max Dex Bonus	Armour Penalty	Speed (30 ft.)	Speed (20 ft.)	Weight
<i>Light</i>							
Reinforced Vestments	20 gp	+2	+6	-1	30	20	12 lb.
<i>Medium</i>							
Armoured Vestments	75 gp	+5	+3	-4	20	15	15 lb.
<i>Super Heavy</i>							
Juggernaut	2,500 gp	+10	+0	-8	15	10	100 lb.
<i>Shields</i>							
Reinforced Gauntlet	20 gp*	+1	—	—	—	—	3 lb.

*See new weapons for listing of reinforced gauntlet damage

opportunity. The reinforced gauntlet itself will deal the same damage as a regular gauntlet. While it is possible to wear a reinforced gauntlet on each hand, few if any priests choose to do so; while the wearer retains most of his movement, he cannot wield a weapon using a reinforced gauntleted hand, nor may he perform the somatic component of a spell with a hand so armoured.

A reinforced gauntlet is large enough to hold a full-sized holy symbol, so clerics often place special, sacred holy symbols on them (see below for details of sacred holy symbols).

Reinforced Vestments: Reinforced vestments are heavy robes which been reinforced by thick strips of interwoven leather which are sewn in such a way as to remain hidden from sight. A Spot check (DC 20) is required for a person who is just looking at the wearer to notice that the vestments are heavier and thicker than usual.

Reinforced vestments are worn by clerics who are fearful of assassination attempts, or who are marching with an army to war but are not expecting to go into battle themselves. They are thick enough to offer some protection against melee weapons, while providing the discretion that many clerics desire. For this reason, they are much sought after by missionaries, whose duties do not allow them the comfort of heavy plate armour.

NEW WEAPONS

Clerics are men of their god first and foremost but they are also warriors, who desire to have powerful and useful weapons just as any other warrior would. For the most part, they wield the standard, time tested weapons of war: axes, maces, spears, daggers and the like. Some clerics, however, desire more. The weapons which follow are intended for them.

As with the new armours and shields presented above, these weapons can be used by anyone but it is

New Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light Melee</i>							
God Fang	30 gp	1d3	1d4	19-20 (x2)	—	2 lb.	Piercing or slashing
<i>One Handed</i>							
Holy Water Sprinkler ¹²	+20 gp	—	—	—	—	—	—
War Symbol	35 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning
<i>Two Handed</i>							
Great Symbol	40 gp	1d6	1d8	x3	—	10 lb.	Bludgeoning
<i>Ranged</i>							
Holy Water Carrier Bolt (10) ²	5 gp	—	—	—	—	1 lb.	—
Holy Water Carrier Stones (10) ²	5 sp	—	—	—	—	1 lb.	—

¹ This is a modification which can be added to any flail, mace or morningstar.

² This is the cost for the weapon itself, not the holy water that must fill the weapon's reservoir in order to use its special effect.

recommended that only clerics use them, at least at first, as they will remain more flavourful this way.

Bolts, Holy Water Carrier: Holy water carrier bolts are crossbow bolts which have been hollowed out so as to allow for holy water to be placed inside. The heads of the bolts are removable and that is where the holy water is poured when preparing the weapon. Holy water carrier bolts are made from very thin wood which is designed to shatter upon impact with the target, allowing the holy water to be released. A single holy water carrier bolt can hold half a dose of holy water.

On a successful hit, a holy water carrier crossbow bolt inflicts both normal crossbow damage and direct hit holy water damage (1d4 for half a dose), but only if the opponent is an evil outsider or undead. There is no splash damage from holy water delivered by a holy water carrier bolt. On a successful critical hit, however, the weapon sinks into the opponent before shattering and the holy water is 'injected' directly into the target's body; the holy water inflicts 2d4 points of damage in this case. This means that when a holy water carrier bolt is used against an undead, you should roll to confirm critical hits as normal (but only for the purposes of increasing holy water damage).

God Fang: A god fang is a holy symbol which has been modified to hold a small, retractable, spring-loaded blade. The blade is activated with the touch of a button and is the length of, and comparable too, a dagger. God fangs are favoured by clerics who are either serving as missionaries in potentially dangerous areas, or who are fearful of assassination attempts. God fangs are difficult to see; those looking at the god fang must succeed at a Spot check against DC 20 to notice that it is not just a normal holy symbol.

A god fang can be used as a regular holy symbol, since that is indeed what it is. That means it can also be imbued with sacred holy symbol properties as normal.

Great Symbol: A great symbol is a larger, two handed version of the war symbol. It is carried into battle both as a statement of the cleric's pride in his god and as a banner for the church's troops to rally around, since it is large enough to be seen across the battlefield. Like a war symbol, a great symbol is a holy symbol and can be imbued with sacred holy symbol properties by paying the appropriate cost.

Holy Water Sprinkler: A holy water sprinkler is a mace, morningstar, flail or club whose head has been partially hollowed out so as to allow for a small quantity of holy water to be added. On a successful hit, the holy water sprinkler delivers an extra 1 point of damage from splashing holy water to any evil outsider or undead it strikes. On a successful critical hit, the holy water sprinkler delivers extra damage as though by a direct hit with holy water (2d4). When a holy water sprinkler is used against undead, roll to confirm critical hits as normal but only for the purposes of increasing holy water damage.

A holy water sprinkler can deliver a total of 8 successful splash damage strikes or a single direct hit strike before needing to be refilled. If the holy water sprinkler delivers 4 splash damage strikes before a critical hit is rolled, then a direct damage strike does only an extra 1d4 damage.



Note that the hollowing of the weapon reduces its toughness slightly; reduce its hit points by two if it is converted into a holy water sprinkler.

Stones, Holy Water Carrier: Holy water carrier stones are hollow sling stones made of glass, into which a small quantity of holy water can be poured. Once half a dose of holy water has been added, the stone can be stoppered with a gob of wax. On a successful hit, the holy water carrier stone inflicts both normal sling stone damage and 1d4 points of damage from its holy water payload, but only to evil outsiders and undead. On a success critical hit, the glass holy water carrier stone shatters and then slices into its target, allowing the holy water to enter directly into their body; the holy water inflicts 2d4 points of damage in this case. When a holy water carrier stone is used against undead, roll to confirm critical hits as normal, but only for the purposes of increasing holy water damage.

War Symbol: A war symbol is similar to a mace. It consists of a short handle topped with the reinforced holy symbol of the bearer's god. War symbols are a very popular weapon with clerics, particularly those who worship gods of war. A war symbol is considered to be a holy symbol for all intents and purposes, meaning it can be used as a focus for divine spells and as the means by which a cleric can turn undead or activate his other divine abilities. A war symbol can also be imbued with any of the sacred holy symbol properties, simply by paying the appropriate amount of extra gold.



NEW WONDROUS ITEMS

Not everything in a cleric's duties involves the death and dismemberment. The majority of the time, the cleric will be more concerned with the performance of sacred rituals, with the preservation of the flock and the attraction of new converts. The new wondrous items presented below are intended to represent this facet of the cleric's life.

Candle, Corpse: Corpse candles are sacred candles made from a combination of bee's wax and corpse fat which has been boiled in precious oils and herbs. When a corpse candle is burned, the sacred smoke permeates the spirit of the cleric, opening his mind to a more perfect understanding of mortal life. A corpse candle provides a +2 sacred or profane bonus to the cleric's next attempt to turn or rebuke undead and grants a +1 effective level bonus to the cleric for the purposes of determining how many undead are turned, destroyed or rebuked. The benefits of multiple corpse candles do not stack and the candle must be burned for a full hour before the benefits are received. The sacred or profane bonus fades if not used within one day.

Moderate necromancy; CL 10th; Create Wondrous Item, *speak with dead*; Price 100 gp.

Candle, Death: Death candles are sacred candles made from a combination of bee's wax and the boiled fat of an intelligent being who was scalded to death in a mixture of sacred oils and rare herbs. When burned for a full hour, the smoke from the candle fills the cleric's mind with dark visions of death and decay. The next time the cleric casts a spell which creates undead, such as *animate dead*, he gains +1 effective caster level for the purposes of determining both how many undead he can raise and how many he can control. The benefits of multiple death candles do not stack and the benefits of the candle fade if not used within a day.

Moderate necromancy; CL 10th; Create Wondrous Item, *speak with dead*; Price 200 gp.

Candle, Devotional: Devotional candles are sacred candles made from a combination of bee's wax and animal fat which has been soaked in rare and expensive herbs. Devotional candles are used only during observation of the faith's holy days, such as when priests of the gods of agriculture observe the first day of harvest. When used in the performance of a divine ceremony, a devotional candle adds a +4 sacred or profane bonus to the final check DC of the ceremony. Multiple devotional candles do not increase the bonus to the check. A single devotional candle can only be used once and it must be burned for a minimum of a full hour

before the benefits are received. The sacred or profane bonus fades if not used within a day.

Moderate divination; CL 10th; Create Wondrous Item, *guidance*; Price 200 gp.

Candle, Exorcism: Exorcism candles are sacred candles made from a combination of bee's wax and fat taken from the corpse of an intelligent being. Exorcism candles are, as the name might imply, used in conjunction with the prayers and rituals required to successfully perform an exorcism. When an exorcism candle is burned for a minimum of 1 hour during the performance of an exorcism, it adds a +2 sacred or profane bonus to next Knowledge (religion) check the presiding cleric performs. The benefits from multiple exorcism candles do not stack, but exorcism candles can be used multiple times during the performance of a single exorcism. A single exorcism candle can only be used once and the benefits fade if not used within a day.

Moderate conjuration; CL 10th; Create Wondrous Item, *protection from (evil, good)*; Price 100 gp.

Candle, Revelation: Revelation candles are sacred candles made from a combination of bee's wax and animal fat taken from celestial or fiendish animals which has been soaked in rare and expensive oils and herbs. They are incredibly expensive and are used only in conjunction with the casting of *commune* spells. A revelation candle provides three benefits. First, it adds an effective +1 caster level to the cleric when he casts *commune*. Second, it opens the cleric's mind so that he is better able to understand the divine language of his god; answers given by the deity can be up to 10 words long. Finally, it reduces the experience point cost of casting *commune* to 50 XP. A revelation candle can be used only once and must be burned for a full hour before the casting of the spell. The benefits of multiple revelation candles do not stack and are lost if the cleric does not cast *commune* within a day of burning.

Moderate transmutation; CL 10th; Create Wondrous Item, *owl's wisdom*; Price 400 gp.

Food, Communion: Communion food is used when a cleric to help a member of his flock who wishes to renew his faith and covenant with his god. The exact form of the communion food depends upon the nature of the god, so that the communion food of a god of war might be a wafer in the shape of a field, while the communion food of the god of the harvest might be an apple soaked in barley wine. Communion food is given to the one seeking atonement and if they eat it during the performance of an *atonement* spell then the cost of

casting the spell is reduced to 200 experience points. Communion food can also be used by a cleric seeking his own *atonement* and reduces the costs as above. Though it is food, the magical nature of communion food preserves it, so that it can last decades without spoiling.

Moderate divination; CL 10th; Create Wondrous Item, *augury*; Price 200 gp.

Oil, Anointing: Anointing oil is a magical oil which can be smeared across the forehead of a cleric, druid, paladin, or any other character who uses divine spells. When this is done, the oil grants the recipient two benefits. First, it adds a +2 sacred or profane bonus to the save DC of the next divine spell they cast. Second, it adds a +2 sacred or profane bonus to their next divine caster level check to pierce their target's spell resistance. These bonuses evaporate in one day if not used. The only drawback is that the character will be unable to disguise his alignment or deity from magical or supernatural detection for the day following anointment.

Moderate divination; CL 10th; Create Wondrous Item, *divine favour*; Price 400 gp.

Texts, Liturgy: Liturgy texts are sacred books which greatly increase their owner's understanding of the nuances of faith. When found, they appear as nothing more than a book, albeit a well crafted one, full of blank vellum pages, perhaps 200 pages in length. When touched by a cleric or paladin, however, their true nature is revealed, as the pages of the book are instantaneously filled with the entire history of the holy man's church, every bit of writing which has ever discussed it and every ceremony, prayer, song and ritual which is a part of it. When read by the one whose touch imprinted it, the book grants a permanent +4 sacred bonus to all Knowledge (religion) checks. After it is read, the book becomes blank again and disappears. A reader can benefit from liturgy texts only once.

Moderate divination; CL 12th; Create Wondrous Item, *commune*; Price 20,000 gp.

Vestments of the Missionary: Vestments of the missionary are fine priestly robes that, when found, are purest white. If worn by a character who is not a cleric, the vestments do nothing, though they will detect as magical objects. When donned by a cleric, however, they magically and instantaneously change colour to match that favoured by the cleric's faith. From that point on, while he wears the vestments of the missionary, the cleric gains a +6 competence bonus to all Diplomacy checks made for the purposes of attracting new converts.



Moderate transmutation; CL 10th; Create Wondrous Item, *eagle's splendour*; Price 4,000 gp.

SACRED HOLY SYMBOL PROPERTIES

The holy symbol is one of the most important parts of a cleric's equipment. It is only with the aid of his holy symbol that he is able to banish undead, or cast his most powerful spells. It would not be overstating things to say that the holy symbol is one of the cleric's truest companions, for it is his earthly link to the divine in every sense.

There are as many kinds of holy symbols as there are faiths. Most are just variations on a theme, uniquely styled in the form of something sacred to the god but a few have more unique properties. These unique properties are presented below.

A holy symbol can possess only a single material property. Holy symbol properties are non-magical in nature, meaning they retain their properties even in *antimagic* fields and other, similar effects.

Material Properties

Holy symbols with unique material properties are constructed from rare or exotic materials. A holy symbol can have only one material property. The cost associated with material properties include the cost of the holy symbol.

Blackthorn: Blackthorn is an unholy wood which can only be harvested in the tortured, dark forests of the diabolic planes. When carried by a cleric of evil alignment, it adds a +2 bonus to all Concentration checks. 200 gp.

Bone: A holy symbol made from bone is especially effective when used in conjunction with healing. When brandished during the casting of a *cure* spell, the cleric can re-roll any single die but must take the new result, even if it is lower. 300 gp.

Celestial Animal Bone: A holy symbol created from the bones of a celestial creature is especially effective when used to summon creatures. When presented in conjunction with a *summon monster* spell, a celestial animal bone holy symbol grants a +2 bonus to the summoned creature's Strength score but only when used to summon a celestial animal. 200 gp.

Cold Forged Iron: A holy symbol of cold forged iron is especially potent against spirits. When used in the

performance of an exorcism, it adds a +1 circumstance bonus to Knowledge (religion) checks made to banish a possessing spirit. 100 gp.

Fiendish Animal Bone: A holy symbol created from the bones of a fiendish creature is especially effective when used to summon creatures. When presented in conjunction with a *summon monster* spell, a fiendish animal bone holy symbol grants a +2 bonus to the summoned creature's Strength score but only when used to summon a fiendish animal. 200 gp.

Jade: A holy symbol made from jade is especially effective against undead. A cleric wielding a jade holy symbol adds a +1 bonus to all Charisma checks made during attempts to turn or rebuke undead. 100 gp.

Relic: Anointed in the blood of a saint, a relic holy symbol is a potent weapon in the war against outsiders. When brandished in conjunction with the casting of a spell, it adds a +1 bonus to caster level checks made to pierce spell resistance, but only when cast against outsiders. 500 gp.

Rosewood: Rosewood is a sacred material which can only be harvested in the groves of the celestial planes. When carried by a cleric of good alignment, it adds a +2 bonus to all Concentration checks. 200 gp.



THE DIVINE CHAMPION

Clerics are the foremost representatives of the gods on the mortal plane, their soothing and commanding voices, their stern and gentle hands, their children, their stewards, their shepherds and their champions. The relationship between cleric and patron god is so strong that the god even trusts the cleric with control over a portion of his divine essence; since divine spells are the literal life force of the gods, what act could be seen as more trusting, or more intimate?

Why is it then, that the unique relationship shared by a cleric and his god is mechanically identical to that shared by every other cleric and god? Spellcasting, turning undead, domain abilities. It is what all clerics do. This chapter aims to change that.

This chapter introduces new rules which will allow you to model the many diverse ways which a god might choose to empower his greatest, most devoted followers. It provides alternative mechanics which can replace the cleric class' turn undead ability and enhance the rules for using domains. Using these rules, you will be able to customise the special abilities of the cleric class in your campaign, making it so that the differing beliefs of the faiths of your campaign world are represented not just in a roleplaying sense but in a mechanical sense as well.

GREATER DOMAINS

No cleric, regardless of his piety or power, is capable of comprehending the entirety of his god's might, so each focuses instead on two facets of his patron's divine totality. Mechanically, this focus is represented by the cleric class' access to two domains, their spells and related powers.

As they grow in power, some clerics find themselves compelled, whether by divine inspiration, fate, the needs of their church, or their own needs, to immerse themselves more fully in only one aspect of their god's energies and to focus their own abilities towards mastery of that aspect. In doing so, these clerics lose access to one of their domains entirely, gaining instead a greater domain.

Greater domains expand upon and increase the power of the standard domains presented in *Core Rulebook I*. Any cleric with access to two domains can select a greater domain, but only once he achieves 8th level as a cleric and only by sacrificing one of his two standard domains. A cleric can only select a greater domain if he has the standard version of that domain. When sacrificing a domain, the cleric must give up access to the domain

which is not linked to the greater domain. So, for example, a cleric with the Strength and Destruction domains could, at 8th level, give up the Destruction domain to gain access to the Greater Strength domain (he could not give up the Strength domain to gain access to the greater Strength domain).

Each greater domain is made up of two parts, just as standard domains are. Each contains a greater domain power, which is based on the theme of the domain, and a new list of domain spells. The granted power of a greater domain power is either a more powerful version of the standard domain's power, or a new ability which builds on the theme of the domain and meshes with the standard domain's granted ability. In either case they do not supercede the standard domain's power; this remains for the character to use as usual.

Likewise, the new domain spells do not replace the standard spells. Instead, they are new bonus spells which can be selected in lieu of the standard domain's when preparing spells for the day. In all cases, the new spells gained from the greater domain are no more powerful than those of the standard domain, merely different.

Greater Air Domain

The Greater Air domain is for those clerics who embody the raging tornado and whose souls dance to the breath of the world.

Granted Powers: Swirling wind surrounds you at all times. You gain a +2 circumstance bonus to saving throws versus gaseous attacks, such as *stinking cloud*, and a +2 deflection bonus to Armour Class against ranged attacks from arrows, bolts, sling stones and the like. Once a day, for a number of rounds equal to your cleric level, you can cause the winds to surge to hurricane strength, increasing your circumstance bonus to saves and Armour Class by an amount equal to your Wisdom bonus.

Greater Air Domain Spells

- 1st *feather fall*
- 2nd *gust of wind*
- 3rd *whispering wind*
- 4th *fly*
- 5th *solid fog*
- 6th *wind walk*
- 7th *acid fog*
- 8th *reverse gravity*
- 9th *storm of vengeance*



Greater Animal Domain

The Greater Animal domain is for those clerics who long to run with the wolves and to soar with the eagles. It is the midnight howl, it is the fury of fang and claw. It is instinct and primal grace.

Granted Powers: You can *speak with animals* at will, gain low-light vision to range of 60 feet (or increase it by 60 feet) and the scent ability

Greater Domain Spells

- 1st *summon nature's ally I*
- 2nd *summon nature's ally II*
- 3rd *summon nature's ally III*
- 4th *dominate animal*
- 5th *summon nature's ally V*
- 6th *summon nature's ally VI*
- 7th *summon nature's ally VII*
- 8th *animal shapes*
- 9th *summon nature's ally IX*

Greater Chaos Domain

Madness, uncertainty, the splintered rainbow of possibility. For those whose souls cry freedom, there is the Greater Domain of chaos.

Granted Powers: You gain a +1 sacred or profane bonus to all saving throws against the spells and spell-like abilities of lawful beings. Once a day, you can smite lawful beings, gaining a bonus to your attack roll equal to your Wisdom modifier and a bonus to damage equal to your cleric level.

Greater Domain Spells

- 1st *entropic shield*
- 2nd *align weapon* (chaotic only)
- 3rd *confusion*
- 4th *rainbow pattern*
- 5th *feeble mind*
- 6th *eyebite*
- 7th *insanity*
- 8th *irresistible dance*
- 9th *disjunction*

Greater Death Domain

Death is not an ending but a beginning. The spirits of those who possess this greater domain sing with the whispered thoughts of those who have passed on. Grave-haunted and spectre-blessed, they preach the gospel of eternal life, in the paradise which waits beyond the prison of flesh.

Granted Powers: You can use *disrupt undead*, once a round as a free action, inflicting 1d6 + Wisdom modifier

damage each time. You gain a sacred or profane bonus to saves against death effects equal to your Wisdom modifier.

Greater Domain Spells

- 1st *hide from undead*
- 2nd *desecrate*
- 3rd *speak with dead*
- 4th *vampiric touch*
- 5th *raise dead*
- 6th *undeath to death*
- 7th *resurrection*
- 8th *control undead*
- 9th *power word kill*

Greater Destruction Domain

The crack of bone, broken glass, a splintered eggshell. Rock crumbles. Flesh begets rot, begets dust. Life exists so that it may be ended. For those who worship at the altar of entropy, there is the domain of Greater Destruction.

Granted Powers: You gain a +2 bonus to all caster level checks to pierce spell resistance and ignore 2 points of hardness or 2 points of damage reduction with all melee attacks.

Greater Domain Spells

- 1st *ray of enfeeblement*
- 2nd *inflict moderate wounds*
- 3rd *acid arrow*
- 4th *poison*
- 5th *feeblemind*
- 6th *sympathetic vibration*
- 7th *destruction*
- 8th *greater shout*
- 9th *storm of vengeance*

Greater Earth Domain

Earth and stone, mud and rock. Dirt is the world's flesh. Those who possess this greater domain are carved from earth and in their spirit is the pulsing rumble of the earthquake and the raging current of magma.

Granted Powers: Your body is hard and unyielding as stone. You gain a +2 natural Armour Class bonus and your body is hardened against critical hits and sneak attacks, as though you had 25% *fortification* (as per the special armour quality described in *Core Rulebook II*).

Greater Domain Spells

- 1st *detect secret doors*
- 2nd *shatter*
- 3rd *meld into stone*

- 4th *rusting grasp*
- 5th *transmute rock to mud*
- 6th *stone tell*
- 7th *move earth*
- 8th *repel metal or stone*
- 9th *imprisonment*

Greater Evil Domain

Evil is its own reward. It is not merely the opposite of good. It is a philosophy all its own and one of the foundations upon which all belief is based. Those who possess this greater domain are avatars of black will, the agents of one of the primary forces of the universe.

Granted Powers: You gain a +1 profane bonus to all saving throws against the spells or spell-like abilities of good beings. Once a day, you can smite good beings, gaining a bonus to your attack roll equal to your Wisdom modifier and a bonus to damage equal to your cleric level.

Greater Domain Spells

- 1st *detect good*
- 2nd *hideous laughter*
- 3rd *bestow curse*
- 4th *enervation*
- 5th *unhallow*
- 6th *forbiddance* (affects good only)
- 7th *summon monster VII* (evil outsiders only)
- 8th *planar ally*
- 9th *gate* (calls evil beings only)

Greater Fire Domain

Fire. It is the soul of creation. It is the inspiration of the artist. It is the ambition of the warlord. It is the dragon who rages at the heart of the world.

Granted Powers: Your body is hot to the touch at all times and small flames flicker and pop like snapdragons in your hair and across your skin. You gain resistance to cold and fire equal to your cleric level. Any being who attacks you with an unarmed attack, or who attempts to initiate a grapple with you, suffers 2 point of fire damage each round.

Greater Domain Spells

- 1st *faerie fire*
- 2nd *flame blade*
- 3rd *flaming sphere*
- 4th *fireball*
- 5th *flame strike*
- 6th *summon monster VI* (large fire elemental only)
- 7th *delayed blast fireball*

- 8th *summon monster VIII* (greater fire elemental only)
- 9th *meteor storm*

Greater Good Domain

Good does not defy description. It is not unknown and unknowable. It is the helping hand. It is the kind word. It is the sword that stands defiant in the void of night and it is embodied by those who possess this greater domain.

Granted Powers: You gain a +1 sacred bonus to all saving throws against the spells or spell-like abilities of evil beings. Once a day, you can smite evil beings, gaining a bonus to your attack roll equal to your Wisdom modifier and a bonus to damage equal to your cleric level.

Greater Domain Spells

- 1st *detect evil*
- 2nd *align weapon* (good only)
- 3rd *remove curse*
- 4th *discern lies*
- 5th *hallow*
- 6th *planar ally* (good only)
- 7th *summon monster VII* (good outsiders only)
- 8th *planar ally*
- 9th *gate* (calls good beings only)



Greater Healing Domain

Those who possess the greater domain of Healing are mercy given flesh. They are living symbols of divine grace and of the purity of selfless caring.

Granted Powers: The +1 hit point per caster level limit of all *cure* spells is raised by 1 + your Wisdom modifier. So, for example, a cleric with a Wisdom of 18 could, when casting a *cure light wounds* spell, heal a maximum of 1d8+10 hit points, rather than 1d8+5. In addition, no Conjunction (Healing) spells require any material components for the caster and any XP costs for such spells are halved.

Greater Domain Spells

1 st	<i>goodberry</i>
2 nd	<i>lesser restoration</i>
3 rd	<i>remove disease</i>
4 th	<i>restoration</i>
5 th	<i>raise dead</i>
6 th	<i>heroes' feast</i>
7 th	<i>mass cure serious wounds</i>
8 th	<i>greater spell immunity</i>
9 th	<i>true resurrection</i>



Greater Knowledge Domain

The universe whispers its secrets to any who are willing to hear. The keepers of this greater domain are the custodians of truth, the librarians of the cosmos and they carry within them all the truths of mortal existence.

Granted Powers: You may use your Wisdom modifier instead of your Intelligence modifier for all Intelligence-based skills. In addition, the character casts all divination spells at +1 caster level (this stacks with that from the standard Knowledge domain granted power).

Greater Domain Spells

1 st	<i>comprehend languages</i>
2 nd	<i>owl's wisdom</i>
3 rd	<i>tongues</i>
4 th	<i>locate creature</i>
5 th	<i>commune</i>
6 th	<i>mass owl's wisdom</i>
7 th	<i>greater arcane sight</i>
8 th	<i>moment of prescience</i>
9 th	<i>greater prying eyes</i>

Greater Law Domain

Immutable. Unbreakable. The hammer of law is one of the four great pillars which support the vault of heavens. Many believe law to be cold and without compassion but this is not true. Those who possess this greater domain burn with a passion to preserve the natural order, to gift everyone with the freedom that only unchanging predictability brings.

Granted Powers: You gain a +1 sacred or profane bonus to all saving throws against the spells or spell-like abilities of chaotic beings. Once a day, you can smite chaotic beings, gaining a bonus to hit equal to your Wisdom modifier and a bonus to damage equal to your cleric level.

Greater Domain Spells

1 st	<i>detect chaos</i>
2 nd	<i>align weapon</i> (lawful only)
3 rd	<i>suggestion</i>
4 th	<i>discern lies</i>
5 th	<i>greater command</i>
6 th	<i>planar ally</i>
7 th	<i>mass suggestion</i>
8 th	<i>demand</i>
9 th	<i>dominate monster</i>

Greater Luck Domain

Good fortune. The roll of the dice. The turn of the card. Life is a game to be played, enlightenment a prize to be won. Fortune favours the fool, they say, but that is not

the truth of it. Fortune favours the bold and none are so bold as those who possess this greater domain.

Granted Powers: The power of your luck increases. Once per day per point of Wisdom bonus (minimum twice), you can reroll any one roll you have just made before the Games Master declares whether the result is a success or a failure. You must take the result of the reroll. No single roll may be re-rolled more than once. Unlike most greater domain powers, this does supercede the standard Luck domain's granted power.

Greater Domain Spells

1 st	<i>bless</i>
2 nd	<i>augury</i>
3 rd	<i>bestow curse</i>
4 th	<i>heroism</i>
5 th	<i>spell resistance</i>
6 th	<i>greater heroism</i>
7 th	<i>insanity</i>
8 th	<i>greater spell immunity</i>
9 th	<i>foresight</i>

Greater Magic Domain

Before there was reality, there was magic. Before there were gods, magic existed. When all else is gone, magic will remain, a boundless sea whose eldritch tides will carry the last echoing memories of all that was and all that ever will be.

Granted Powers: You can use the *identify* spell once a day as a spell-like ability which requires no components. You may add your Wisdom modifier, rather than your Intelligence modifier, to Knowledge (arcana) and Spellcraft skill checks.

Greater Domain Spells

1 st	<i>magic weapon</i>
2 nd	<i>arcane lock</i>
3 rd	<i>magic vestment</i>
4 th	<i>spell immunity</i>
5 th	<i>mnemonic enhancer</i>
6 th	<i>greater dispel magic</i>
7 th	<i>greater arcane sight</i>
8 th	<i>greater spell immunity</i>
9 th	<i>prismatic sphere</i>

Greater Plant Domain

The Green is alive. Every bloom has a voice, every leaf a spirit. The trees are ancient souls, philosophers and kings of the soil, the grass, the earth and sky. Those who possess this greater domain are kin to wood woses and dryads; they are the gardeners and the farmers and keepers of the Green.

Granted Powers: You no longer leave a trail in natural surroundings and cannot be tracked unless you choose to allow yourself to be. You also gain access to Survival as a class skill.

Greater Domain Spells

1 st	<i>goodberry</i>
2 nd	<i>warp wood</i>
3 rd	<i>speak with plants</i>
4 th	<i>blight</i>
5 th	<i>commune with nature</i>
6 th	<i>transport via plants</i>
7 th	<i>transmute metal to wood</i>
8 th	<i>changestaff</i>
9 th	<i>shambler</i> (automatically summons 6 shambling mounds)

Greater Protection Domain

Those who possess this greater domain are the shepherds of mortal life, the mothers and the guardians of the living spirit of humanity. They are the warm hearth which turns away the cold, the thick walls that separate predator from prey and the shield which turns the headman's axe.

Granted Powers: You gain a +2 sacred or profane bonus to Armour Class, a bonus which extends to all allies within a 5 foot radius of you. Once a day, for a number of rounds equal to your cleric level, you can increase this Armour Class bonus by a number equal to your Wisdom modifier.

Greater Domain Spells

1 st	<i>shield of faith</i>
2 nd	<i>lesser restoration</i>
3 rd	<i>magic vestment</i>
4 th	<i>death ward</i>
5 th	<i>private sanctum</i>
6 th	<i>antilife shell</i>
7 th	<i>refuge</i>
8 th	<i>prismatic wall</i>
9 th	<i>foresight</i>

Greater Strength Domain

Strength is more than just muscle. It is the unbreakable spirit. It is the iron heart. It is the farmer whose toil feeds the world. It is the hero who stands undaunted in the face of absolute destruction. Those who possess this greater domain are living symbols of the power of mortal will, demonstrating their faith through the performance of great feats of power and strength.

Granted Powers: Your Strength score is permanently increased by +2 and you gain immunity to spells,



Lisbeth stripped off her armour as quickly as she could, cursing and fumbling at the buckles on her breastplate. They would not give. The boulders settled against each other with a groan and the miner screamed, his face contorted.

'Hurry, Lisbeth,' Malvek pleaded, his back bent as he struggled to support the pillar. 'I cannot hold much longer.'

'I am coming, Malvek. Have faith, I beg you.' Lisbeth pulled at the buckles again. Nothing. With a shout, she gripped the edges of her breastplate with both hands and twisted. The metal sliced into the soft flesh of her palms but the leather gave way at last, with a sound like flesh tearing. She breathed deeply and flexed. Room enough to move at last.

'Lisbeth! The pillar is giving way! We must get it back.'

Lisbeth rushed to Malvek's side, braced her hands against the pillar and pushed. Nothing.

The pillar came loose fully with a sound like breaking bone. It collapsed down in a rush and Lisbeth felt splinters tearing her flesh. A boulder tumbled down from the ceiling and splinted Malvek's shoulder; he fell with a quiet groan, as blood and bits of bone spattered on Lisbeth's face.

The entire ceiling dropped, a single immense piece, big as a house. Lisbeth closed her eyes and called out silently to the Forge Father. The holy power flowed up from her centre and into her arms and she surged. The pillar rose, slammed against the ceiling and held. Lisbeth braced her feet and pushed harder. Her muscles swelled, ever bigger, until the sleeves of her shirt split at the seams.

The ceiling began to rise.

spell-like effects, poisons and diseases (magical and non-magical) which temporarily or permanently drain Strength.

Greater Domain Spells

- 1st *jump*
- 2nd *bear's endurance*
- 3rd *rage*
- 4th *mass enlarge person*
- 5th *waves of fatigue*
- 6th *mass bull's strength*
- 7th *symbol of weakness*
- 8th *iron body*
- 9th *Quickened mass bull's strength* (spell gains the benefit of this feat even if the cleric does not possess it)

Greater Sun Domain

The sun is the embodiment of life, the burning symbol of hope and the light of infinity. So too are those who possess this greater domain.

Granted Powers: You can cast *flare* at will, once per round as a free action. You gain darkvision to a range of 60 feet (or existing darkvision is increased by the

same amount). You may never be dazzled by any spell or effect

Greater Domain Spells

- 1st *faerie fire*
- 2nd *flaming sphere*
- 3rd *daylight*
- 4th *greater invisibility*
- 5th *wall of fire*
- 6th *undead to death*
- 7th *firestorm*
- 8th *scintillating pattern*
- 9th *elemental swarm* (fire only)

Greater Travel Domain

Those who possess this greater domain embody the restless spirit of adventure. They are the voyagers, forever questing beyond the horizon. They are the builders of roads and the explorers, bringing faith to the far flung corners of the world.

Granted Powers: You add an additional 10 feet to your normal movement rate. Once a day, for a number of rounds equal to your cleric level, you can increase your movement rate by 10 feet x your Wisdom modifier.

Greater Domain Spells

- 1st *jump*
- 2nd *spider climb*
- 3rd *expeditious return*
- 4th *air walk*
- 5th *tree stride*
- 6th *wind walk*
- 7th *ethereal jaunt*
- 8th *reverse gravity*
- 9th *gate*

Greater Trickery Domain

The trickster embodies the fickle whimsies of time and nature and the gods. Those with this greater domain teach wisdom through shameful lessons and seemingly foolish games. They humble the proud and raise the frayed spirits of those who toil, thankless, in the fields. They are joy and trepidation and boundless change.

Granted Powers: You add your Wisdom modifier as a sacred or profane modifier to all Bluff, Disguise and Hide skill checks. You gain a +2 sacred bonus to all saving throws against spells of the enchantment and illusion schools and all mind-affecting spells and spell-like effects.

Greater Domain Spells

- 1st *ventriloquism*
- 2nd *eagle's splendour*
- 3rd *hideous laughter*
- 4th *glibness*
- 5th *feblemind*



- 6th *animate objects*
- 7th *project image*
- 8th *symbol of insanity*
- 9th *shape change*

Greater War Domain

The pallid smoke of an army's bonfires, the rolling storm of drums, the thunder of hooves and the screams of dying men. The priests of war are the bringers of destruction, the lords of death and valour. Their vigilance keeps nations strong and culls the weak from the annals of history. Those who possess this greater domain teach of the honour in the killing blow, of raising sword and banner in the name of glory.

Granted Powers: You gain the Weapon Specialisation feat with your deity's favoured weapon for free. You also gain a +2 sacred bonus to resist all attempts to disarm you of your deity's favoured weapon.

Greater Domain Spells

- 1st *shield of faith*
- 2nd *aid*
- 3rd *prayer*
- 4th *greater magic weapon*
- 5th *righteous might*
- 6th *hero's feast*
- 7th *mage's sword*
- 8th *iron body*
- 9th *implosion*

Greater Water Domain

Rivers. Rain. Salt, surf and current. Deep pools and churning streams. The priest of water is change and stillness, ice and hot desert rain.

Granted Powers: Your body is cool to the touch and slightly malleable and your skin and eyes are the colour of sea foam and turquoise currents. You gain resistance to cold and fire equal to your cleric level and damage reduction 5/- against bludgeoning attacks.

Greater Domain Spells

- 1st *bless water or curse water* (alignment dependant)
- 2nd *warp wood*
- 3rd *water walk*
- 4th *rusting grasp*
- 5th *transmute rock to mud*
- 6th *freezing sphere*
- 7th *control weather*
- 8th *polar ray*
- 9th *storm of vengeance*



DIVINE POWERS

Not all gods are concerned with the banishment, destruction or control of undead. While most gods, and their churches, agree that the living dead are an abomination, most hold no special hatred for them, or at least no more hatred for them than they reserve for demons, devils and mortal enemies of the church.

With that in mind, the following divine powers are intended as optional replacements for the cleric class' turn undead ability. The following list is organised by domain, or by linked group of domains, and each grouping has one or more divine powers associated with it. A cleric character with the appropriate domain can select any one of the associated alternative divine powers. At the Games Master's discretion, a cleric's Player may choose to replace the turn undead ability with the appropriate alternative; or, if the Games Master so chooses, he can rule that all clerics of the faith use the alternative ability. A cleric can only have one alternative divine power, even if he has two domains which each offer an alternative. Once chosen, the alternative ability cannot be changed.

Divine Power Checks

Divine powers are supernatural abilities that the cleric can perform as a standard action. They do not provoke attacks of opportunity. In order to use a divine power, the cleric must present his holy symbol. Divine powers are considered to be attacks, unless noted otherwise.

Times Per Day: A cleric may use a divine power a number of times per day equal to 3 + Charisma modifier. He can increase this number by selecting the Extra Turning feat, exactly as he would modify his normal turn undead ability.

Range: Most divine powers are touch or personal only. Those divine powers with a different range will have it noted in the text.

Divine Power Check: Unlike turning, most alternative divine powers do not require a check to determine success. If they do, then it is a Charisma check as normal (1d20 + Charisma modifier).

Damage: Any damage inflicted by the divine power is noted in the text.

Duration: The duration of divine powers varies from ability to ability. It will always be noted in the text.

Air, Earth, Fire and Water

Domains

The power of the elements flow through the bodies and spirits of the elemental clerics and they can channel it for destructive purposes.

Elemental Pulse: You can focus your faith into your weapons or your unarmed attacks. Each time you activate this ability, your weapon is charged for three rounds with the form of energy allied with your elemental domain (electricity for air, acid for earth, fire for fire and cold for water). With each successful attack, you inflict an amount of extra elemental damage equal to your Wisdom bonus. This damage stacks with that gained from spells, or from magic enhancements such as *flaming burst* and is multiplied as normal on a successful critical hit. If used with an unarmed attack, you do not provoke an attack of opportunity, exactly as though you were using a touch attack spell.

Elemental Shield: By focusing your will and activating a divine power use for the day, you cause your spiritual aura to pour out as a radiant shield around you. This shield, which extends in 5 feet + 5 feet per point of Wisdom bonus radius around you, provides resistance equal to your cleric level against attacks which involve the energy type associated with your elemental domain (electricity for air, acid for earth, fire for fire and cold for water). This resistance lasts for a number of rounds equal to your Wisdom bonus.

Animal Domain

The instinctual ferocity of the animal is in the heart and soul of the animal cleric and he can channel his faith to strengthen his bond with the beast.

Animal Grace: You can focus your faith into your own body, allowing you to take on the grace and speed of animals for a brief time. You gain a +1 dodge bonus to Armour Class, a +1 sacred or profane bonus to Reflex saves and a +10 feet per round bonus to movement. The bonus lasts for a number of rounds equal to your Wisdom modifier.

Killing Claws: By focusing your will and activating this divine power, you gain the feral power of the predator. You benefit from a +1 dodge bonus to Armour Class, gain the scent ability (or a +4 sacred or profane bonus to all Survival and Search checks for the purposes of tracking by scent, if you already possess the scent ability) and sprout razor claws, which inflict 1d6 points of slashing damage with a successful attack. You do not provoke attacks of opportunity when attacking with your claws and threaten the areas around you as normal.

Why Alternative Abilities?

Domains do a good job of highlighting, in a mechanical sense, the difference between the diverse faiths in a fantasy campaign. For many people, however, they are not quite enough. The alternative abilities presented here add another layer of differentiation to the different faiths of a campaign world, adding another facet of believability and mechanical consistency.

In many cases, you may have to retroactively apply these alternative abilities, since not every group will have the luxury of simply starting a new campaign to incorporate these rules. For the most part, this should be relatively easy to do, as the turn undead ability is useful to the cleric, but is not generally the focus of the character in the campaign. Should it prove difficult to just retroactively change the class ability, you might rule that the current cleric is one of the rare exceptions who is charged by his god to destroy unlife. Or you might rule that the appearance of the alternative ability is a recent thing, perhaps using it as the basis for a faith-themed adventure.

Dangerous Undead

If you allow cleric characters to select these new alternative divine powers in lieu of the ability to turn undead, you will have to carefully monitor your use of the living dead in your campaign. In a standard game, the cleric's turn ability is a trump card which can even the playing field against literally armies of skeletons, zombies and ghouls. Without the ability to instantly emasculate or destroy weak undead by the dozens, adventurers will have to be much more careful in their confrontations with the undead. This is especially true at lower levels. It is recommended that the Games Master consider carefully before unleashing a dozen skeletons on a party of 2nd level characters, lest the campaign end far more abruptly than you wished.

Multiclass Variants

Several of the multiclass variants presented in the Multiclass cleric chapter build on, or replace, the turn undead class ability. In all cases, consider the alternative abilities presented here to be equivalent to the turn undead ability for the purposes of replacement with multiclass variants.

Killing claws lasts for a number of rounds equal to your Wisdom modifier.

Chaos and Law Domains

Chaos and law clerics are possessed of the spirits of one of the four moral pillars of creation. Their powers embody their core beliefs.

Righteous Fury: By activating this divine power, you charge your weapon with either pure chaos or untainted law, as appropriate for your alignment. For two rounds, your weapon takes on the either the *anarchic* or *axiomatic* property, meaning it gains either the chaotic or lawful property and inflicts an additional 2d6 points of damage to either lawful or chaotic beings, respectively. This bonus applies only when you use your deity's favoured weapon.

Mighty Pillar: By activating this divine power, you polarise your beliefs in direct opposition to those which are anathema to you. You gain a sacred or profane bonus equal to your Wisdom bonus to all saving throws against spells or spell-like effects used by lawful beings (if you have the chaos domain), or chaotic beings (if you possess the law domain). The power of your faith is such

that it radiates around you; any ally with a 5 feet + 5 feet per point of Charisma modifier radius of you gains half of this bonus (rounding down) to their saves as well. The effects of mighty pillar last for two rounds.

Death Domain

The endless meditation and peace of death is embodied in the cleric who has these divine powers, as is the restless, killing hunger of the undead.

Turn Undead: The default divine power of clerics with the death domain is turn undead, exactly as it is described in *Core Rulebook I*.

Destruction Domain

Clerics of the gods of destruction hunger to return the universe to its component elements. They are the custodians of reality, performing a vital, if unappreciated service.

Hasten Destruction: By activating your divine power, you add a sacred or profane bonus equal to your Wisdom modifier to your melee attack damage rolls for the purposes of overcoming hardness or damage reduction.



Custodians of Death's Door

Priests of the gods of death are the natural enemies or masters of the undead but the default mechanics of turn undead do not favour their faith above any other. If you as the Games Master wish to make clerics with the Death domain more effective at turning or rebuking undead, you might wish to introduce the following optional rule.

Mastery of Undeath: A cleric with the Death domain, and only clerics with the Death domain, substitute their Wisdom modifier for their Charisma modifier when determining turn uses per day, rolling turning checks and determining turning damage.

This divine power is active for two rounds and applies to all attacks made in the course of those rounds.

Destruction, Strength and War Domains

Ruin, bloodshed and mayhem. These are the spiritual children of the gods of destruction, strength and war and the tools of the clerics who serve them.

Hammer Stroke: By aligning your spirit with the essence of might and activating this divine power, you increase the killing potential of your attacks. For two rounds, the critical threat range of your weapon is increased by 2 and the critical multiplier increased by 1. This bonus applies only to attacks made with your deity's favoured weapon.

Evil and Good Domains

Like chaos and law, good and evil are the pillars of the universe, the foundation upon which all of creation blooms.

Sword of Darkness/Sword of Light: By activating this divine power, you charge your weapon with either pure evil or good, as appropriate for your alignment. For two rounds, your weapon takes on the either the *holy* or *unholy* property, meaning it inflicts an additional 2d6 points of damage to either evil or good beings, respectively. This bonus applies only when you use your deity's favoured weapon.

Righteous Pillar of Creation: By activating this divine power, you polarise your beliefs in direct opposition to those which are anathema to you. You gain a sacred or profane bonus equal to your Wisdom bonus to all saving throws against spells or spell-like effects used by good

beings (if you have the evil domain), or evil beings (if you possess the good domain). The power of your faith is such that it radiates around you; any ally within a 5 feet + 5 feet per point of Charisma modifier radius of you gains half of this bonus (rounding down) to their saves as well. The effects of righteous pillar of creation last for two rounds.

Healing Domain

Those with the healing domain are capable of performing miraculous feats of mercy and restoration.

Soothing Touch: By activating this divine power, you charge your cure spells with healing energy, above and beyond what any other mortal is capable of. This power is activated as a free action, in conjunction with the casting of a *cure* spell and adds a number of hit points equal to your Wisdom modifier to the amount healed. This ability stacks with the granted powers of the Healing and Greater Healing domains.

Healing and Protection Domains

The gods of healing and protection are not identical but they are much alike in mercy and in their desire to see all living beings enjoy the fullness of life. Their clerics, therefore, are empowered to impartially shepherd the health of all who cross their paths.

Mercy's Avatar: By aligning your spirit with healing energies and activating this divine power, you dampen the ability of mortals to injure and maim one another. All living beings within a radius of 5 feet + 5 feet per point of Charisma modifier of you gain damage reduction equal to your Wisdom modifier for two rounds. This damage reduction is not bypassed by any property.

Knowledge Domain

Knowledge is the foundation of civilisation. The clerics of the gods of knowledge care only for the preservation and distribution of knowledge, the better to support the growth of civilised thought.

Librarian of Spirit: This ability is activated concurrently with a Knowledge check of any sort. When activated, you add your Wisdom modifier as a sacred or profane bonus to the check. This divine ability stacks with the benefits of the Greater Knowledge domain ability.

No Secrets: By activating this divine power, you enhance the power of your divination spells. This divine power is used concurrently, as a free action, with the casting of a divination spell and increases its effective caster level by 1 + one half your Wisdom modifier.

Luck Domain

The lords of luck smile upon their clerics and thus, the priests of the luck gods are capable of feats of reckless daring which would surely kill those who do not enjoy fortune's favour.

Lucky Charm: By activating this special ability, you become a lucky charm of sorts, boosting the competence of your allies through good fortune. For two rounds all allies within a 5 feet + 5 feet per point of Charisma bonus radius of you gain +2 luck bonus to all attack rolls, skill checks and saving throws.

Fortune Favours the Fool: With the activation of the divine power, as a free action concurrent with a skill check or attack roll, you throw caution to the wind and allow your fate to be determined by the whims of chance. After the skill check or attack roll is made but before success is determined, roll a d6 – you gain a luck bonus to the roll equal to your Charisma score. If a 6 is rolled, you suffer a –6 luck penalty to the roll.

Magic Domain

The gods of magic take their duties as the custodians of the living force of creation very seriously. So too do their clerics.

All Spells Are As One: By readying an action to counterspell and activating this divine power as a free action, you attune your spells to the tapestry of all magic, giving you great ability to destroy other spells. You can then counterspell the target's divine or arcane spell with any spell of the same level, with a +4 sacred bonus to the required Spellcraft check.

Unstoppable Force: By activating this divine power as a free action concurrent with the casting of a divine spell, you greatly enhance the power of your enchantment. You gain a +2 sacred or profane bonus to caster level checks to pierce spell resistance, or increase the save DC of the spell by +1, as you choose, decided at the moment of casting.

Plant Domain

The cool green energy of the living world blooms in the soul of the nature cleric, making him kin to the rose and to the treant alike.

Budding Flesh: By activating this divine power, you link your spirit to that of the Green, greatly enhancing your recuperative abilities. For a number of rounds equal to your Wisdom bonus, you gain a regeneration (fire) equal to 1 + your Charisma modifier.

The Bending Reed: For one minute (10 rounds) after activating this divine power, your body becomes like that of the swaying reed, bending with the wind and thereby weathering the storm. You are rendered immune to critical hits (and to sneak attack damage) and gain damage reduction 2/–.

Protection Domain

The clerics of the gods of mercy, the hearth and warding most often possess the protection domain. They are shepherds of mortal flesh and spirit.

Bastion of Faith: For two rounds after activating this ability, your spirit becomes like unto a mighty fortress. You and all allies within a 5 feet + 5 feet per point of Charisma bonus radius of you benefit from a sacred or profane bonus to Armour Class equal to your Wisdom modifier.

Strength Domain

Clerics who possess the divine power are titans of raw might, capable of astounding feats of athletic prowess.



Bolster Power: Your boundless faith awakens the physical prowess of your allies. When you activate the divine power, all allies within a 5 feet + 5 feet per point of your Charisma modifier radius of you gain a sacred or profane bonus to their Strength scores equal to one half your Wisdom bonus (rounded down). This bonus lasts for two rounds.

Sun Domain

Clerics who possess these divine powers carry within their soul a flare of sunlight, a bit of bright eternity which warms them through their darkest hours.

Flare of Righteous Glory: With the activation of this divine power, your aura shines with the glory of the morning sun. For a number of rounds equal to your Wisdom bonus, you may add double your Charisma modifier (or +2, whichever is higher) to all Charisma based skill checks, rather than just your normal Charisma modifier.

Turn Undead: Along with the gods of death, the divinities of the light and the sun are the most concerned with the destruction of the undead. Turn undead is also a standard ability for priests with the sun domain.

Travel Domain

Clerics who have this divine power embody the restless need to journey and inspire those around them to explore the mysteries of mortal existence.

The Easy Path: When you activate the divine power, all allies within a 5 feet + 5 feet per point of your Charisma modifier radius of you gain a 10 feet per round increase to their movement rate. This bonus lasts a number of rounds equal to your Wisdom modifier.

Tireless Voyager: When you activate this divine power, you and your allies are heartened to resist the rigours of travel. For one day, you and a number of allies equal to 1 + your Charisma bonus move at highway speeds, regardless of the difficulty of the terrain you are moving through (see *Core Rulebook I* for details of overland movement).

Trickery Domain

Clerics with the divine powers of trickery embody the capricious nature of existence. Their souls are a rainbow of colours and there is laughter, sometimes cruel, sometimes kind, in their spirits.

Cruel Lessons: When you activate this divine power, you confound your enemy's best efforts, showing them that no matter how hard they strive, they cannot defeat

what they cannot understand. Choose one target within 60 feet – you and he make opposed Charisma checks; you gain a bonus to this check equal to your Wisdom modifier. Should he fail, he suffers a sacred or profane penalty to attack rolls and skill checks equal to your Charisma modifier, for a number of rounds equal to your Wisdom modifier.

Untouchable Trickster: When you activate this divine power, you are suffused with capricious divine energy that renders you slippery as an eel. For two rounds, you gain a sacred or profane bonus to your Armour Class equal to 1 + your Charisma modifier.

War Domain

Clerics with the divine powers of the war gods are shining examples of valour and symbols of the darkest, most violent urges of the cosmos.

Unbreakable Warrior's Spirit: When you activate this divine power, you radiate an indomitable aura of resolute courage. All allies within a 5 feet + 5 feet per point of Charisma bonus radius of you are rendered immune to fear and gain a +1 morale bonus to all saving throws. This bonus lasts a number of rounds equal to 1 + your Charisma modifier.



TRICKS OF THE TRADE

A cleric is more than the sum of his magic and his ability to turn undead to dust with the brandishing of his holy symbol. A cleric is a warrior, a healer, a teacher and above all a servant of his god. To succeed at all his myriad duties, the cleric must be knowledgeable in all manner of skills and specialised techniques.

This chapter introduces new rules which represent many of the cleric's unique duties and interests. Within, you will find new uses for existing skills, a new method of using saintly remains to empower objects of divine power and rules for that most dangerous of holy duties, the exorcism of dangerous otherworldly spirits.

DIPLOMACY

Normally, one uses Diplomacy to influence the king, to bend the ear of influential merchant princes and to barter freedom from bandits. A successful Diplomacy check can basically change the attitudes of others in respect to yourself and occasionally others. Detailed below is a new application of the Diplomacy skill, created specifically with the cleric class in mind.

Conversion

One of the most important duties of the cleric is the induction of new members into the faith of their god. Since in a standard d20 fantasy campaign, the power of each god is directly related to the number of worshippers he claims, the best way for a cleric to advance through the hierarchy of his church and, more importantly, prove his devotion to his god's cause, is to convert as many non-believers as he can. There are many ways to do this, of course; by fire and sword, through bribery with promises of eternal riches are popular choices, even with good aligned churches, but nothing works quite so well as preaching of the glory, satisfaction and reward to be found in the devotion to something larger than yourself.

When to Ignore the Dice

Under no circumstance can a conversion be forced upon a Player's character by means of a Diplomacy check, no matter how high the result. As always, only the Player has the right to decide what his character will or will not choose to believe in.

In order to attempt a conversion, the cleric must have three things; an audience, a relatively quiet location in which to preach and at least an hour's time. This last requirement can be mitigated somewhat by outside, extraordinary circumstance, such as when a cleric attempts to convert the peasant levy after saving them from a demon in battle, or when he attempts to sway a king to his faith after resurrecting the queen from the dead.

If the cleric meets all the above circumstances, he can attempt the conversion. To do so, he must preach the doctrine of his faith to the audience for at least one interrupted hour; should he choose, he can dedicate more time to the conversion, with every additional hour adding a cumulative +1 bonus to the eventual Diplomacy check (to a maximum bonus equal to his cleric level). Additional hours of dedicated preaching need not be performed concurrently, meaning the cleric can spend days or even weeks paving the way for the final conversion check.

Once the cleric feels the time is right, he then attempts a Diplomacy check. In order for the check to succeed, the cleric must change the target's attitude to Helpful, meaning the base DC of the check varies by the target's initial attitude. If the target, or anyone within the group of targets, has 5 or more ranks in the Sense Motive skill, then the DC is increased by another 5. Also, if the cleric has tried and failed to convert the target (or anyone in the group) in the past, the DC is increased by a further 2. If the cleric's Diplomacy check succeeds, then he has converted his audience to his faith.

- ✦ *Multiple Converts:* It is definitely possible for a cleric to convert more than one person at a time. In fact, the most charismatic priests can sway throngs of people to their beliefs with an impassioned sermon. It is, however, considerably more difficult to convert a mass audience; since the cleric does not have time to really bond with any one member of the audience, he cannot establish a personal rapport. For every 10 people, or portion thereof, in the audience, the DC of the check is increased by 2.

Hitting the target DC when converting more than one person means 25% of the crowd (rounding down) is converted. For every 5 points by which the check succeeds, another 25% of the crowd is converted.



Results

New converts to a church now claim the cleric's god as their primary faith. This does not mean that they worship the cleric's god exclusively; in polytheistic faiths, most worshipers pay at least lip service to all gods. It does mean, however, that the new convert will by default be Helpful to the cleric who converted him, friendly to any other cleric or priest of his new faith and indifferent to all others who openly practice the faith. Of course, extenuating circumstances and the behaviour of the cleric can cause the convert's attitude to change for the worse, as normal.

Example: A cleric with a total Diplomacy skill bonus of +18 is attempting to convert a minor prince to his cause. The prince is Indifferent to the cleric and his faith, so the base DC of the check is 30. The prince is a savvy, world man, however, with 10 ranks in the Sense Motive skill, so the base DC is raised to 35. The cleric rolls a d20, resulting in a solid 15, for a total result of 33. That total falls short of the DC of 35, so the prince remains unmoved.

Building Up to Conversion

Normally, it is a good idea for a priest to build up towards a conversion, by first priming his audience. The best

way to do this is with public preaching, perhaps from the pulpit of his church, or in a public speaking hall, or even in the town square on market day. In doing so, and with a successful Diplomacy check, he can slowly sway the crowd's attitude so it is more friendly to him and thus, more receptive to the ideas of his faith. A cleric can not attempt to convert a crowd on the same day in which he has swayed their attitude through Diplomacy.

Special: A cleric with 5 or more ranks in Perform (orate) gains a +2 circumstance bonus to all attempts to use Diplomacy to sway a crowd towards conversion.

Example: The cleric and the prince remain in contact and the cleric preaches of his gospel at every opportunity. Over time, and with a successful Diplomacy check, he manages to sway the prince's attitude to friendly. At last, he decides that it is time to attempt converting the prince again. Since the prince is now friendly towards him, the base DC of the check is now 20, with an additional +5 from the prince's 10 ranks in Sense Motive, and +2 because the cleric has failed to convert the prince in the past. The total DC is therefore 27. The cleric rolls a 10 on his check, for a total result of 28 – enough to beat the DC. The prince's attitude is now moved to Helpful and he is converted to the worship of the cleric's god.

Forced Conversion

A cleric can attempt to convert a being who is actively opposed to his church but it is very difficult to do so. The mere fact that the target is hostile to the cleric or the faith is not enough to qualify it as a being who must be forcibly converted. Clerics are quite used to dealing with those who angrily reject offers of salvation.

There are basically two conditions which qualify a target as one which must be forcibly converted; an alignment in direct opposition to the god's, or levels as a cleric in another church, a paladin sworn to a differing faith, or a druid. In either case, the base DC of the check determined as for a standard conversion, then modified as follows:

- ✦ If the target's alignment is opposed to the cleric's god on one axis (Good vs Evil, Chaos vs Law), then the base DC of the check is increased by +10. If the target's alignment is opposed on both axis, then the DC is increased by 20.
- ✦ If the being to be converted is a cleric, druid, or paladin, then in addition to the DC of the check being modified by the target's alignment (if applicable), the target's total levels in these classes is added to the DC.



With a successful check, the cleric succeeds at his forced conversion. The target's alignment is permanently altered so that it is compatible with the god's faith. If the converted being was a cleric, then the being's original god no longer grants him spells; if the new god chooses (and they usually do), then he can choose to provide the converted cleric's powers instead. See sidebar for details of how to handle druids and paladins.

Example: A powerful priest (10th level cleric) is attempting to convert a young acolyte (1st level cleric) of a rival faith. The cleric's god is lawful good, the acolyte is chaotic good and indifferent to the cleric's faith. The base DC of the check is therefore $30 + 10 + 1 = 41$. The cleric, who has a total Diplomacy modifier of +15, knows that there is no way he can convert the young acolyte without dedicating a good deal of time to the conversion. He therefore dedicates nearly half a day (11 hours) to a marathon preaching session, adding a +10 (1 hour base + 10 extra hours) to his Diplomacy check. At the end of the sermon, the cleric rolls his forced conversion check, with a result of 16. This gives him a total result of $15 + 10 + 16 = 41$, just enough to convert the acolyte.

Druids, Paladins and Their Faith

The relationship between a druid or a paladin and his god is a special one. For the most part, druids worship nature, not particular gods, and so they are far less likely to abandon their faith for another, particularly if the new faith is not directly concerned with the natural world. To reflect this, when forcibly converting a druid, add an additional circumstance modifier to the DC equal to the druid's Wisdom modifier. Also, the Games Master may well rule that the druid's love for nature is simply too strong to overcome and only those clerics who serve gods of nature can ever attempt to forcibly convert a druid.

Paladins, likewise, are handpicked servants of their gods and gods are notoriously loathe to give up their favoured servants. Add the paladin's Charisma modifier to the DC required to forcibly convert him. Also, the Games Master may well rule that a paladin can only be forcibly converted to the worship of another lawful good god, so that his powers remain intact.

KNOWLEDGE (RELIGION)

Knowledge (religion) represents the character's education in all matters related to faith, religious doctrine, holy symbols and other such matters of spiritual import. Knowledge (religion) is usually used to puzzle out the nature of obscure holy symbols, or to remember some ancient bit of church history. Detailed

below is a new application of the Knowledge (religion) skill, created specifically with the cleric class in mind.

Exorcism

Though most do not realise it, the mortal world is under constant spiritual assault from the immortal realms beyond. Servants of the gods, angels, demons, devils, saint spirits and the like, all seek to influence the course of mortal history, to ensure that their divine master's agendas are promoted and, occasionally, simply to work mischief of their own. The common man is helpless before the power of such beings and becomes little more than a slave to their whims, mind held helpless, trapped in the prison of his own flesh.

Fortunately, clerics and paladins, these holiest of holy men, are well equipped to deal with the ravaging hordes of the underworld and the meddlesome ranks of the celestial hosts. Their tool is exorcism and their weapon is their own willpower and indomitable faith.

Exorcism is the act of driving out evil or good spirits (more often the former than the latter) from people or places, using a combination of faith, willpower and especially prayer. Though actual divine powers are not required to exorcise a possessing spirit, proper training in spiritual matters is – a character or Non-Player Character without at least 5 ranks in Knowledge (religion) cannot attempt an exorcism.

How to Games Master Exorcism

The key to successfully using exorcism in your campaign is ramping up the tension. Exorcism is not just a life or death struggle; the stakes are much higher than that. Exorcism is a battle for the soul itself. If the exorcist cannot banish the malevolent (or much more rarely, benevolent spirit) then the victim's soul will be

Why Exorcism?

Quite simply put, because roleplaying out the spiritual battle between a man of faith and a malevolent being of spirit is interesting and fun. Popular fiction and popular culture have long been fascinated with the idea that there are otherworldly monsters who can and will seize control of innocent minds, the better to pursue their mysterious agendas.

Rules for Games Mastering the art and science of exorcism are something which has been missing from d20 fantasy gaming until this point and that is a glaring omission which needs to be addressed. Hence these rules.



dragged off screaming, to face an eternity of torment in a hellish afterlife. Though all Players (hopefully) realise that gaming is ultimately an exercise in cooperative storycrafting, the implications of what will happen if they fail should still resonate with them and lead them to consider the matter seriously.

When Games Mastering a session which features an exorcism, you must also pay careful attention to building atmosphere. Most exorcisms take place in relatively static locations, such as a bedchamber or a church hall, and they usually involve metaphysical rather than physical conflict. This means that good description and narration will be vital. Fortunately, you will not have to entirely rely on description, since most of the powerful extraplanar beings who will take the role of possessing spirit have supernatural abilities with which to assault the Player characters. Still, in any exorcism scene, the spiritual battle must take precedence.

Those Games Masters looking for inspiration on how to handle an exorcism scene can do no better than the film *The Exorcist*. Fearsome, grotesque and starring two of the most cinematically heroic holy men in popular culture, it is justifiably a classic.

Before the rules of exorcism can be implemented, the circumstances and rules of possession – how it works mechanically and who and what it can do – must be spelled out.

What is Possession?

Possession is the means by which beings of the lower and upper planes, as well as ghosts and other spectral undead can attempt to seize control of a mortal's body and spirit. A possessing being can influence and then ultimately gain control of its victim entirely, which almost always leads to the death of the victim – but not before he has been directed to perform a great deal of mischief, mayhem and murder.

Demons, devils, angels and the like are some of the most powerful and dangerous beings in creation, capable of snuffing mortal life with a shrug. Fortunately, most such beings have incredible difficulty crossing over from their own planes of existence to the mortal plane. Most can only do so by waiting for a hapless mortal to attempt to summon them, a situation which happens far more rarely than they would like. So, in order to take control of their own destinies, lower and upper planar beings have learned to push their consciousness through the veil between worlds, the better to tempt and torment mortals into summoning them forth, or, if nothing else, to ride their skins and have a spot of fun.

During possession, an extraplanar being does not have access to the majority of its abilities. Instead, it gains a few new minor abilities which allow it to influence the real world. In order for an extraplanar being to bring its full powers and body through to the mortal plane, it must control its victim long enough to guide it through the performance of a summoning ceremony. Thanks to both the diligence of holy men and the possessing being's own hunger to destroy, possessions rarely last enough for the summoning to come to pass; few beings from the lower planes truly mind that, so long as they can control their victim long enough to cause pain and suffering.

Who Gains the Power to Possess?

Angels, celestials, demons, devils and all other intelligent outsiders who directly serve gods of any sort have the possession ability. Other powerful extraplanar beings can have the possession ability if the Games Master so chooses. Many forms of intelligent, spectral undead have the possession ability as well, though beings like ghosts, who already have the malevolence ability or special attack, do not.

Possession (Su): There are two stages to possession; initial contact and full possession. All creatures who are to be given the ability to possess mortals follow these two steps. If a monster already has a listed power which allows it to possess a living creature, as the ghost does with its malevolence ability, then it uses those rules instead.

Initial Contact and Tainting – When a possessing creature's will first comes into contact with its victim, the victim must attempt a Will save. The DC of the save is equal to 10 + 1/2 the possessing creature's Hit Dice + the possessing creature's Charisma modifier.

- ✦ If the saving throw succeeds, then the victim hears phantom voices, is overcome with chills and perhaps feels a strong sense of foreboding but is otherwise unaffected. The would-be possessing spirit cannot attempt to possess the victim again for a full week.
- ✦ If the saving throw fails, then the victim's mind has been *tainted* by the possessing spirit. Each day, the possessing spirit can attempt to force the victim to perform some action of its desiring, typically something which would debase the victim or result in blasphemy of some sort; at this level of possession, the victim cannot be forced to do something which is immediately lethal to itself or to someone else but there is otherwise no restriction as to what the

possessing spirit can force its victim to do, subject to the limits of the victim's capabilities. The victim is allowed another Will save against the same DC; if the check succeeds then the victim has resisted the urge but if it succeeds, the victim succumbs and performs the act.

The initial contact and *tainting* of the victim lasts only for a relatively short time, with the exact duration determined by two factors; the comparative dominance of the possessing spirit over the victim's will and the raw power of the possessing spirit. The Required Time for Full Possession table is a guideline for the base time required for a possessing spirit to seize full possession of its victim.

Required Time for Full Possession

Hit Dice	Time
1-5	12 Months
6-12	12 Weeks
13-20	12 Days
21+	12 Hours

To determine exactly how long within the listed timeframe it takes for a possessing spirit to assume absolute control over its victim, subtract the victim's Charisma score from the possessing spirit's Charisma score. Then deduct this amount from the duration given in the Required Time for Full Possession table. So, for example, if a 13 Hit Dice demon with a Charisma of 19 was attempting to seize absolute control over a peasant with a Charisma of 9, it would do so in two days time. Likewise, if a 4 Hit Dice angel with a Charisma of 14 attempted to seize control over an orc warlord with a Charisma of 8, it would do so after six months had passed.

If the possessing spirit actually has a lower Charisma score than its victim, then it can quite possibly take longer to complete the full possession than the time listed in the Required Time for Full Possession table. For example, if a 22 Hit Dice devil with Charisma 12 tries to seize control over a king with a Charisma score of 20, then it will take 20 hours for full possession to take effect.

Full Possession – Once a possessing spirit seizes full control over its victim, it can do as it will with its new puppet. Full possession is functionally equivalent to a *magic jar* spell, save that no receptacle is needed, there is no time limit duration on the spell and the possessing spirit cannot leave its victim (unless invited to enter another being). It gains none of its supernatural powers but does gain access to a few minor supernatural abilities, which it can use at will as a standard action.

It can use *prestidigitation*, *mage hand*, *ghost sound*, *dancing lights* and *message at will*, can use *cause fear*, *charm person*, *unseen servant* and *major image* 3/day and *bull's strength*, *bear's endurance* and *cat's grace* 1/day. All these abilities can be used whether or not the possessed being can perform verbal or somatic actions, so they are cast as though both Silenced and Stilled.

Once a spirit has taken total possession of a victim, its essence is somewhat anchored to the mortal plane. It cannot be forced back to its own plane by means of *banishment*, *dismissal*, *dispel evil* or other, similar spells. Likewise, while an undead possessed victim can be forced to cower by means of *turn undead*, the possessing spirit is neither destroyed nor banished by that clerical ability. It is for this reason that exorcism is practiced, for it allows even non-divinely powered holy men to force demons and other extraplanar monsters to flee the mortal realm.

Conducting an Exorcism

In order to conduct an exorcism, there must be a presiding priest or other holy man of some sort. The priest must have access to his holy symbol and must either be absolutely conversant in the relevant texts of

Mind Control is not Possession

In a typical d20 fantasy campaign, there are many different ways through which monsters and men can seize control of a hapless victim's mind, among them *charm* spells, drugs, bardic music, the nymph's glance and *domination* spells. Though these magical effects have much in common with possession, they are not the same thing and cannot be dispelled or overcome through the use of exorcism.

Good Beings and Possession

In a typical d20 fantasy campaign, good and evil are absolute moral constructs. In such a world, it stands to reason that powerful good beings would use their abilities to seize control of evil creatures, in an effort to either reform them or force them to destroy themselves or other evil beings. It also stands to reason that evil priests would, in such a world, have the ability to exorcise such meddling good spirits.

The rules for good spirits possessing mortal beings and the rules for exorcising good beings are identical to the rules for exorcising evil spirits.



his faith or have them on his person. The exorcism must also be performed in a quiet place, relatively free of interruptions – save those created by the possessed victim, of course. Many exorcists also find it helpful to surround themselves and their victims with candles, with holy symbols sacred to their faith and with other such religious knick-knacks but that is a matter of taste and comfort, not an actual requirement.

A single priest is all that is required to perform an exorcism, but most choose to bring in both assistants who are conversant in religious matters and those who are conversant in decidedly more physical skills.

Finally, in order for an exorcism to be performed, the possessed victim must be present and must be bound or restrained in some fashion.

Once all the preparations have been made, the exorcism can begin. Once begun, it cannot be interrupted for longer than a few minutes, lest the efforts be wasted and the exorcism automatically fail. See below for further details of interrupting an exorcism.

At the beginning of the exorcism, the conducting priest must announce his intention to banish the possessing spirit and must formally declare that he is bringing the will of his god to bear against the spirit. Following that declaration and throughout the remainder of the

exorcism ceremony, he must hold onto or brandish his holy symbol and recite the exorcism litany of his church. He must do this for a minimum of eight full hours.

At the conclusion of each eight hour period, the exorcist can attempt to exorcise the spirit from the victim. To do this, he rolls a Knowledge (religion) skill check; the following conditions modify the check, as appropriate:

- ✦ +1 circumstance bonus to the check if the exorcism is performed in a church of the exorcist's faith. The bonus increases to +2 if the church is in the exorcist's own parish.
- ✦ Assistants can use the aid another action to enhance the exorcist's check. A maximum of two assistants can help in this fashion.
- ✦ +1 cumulative circumstance bonus (maximum equal to the exorcist's Charisma bonus) to the check if the exorcist succeeded in his previous check (see below).
- ✦ -1 cumulative penalty to the check each time the possessing spirit succeeds at its Will save to resist exorcism.

'And what of the child, sister?'

Lisbeth considered for a moment, as the young acolyte fingered his holy symbol nervously, his face pale and drawn. 'I believe,' she said, with more confidence than she really felt, 'that we can save his spirit.'

The acolyte blanched. His eyes flicked towards the boy's brothers and parents, all huddled together at the foot of the child's bed. 'Sister?'

Lisbeth nodded, tersely. 'Yes, Tenwin, that means what you think. It does. The demon has taken his flesh and there is naught that we can do to stop it.'

'But you are sister Lisbeth of Sunhold' Tenwin shouted, his voice cracking. The possessed child's family startled and the youngest boy began to cry. Tenwin bit his lip, then leaned forward and whispered, so softly that Lisbeth had to strain to hear him. 'You are First of the order. Surely there must be something you can do.' His voice trailed off and he looked at the family again, as the mother soothed her child. 'Surely, one such as you can...'

'You forget yourself, Tenwin.' Lisbeth snapped. 'There are limits to what anyone can do and I am not so wise nor so powerful that I can disregard fate simply because I might wish it.' Lisbeth stood and went to kneel again near the head of the possessed child's bed. 'Come near us.' she said, holding her hands out to the family. 'And hush your tears, hope has not failed us yet.'

Tenwin took up his position, opened the Book of the First Forging and began to recite the holy writ.

Lisbeth brandished her holy symbol and gathered her strength. 'Let us begin the chant again.'

- ✦ +2 sacred or profane bonus to the check if the exorcist is a cleric or paladin and uses a turn undead (or alternative divine power) use for the day.

The result of the exorcist's Knowledge (religion) checks sets the DC for a Will save which the possessing spirit must then attempt.

The spirit gains a +2 circumstance bonus to the Will save if it is in full possession of the victim, since it is so firmly anchored to the mortal world. If the possessing spirit's save is successful, then it has successfully weathered the exorcism for that eight hour period. If the save is failed, then the spirit's hold on its victim is weakened, with results depending on whether the spirit had merely *tainted* its victim, or if it had completely possessed it.

- ✦ If the possessor spirit had simply *tainted* the victim, then it is forced out of the victim entirely and banished back to its own plane for a period of a year and a day.
- ✦ If the spirit had assumed full possession of the spirit, then its absolute hold is broken and it is now considered to only be *tainting* the victim.

If the possessing spirit resists the first exorcism attempt, or if its hold is weakened to *tainting*, then the exorcist can make another check after another eight full hours has passed, with results as outlined above. Once the possessing spirit has been completely banished, as outlined above, then the exorcism is ended.

If a spirit which has fallen from full possession of its victim to merely *tainting* succeeds at its next saving throw, then it regains full possession of the victim, gaining all appropriate bonuses.

The Costs of Exorcism

Performing an exorcism is extraordinarily taxing on body, mind and soul. At the conclusion of the second hour of the exorcism rite and each hour after that, the exorcist must attempt a Fortitude save. The DC of the save is equal to 10 + 1 per hour of exorcism after the first. So, an exorcist in the 3rd hour of the ceremony must attempt a save against a DC of 12. If the save is successful, there is no adverse effect but if the save fails, then the exorcist suffers 1d6 points of nonlethal hit point damage and is considered fatigued. Eliminating the nonlethal damage eliminates the fatigue. The exorcist who rolls the Knowledge (religion) check to exorcise the possessing spirit also becomes fatigued each time the spirit successfully saves – if already fatigued, the exorcist becomes exhausted instead.

In order to eliminate fatigue, the exorcist must rest for a full night, which will end the exorcism attempt. This means that an exorcist who is working alone must hope that he can end the ritual quickly. Exorcists who have assistants are more fortunate; while they are resting, a trained assistant can continue the exorcism ceremony, though any failures they suffer also penalise the lead exorcist when he resumes his work.

A Failed Exorcism

If an exorcism is interrupted before it is completed, or if the exorcist becomes exhausted, or if it otherwise fails for any reason, then the possessing spirit retains its hold on its victim. The exorcist who failed to exorcise the spirit cannot attempt to exorcise that spirit again for a full year and a day, regardless of who the spirit possesses.

CREATION OF SAINTLY RELICS

When a cleric, or particularly pious non-spellcasting priest, receives his final reward, not all of his holy spirit passes into the realms beyond death. A portion of his essence remains behind, suffusing his mortal remains with divine energy. This energy can be harnessed and used in the creation of holy relics, the better to strengthen the faith the priest devoted his life to advancing.

What are Sainly Relics?

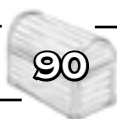
Typically, saintly relics are the preserved remnants of the body of a sainted figure, or holy man important to a faith. The most common relics are bits of bone, teeth, locks of hair, fingernails and the like, since those are the most easily preserved parts of the body. In a fantasy world, however, literally any part of the saint's body can be preserved through the use of magic, meaning a saintly relic can be almost any body part; be it tongue, eyes, liver, genitals or heart.

Most faiths hold one or more parts of the body to be more sacred than the rest, a distinction based more on doctrine than on any real basis in fact. Still, since belief and faith are the basis of worship and divine magic, the mere fact that the church holds one part to be more holy than another works to make it so.

Collecting Sainly Relics

The remains of a priest can be used in one of two fashions, depending on the strength of the divine energy which the holy man possessed while alive.





- ✦ The remains of priests without access to divine magic can be placed within objects which are intended to be enchanted as divine objects. The presence of the holy relics both strengthen the power of the objects and facilitates their creation.
- ✦ The remains of clerics can likewise be placed within divine objects, but they can also function as magical items in their own right, either as objects which can be enchanted with outside divine effects, or in rare cases as objects which generate their own divine magic effects.

In either case, the steps necessary to prepare a saintly relic for use in producing magical items is the same regardless of type and follows the steps below.

HARVESTING

The first step in preparing a relic for use is to harvest it from the deceased's body in the first place. In order for a saint's remains to be removed in such a way as to allow for the relic to retain its divine energy, the harvesting must be done in a ritualistic fashion, as dictated by the faith's laws. Typically, this ceremony requires that the participants utter one or more prayers dedicated to the deceased saint and that they approach the removal of the saint's body parts with appropriate reverence.

At least one of these harvesters must have 5 or more ranks in Knowledge (religion). There are no extra costs associated with the performance of the harvesting ritual. Under no circumstances can relics be harvested by a priest or cleric not of the saint's faith. Efforts to do so automatically result in the dispersement of the saint's sacred essence.

Once the potential relic objects have been removed from the saint, the remains of the body must be interred, as befits a peer of the church. If the proper burial services are not performed, then the potential relics cannot be enchanted, nor will they develop spontaneous abilities (see the Spontaneous Elevation section for exceptions to this rule), at least until such time as the oversight is corrected.

Obviously, a saint can only be harvested for so many potential relics. What is more, a saint's body can only give up those body parts it still possesses, meaning a disintegrated saint will not offer up any potential relics and a saint whose body is several centuries in the grave will only be able to supply soft tissue relics under miraculous circumstances. The Potential Relics table gives a rough idea of how many potential relics a body can offer.

Potential Relics

Level	Potential Relics
1–5	0
6–10	1
11–15	2
16–19	3
20	5

Of course, only the body of a deceased priest or cleric can ever be harvested for relics. Harvested body parts, and the magic items they are incorporated into, only function so long as the saint remains dead. If the saint is returned to life, then the harvested relics automatically cease to function and cannot be made to work again until such time as the risen saint has the grace to die once more. Likewise, relics cannot be harvested from clone bodies, nor may they be created through the use of a *miracle* or *wish*, or any other similar magics.

Preservation

Once potential relics have been harvested, they must be preserved. In order to preserve a relic, a *permanency* spell must be cast upon it. The caster of the *permanency* spell must be of a level at least equal to half that of the saint whose spiritual essence is to be made permanent. The cleric who casts the *permanency* spell must sacrifice 100 XP for every relic to be preserved.

Once the saintly relics are subject to *permanency*, they must then be stored in specially prepared preservative solutions, if they are organs or other 'soft' tissues, or in specially prepared reliquaries if they are bone, teeth or other, similar materials. Preservative solutions are a mix of holy or unholy water and rare herbs and oils worth a total of 100 gold pieces; one dose of preservative solution is sufficient to store all a saint's soft tissue relics. Reliquaries are objects which have been specially constructed to hold the saint's remains and which have been blessed by a cleric of the faith; such reliquaries cost 100 gold pieces to manufacture.

Once a saint's remains have been subjected to *permanency* and have been properly stored, they are made effectively eternal; they will not rot or disintegrate, nor will they lose their potency. They can still be destroyed, by fire or sword or rough handling, but will not otherwise lose their holy power.

Whose Body Can Supply Relics?

Typically, only the body of a cleric, druid, paladin, or non-magical priest can be the source of saintly relics. The decision of whether a non-magical priest's body can be the source of relics is solely up to the discretion of the Games Master, who should keep in mind the Non-



Player Character's role in the campaign and in his faith. So, for example, a 12th level holy man of the expert Non-Player Character class would not be a good candidate for supplying relics if his duties involved nothing more than tending the church garden. Conversely, a 6th level acolyte of the commoner Non-Player Character class would be a candidate for sainthood if he gave his life to carry a life-saving vaccine from his monastery to a city on the other side of the kingdom.

At the Games Master's discretion, the bodies of non-holy characters can be the source of relics but this should happen only extremely rarely and only if the character died while performing some heroic service for a church, whether that service was intentional or not. Martyrdom is always a popular way to achieve this distinction, though one which few beings willingly choose.

Spontaneous Preservation

Real life mythologies and religious texts are full of stories of saints whose remains miraculously did not succumb to the ravages of time and the elements. So, naturally, you might wish to incorporate similar elements into your campaign. It is easy to do. Simply rule that the body in question is specially blessed by the gods and that they have seen fit to preserve it in memory of the service the deceased performed.

Should you do this, however, you should keep two things in mind. First, the Players in your campaign may be leery of having their characters harvest body parts from god-blessed beings, even after you tell them there will be no consequences. Second, if you use this technique too often, it ceases to become special; a miracle which happens every adventure is not much of a miracle, after all.

There is one key mechanical advantage to spontaneous preservation. Namely, spontaneous preservation frees the cleric from the experience point and gold costs involved in preserving the relic. This means that Players will be less reluctant to incorporate relics into their magic items and frees up your gaming time for other issues.

USING SAINTLY RELICS

Once relics have been harvested, they need to be used, lest they be nothing more than particularly disgusting holy paperweights. Relics can be used in one of two fashions, either as objects which can be incorporated into the construction of divine magic items, or as the foundation of magic items themselves. Each of the different uses is discussed in detail below.

Incorporated into Divine Items

A relic can be incorporated into an existing magic item, or into one which is being newly created. A relic can be incorporated into a magic item which falls into any one of the following categories: Ring, Rod, Staff, Magic Weapon, Magic Armour or Shield, or Wondrous Item. Relics cannot be incorporated into potions, scrolls or wands.

A relic incorporated into the creation of an item does not raise the item's base cost in any way (unless the character must purchase the relic on the open market, in which case the price is determined by the Games Master), nor does it raise the cost in experience points which the cleric must dedicate to creation. It does, however, add an effective gold piece cost equal to the level of the saint from which the relic came x 1,000 gold pieces but only for the purposes of determining how long the magic item takes to create.

An incorporated relic can be used in one of several fashions, chosen at the time of incorporation.

- ✦ *Boost Caster Level:* A relic can be used to increase the caster level of a magical item. A relic can boost the caster levels of a magic item by a maximum of $\frac{1}{4}$ the saint's character level, rounding down, to a minimum of 1. The boosted caster level is not considered when calculating the costs of the item. This means that the cost of an item whose powers are 14th caster level, with 4 of those levels coming from a relic, would be calculated as though its powers were 10th caster level. No more than one relic can be incorporated into an item for this purpose.
- ✦ *Boost Charges:* When incorporated into a divine magical object which uses charges, such as a staff, rod, or certain rings, weapons and wondrous items, a relic can be used to increase the total number of charges. A relic adds a number of charges equal to $\frac{1}{4}$ the saint's character level (rounding down, to a minimum of 1) x 10. This means that a relic from a saint of 12th level would add 30 charges to a magical item. In the case of items like *luck blades* or *rings of three wishes (miracles)*, then the relic adds a single charge per 5 full character levels the saint possessed. No more than one relic can be incorporated into an item for this purpose.
- ✦ *Provide Enhancement:* One or more relics can be used to provide enhancements when crafting a divine magical suit of armour, shield or weapon. When used in this fashion, a relic can power an enhancement bonus equal to +1 for every 4 character levels, or portion thereof, that the saint the relic



came from possessed. This means that a relic from a 17th character level saint can power a +5 equivalent enhancement, such as the *vorpal* property. When used to power an enhancement, the relic negates the need for the item crafter to possess the required spells and minimum caster level. In addition, relic-powered enhancements are not considered when calculating the experience point cost of crafting the item. Enhancements added in this fashion still count against the maximum total effective enhancement bonus the item can possess. Any number of relics can be incorporated into an item for this purpose, subject to the maximum total effective enhancement bonus.

Crafted into a Unique Item

A saintly relic can also form the basis of a unique item. The rules for using a relic in this fashion are purposefully vague; since relics can take so many forms and there so many thousands of magic items already in print for d20 fantasy gaming, it would take the full length of a this book to list all the possibilities. That said, here are some ideas and guidelines for using relics as the basis of a magic item.

- ✦ A bone relic of sufficient length can be used as the basis for a staff, rod or blunt weapon. When used in this fashion, the relic adds a number of points to the item's hardness equal to 1/5th the character level of the saint the relic came from and a number of hit

points equal to twice the saint's character level. For the purposes of crafting a magical weapon, a relic is considered to be a masterwork item and at the Games Master's discretion, it can possess other properties as well, which would render it mechanically equivalent to an adamantine item, or a cold iron weapon, or the like. A saintly relic weapon is always considered to be either holy or unholy and good or evil for the purposes of piercing magic resistance. It does not, however, automatically possess the *axiomatic*, *anarchic*, *holy* or *unholy* enhancements.

- ✦ When used as the basis of a wondrous item or ring, the relic adds a number of effective caster levels to the item equal to 1/5th the character level of the saint from whom the relic came but only for the purposes of resisting *dispelling* and other, similar magics.
- ✦ In any case, using a relic as the basis of a magic item alleviates the experience point costs of crafting the item. When a relic is used as the basis of an item, lower the experience costs involved in the item's creation to 1/100th of the base cost.
- ✦ Likewise, when an item is crafted using a relic as its base, it is fundamentally linked to the laws of the saint's faith. It can forevermore only be used by those of the saint's faith. They need not be clerics but must claim the saint's god as their own. If they do not, the item refuses to function. If the wielder is of the item's faith, then the item functions at an enhanced level. It adds either a +1 profane or sacred bonus to attack rolls and skill checks, or adds +2 effective caster levels for the purposes of determining durations of the item's abilities and resisting dispelling.

Relics as the Tools of Divinity

Saintly relics can also serve as conduits for divine power, either channelled through the caster or generated directly by the gods themselves.

A relic can be used by a cleric, druid, paladin or other divine caster to alleviate experience point costs involved in casting a spell. For every 4 character levels, or portion thereof, the saint possessed in life, a relic taken from his form can generate 1,000 experience points but only for the purposes of paying experience point costs involved in the casting of a divine spell. Experience points used in this fashion are permanently lost and when the relic has no remaining experience points, it loses all holy power forever. In addition, a relic which is used to empower divine spells in this fashion cannot be used for any other purpose for which a saintly relic can usually serve.



At the Games Master's discretion, a relic can also serve as the conduit for a god's direct divine intervention. Generally, this sort of relic is functionally identical to a wand, granting access to a single divine spell and a number of charges. The power of the spell and the number of charges depends on the saint's spiritual strength in life, as outlined in the Maximum Power and Charges table.

Maximum Power and Charges

Saint's Level	Maximum Spell Level/Charges
1-2	1 st level/10 charges
3-4	1 st level/20 charges
5-6	1 st level/30 charges
7-8	2 nd level/20 charges
9-10	2 nd level/30 charges
11-12	2 nd level/30 charges
13-14	3 rd level/30 charges
15-16	3 rd level/40 charges
17-18	3 rd level/50 charges
19	4 th level/40 charges
20	4 th level/50 charges

Typically, the type of spell which is generated by the relic will be based on the nature of the relic and of the saint it is taken from. For example, a finger bone relic taken from a renowned healer is the perfect example of a relic which would cast *cure moderate wounds* or *lesser restoration*. Likewise, the forearm bones of a priest famous for his athleticism would be a good foundation for a wand of *bull's strength* or *cat's grace*. In all cases, the caster level of a saintly relic is equal to the character level of the saint.

One of the chief advantages of saintly relics with the ability to cast spells as a wand does is their relative toughness. A saintly relic of this sort has an Armour Class of 10, hit points equal to the saint's character level, hardness 5 and a break DC of 20.

Wondrous Items and Saintly Relics

Should the Games Master wish, he can also decide that a deity has caused a saint's remains to be filled with holy power, so that it gains magical abilities equivalent to a wondrous item. When used in this fashion, the Games Master should select an appropriate wondrous item and simply assign its powers to a relic. As before, the Games Master should be careful to select only those wondrous items which logically and thematically fit with the relic or relics in question. This means that a saintly relic which is a collection of finger bones should not be divinely gifted with the powers of a *gem of seeing*, nor

should a saint's teeth be given the powers of *bracers of archery*. Conversely, the hollow skull of a priest of water is the perfect candidate for the powers of a *bowl of commanding water elementals* and the braided hair of a drow priestess in service to the Dark Mother of Spiders is both a logically and thematically appropriate relic to receive the powers of a *cloak of arachnida*. Of course, the Games Master is free to break this rule and should do so occasionally, though even then he is encouraged to break the rule in a way that still makes sense with the character of the saint in question.

As a general guideline, a saintly relic wondrous item will have power equivalent to that possessed by the saint in life. While levels are not the absolute measure of faith and piety, they are the easiest measure for balancing powers. The Relic Equivalent Market Value table gives rough guidelines for the maximum market value of items whose powers should be replicated by a saintly relic.

Relic Equivalent Market Value

Character Level	Maximum Market Value (gp)
1-2	3,000
3-4	5,000
5-6	7,000
7-8	10,000
9-10	15,000
11-12	20,000
13-14	30,000
15-16	50,000
17-18	75,000
19	150,000
20	250,000

Feel free to ignore this guideline as it suits you but always keep it in mind, so that when you break it, you do so understanding the thematic consequences. One of the advantages of breaking the power vs character level guidelines is the fact that it can bring home to the Players the idea that piety is not based on one's ability to break heads or bring down mountain ranges. Giving an infant child saint's eyes the powers of a *chaos diamond*, for example, or an old beggar woman's skeletal hand the abilities of *gloves of dexterity*, will help bring home the true mysteries of godly motivations to your Players.

Since saintly relics with wondrous item equivalent powers rarely fit in the 'magic item slots' defined in *Core Rulebook II*, the Games Master will have to carefully monitor the characters' access to them. Items are partially balanced by the ease with which a character can blend their powers, so while a character who owns both *eyes of doom* and *eyes of the eagle* will only have



Spontaneous Elevation

One of the best ways to use saintly relics is to introduce them pre-made to the characters and one of the best ways to do this is to 'create' them via spontaneous elevation. In a typical fantasy campaign, gods and their servants have immense power, certainly more than sufficient to create a magic item out of the remains of one of their most faithful servants, so your Player's suspension of disbelief will not be destroyed if, at the conclusion of an adventure, you introduce a scene featuring the elevation of a saint's remains to divine magic item status.

In fact, played out with appropriate drama, pomp and cinematic description, using spontaneous elevation can turn even the appearance of the saintly relic equivalent of a *+1 dagger* into an event which the Players will remember as the highlight of the campaign.

Remember though that while divine intervention is a powerful storytelling tool, it can easily become overplayed. As has been said before, a miracle which happens once too often is no longer a miracle.

access to the powers of one or the other at any one time, the same character with *eyes of doom* and a saintly relic eyeball with the powers of *eyes of the eagle* hanging around his neck will have access to both, which may cause slight balance concerns. That said, it should not prove to be of too much concern, since saintly relics are not likely to be common parts of your campaigns.

Generally, saintly relics only work for those who practice the same faith as the saint did. This is simply a guideline, however, not a hard and fast rule. It will prove, in many cases, for the Games Master to instead rule that they only work for those who prove themselves kindred to the ideals of the saint whom the relics came from. In this way, you can reward a barbarian character by giving him a club made from the thighbone of saint famed for his tireless courage and battle prowess, or give a rogue a set of fingers from the greatest nimble-dabs who ever lived.

Introducing Saintly Relics

As a rule of thumb, a standard fantasy campaign should have no more than one relic per party member at any one time. Introducing more relics than this can cause Players to begin to see them as simply another magic item and while (from a rules-only perspective) that is really all they are, from a flavour perspective

relics should and can be so much more than this. The following do's and do nots should help you with your relic placement:

Do:

- ✦ Introduce relics at dramatic points in the game and introduce them when they will be of immediate use. Relics which cannot be used soon after they are received will quickly lose their lustre.
- ✦ Give relics to religious characters first and make sure they are tied in some way to the character's faith and, if possible, to the character's personality, actions and goals.
- ✦ Make sure to play up the relic's divine nature, as that is key to maintaining the proper flavour.

Do Not:

- ✦ Be afraid to tie relics into the adventure or the campaign. A relic which has no story specific purpose is a wasted item. Divinities do not give of themselves, or their most pious servants, recklessly.
- ✦ Be afraid to remove or destroy a relic once it has served its purpose, so long as you remember to replace it with a suitable reward.
- ✦ Restrict yourself to only giving out incredibly powerful relics, or ones which are exclusively combat themed. 'Pious' does not mean 'warlike' and some of the most likely candidates for sainthood are going to be those who were more concerned in life with the welfare of the common man.

False Relics

In real world history, false relics were incredibly common, since fervently devout peasants and nobles alike were desperately convinced that owning a bit of the true cross or a saint's toenail would help alleviate the troubles and tribulations of daily life. So, its even more likely that false relics will be everywhere in a fantasy world, not only because there are more gods and great heroes for charlatans to abuse the good name of, but because the average peasant is even more likely to want a piece of those who have been verifiably proven to have touched the divine. The best ways to use false relics are either as adventure sparks or background colour. Since religious adventurers, will have a vested interest in stopping the spread of false relics (unless, of course, their own churches are selling the relics, which is a real possibility), it should prove a relatively simple thing to draw such characters into the hunt for dealers in false relics. This sort of adventure seed works especially well when you use the false relics as a means of luring the characters into the hunt for a true relic, particularly if the true relic is that which the false relics are based upon.

Divine Ceremony Magic

While powerful clerics are capable of performing acts of staggering magical power, there are some things which even the most pious of holy men cannot accomplish. The mortal form has limits, limits set down by the gods and by the immutable will of the universe. To exceed those limits is to invite the wrath of the gods and to ensure one's own dissolution in a storm of fire and sacred rage.

Divine beings do not have such limits on their power. Their very nature transcends limitation; within their sphere of influence, there is nothing they cannot do, no act they cannot accomplish. They have merely to set their will to a task, even if it is just for the space between breaths, and that task is accomplished. Yet gods too are forbidden, by ancient pact with one another and with the great dragons and unimaginable beings who swim behind the veil of creation, from exercising the full extent of their powers on the mortal plane. Only through their servants can they freely meddle in mortal affairs.

So, in order to better impose their desires upon the mortal plane and in order to enable their clerics to summon and channel the most powerful divine currents, the gods created ceremony magic and gifted knowledge of its workings to their most trusted servants.

CEREMONY MAGIC

Ceremony magic is a relatively new concept in d20 fantasy gaming, a method of divine spellcasting which is dependant on the successful execution of complex rituals designed to harness the raw power of reality itself.

Ceremony magic is inspired loosely by ancient, real-world religious rites and more directly by fantasy fiction, where the idea that a group of like-minded individuals can, with some effort and the proper materials, use their focused will to enact changes in the world around them. Unlike standard divine magic spells, which can only be wielded by a precious few, ceremony divine magic can, in theory, be utilised by anyone, provided they can collect the proper materials and follow the correct steps. In practice, however, ceremony magic works best when it is at least guided by someone with a solid understanding of divine magic – this is why most ceremony magic is conducted by priests, witches' circles, demon worshiping cabals and the like.

Mechanically, ceremony divine magic is a system intended to supplement the spellcasting rules presented in *Core Rulebook I*. While the system presented in that book do a good job of presenting magic usable by individual spellcasters, they contain no guidelines or rules for creating magical effects which either require multiple participants or which are not dependant on the expenditure of spell slots.

The rules presented here are expressly *not* needed for making or conducting those ceremonies which do not produce any sort of magical effect. Should the Games Master wish to present a scene which involves the performance of a ceremony which is important only for its traditional or symbolic value, such as a tea ceremony (though there is no reason it cannot be used as the basis of a magical ceremony), then a series of checks against the appropriate skill will be more than sufficient to adjudicate the results.

Why Use Ceremony Magic in Your Campaign?

Whenever a Games Master is given the chance to integrate a new rules system into his campaign, the first question he must invariably ask is 'Why should I?' with 'What will it accomplish?' following swiftly on.

In regards to the first question, the rules governing the use of ceremony magic presented here fill in a large gap in the existing fantasy gaming experience. The use of long rituals and elaborate ceremonies to create powerful magical effects is an idea that has gone relatively unexplored until now, meaning that a Games Master who wished, for example, to close out an adventure with a confrontation with a group of drow attempting to chant down the sun was left to his own devices – and while Games Master fiat is, of course, generally sufficient to resolve the issue, it can lead to dissatisfaction if the Players come to resent what they see as 'arbitrary' decisions.

As to the second question, the rules for ceremony magic are largely intended to remove some of the burden from the Games Master. By laying out actual concrete guidelines for creating and performing ceremony magic, the Games Master need no longer make up rulings on the fly. In addition, these rules open up new vistas for adventuring, providing a more mythic feel to



Why Not Clerics Only?

Magic wielding clerics are not all that common, yet most fantasy literature and most fantasy campaign worlds contain ample examples of simple villagers or mystical cabals using complex rituals to ensure good crop yields, to ensure fertility, or to cull the favour of the local spirits. While it is certainly possible that none of these ceremonies ever does anything but wastes the participant's time – and, indeed, it is likely that this is the case much of the time – taking that approach will quash some of the magic of your campaign world and leave it a less mysterious place. The ceremony magic rules give you the opportunity to fill your campaigns with unexpected wonders, without requiring you to put a spellcaster in every village.

In essence, you get the best of both worlds; clerics remain rare and special and your campaign world still has ample opportunity for mysterious magical occurrences.

your game. Ritual magic has long been a part of legend, folk lore and more modern fantasy tales and now it can be a part of your game.

CREATING A CEREMONY

While a number of specific divine ceremonies are presented below, you will invariably at some point wish to create your own ceremonies. With that in mind, we present the following guidelines. Note that these are not, for the most part, hard and fast rules – by necessity, ceremony magic must be left open ended, as it will be used primarily to create magical effects which cannot be easily replicated with normal spells.

Creating a ceremony is not like crafting a magical item and the rules presented here are not intended to exactly mimic the steps the characters in your campaign will take. At no point, for example, will a wizard use his abacus to calculate skill check DCs, nor will your Player's clerics write in their journals 'Today I presided over a ritual which required moderate materials, extensive effort, and included the season specific restriction'. These guidelines are nothing more than a framework which will, hopefully, serve as invisible support for your adventures.

In order to facilitate the integration of ceremony magic into your campaigns and to make it simpler for Players and Games Masters alike to create new ceremonies, ceremonies are presented in a format similar to that used to present spells in *Core Rulebook I*.

All Inclusive Magic

Always keep in mind that the key concept behind the rules for ceremony magic is the idea that it is neither wholly divine nor wholly arcane in nature, meaning it can be used by divine spellcasters and arcane spellcasters alike and, more importantly, by those who have no ability to use magic at all. To create a ceremony which specifically requires the use of arcane or divine magic is to do nothing more than create an unwieldy spell, and thus to miss the point of ceremony magic altogether.

The Limits of Knowledge

Magic ceremonies are typically very complex and only the most learned and wise ever learn to master more than a handful of ceremonies. No mortal character may ever know more than one magical ceremony per point of his Intelligence and Wisdom modifiers combined.

With the Games Master's permission, a character who has reached his maximum number of ceremonies known but wishes to learn another can do so, so long as he is willing to purge his mind of one of his previously known ceremonies.

EFFECTS

The single most important step in creating a new magical ceremony is creating its effect. Without an effect, without a goal to work towards, a ceremony is nothing but a song and dance number. The effects which can be produced through the use of a magical ceremony are effectively limitless, but there are certain things you should always keep in mind when deciding what your ceremony will do.

First of all, a ceremony should produce an effect which is not easily replicated through the casting of a spell. This means that ceremony magic should primarily be used to create abstract effects, or to bring about effects which are simply too powerful or specialised for even the most powerful of spells, *miracle* and *wish*. Note that this is not a hard and fast rule – several of the sample black ceremonies presented later can at least in part be replicated through the casting of several divine, or especially arcane, spells, though in each case they are altered in one or more fundamental ways. Rather, this is just a guideline to help you keep those ceremonies you create more interesting. If you do intend to create a ceremony which might be replicated by a spell, however, you should at least make sure it is made more interesting and abstract by the addition of unique elements – there should be no such thing as a *magic missile* ceremony unless, for example, the bolts can be fired across the

Lowering and Raising Base DCs

The base DC of a ceremony effect represents the minimum difficulty which must be overcome to successfully perform the ritual. While there is no effective limit to how high the DC of a magic ceremony can be raised, there is a limit to how much it can be lowered; the DC of a magical ceremony can never be lowered below one half the starting base DC of the effect to be brought about. In the case of a magical ceremony with more than one effect, the DC can never be lowered below the sum total of one half the base of the highest DC effect and one quarter the base of each of the other effects.

span of the globe and are really the coagulated essence of the spirits of those murdered unjustly by the target.

The second thing to keep in mind, and this is perhaps just as important as the above consideration, is that you should never limit yourself to effects which have purely concrete mechanical bonuses and penalties. While those sorts of effects are unarguably easier to resolve in-game and should not by any means be avoided, they are perhaps the least interesting of the effects which ceremony magic can create. As has been said before, the guidelines for creating and resolving the use of ceremony magic are generalised and open to interpretation. So while the actual steps required to create ceremony magic are laid out in a specific step-by-step process, the list of possible effects is intentionally broad. In that respect, the effects which can be created with ceremony magic are rather like the powers of an artefact – mysterious and far reaching, but backed by a solid framework of rules. Perhaps the best effects for ceremony magic are those which combine mechanical effects with more freeform results – the Winter's Heart divine ceremony, for example, makes cold based spells and spell like effects slightly more powerful and strengthens cold based creatures, while also summoning the first strong snows of winter.

Effect Types

Since the final effect of a ceremony can be nearly anything, by necessity the following categories of effects must be kept intentionally broad. With that in mind, the following categories encompass the most commonly chosen ceremony effects. A ceremony can have more than one effect, though each additional effect adds considerable difficulty to the ritual.

Each of the following effect categories has an associated DC. This DC is the base DC of the ceremony, which will be modified by casting time, components and the like (as described below). The DC of the effect is not associated with a specific skill. The skill which will be associated with the ceremony is chosen by the Games Master, with assistance and suggestions from the Player (if one is creating a ritual) highly encouraged.

While a clever Games Master or Player can undoubtedly devise a ceremony for every single skill in *Core Rulebook I*, there are certain skills which are more appropriate for ceremony magic than others. The skills most commonly associated with ceremony magic are Craft (any, but in particular armoursmith and weaponsmith), Knowledge (any, but most often arcana, architecture, history, nature or religion), Perform (any, but most often dance, chant, oration, or song) and Profession (any, but most often farmer and other agriculture based professions). In general, only one skill will be associated with the base DC of the ceremony, though certain options presented below will require the association of a second or even third skill with the base DC.

Unless modified by a target element (see below) all the following effects can only affect one target – under no circumstances can a single effect target more than



a single concept. Games Masters, particularly those who have especially devious Players in their group, are cautioned to be very careful when allowing the creation of rituals which affect concepts and may wish to designate that option as for the Games Master only (or at the least, should directly create the ritual for the Player).

Death, Destruction, Resurrection and Reconstruction (DC 50 – 110) – This effect category includes not only the obvious result of killing a living being or destroying a mountain, but the killing of vegetation and even the destruction of concepts like love or hate or passion. The more spectacular the death or destruction, the higher DC; the DC to kill a single elf hero, no matter his personal power, is 50, while the DC to destroy an entire mountain is 75 and the DC to annihilate the elven reverence for the forest is 110. The DC to resurrect or reconstitute beings, objects or concepts are the same as the DC required to destroy them.

Unless otherwise noted, destruction and death effects are permanent and nigh irrevocable. A living being slain by a magical ceremony cannot be *raised* or *resurrected* by anything less than direct divine intervention or the use of a major artefact of legendary power.

Bolstering and Weakening (DC 30+) – Magical ceremonies which enhance or reduce the physical, mental or spiritual attributes of living things, objects, or concepts are considered to be using bolstering or weakening effects. For example, the divine ceremony War Fury, which increases the savagery and combat prowess of an entire church's army by leaching strength from their enemies is both a bolstering and weakening effect. Likewise, a ceremony which weakens the concept of sunlight so that it is no longer harmful to drow or their equipment is a weakening effect. The base DC of a bolstering or weakening effect varies, as outlined below:

- ✦ *Raise or Lower Ability Scores or Saving Throws:* DC 30 + 3 x the total number of ability score points or saving throw bonus to be raised or lowered. +2 to the DC for each ability score or saving throw raised after the first.
- ✦ *Hardness:* DC 30 + 3 x the total number of hardness points raised or lowered.
- ✦ *Crop Production:* DC 45.
- ✦ *Concept bolstering or weakening:* DC 30 – 60. This effect can be used to halve the destructive potential of fire, or to increase the darkness of midnight twofold, for example.

The bolstering and weakening effect is perhaps the most open-ended of all ceremony magic effects. What constitutes the bolstering of a god in battle with another god and what exactly happens when a divine ceremony weakens the will of the enemies of a faith is a matter of interpretation. When determining the results of such open to interpretation effects, the Games Master has final say, though he is of course encouraged to take the Player's intentions into consideration when making his decision as to what the ceremony can accomplish.

Summoning and Dismissal (DC 30 – 120) – This effect category covers not only the summoning and dismissal of objects and living and once living beings, but the summoning or banishment of events and concepts as well. So a summoning ceremony might be used to call up the spirits of the dead, or it might be used to draw in rain to end a crippling drought, or even cause hope to appear where there is none. The base DC of the check depends on the strength and abstractness of the being, object, concept or event to be summoned; the DC to summon a particular demon lord is 50, the DC to summon rain to relieve a short term drought is 30 (40 – 50 to relieve a century-long drought) and the DC to directly summon a god's avatar is 120. A dismissed concept is not destroyed, merely removed from the affected being or area for the duration of the effect.

Once the effect, or effects, of the magical ceremony are chosen and the base DCs recorded, you are ready to move on the next step, the choosing of elements which determine the range of the ceremony's effect, its duration and its requirements for successful completion. These elements will modify the base DC of the ceremony, either raising it or lowering it, as listed with each element.

Transformation (DC 40 – 100) – This effect category covers evolution, devolution, shape changing and transformations of all sorts; of the body, of the mind and of the intangible spirit. A transformation effect can change a desert into a tropical rainforest, utterly transform a drow warrior into a pit fiend, or twist the concept of loyalty so completely as to make it unrecognisable. The more spectacular and involved the transformation, the higher the DC. For example, the base DC of the divine ceremony Corruption, which utterly transforms the mind, soul and body of a living being into a lower planar being is 50, while the base DC to transform a desert into rainforest would be 75 and the DC to twist the concept of love to match the concept of hate would be 100.



COMPONENTS

Like a spell, all magical ceremonies require components and if the determining of a magical ceremony's actual effect is the most vital step, then surely the selection of the materials and preparations necessary to actually carry it out is the second most important. Unlike spell components, however, the components which make up a magical ceremony are not limited to a few words, a series of hand gestures and a pinch of grave dust (though they may require all of those things). Instead, they include the conducting of elaborate cleansing rituals, the gathering together of dozens or hundreds of participants and the selection of specific locations for the conducting of the ceremony. The components which make up magic ceremonies are broken down into several sub categories, listed and detailed below.

Participants

All magical ceremonies require the presence of a minimum of five participants, though the baseline number of participants is considered to be 10. Only those beings which have at least above animal Intelligence can be counted as participants in a magical ceremony (and beings of less than 5 Intelligence count as only half a participant each). The DC of the ritual is raised or lowered by the minimum amount of participants required, as follows.

- ✦ *5 Participants:* DC +10.
- ✦ *10 Participants:* DC +/-0.
- ✦ *20 Participants:* DC -5.
- ✦ *30 Participants:* DC -10.
- ✦ *50 Participants:* DC -20.
- ✦ *100 Participants:* DC -30.
- ✦ *Every 50 Participants beyond 100:* -5 DC.

In regards to the sample ceremonies given at the end of this chapter, using more than the minimum number of participants lowers the final DC of the magical ceremony. For each category above the minimum number of participants you move up, you lower the DC of the ceremony by the difference between the categories. So, for example, if 30 people participate in a ritual which requires only 10, the DC of the check is lowered by 5. Conversely, a ritual which does not have the required number of participants will not work at all.

Materials

Once the number of participants required to perform the ritual has been decided, you must then determine what materials must be gathered for the ceremony. All magical ceremonies require materials, though exactly what is required varies from ceremony to ceremony. The rarity of the materials required and the difficulty in obtaining them factor strongly into the difficulty of correctly performing the ceremony; hard to gather, expensive materials reduce the difficulty and easily acquired materials raise it, as outlined below. Note that these are simply examples of the kind of materials which might need to be gathered and expended and that they neither represent an exhaustive list, nor a mandatory catalogue. Some ceremonies may require several different simple materials, for example, while another might require only one.

- ✦ *Simple Materials:* Sacrifice of money, jewels or non-magical objects of a sum of less than 20,000 gold pieces. The ritual sacrifice of a calf, or multiple calves. DC +5.
- ✦ *Average Materials:* Sacrifice of money, jewels, non-magical or magical objects of between 20,000 and

Congregations

A cleric enjoys a special connection to the members of his own faith and an even deeper one with those who are members of his specific congregation. This connection strengthens the bond between the cleric and his god and makes it much easier for him to work those greatest of all miracles – divine ceremonies.

When calculating the number of participants in a divine ceremony, count worshippers of the same faith as the presiding cleric as one and a half people each. That is to say that 10 worshippers of the cleric's faith count as 15 people for determining the DC modifier of the ceremony check.

For the purposes of determining the ceremony check DC, members of the cleric's church who are also members of his specific congregation (meaning they are from his home church) count as 2 people.

Finally, if the participants are members of his faith, members of his church and also his followers (via the Leadership feat), then each counts as 3 people for the purposes of determining the final DC of the ceremony check.



50,000 gold pieces. The ritual sacrifice of a magical animal, or an entire herd of cattle. DC +/-0.

- + *Expensive Materials:* Sacrifice of money, jewels, non-magical or magical objects of between 50,000 and 75,000 gold pieces. The ritual sacrifice of a living, intelligent being, or an entire group of magical animals. DC -10.
- + *Complex Materials:* money, jewels, non-magical or magical objects of between 50,000 and 75,000 gold pieces and the ritual sacrifice of a living, intelligent being, or an entire group of magical animals. DC -20.
- + *Extremely Complex Materials:* Sacrifice of a magical object of at least minor artefact status or objects of great import (a castle or ancient art masterpiece). The ritual sacrifice of dozens of living, intelligent beings or a powerful monster (an adult dragon). DC -30.
- + *Legendary Materials:* Sacrifice of a major artefact or several objects of great import (an entire city). The ritual sacrifice of hundreds of living, intelligent beings, or an extraordinarily powerful monster (an avatar, an ancient red dragon). DC -50.

As with using more than the minimum number of participants, in regards to the sample ceremonies given at the end of this chapter, dedicating more than the required level of materials to the ceremony lowers the final DC. For each category above the minimum required material sacrifice you move up, you lower the DC of the ceremony by the difference between the categories.

Special Restrictions

A catch all category for all those preparations and materials which are not covered by the above categories. Miscellaneous preparations never raise the final DC of a ceremony, they only lower it. Some examples of special restrictions include:

- + *Specific Location:* The magical ceremony can only be conducted in a specific location, usually one which is of mystical import, such as an ancient circle of druid stones, or the first sacrificial altar dedicated to the faith's patron divinity. DC -10.
- + *Seasonal Restriction:* The magical ceremony can only be performed during one specific season (spring, summer, autumn or winter). In the case of ceremonies which have a casting time measured in years (see below), the ceremony can continue to be cast during in other seasons, but can only be completed during the appropriate season. DC -15.
- + *Race or Sex Specific:* Only members of a particular race or sex (or both) can participate in the magical ceremony. Members of other races and sexes can, however, still be used as sacrifices. DC -5 for race or sex, DC -7 for both.
- + *Sub-Checks:* In addition to the final DC check which must be made to successfully carry out the ritual, at least one participant must succeed at another skill check each day for the duration of the casting (see below). A sub-check must be assigned to a specific skill (and the Spellcraft skill cannot be substituted for that skill) when attempting the check. The final DC of the magical divine ceremony is reduced by half the DC of the sub-check. For example, a sub-check requiring a Perform (dance) check against DC 20 would reduce the final DC of the magical ceremony by 10.



With the Games Master's permission, a second sub-check can be added, at the same DC as the first sub-check. This reduces the final DC of the magical ceremony by one quarter the DC of the second sub-check (a DC 20 check would reduce the final DC by 5,

for example). The second sub-check cannot be based on the same category of the same skill as the first.

Completion Time

Once the required components have been gathered, the minimum time required to successfully perform the magical ceremony must be selected. Even the simplest of rituals requires more time and effort than all but the most complex spells – ceremonies with particularly powerful effects can take months or more of effort before they are complete. Choose a minimum completion time from the list below, modifying the final DC of the ceremony as appropriate.

- ✦ *1 Hour*: DC +10.
- ✦ *1 Day*: DC +/-0.
- ✦ *1 Week*: DC -10.
- ✦ *1 Month*: DC -20.
- ✦ *1 Season (3 – 4 months)*: DC -30.
- ✦ *1 Year*: DC -50.

In addition to selecting a minimum time required to complete the ritual, you must also select an associated level of commitment to the ceremony. This commitment determines how much effort each participant must dedicate the ceremony – keep in mind that, no matter how lax the level of commitment, a ceremony with a completion time of a day or more requires 8 hours of effort each day (or each day the ritual is performed) for the time spent to be counted against the total.

- ✦ *Lax*: Participants may come and go as they please and the ceremony can be started and stopped as often as is wished. New participants can take the place of old and only one final check need be made to successfully complete the ritual. DC +10
- ✦ *Standard*: Participants may come and go as they please, but the ritual must continue uninterrupted for the duration of the completion time. New participants can take the place of old, but only so long as the ceremony continues without pause. Only one final check need be made to successfully complete the ritual. DC +/-0
- ✦ *Exacting*: Once the ceremony is begun, participants may not leave without spoiling the ritual and new participants may not join the ceremony once it is begun (except with the Games Master's permission). The ceremony must likewise continued unabated for the entirety of the chosen completion time, with a minimum of 8 hours of continuous effort required of each participant each day. In addition, those chosen to roll the final check and sub-checks required to successfully complete the ritual must roll once each day and a failed check ruins the ceremony. DC -15

Range

Just like spells, each magical ceremony has a range, which represents the limits to which the ceremony effect can reach. A ceremony without a range component affects only those in the immediate area (and see Target, below), while a ceremony with the universal range can make its effects felt literally anywhere in existence. Choose a single range component from the list below and modify the final check DC as appropriate.

Completion Times of more than One Year

In all but the most unusual of campaigns, the practical limit to a ceremony which the Players may wish to cast is one year of in-game time and even that will be pushing it. Most Players and Games Masters simply do not have the patience to follow a year long ritual through to completion and honestly who can blame them?

It is advised that should the Games Master wish to include ceremonies which requires decades or centuries to complete successfully, he use them only as background colour, or as the engine which drives the plot for an adventure or an entire campaign. It is further suggested that he introduce such ceremonies only as they rush to their completion, at least if he wishes the characters, and by extension the Players, to feel any sort of pressure to stop or complete the ritual; after all, ten years from now is a long time and you will be hard pressed to make Players care about long off events in an imaginary world. In other words, if it does not affect their characters almost immediately, Players simply won't care.

With that in mind, when dealing with ceremonies with a casting time of decades or centuries, the Games Master should consider the DC bonus to be equal to whatever is necessary to guarantee the ritual's successful completion. The actions of characters, not the roll of the dice, should be the only thing which dictates the outcome of such legendary endeavours.



- + *No range (only applies to the area which encompasses the ceremony):* DC -10.
- + *Close Range (within 1 mile of the ceremony):* DC +/-0.
- + *Short Range (within 10 miles of the ceremony):* DC +5.
- + *Medium Range (within 50 miles of the ceremony):* DC +10.
- + *Long Range (within 100 miles of the ceremony):* DC +15.
- + *Continent Spanning (within 1000 miles of the ceremony):* DC +25.
- + *World Spanning (anywhere on the planet):* DC +35.
- + *Dimensional (anywhere on the ceremony's plane of reality):* DC +50.
- + *Universal (anywhere, in any dimension):* DC +75.

Target

Once the range component has been chosen, the next step is to choose a target, or targets. By default, a ceremony affects only one target, though what is considered a target varies widely; for example, the murder of a single being through the use of the divine ceremony Righteous Vengeance is considered a single target effect, but so too is the destruction of the concept of the dwarves' reverence for stone. Choose a single target component from the list below.

- + *Single Target:* DC +/-0.
- + *Two Targets:* DC +2.
- + *Three – Five Targets:* DC +5.
- + *6 – 20 Targets (or all who participated in the ritual):* DC +10.
- + *20 – 50 Targets:* DC +15.
- + *51 – 100 Targets:* DC +20.
- + *All Targets of one type within the selected range component:* DC = Double the Range DC.

Duration

The final step in creating a new magical ceremony is to select a duration. By default, magical ceremonies with a destruction or death effect are considered to be permanent. The increased final DC for the permanent duration of a destruction or death effects has already been folded into the effect's final cost, meaning this step adds nothing to the final DC cost. Select a single duration component from the list below:

- + *1 Hour:* DC -25.
- + *Sunrise to sunset, or vice versa:* DC -20.
- + *1 Day:* DC -15.
- + *1 Week:* DC -10.
- + *1 Month:* DC -5.
- + *1 Season:* DC +/-0.
- + *2 Seasons:* DC +5.
- + *1 Year, or until repentance:* DC +10.
- + *1 Decade:* DC +20.
- + *1 Century:* DC +30.
- + *Permanent:* DC +40.

CONDUCTING A CEREMONY

After all the components of the magical ceremony have been selected, it is ready to be conducted. The methods required to actually conduct the ceremony are left to the imagination of the Games Master and the Players and should be based on the effects of the ceremony and the skill associated with the final DC check. For example:

- + A dwarven ceremony which strengthens the clan's armour before battle would be based on the skill Craft (weaponsmith) and might involve dozens of participants smashing hammer against anvil and intoning ancient chants.
- + A ceremony dedicated to preserving the souls of the dead after a battle would be based on the skill Knowledge (religion) and might involve dozens of men and women dressed up as 'war widows and widowers', all wailing and gnashing their teeth and tearing at their hair as they implore their god to watch over the souls of their beloveds.

Once the format of the ceremony has been decided, all that remains is to calculate the final check DC of the ceremony and make the appropriate skill check. To calculate the final check DC, simply add up the DC cost of all the components (effect, materials, completion time, range, target and duration); the total is the DC of the check.

The Key Participant – Each ceremony must have a key participant, the character or Non-Player Character whose skill ranks will actually serve as the base for the final skill check. Typically, the key participant will be the ceremony participant with the highest rank in the appropriate skill (or the character with the highest ranks in Spellcraft). For the purposes of a divine ceremony, the key participant is almost always a cleric, though druids, paladins or other holy men (even those without divine powers) can lead the ceremony.

Though the key participant's skill ranks will be used as the base for rolling the final skill check to see if the ceremony is performed successfully, there will be many times when the DC is so prohibitively high that there is no way that one individual, no matter how skilled, can succeed at the check. To overcome this, the key participant can designate a number of assistants equal to his Intelligence, Wisdom or Charisma modifier (whichever is higher). With a successful skill check against a DC of 20 (made immediately before the key participant's final check), each assistant can add a circumstance bonus to the key participant's skill check equal to 5 + his relevant ability bonus (see the Advanced Aid another section).

Sub-checks – While the key participant can perform any sub-checks which are associated with the magical ceremony, he need not do so. Nor must his assistants perform the checks. Instead, any participant involved in the ceremony can be called upon to use the relevant skill – it is for this reason that skilled farmers are called upon to participate in both sacred Planting and Harvesting ceremonies.

Successful Final Skill Check – If the final skill check is successful, the ceremony is carried through to completion without incident and its effects, whatever they may be, occur immediately.

Failed Final Skill Check – If the final skill check to complete the ceremony fails, then all the preparations and effort were for naught. The ceremony's effects do not occur and all materials involved in the conducting of the ceremony are lost. There may be other negative consequences associated with the failed execution of a magical ceremony, but these are left up to the Games Master's discretion.

Alignment and Appropriate Gods

The typical fantasy world is filled with pantheistic societies, cultures which worship multiple gods, each with their own duties and areas of influence. In such societies, it does not make sense for certain gods to be able to lend their divine powers to the accomplishments of particular aims. For example, while it is certainly possible, and common enough, for a village to make sacrifices to the god of the dead to request that he not claim their children in the womb, it would not make sense for them to invoke his power in a divine ceremony designed to ensure that all the women of the village become pregnant. Likewise, while soldiers will almost certainly pray to the god of war before they march off on an extended campaign, a village of shepherds will *not* use his power in a ritual of good harvest.

Generally, when conducting a divine ceremony using these rules, it is not critical that the participants be active worshippers of the deity whose portfolio they call upon. As in the real world, those who practice pantheistic worship may favour one god over another but they will willingly make sacrifice and offer prayer to many gods in the course of their daily lives. Should, however, the key participants of a ceremony be clerics of a god who is directly opposed to the one whose portfolio is called upon, or should the participant's alignment be directly opposed to the ceremony sponsoring god's alignment, then it is likely the god will be far less inclined to answer. The following list gives examples of appropriate penalties to the final check DC of the ceremony:

If the Key Participant's:

- ✦ Alignment is opposed to the sponsoring god's on the law/chaos¹ axis: +10 DC.
- ✦ Alignment is opposed to the sponsoring god's on the good/evil¹ axis: +10 DC.

Advanced Aid Another

The aid another option presented in *Core Rulebook I* is very useful for allowing low level characters to assist one another in the successful use of their skills. It does, not however, provide enough of a bonus to make it useful at higher levels. Using this option, when a character makes a successful DC 20 skill check (for which he cannot take 20), he can add a total circumstance bonus equal to 4 + his relevant ability bonus to another character's check with the same skill.



The hammers thundered again, the smiths striking the great anvil so swiftly now that the echoing rings of each blow clashed and broke against one another like waves on the sea, so violently that chunks of work stone tumbled loose from the vaulted ceiling, to shatter on the floor of the holy chamber.

Malvek looked at Lisbeth again. She had made her way to the top of the anvil now and she was gesturing wildly, feet stamping in time with each blow, face red with exertion. As he watched, the weave of her long, thick braid loosened and her red hair flowed down over her face and shoulders, like molten steel. Her mouth was work but he could hear nothing save the stroke of hammer on anvil and the slow roar of blood in his ears. No matter, he knew the words of the chant, had known them his whole life. And he could feel the power building, flowing hot, slow and thick from the anvil.

His eyes narrowed and his hands tightened on the handle of his axe.

As the anvil shattered, as the power burst forth, filling the chamber and everyone in it, as Lisbeth rose, glowing, like sparks above the smithy, Malvek looked away.

'It should have been mine.' He whispered, and stalked away from the forge, wreathed in silence.

✦ God is considered a direct opponent of the sponsoring god's faith or portfolio: +20 DC².

¹ Neutral key participants are not considered to be in opposition on either axis. Characters who are neutral on *both* axis will still add +10 to the DC, however, unless the sponsoring god is also true neutral.

² Should the key participant's alignment, along both the good/evil and law/chaos axis, be opposed to the sponsoring god's and should his god be directly opposed to the sponsoring god, then raise the total DC by 50.

In addition to problems stemming from the key participant's beliefs, the beliefs of the other participants in the ceremony can also cause problems, if they directly conflict with those of the sponsoring deity whose powers they wish to invoke. If the majority (more than half) of the participants of the ceremony meet one or more of the criteria listed above (alignment conflicts, etc) then the final check DC of the casting ceremony is increased by one half the listed amount. So, for example, if six of ten participants in a ceremony are lawful, while the god they wish to invoke is chaotic, then the DC of the check is increased by 5. This penalty stacks with that gained from the key participant, if applicable.

The penalty imposed by opposition to the ceremony's sponsoring god cannot be reduced by any means, regardless of how many participants are involved and regardless of the sacrifices made to the sponsoring god. A forgiving Games Master could, if he so chooses, allow the penalty to be mitigated by extraordinary circumstances but that should happen only rarely.

SAMPLE DIVINE CEREMONIES

What follows is a list of examples of what it is possible to accomplish with the divine ceremony rules presented above. This is by no means a comprehensive list; every faith has its own special goals it wishes to accomplish and its own rituals for doing so, so a list of every possible magical ceremony would fill the entirety of



this book and more. Instead, this list simply touches on rituals which will be used, in some form or another, by the majority of faiths, as well as providing a few examples of the truly powerful, unique magical effects which can be replicated through the rules.

By necessity, the following rituals are broken down into their component parts, to provide you with a full breakdown of the costs involved. The sample breakdown of each ceremony is, again, not intended to be the authoritative version of the ceremony. Each faith will approach each ceremony in a unique fashion and you have the ability and the responsibility to model those differing approaches and beliefs in the way you use the ceremony mechanics.

Many of the sample ceremonies presented here are examples of magics which are meant to serve as the climax of an adventure, or even an entire campaign. As such, they detail unique, sometimes extraordinary effects which must be carefully monitored by the Games Master. If the Games Master is uncomfortable with any of the effects presented here, he is well within his rights to refuse the Players access to them, reserving them instead for his own use alone, or banning them altogether from the campaign.

Likewise, since so many of the examples are used to illustrate common principals, there are many sidebars scattered throughout the remainder of this chapter, each offering insight into the whys and wherefores of each ceremony, as well as ideas of how they might best be incorporated into the campaign.

Absolute Banishment

Effect: Dismissal (DC +100)

Materials: 50 participants (DC -20), complex materials (DC -20), standard commitment (DC +/-0)

Completion Time: 1 day (DC +/-0)

Range: Close (DC +/-0)

Target: 1 target (DC +/-0)

Duration: Permanent (DC +40)

Final DC Check: DC 100

There are dangerous beasts stalking the outer planes, corrupt beings of spirit, smoke and flame who hunger for the chance to wreak havoc in the mortal world. All that stands against them and free rein and dominion over mortal souls is the vigilance and piety of the clergy. Even then, there are demons and devils so powerful that they are able to defy even the most powerful of mortal enchantments. It is for them, then, that the divine ceremony of Absolute Banishment was created.

The Absolute Banishment ceremony is the ultimate expression of the exorcist's art, a complex ritual of prayer, fasting, meditation and preaching with only one purpose; the focussing of divine glory into a hammer to shatter the wicked. The power of the divine ceremony is such that it utterly banishes an outer planar creature from the mortal plane, with no hope of resisting or reversing the effect (no saving throw is permitted). The Absolute Banishment ritual can be used against any extraplanar creature, up to and including beings of Lesser God power.

The ritual of Absolute Banishment is used only as a tool of last resort, for the cost is high. To complete the ceremony, the key participant must give up his own life, his body consumed and transformed into the eldritch wave which washes away the taint of absolute purity or corruption. It is for this reason that the Absolute Banishment ritual is reserved for the banishment and destruction of creatures as mighty as demon princes, devil lords and solars.

Baptism

Effect: Bolstering (DC 42)

Materials: 5 participants (DC +5), expensive materials (DC -15), sacred altar only (DC -10)

Completion Time: 1 hour (DC +10), standard (DC +/-0)

Range: Ceremony only (DC -10)

Target: Single target (DC +/-0)

Duration: Permanent (DC +40)

Final DC Check: 62

This common but powerful ceremony is used to welcome a new worshipper to the love and protection of a god and to seal the loyalty of said worshipper to the god's faith. It is an occasion of both great joy and solemn ceremony, in which the clergy of the church entreaties the new worshipper to dedicate himself fully to his god's faith, to serve always in his name and to advance the concerns of his god and his church above all others.

The Baptism ceremony binds the recipient's soul tightly to his new god and to his god's church. The newly baptised worshipper receives a +4 bonus to all saving throws to resist forcible conversion (see Tricks of the Trade) from his church to another faith.

As with the marriage ceremony, the true Baptism divine ceremony is mostly performed for very important persons, though it can also be performed to affect masses of new converts; this is usually done when the church has either entered a new territory and wishes to establish a strong foothold in the local populace, or



Multiclassing and the Baptism Ceremony

Some Games Masters find it difficult to reconcile the years of training necessary to become a cleric with the *Core Rulebook I's* concept that any character can multiclass as a cleric simply by gaining enough experience. The Baptism ceremony is a good way to get past this conceptual hurdle. Should you choose, you can mandate that any character who wishes to multiclass to become a member of the actual cleric class must undergo the Baptism divine ceremony, to tie their spirit to their gods and to awaken their ability to cast clerical magic.

Should you wish, you can also mandate this as a required step for those clerics who wish to convert to the worship of another faith. Until they undergo the ceremony, their new god cannot grant them the ability to cast divine spells.

If you wish, you can also extend this requirement to those who wish to multiclass to become members of the paladin class, though the 'chosen by the gods' aspect of that class will be weakened should you choose this course.

Finally, an adventurous Games Master might rule that a paladin character who willingly subjects himself to a Baptism ceremony can then multiclass out of the paladin class and then return to it later, so long as he is baptised again when he does so. In this way, a paladin character can, for example, enhance his ability to cast divine magic by multiclassing as a cleric for a few levels, without forever losing access to his holy calling. Should you do this, it is highly recommended that you restrict the number of times the paladin character is permitted to do this, or at least monitor his multiclassing carefully, lest the privilege be abused.

when the church needs to reaffirm its pre-eminence in an area it already controls.

Every church has some form of Baptism ceremony, the exact details of the conducting of which vary from faith to faith. In the Baptism ceremony for the elven god of art and springtime, for example, the recipient of the baptism must create a work of art dedicated to his new faith and then sacrifice it to his god on a pyre of fresh leaves.

Black Sunrise

Effect: Transformation (DC 100), weakening -8 to all ability scores for non-drow (DC 66)

Materials: 300 participants (DC -50), legendary materials (DC -50), DC 50 Knowledge (the planes) (DC -25)

Completion Time: 1 year (DC -50), exacting commitment (DC -15)

Range: Dimensional (DC +50)

Target: All targets (DC +100)

Duration: Permanent (DC +40)

Final DC Check: 176

The legendary Black Sunrise is the greatest and most feared of all drow ceremonies, a blasphemous ritual which unleashes magic so powerful that it fundamentally changes the nature of an entire plane of existence. If the ceremony were ever to be successfully completed, it would transform all the stars in the heavens to cold, pitch-black orbs and swathe every world in a blanket

of night that would never end. At the same time, it would snuff the soul candles that glitter inside every living thing, destroying hope and rendering non-drow incapable of fighting back against the armies which would swarm up from the under the earth in an endless black tide.

The ceremony of the Black Sunrise requires an entire year to complete, as well as the sacrifice of thousands of living beings, all of whom must die screaming, and uncounted millions of gold pieces worth of materials and magical artefacts. Should all this be done, the ritual is still not complete. At the last, the participants must bring low a solar celestial and tear his heart, still beating, from his chest. Only then is the ritual complete.

Fortunately, there are no living drow who know how to conduct the Black Sunrise ceremony, nor are there many who could take it through to completion if they did.

Consecration

Effect: Summoning (DC 75)

Materials: 20 participants (DC -10), expensive materials (DC -15)

Completion Time: 1 week (DC -10), standard (DC +/-0)

Range: Ceremony only (DC -10)

Target: Single target (DC +/-0)

Duration: Permanent (DC +40)

Final DC Check: 70

The divine ceremony of Consecration is used to dedicate a site to a particular god, or pantheon of gods. It is performed by both peasants and clergy alike. Peasants perform the ceremony to dedicate altars to the patron god of their village, or to dedicate a field fully to the auspices of a harvest god, the better to ensure bountiful crops. Druidic circles, witches circles and clergy use the divine Consecration ceremony to create druid groves, hilltops ripe for witchcraft or to dedicate and empower new churches.

The divine ceremony has two effects. When successfully performed by those who do not have the ability to cast spells, the ceremony brings the petitioned god's favour to the area. The holy site can be affected by a *minor miracle*, a divine effect equivalent to that created by a *limited wish*. This *minor miracle* can take almost any form, from a tree which bears heavy, sweet fruit all year round, to a pool of crystal-fresh water which boils up from the heart of a salty sea, to an immortal goat whose teats eternally flow with frothy, warm milk and who will allow its flesh to be carved off in slabs without complaint.

When cast by a mortal with the ability to cast spells, the Consecration instead strengthens the god's magic in the consecrated area. All divine spells cast within the consecrated area are cast at +1 caster level and attempts to turn or exorcise are similarly empowered. The bonus to caster level gained from the performance of this divine magical ceremony stacks with other caster level bonuses.

Most faiths attempt to consecrate every major church and temple, the better to strengthen their god's ties to the mortal world. Many churches, however, prefer to allow non-empowered clergy to perform the Consecration ceremony, since a god-granted *minor miracle* of the faith can bring in more converts than a 'simple' church empowered by clerics can.

Corruption

Effect: Transformation (DC 50)

Materials: 50 participants (DC -20), complex materials (DC -20), elves only (DC -5)

Completion Time: 1 week (DC -10), exacting commitment (DC -10)

Range: World spanning (DC +35)

Target: Single target (DC +/-0)

Duration: Permanent (+40)

Final DC Check: 60

The Corruption ceremony utterly and permanently transforms a surface elf into that which he fears and loathes the most, a drow. The Corruption ceremony is

Faith Specific Rituals

One of the best ways to differentiate the different faiths of your campaign world is to introduce specific rituals which can only be performed by the followers of that faith. The Black Sunrise ceremony is an example of just that sort of ceremony. It can only ever be performed by drow followers of the Dark Mother of Spiders.

Likewise, there should be ceremonies which can only be performed by dwarves who worship the Forge Father and ceremonies which can only be performed by followers of the god of war, or the god of the harvest, or the god of commerce and so on and so forth. In every case, these specific rituals should be directly related to the god's interests and the steps involved in their completion should evoke the manner of his church and its dogma. There is no need for these rituals to be as monstrously powerful as the Black Sunrise, but nor should these restricted rituals be

The Games Master should outright refuse, except under extraordinarily rare circumstances, to permit those not of the appropriate faith/race/etc. to successfully perform the ceremony. While they may be permitted to be participants, they can never be the key participant.

only performed when the drow wish to bring a mighty surface elf hero low, or bring ruin and catastrophe to surface elf society. Dark weavers have, in the past, used this ceremony to spark wars between surface elf kingdoms, to end elven crusades which came too near their subterranean cities they choose to protect, or, in one memorable instance, to lead a noble elven paladin to slaughter his entire family and all their servants and friends. Despite the Corruption ceremony's power, drow are very judicious in its use; the good elven gods do not look kindly on the involuntary corruption of their followers and have on more than one occasion sent avatars to directly annihilate those dark weavers who dare too much.

The Corruption ceremony is long and involved, requiring the sacrifice of a drow who possesses personal power equivalent to that of the intended victim. The sacrificial victim need not volunteer for the duty and in fact, most dark weavers prefer to sacrifice their rivals whenever they can. During the Corruption ceremony, all the participants, save the victim, must indulge themselves in all manner of vice; they must rape and mate with equal enthusiasm and despoil and desecrate



objects sacred to the surface elves, all while shrieking the praises of the Dark Mother of Spiders.

Elevation

Effect: Transformation (DC 80)

Materials: 50 participants (DC -20), expensive materials (DC -10)

Completion Time: 1 week (DC -10), exacting (DC -15)

Range: Ceremony only (DC -10)

Target: Single target (DC +/-0)

Duration: Permanent (DC +40)

Final DC Check: 55

The divine ceremony of Elevation is perhaps the most sacred (or profane) of all rites, for its successful completion elevates the recipient to the status of sainthood, moulding his body and soul after death into that of a powerful extraplanar being.

With the successful completion of the ceremony, the recipient's body is consumed in a flash of holy or unholy energy, only to reform on his patron god's home plane, wearing new, sacred flesh. The exact nature of the transformation depends upon two factors; the power of the recipient and the nature of his deity. The Elevation table shows the available transformations.

The transformed being is instantly and permanently gifted with all the powers, abilities, skills and weaknesses of its new form and cannot be stripped of them by any means short of direct godly decree. Once transformed, the newly created extraplanar servant is forever bound into the service of its patron deity. It is also bound to its master's plane for a period of no less than one decade; it cannot leave that plane for any reason, nor may it be summoned from that plane.

For most faiths, the Elevation ceremony is something which is performed perhaps once in a century. There are two reasons for this. First, the ceremony is incredibly difficult and exacting to perform, requiring a commitment of resources and effort that is staggering to comprehend. Second, and perhaps more importantly, the honour of Elevation is something which should only be reserved for those who perform the most vital of services, who accomplish the most noble or lasting of deeds, or

Elevation

Recipient's HD	Good Deity	Evil Deity, Chaotic	Evil Deity, Lawful
1-4	Hound Archon	Quasit	Imp
5-8	Guardinal, Avoral	Vrock	Bone Devil
9-12	Guardinal, Leonal	Hezrou	Barbed Devil
13-16	Angel, Astral Deva	Marileth	Horned Devil
17-20	Angel, Planetar	Balor	Pit Fiend

Elevation and Player Characters

The Elevation divine ceremony is not intended to be used for the creation of super-powerful characters, though if the Games Master is not careful, that is exactly what might happen. That is the reason for the decade-long exile to the outer planes; in a typical campaign, ten years might as well be a thousand.

When creating and Games Mastering divine ceremonies, never be afraid to add such limitations. Doing so both helps to rein in Player (and Games Master) excesses and also adds a mythic, legendary feeling to the ceremonies, since the great magics of ancient tales are filled with unforeseen consequences, bargains to be struck, debts to be paid and dooms to be inherited.

who truly exemplify the beliefs of the faith. It is for this reason that generally only the most enlightened of holy men are even considered for Elevation; most faiths, particularly lawful ones, have a set process by which they nominate and approve candidates for Elevation, a process which can take years, if not decades, to wind its way to completion.

That said, there is no actual mechanical restriction which forbids the Elevation of candidates who have not been approved by the faith as a whole, so a truly enterprising worshipper (perhaps an adventuring cleric?) can take it upon himself to elevate a being he considers truly worthy of the honour.

Fertility

Effect: Bolstering (DC 40)

Materials: 5 participants (DC +10), expensive materials (DC -10)

Completion Time: 1 day (DC +/-0), exacting commitment (DC -10)

Range: No range (DC -10)

Target: All who participate (DC +10)

Duration: 1 decade (DC +20)

Final DC Check: 40

The strength of a royal family is wholly dependant on the strength and abundance of its children. As the foremost students of medicine and non-magical and magical healing, the priests of the churches of the fertility and healing gods are called upon to ensure that the ranks of the nobility are always kept strong and abundant. Through the use of this Fertility ceremony, clerics can ensure that their patrons fulfil their duties of providing new strength to the family line.

The Fertility ceremony is performed in private and involves the gathering of the young men and women of the family together to slake their lusts in the hopes of producing strong offspring. The Fertility ceremony is nothing more than a day long orgy, albeit one dedicated to the gods. Before the orgy begins, a number of cattle or animals which are considered especially fertile are sacrificed on the god's altar, calling down their favour.



Funeral Sealing

Effect: Dismissal (DC 60)

Materials: 10 participants (DC +/-0), standard (DC +/-0)

Completion Time: 1 day (DC +/-0), exacting (DC -15)

Range: Ceremony only (DC -10)

Target: Single target (DC +/-0)

Duration: Permanent (DC +40)

Final DC Check: 75

The Funeral Sealing is the last, and perhaps finest, honour most mortal beings can ever hope to receive; a

holy acknowledgement of their great piety and worth in life. While some variation of the funeral rite is performed by all faiths, the Funeral Sealing is a greater, more holy version of the rite, a way of strengthening the soul in the afterlife and warding it against desecration by both the living and those beyond the mortal realms.

After the successful performance of the Funeral Sealing, the deceased's spirit is cradled in the strong embrace of his god's favour and can no longer be summoned back to the mortal world by any means short of a *miracle* or *wish*. No other spell has the power necessary to pierce the divine shell; this means that *resurrection* will not

Funeral Sealing and the Campaign

Each faith has its own particular requirements for who qualifies for sealing, requirements which are enforced by the god's own desires. The successful performance of the ritual means that the soul is brought to the god's attention but does not guarantee acceptance. Whether or not the soul is truly taken into the god's protection is a decision which can only be made by the deceased character's Player (if applicable) or by the Games Master.

Wily Players may attempt to use the Funeral Sealing divine ceremony to their own advantage, killing hated foes and then attempting to 'honour' them by consigning their souls to the nether realms forever. While it is certainly acceptable for the Games Master to let that happen, it can cause a few problems for the campaign, since in extreme cases, it can completely prevent villains from utilising the resources which would normally be available to them in a typical fantasy campaign.

That is why the god's approval is a necessary component of the Funeral Sealing ceremony. Should the villain who is to be sealed away be a favoured servant of the god his soul is sent to, it is more likely that the god will refuse to hold him, preferring that its agent be able to work in its name on the mortal plane.

That said, it is never a good idea to absolutely stymie the Players should they actually manage to not only kill a hated foe but successfully complete the sealing ceremony as well. In such situations, a compromise is perhaps the best option; seal the villain's soul away for a handful of years, or strip it of some of its power in the form of lost levels (perhaps the sealing was partly successful and some measure of the soul was locked away forever).



work, *reincarnation* will not touch the spirit and *speak with dead* will not reach the spirit's ears. Though this may seem to be, in a world in which heroes and kings are returned to life with the casting of a single spell, an absolute death sentence, most consider it to be a high honour, since the divinity will only deign to protect those souls who it would not wish to see taken from its company.

The soul which is the subject of the sealing ceremony is and must be automatically dedicated to the god whose faith its owner practiced in life. This means that the soul cannot be locked away by those who would wish the recipient given over to the tender mercies of their own god (see sidebar).

Marriage Sealing

Effect: Bolstering (DC 42)

Materials: 5 participants (DC +5), expensive materials (DC -10), sacred altar only (DC -10)

Completion Time: 1 hour (DC +10), standard (DC +/-0)

Range: Ceremony only (DC -10)

Target: 2 targets (DC +2)

Duration: Permanent (DC +40)

Final DC Check: 69

Marriage is a sacred bond in almost all cultures, a union of two (or perhaps more) souls which is intended to last beyond death and into eternity. It is also a binding social contract merging the assets of two or more families; particularly amongst the nobility, this second aspect of marriage is by far the most important part, since the ownership of entire kingdoms can change hands in a marriage union. The Marriage Sealing ceremony is a way of insuring that it does just that. In the Marriage Sealing ceremony, the souls of the betrothed parties are bound together by unbreakable threads of divine energy, energy which flows from the gods or goddesses of the hearth, love, commerce and marriage.

The Marriage Sealing ceremony strengthens the emotional bonds between the bride and groom, making it much more difficult for them to consider the thought of cheating on one another, abuse one another, or grow apart. As a side effect of the ceremony's magic, the subjects gain a +2 bonus to all Sense Motive checks and to all saving throws against spells and spell-like effects which would lead them to harm their partner(s) in some fashion. So, for example, a bride under the effects of a sealing ceremony would gain a +2 bonus to Sense Motive checks to perceive a bard's seduction attempts and the groom would likewise gain a +2 bonus to his Will save to resist the corrupting influence of a succubus.

Due to the investment of time and resources necessary to conduct the Marriage Sealing ceremony, true empowered ceremonies are performed only for the weddings of extremely important persons, such as royalty, merchant princes, great heroes, high ranking members of the clergy and the like. Peasants and other less wealthy or important people must content themselves with pale imitations of the sealing ceremonies, imitations which have no power save that what the participants believe it to have.

Nearly every religion and every race has its own version, or versions of the marriage ceremony and in the case of especially important marriages, such as that between that of the rulers of two different countries, the betrothed will be the subject of many such ceremonies. The effects of cumulative Marriage Sealing ceremonies do not stack.

Commonly, the Marriage Sealing ceremony involves the participants swearing their love for one another in front of family, friends and presiding clergy, then reciting an oath of love and absolute loyalty to one another. This oath, combined with the efforts of those who prepare the ceremony, triggers the binding magic.



The Effects of Magic on an Agrarian Society

In the real world, civilised peoples offered up sacrifice to the gods of the harvest each year, despite the fact that they never received any obvious sign that their prayers accomplished anything. How much more fervent, then, must the worship of gods of agriculture be on a world where gods not only answer but occasionally stride the land as colossi of wood, grain and corn?

In any world where magic is a real, obvious force, one of the areas most likely to be affected by its presence is farming and general agriculture. This is only natural; everyone (well, almost everyone) in a fantasy world needs to eat, so while adventuring heroes are busy hacking the heads off dragons, more domestic spellcasters are concerned with thoughts of improving grain yields; and in doing so, they will do as much (if not more) good for the world than the most potent *fireball*-flinging sorcerer.

When crafting your adventures, you should keep the above in mind. In a world which uses the *Core Rulebooks'* default level of magic, food will be more plentiful and harvesting will be easier. This in turn will lead to fewer deaths from starvation and an overall improvement of health and living standards – which, perhaps, explains why all the peasants in the pictures look so clean, fat and jovial.

Planting

Effect: Bolstering DC 45

Materials: 30 participants (DC -10), average materials (DC +/-0), standard commitment (DC +/-0), spring season only (DC -15)

Completion Time: 1 day (DC +/-0)

Range: 10 miles (DC +5)

Target: All targets within 10 miles (DC +10)

Duration: One season (DC +/-0)

Final DC Check: 35

This simple, yet vital divine ceremony is a part of the holy texts of all faiths dedicated to gods of the harvest, of springtime and of fertility. It is performed in every village, in every thorp, in every collection of hovels worthy of the name. It is perhaps the most important of all ceremonies, for without a good crop, there is nothing to harvest and, more critically, nothing to *eat*. It is for this reason that the Planting ceremony is conducted with the gravest sincerity.

A successfully completed Planting ceremony bolsters the strength of all the crops planted in the fields for the duration of the growing season. When applicable, they are rendered immune to effects of spells and spell-like abilities which despoil plants and, more importantly, they are protected from the ravages of insects, sudden frosts and drought. In effect, yields on the protected fields are increased by 25%, since misfortune and natural weather effects do not so easily destroy seed and stalk.

The exact rituals needed to complete the ceremony vary from faith to faith and even from village to village. Some faiths, particularly those dedicated to more civilised gods of agriculture, require only prayer and meditation and the sacrifice of specially prepared winter stores. Conversely, the ancient, more bloodthirsty gods of wild growth and the harvest mandate the ritual sacrifice of rabbits, or cows, or even young men and women of the village. In any case, it is a price every village and faith must be prepared to pay, lest famine claim them all.

Righteous Vengeance

Effect: Summoning (DC 45)

Materials: 10 participants (DC +/-0), simple materials (DC +5)

Completion Time: 1 day (DC +/-0), standard (DC +/-0)

Range: Continent spanning (DC +25)

Target: Single target (DC +/-0)

Duration: Until repentance (DC +10)

Final DC Check: 85

Unless you are a god yourself, tempting the wrath of the clergy is rarely wise and tempting the wrath of the gods never so. The divine ceremony of Righteous Vengeance is a good example of why this is so.

Through the use of Righteous Vengeance, a faith – or even a village – can call down the wrath of the gods to hound, plague and otherwise make the lives of its enemies very difficult. While Righteous Vengeance does not have the spectacular, overt killing power of, a *flame strike*, its effects are more than enough to drive the weak to take their own lives.

Upon the successful completion of the ceremony, the participants call down the wrath of their patron god upon their foes, or upon their foe's lands. Ill luck falls upon the target like feasting crows, replacing prosperity with blight and ruin. The target(s) of Righteous Vengeance are plagued by accidents and by misfortune; this misfortune can take any form, from poor crop yields, to chronic pains, to plagues of biting insects, to brittle



How do I run Righteous Vengeance?

The fact that mechanical effects are so exactly mapped out in the d20 game is both a strength and a hindrance. It is a strength because easily quantified effects, those which are broken down into bonuses and minuses, are easy to Games Master and (relatively) easy to explain to the Players. It is a weakness because so much of the magic found in the body of myth and literature that forms the roots of d20 fantasy gaming resists easy categorisation.

Righteous Vengeance is a perfect example of the kind of nebulous effects which divine and arcane curses in myth and literature are famous for creating. This particular ceremony is loosely based on the trials and tribulations faced by the biblical figure Job, but it could just as easily be used to represent the curse a fairy king lays down upon the village which dared dismantle his stone circle, or the doom the dying witch casts upon the dwarves who hounded her to death.

It is also a good example of a ceremony which can spark, or conclude an adventure. Perhaps the adventurers find themselves in a cursed town and they must use all their wits and powers to help the townsfolk discover the source of the curse and make reparations. Or perhaps the adventurers themselves come under the curse; after all, heroes are known for being meddling and a curse of Righteous Vengeance is just the thing to put them in their place. Or, perhaps, the party will call down Righteous Vengeance themselves, perhaps on the townsfolk who betrayed them, or on the head of the knightly order which opposes the cleric's faith.

In any case, using ceremonies such as Righteous Vengeance sparingly gives the game world a level of verisimilitude which will enhance the richness and mythical authenticity of your campaigns.

bones, to anything in between. Righteous vengeance cannot, however, be used to cause inescapable death to the targets, nor may it directly destroy buildings. From a mechanical standpoint, misfortune cast upon a living target, or targets, inflicts a -1 luck penalty to all attack rolls, skill checks and saving throws. In addition to the mechanical effects, the Games Master should insure that those affected by Righteous Vengeance are always the recipients of ill omens, of missed chances and of general misfortune; criminals find them on the road, their favourite ring is lost, they suffer from rashes and boils, their canteens always spring a leak.

The ill luck caused by Righteous Vengeance lasts exactly a year and a day – the ceremony cannot have a shorter duration, nor may it have a longer one. In order for Righteous Vengeance to take effect, the target must have done some actual wrong to those who perform the ceremony. Should it come to pass that someone attempts to call down Righteous Vengeance on an undeserving target, then the god's wrath is swiftly turned against the ceremony's participants; all who participated in the conducting of the ceremony immediately come under the effects of Righteous Vengeance. Likewise, if the targets of Righteous Vengeance make reparation and apology to the wronged party, in an amount commensurate to the injury done, then the misfortune is lifted and the god considers the debt paid.

War

Effect: Bolstering +4 to Strength and Constitution (DC 46); Weakening -4 to enemies' Strength and Constitution (DC 46)

Materials: Minimum 100 participants (DC -30), average materials (DC +/-0), humans only (DC -5), Intimidation sub-check DC 20 (DC -10)

Completion Time: 1 day (DC +/-0), standard commitment (DC +0)

Range: Medium (up to 50 miles) (DC +10).

Target: All faithful and their designated enemies within 50 miles (DC +20)

Duration: 1 week (DC -10)

Final DC Check: 82

Through the use of this powerful ceremony, warrior priests gorge themselves on the fighting spirit of their most hated enemies. This mystic energies created by this ceremony greatly increased both the killing fury and the fortitude of the faithful, transforming them into a howling war band of unimaginable fury.

This ceremony is used only in the most dire of circumstances, such as when the survival of an entire faith is at stake. The War ceremony is a sombre affair, at least by the standards of most magical ceremonies. Ceremony participants are required to drill with their armour and weapons until exhaustion takes them and they collapse, bloody froth at their lips. The magic ceremony culminates, accompanied by the thunder of war drums, with the ritual slaughter of rams and war dogs.

Winter's Heart

Effect: Transformation (DC 100) + Summoning (DC 50) + Bolstering (DC 38)

Materials: 100 participants (DC -30), extremely complex materials (DC -30), exacting (DC -15), spring only (DC -15), ceremony can only be performed in areas of year round frigid temperatures (DC -10)

Completion Time: 1 week (DC +/-0)

Range: Continent Spanning (DC +25)

Target: All who participated in the ritual (DC +10)

Duration: 1 season (DC +/-0)

Final DC Check: 123

The ceremony of the Winter's Heart is unique to the worshippers of the gods of the northern arctic wastelands and to the shamans of the frost giant and barbarian peoples. The Winter's Heart calls down the favour of the savage gods of snow, the wind and war, creating a blizzard of incredible strength, the better to allow the northerners and giants to sweep down through civilised lands, rapping, pillaging and plundering.

To complete the ceremony of the Winter's Heart, the participants must sacrifice a score of polar or dire bears and a dire mammoth of the largest possible size. Then they must dance naked, their bodies covered in painted runes drawn with steaming bear's blood, in the heart of a snowstorm, shrieking their devotions to their savage gods. At the end of the ceremony, the key participant, who is usually a shaman of advanced age, must willingly throw himself into the jaws of a dire bear. When the bear devours the shaman, it absorbs his spirit and becomes an avatar of the winter, its breath the howling wind, its jaws the bite of bitter cold; raging arctic winds trail in the bear's wake and snow storms rage where it travels.

The divine power of the winter storm is such that those who participate in its creation gain a +2 bonus to their Strength and Constitution scores for the duration of the effect. In addition, the Winter's Heart creates arctic conditions wherever it passes, meaning cold based creatures are drawn to the storm.

The effects of the Winter's Heart ceremony last for one season, ending on the last day of spring. The avatar of the Winter's Heart is transformed into a powerful elemental creature. It gains immunity to cold, it is immune to critical hits, it advances to d12 Hit Die type and is advanced to Gargantuan size, it gains Spell Resistance 35 and Damage Reduction 35/lawful. Slaying the avatar of winter ends the effects of the Winter's Heart ceremony instantly.

Divine Ceremonies and Epic Play

The Winter's Heart ceremony is an example of the kind of earth-shaking effects you can create with the divine ceremony magic system. The high final check DC of the ceremony will prohibit its use in all but the rarest circumstances and only then when the Player, or their opponents, have reached the extreme ends of the power spectrum. In other words, epic level play.

At this level of power, ceremonies can become more valuable, if less easily used, than standard divine or arcane spells. After all, by the time the characters have hit 25th level, the Players have probably cast more *wish* spells and *meteor swarms* than they care to count. This means that powerful ceremonies can become the perfect tool to alleviate boredom. The accumulation of the materials necessary to throw a blanket of perpetual darkness and lightning storms across an entire continent, or world, is a task worthy of epic heroes and villains.



SURVIVAL TACTICS

It is tough to survive in a fantasy world and, paradoxically, it only gets harder as characters advance in level. At low levels characters have to worry about goblins with swords, natural predators and spells which threaten to put them to sleep long enough for hardened assassins to slit their throats. Deadly dangers, to be sure but not compared to the challenges faced later, when mid to high level characters must contend with the teeth and claws and hellfire of demon kings, wrestle with dragons and face spells which can shear their flesh from their bones and scatter it to the ether.

Clerics stand at the vanguard of any fight, meaning they face more danger than most and since they are the adventuring party's primary healer, they are doubly imperilled. Fortunately, with the proper selection of skills, feats and especially spells, the cleric can increase not only his own chances of surviving long enough to retire a legend but the chances of his fellow adventurers staying upright as well.

This chapter is a discussion of useful tactics, tips and tricks for maximising the potential of your campaign's clerics. Rather than present new rules and options, this chapter helps you make the best of the rules and options you already possess.

COMBAT

The field of battle is where the most obvious and constant threats to the cleric's survival are found, so it behoves us to discuss it first and in a good deal of detail. The cleric, in many ways, occupies a unique battlefield position, since he is equally versed in the ways of melee combat and spellcasting. This means that the cleric's Player can, if he so chooses, stand at a distance and hurl powerful enchantments, as sorcerers and wizards do, or strap on heavy armour and wade into the mud and the blood with the fighters, barbarians and paladins.

Concentration

Concentration is, without a doubt, the most important skill for a combat oriented cleric. Since some of the most powerful attack and healing spells the cleric has (notably *harm* and *heal*) are touch spells, there will be many occasions when he must put himself in danger to deliver his enchantments.

Any cleric character which is intended to enter combat at all should maximise Concentration at each level, at least until the character gains access to a magical item

which grants a competence bonus to Concentration checks. Speaking of which, a character who is at all capable of crafting Wondrous Items, or who can commission someone else to craft one for him, should be given a Concentration-enhancing item as soon as possible. As character levels increase, the amount of damage opponents are able to inflict with each attack increases as well, meaning the Concentration checks needed to maintain a spell can quickly soar to incredible heights – without a boosting item, even a cleric with maximum ranks in Concentration will fail his checks more often than not.

Concentration items have another benefit as well; since they add flat bonuses to checks, there will be less need to rely on above average die rolls. As a general rule of thumb, clerics should have at least a +10 bonus to Concentration per 5 character levels. This means that at 20th level, the cleric will automatically succeed at any Concentration checks which inflicts 30 or fewer points of damage, which is a fair cushion.

Heal

Heal is an oft overlooked skill, particularly as characters move into mid to high levels of play and their ability to heal via magic grows exponentially. Still, the Heal skill has its uses, even at the highest levels of play, since it helps alleviate the need for specialised spells which halt poisons and disease, or which restore abilities lost to same. Fortunately, there is no need, even at high levels, to keep maximum ranks in Heal. Since even the highest poison and disease save DCs are in the low 20s and since Heal is based on Wisdom, 10 total ranks (not total bonus) in this skill should prove sufficient for most tasks.

Spellcraft

The Spellcraft skill can, on occasion, be a true life-saver in combat, since it allows the cleric to correctly identify a spell as it is being cast and prepare for it, or even attempt to counter it. It serves a similar purpose when exploring dungeons, wizard's towers and the like, since the cleric can use Spellcraft to identify the nature of magical wards and traps before he stumbles into them. Unfortunately, the cleric does not have the luxury of enough skill points to purchase all the skills which might prove useful, nor is the average cleric's Intelligence bonus sufficient to make up for few skill ranks. So, in a party which also includes a bard, druid or wizard (all classes which tend to have more skill points than clerics), it is recommended that the cleric possess

few, perhaps no more than 5 ranks, in the Spellcraft skill and leave the true mastery of this skill to others.

Should the cleric somehow find himself in a party without such support, it is suggested that he achieve only a few ranks in the skill and then improve his check through the creation or acquisition of a magic item which boosts the skill. Since most non-life threatening situations allow the cleric to take 20 with his check, a total modifier +15 (including magical and Intelligence bonuses) should be sufficient.

General Combat Skill Use

It is a sad fact of reality that while there are many skills which the adventuring cleric will find useful, he will never have enough skill points to select them, or develop them to their necessary potential. With the fewest amount of skill points in the game and without the luxury of being able to devote a high ability score to Intelligence, it can only be said that the cleric's skills are not his strengths.

The best strategy for a cleric who wishes to pick up a few combat related cross class skills is to specialise in only one or two additional skills, stopping when he reaches mid levels of proficiency.

When selecting supplemental skills, it is best to concentrate on those skills which are modified by the cleric's most important ability scores. Fortunately, several of the best skills in the game are modified by Wisdom. A handful of ranks in Listen, Spot or Sense Motive can go a long way towards protecting the character from ambush, particularly since he can reasonably expect to have a high Wisdom bonus to checks at the more powerful levels. Likewise, a few ranks in Intimidate can, when modified by his Charisma score, give the cleric the ability to put the fear of the gods in his opponents, negating the need to fight altogether.

Conversely, the average cleric should never bother gaining ranks in the Tumble, Hide, or at almost any other Dexterity based skill, since not only is Dexterity the ability he can most afford to ignore (thanks to his proficiency with heavy armour) but it is also the one most likely to be penalised (again, thanks to his armour). The only Dexterity based skill worthy of dedicating precious skill points to is Ride, since that will enable the cleric to cross the battlefield much more quickly.

Feats

While the cleric is not so dependant upon feats as the fighter is, the feat choices he makes can absolutely change the focus of his abilities, making him a strong

contributor to the party, or reducing him to another dead mess in heavy armour.

As a general rule, the cleric should not concern himself overly much with selecting melee combat feats, since he will not only spend much of his time casting spells but he lacks the high base attack bonus of more martially inclined classes, meaning he will forever play second fiddle to them.

Instead, if the cleric wishes to select feats which will enhance his abilities in combat, he should look to defensive feats which raise his saves or his abilities. Feats like Combat Casting and Lightning Reflexes offer him situational bonuses which enhance his effectiveness and survivability, and Improved Initiative can give him a critical advantage in the race to cast the first spell.

Since so many of the cleric's best spells enhance his combat abilities, selecting metamagic feats will make him a more effective warrior than the cleric who selects melee feats anyway. Of the various metamagic feats, Empower Spell and Maximise Spell will heighten the efficiency of the cleric's *cure* spells and Extend Spell will give a much needed boost to those spells which modify his abilities, so those will prove the best choices.

Item Creation Feats and other feats which enhance spells will serve the combat focused cleric in good stead as well. Craft Wand, Craft Wondrous Item, Brew Potion and Scribe Scroll are the best choices, since they will allow the cleric the ability to create *cure* items and items which permanently boost his Wisdom score and skills.



Those clerics who rely heavily on *summoning* spells should strongly consider the Augment Summoning feat, since it, when combined with spells like *bull's strength*, will give the cleric access to powerful and versatile allies. Spell Penetration can be a good choice for a cleric who relies on damage inflicting spells but a cleric who focuses instead on augmenting himself and his allies should forgo it in favour of the feats listed above.

Weapon Choices

Without multiclassing or choosing the appropriate feat, the cleric is limited to simple weapons. Fortunately, this is not much of a hindrance, since that category has more than enough powerful and useful weapons to choose from.

When selecting the appropriate weapon for the cleric, it is better to err on the side of higher total damage potential, since the class does not have the luxury of absurdly high Strength and many attacks. For melee weapons, a one handed weapon is key, since it allows the cleric to not only carry a shield but also to cast spells with his free hand. The traditional cleric weapon, the mace, is a good choice but a better one is the morningstar; since it gives him the ability to inflict both bludgeoning and piercing damage – a more versatile melee weapon.

For ranged weapons, the light crossbow is ideal, since it combines high damage potential and decent range with a solid critical hit range. The sling is another good choice. Small, easy to carry and inexpensive, it lacks damage but is the only ranged weapon to inflict bludgeoning damage, very useful when fighting undead, as clerics are wont to do.

In any case, one of the cleric's chief advantages is his ability to use *magic weapon* and *greater magic weapon* to magically empower his tools of war. This ability allows him to, should he wish, forgo the purchasing of a magical weapon, freeing up his gold reserves for powerful, magical armour and wondrous items, staves, rods and wands of all sorts.

Armour Choices

Clerics do not generally have the luxury of a high Dexterity score, so they are well advised to sheath themselves in the heaviest armour they can afford. Since they do not have to worry about spell failure, a cleric should save up and purchase plate mail and a shield as soon as possible.

When purchasing magical armour and shields, the cleric should look to enhancements will alleviate his inherent weaknesses. Since he is a primary spellcaster,

he is likely to be one of the primary targets of sneak attacks, so he should consider *fortification* for his armour. Likewise, since a common tactic for warriors is to attempt to grapple spellcasters, he should apply the *slick* property to his armour. A shield with the *animated* enhancement will prove its worth to a spellcasting cleric again and again and a *bashing* shield will give the cleric a very solid weapon against undead, freeing him up to use piercing or slashing weapons in his primary hand.

GENERAL SPELL USE

The cleric's spell list includes many useful magics, some obvious, some not. Through careful selection of spells, the cleric can equip himself for almost any situation.

Low Levels

At low levels, when the cleric and his fellow party members are relatively fragile and inexperienced, spells which offer bonuses to attack rolls, or which enhance the character's ability to avoid damage are key. For example, even the lowly 0 level spell *guidance* will literally double a 1st level fighter's base attack bonus and its fellow orison *resistance* will similarly enhance the cleric's Reflex save. The 1st and 2nd level cleric spell list contains some obvious power spells as well, notably *cause fear*, *command*, *magic weapon*, *aid* and the various boosting spells as well (discussed above) but both lists contain some oft overlooked gems as well. Of the 1st level spells, *doom* is noteworthy for its ability to impose an overall negative to a low powered monster's attack rolls, *sanctuary* for its power to completely stymie hordes of low Will save goblins and the like and *hide from undead* for its ability to render the fragile party completely invisible to some of the most common low level monsters (skeletons and zombies). Of the 2nd level spells, the most overlooked gems are *zone of truth*, which effectively neuters Bluff and similar abilities, *enthral* and *shield other* (which is invaluable for keeping arcane spellcasting party members in the fight).

Middle Levels

At mid levels, the cleric's spell list opens up a bit and he has more freedom to play around with different combinations of spells. Again, however, the cleric is best served by focusing on spells which enhance his and his fellow adventurer's abilities or reduce his opponents' options or attributes, leaving direct damage spells to the true masters of destruction, arcanists. Spells like *bestow curse*, *blindness/deafness*, *magic vestment*, *prayer*, *divine power*, *restoration*, *greater magic weapon*, *break enchantment*, *righteous might*, *spell resistance*, *heroes' feast* and the mass versions of *bull's strength*, *owl's wisdom* and *eagle's splendour* will serve him well in this regard. For those times when damage must be

inflicted, then spells like *searing light*, *poison*, *flame strike*, *insect plague*, *slay living*, *blade barrier* and the infamous *harm* will be powerful choices.

It is also in the mid spell levels that the cleric begins to gain access to some powerful spells which are either his and his alone, or given to him before other classes. A cleric who has no qualms about *animating dead* can create useful cannon fodder and the ability to *raise dead* will, of course, see much use in a typically combat intensive campaign.

With so many good, dependable, mid-level spell choices, it is easy to overlook some spells which have potent combat applications. Depending on local terrain, the spell *water walk*, in combination with *wind wall* can render you untouchable; likewise for the spell *air walk*. In a dungeon environment, the *giant vermin* spell will give you almost guaranteed access to several vicious guardians. Finally, *imbue with spell ability* allows you to co-ordinate specially prepared spell ambushes with fellow party members, such as imbuing the party rogue with the ability to *inflict moderate wounds* with a touch, or *summon monster V* when he closes for a sneak attack.

High Levels

When the cleric gains access to spells of 7th level and above, he truly is a spellcasting force to be reckoned with. The majority of spells of this level are concerned with destroying foes outright, a shift in focus which the cleric's Player should embrace wholeheartedly – of course, he should never forget to boost himself and his allies before and during combat.

Dependable destructive spell choices of 7th level and above include the *blasphemy/dictum/holy word/word of chaos*, though each is situationally dependant and works best when used against opponents whose belief systems are known. *Destruction*, *symbol of stunning*, *fire storm*, *symbol of death* and *implosion* on the other hand, have a far greater breadth of utility as they are not dependant on alignment.

It is also at these highest levels of spell power that the cleric gains his most potent protective spells, though they work only on himself. *Repulsion* is an exceptionally powerful spell when used against powerful, relatively stupid monsters without access to ranged attacks, since it allows you to pelt them with spells with no fear of retaliation. Likewise, *antimagic field* is an excellent choice for those clerics who do not mind getting their armour and maces splattered with the blood and brains of hapless sorcerers and wizards. The various alignment versions of *cloak against chaos* are incredible defensive

enhancements when used at the correct time. Finally, no high level adventuring cleric worth his salt should ever leave home without one or two *resurrection* or *true resurrection* spells prepared; high level combat is incredibly dangerous and it is likely that one or more allies will fall in any given combat, making the ability to quickly return the fallen to life essential.

Bulls, Bears, Owls, Eagles and You

One of the cleric's chief spellcasting advantages is his access to those spells which boost ability scores. Of these, *owl's wisdom* is by far the most important, since it provides a great boost to the cleric's other spells, equivalent to that gained by selecting both the Spell Focus and Greater Spell Focus feats. Of the rest, *eagle's splendour* and *bear's endurance* will prove the most immediately useful to the cleric, since the former increases the cleric's ability to turn undead and the latter provides a much needed boost in hit points when the cleric finds himself in heavy combat.

Truly though, the best way a cleric can use his boosting spells is to focus them on his adventuring companions. Certainly, a cleric who enchants himself with *bull's strength* and *bear's endurance* becomes a terror on the battlefield, the equal of almost any fighter. Doing this, however, means that the cleric must restrict himself to the role of a melee combatant, lest he waste his precious physical bonuses on the casting of spells. Conversely, the cleric who casts the same spells on an allied fighter not only frees himself up to continue casting spells but actually increases the effective mechanical bonuses granted by the spells; since the fighter's base attack bonus progression is superior to the cleric's, at comparable levels he will have both more attacks than a cleric and a better chance to hit with them, meaning the damage bonus gained by *bull's strength* will apply more often. Likewise, a rogue under the effects of a *bull's strength* will sneak attack with greater damage (and probably accuracy) and if enhanced by a *bear's endurance* spell, will be a factor throughout more of the battle as well.

When the cleric character gains access to *mass* versions of his boosting spells, that is when the true benefits really kick in. Since the cleric will not be able to cast as many 6th level spells as he can 2nd level spells, he must tailor his boosting spells to the makeup of his party. *Mass eagle's splendour* is incredibly useful in a party which includes paladins, bards, sorcerers and rogues, since each of those classes possesses important abilities or skills which are enhanced by Charisma. Likewise, in a party which contains more than one fighter, barbarian or





specialised melee combatant, then *mass bull's strength* will prove a good bargain. While it goes without saying that *mass bear's endurance* is useful regardless of party composition, since everyone needs hit points, a wise cleric Player still considers the makeup of his party before casting the spell; parties which are composed of dwarves, barbarians and the like are already likely to possess more hit points than the average, so the spell's benefits may not outweigh the cost.

Conversely, some of the *mass* spells are simply not cost effective for the cleric, at least not in most situations. *Mass owl's wisdom*, which enhances druids and clerics, but does little for most other classes is far from being an automatic choice for the cleric. It is much more cost effective, from a mechanical standpoint, for the cleric to use the standard versions of such boosting spells to enhance himself.

Cure Spells

Of course, clerics are most famous for their ability to use divine magic to heal, an ability which has only grown stronger through successive editions of the game. In the past, clerics earned a well deserved reputation as mobile hospitals and 'plate mail paramedics'; since they were the only class really capable of keeping the adventuring party whole, it was essential that they dedicate nearly all their magical resources to the preparation of healing spells. With the advent of d20, however, clerics gained the ability to spontaneously default their prepared spells to either *cure* or *inflict* spells, which opened up unprecedented versatility for the class. It is critically important that a cleric's Player take full advantage of this versatility when preparing his spell complement for the day.

At higher levels of play, when the cleric has access to more spell slots, he should not be afraid to expand his spellcasting horizons. Even then, however, you are cautioned to avoid relying over much on instantaneous spells, since casting direct damage spells (for example) can quickly burn through a cleric's magical resources. When expecting heavy combat, it is better for the cleric to rely on spells with long durations, such as the boosting spells, as those will allow him to conserve his spell slots for critically important healing.

Of course, all this changes when the cleric gets access to magical items. Though he can always default his spells, the wise cleric quickly takes advantage of his ability to scribe *cure* scrolls, brew *cure* potions and craft *wands of cure light wounds*. Once he is capable of creating or purchasing these items, he should do so immediately, reserving his own *cure* spells for the direst emergencies.

Domains and Domain Spells

In general, Players of clerics should consider their character's domains and domain spells carefully, since not all domains are created equal. Domains such as Air and Earth occasionally useful at best and their domain spells doubly so, while domains like Destruction, Death and, especially, Healing will be useful at almost all levels and in all situations. Of course, the primary concern with selecting domains should always be thematic appropriateness but whenever possible, a cleric should possess at least one domain whose spells he can use in almost any adventure situation.

When preparing domain and standard spells for the day's adventuring, it is important that the cleric not allow his spells to overlap too much. While there is nothing wrong with preparing multiple *cure* spells each day, it will be wasteful for most clerics to prepare two *shatter* spells, or two *identify* spells. Also, domain spells are often the cleric's only chance to shine in non-healing spellcasting, as domain spells can not be converted into *cure* (or *inflict*) spells. Choosing a domain that grants special spells (not normally found on the cleric spell list, for instance) can enable even a humble cleric to sling the odd *ice storm* or *cone of cold* (for the Water domain) without impinging on his healing or touch attack abilities.

NON-COMBAT SITUATIONS

Though it is certainly the most talked about part, combat is only one small (albeit important) facet of the adventuring life. Clerics, as spiritual leaders to

the common folk and important persons within their church, are expected to both involve themselves in civic matters and to immerse themselves in the politics of their faith. A cleric who does not tend to his flock and his position with the same fervour and zeal with which he separates heathen's heads from their shoulders will not long retain his authority and may well lose his life and soul – church politics is cutthroat business.

Diplomacy

The fine art of Diplomacy is a very useful skill for the cleric to master. As the old saying goes, 'you catch more flies with honey than with a blood splattered mace.' Diplomacy is what allows a cleric to bend the king's ear, or better yet, convert him to the faith and it is with the Diplomacy skill that the cleric earns the right to build a new temple to his god within the city walls. In other words, Diplomacy is to social encounters what Concentration is to combat, only doubly as important.

Fortunately, by d20 rules, it is much easier to sway the king to your faith than it is to cast a spell while his sword is stuck in your side. Further, Diplomacy is conveniently based on Charisma, which will undoubtedly be one of the cleric's higher ability scores. Finally, Diplomacy is a skill that precious few characters will have, meaning that the cleric will have the advantage in opposed skill checks. Put this all together and you have a situation which allows the cleric some leeway in the amount of skill points he must dedicate to become an effective diplomat. As a rule of thumb, the cleric should accumulate a total of 15 ranks in the Diplomacy skill over the course of his career; coupled with his Charisma bonus and, perhaps, an item which provides a competence bonus to his check, this amount should prove more than sufficient. To cultivate Diplomacy to best effect, the cleric should gain 10 total ranks in the skill as soon as he is able, then gain the last 5 at a more leisurely pace.

Knowledge (religion)

Knowledge (religion) is not a flashy skill, but then the most useful ones rarely are. A cleric without ranks in Knowledge (religion) is a cleric who did not pay enough attention in seminary school. While clerics who are strong in faith and weak in church knowledge can be great heroes, esteemed throughout the land, they will never advance far in the church hierarchy. Also, having 5 or more ranks in this skill grants a +2 synergy bonus to turning checks, which should encourage even the most martial of clerics to invest at least partially in this skill.

A cleric who wishes to become a powerful leader of his church, or who wishes to inspire his congregation,

had best see to it that he takes at least a few ranks in the Knowledge (religion) skill. A solid 10 skill ranks will enable the cleric to answer nearly any question, as long as he has time to research, while 15 ranks will allow him to occasionally dazzle others with his intimate understanding of matters of faith.

General Skill Use

Unfortunately for the cleric, he does not have class access to many of the skills which function best in social situations, nor does he have the luxury of excess skill points with which to pick them up. On the other hand, most of the best social skills are based on Charisma, meaning what the cleric lacks in training, he makes up for in raw talent.

The best cross-class social skills for the cleric are Gather Information and Sense Motive. The former is especially useful for clerics who like to root out heretical sects, demon-worshipping cults and the like, or who are attempting to bring the light of their faith to areas which are hostile to their beliefs. The latter skill is useful for any cleric who must listen to the repentant confessions of the church's faithful, or who must determine the true commitment of those who come to study the ways of his god.

Other skills which may prove of some use include Knowledge (history) and Perform, with the latter especially good for Players who wish their clerics to resemble modern day evangelists.

The Power of Leadership

The value of the Leadership feat to the cleric cannot be overstated. The ability to gather an absolutely loyal congregation of the faithful, as well as a cohort, is immensely valuable.

There are two main ways in which a cleric can make good use of his followers. The first way is to attract a horde of warriors and organise them into an army for the faith. Such followers form the perfect, unshakeable core of a crusade, just the sort of weapon an enterprising and pious cleric can use to spread the worship of his god like wildfire across the world.

The second way is less heroic, but perhaps more valuable and useful. A cleric who wishes to advance far within the hierarchy of the church should carefully select his followers from the ranks of the expert Non-Player Character class. With a veritable army of sages, lay priests, manuscript keepers, accountants, astrologers and the like at his command, there is no limit to the power and influence he can attain.



Frederick. The shadow lay over the lower half over his body, eddying and sliding over him like midnight waters; where it touched, it suckled and tugged at his flesh, pulling away meat in long ashen strips. Lisbeth forced her eyes away, looked at her son's face. It was gray, skin pulled tight against bone. His magnificent beard was torn in half, the left braid gone, leaving nothing but a hole, raw and wet, laid bare to the bone.

The head of Frederick's rune axe was splintered like rotten wood. It lay, cold and dull, just behind his body, shorn loose from the mithril handle still gripped in his right hand. Lisbeth pointed Sunset, its tip still smoking, at the shapeless dark. 'You cannot touch him. He died with axe in hand. He died a warrior. You cannot touch him now!'

He died begging. He begged for mother.

Sunset dropped from Lisbeth's hand.

I do not understand this. Tell me, what is mother?

Too much. It was just too much. Lisbeth fell heavily to one knee, the Sunrise shield forgotten at her side. Her breath came in short rasps and she was suddenly old again.

The beast whispered and the sound was like children screaming. It stirred behind its veil of shadow, vast bulk shifting like oil pouring through smoke. It flowed towards her, a dark tide.

I will take you inside. I want to know the reason. You will know the reason.

Lisbeth knew it would devour her soon. It did not matter, anymore. Frederick was dead. Five thousand others slain on the field. A hundred times that taken in their beds. She looked down and in a burst of anger, threw Sunrise from her side. It was no gift. What use axe and shield? What use faith? What use gods? Frederick was dead...

The shadow drew closer. Lisbeth could feel its emptiness. No heat, no cold. The beast knew nothing of them and so they did not exist. Closer it came, closer, ever closer. Then it stopped.

Lisbeth was conscious of a sound then. Soft and insistent, metal on metal. Metal on stone. It echoed through the vast chamber. Hammer on anvil. Then light flared behind her, sudden and bright as daylight. She spun.

A young warrior maiden stood before her, spear in hand, her single braid thick and long and red. She wore Lisbeth's face but her skin was smooth and young, unmarked by time and care and sorrow. 'How?' Lisbeth stammered. 'How is this thing possible?'

The maiden knelt, lifted Sunrise easily in one hand. 'Lady?' she said, in Lisbeth's voice, 'I would bear your shield, if you will have it.'

Lisbeth nodded, slowly, mouth open. 'How?'

'I am your third gift.' Her own voice answered again. A hand, soft and supple, touched her arm. Lisbeth turned and beheld herself, her young self. 'All that you have been, all that you are. You are at the very last moments of your journey, the journey I began so long ago. This is your gift. Our gift. Do with it as you will.'

I want to know the reason.

The beast's voice was smooth, unchanged. It knew nothing of worry, nothing of confusion and so it slid forward again.

Lisbeth knelt, picked up Sunset, gripped it tightly in both hand. She stepped forward and all the moments of her life stepped with her, with a sound like thousands of anvils ringing. Sunset glittered and burst to life and Lisbeth began to run, the young shield maiden laughing at her side, clashing her spear against the Sunrise shield. The shadow veil reared up, parted like a wave, the nothingness at the centre coiling and shuddering.

Lisbeth spoke, twin voices echoing with the power of stone and forge.

'Then come beast. I will give you my wisdom.'

DESIGNER'S NOTES

It occurs to me as I write this, gentle reader, that I always, or, at least, it feels like I always, begin my Developer's Notes for the Quintessential series by saying how little I like playing the class in question back in the hoary days of my youthful gaming. But, of course, you already knew that, being as you are avid collectors of all my words... yes, yes I know, just indulge an old man's whims. Old man, you say? NO? Yes! I'm thirty this year, which is well into middle age for the medieval man and far into lichdom for the dog. Of course, that means I'm probably ten years younger than many of you, in which case I ask instead that you indulge the hubris of the young and foolish.

Also – hahaha, old people, I still have most of my hair!

In any case (and yes, my age will play into this), I promise you I am not going to say how little I liked clerics back in the day, because that would be lying and my mother told me never to lie if I thought I might get caught. I have always been attracted to the concept of spirituality, of belief in something more beyond the world we know, whether that something be a divinity or divinities, or whether it be a collective hive mind composed of all who have lived and died since the beginning of time, or whether it be an enormous truck-stop owned by angels, staffed by movie stars and with Elvis as the short order cook. So, it was that initial fascination with the divine which started my affection for the cleric.

In the years immediately following my father's death from cancer of the everything – brain tumours, lung cancer, you name it, he had it (Pop never did anything halfway) – playing clerics proved to be of great comfort to me. The appeal of the cleric to a young child dealing with the death of a parent is obvious, I think. Just imagine having not only faith in the existence of the afterlife and gods above, but absolute proof of it. After all, the cleric can cast spells and the odds are good that on any given day his god woke him from slumber with a nice smile, a warning to stay on the straight and narrow and an affectionate rub on the belly. As a boy, missing his father, I dreamed of such assurances.

Of course, I will not pretend that my clerics were humble, enlightened, wise servants of the gods above. I was a pre-teen, drunk on the idea of collecting garbage bags full of magical objects, so my clerics were more like faith-powered battleships, launching divinely charged nuclear bombs for the betterment of vaguely acknowledged orphans everywhere. Still, despite their Godzilla-like temperaments and armaments, almost

every cleric I played had a dead father who he talked to every morning.

Now that I am older – see? Told you it would tie in – I like to pretend that I am above the need to play the cleric as superhero. I still like clerics and in fact, from a purely mechanical standpoint, I like them better, since they no longer have to be just potions of healing with legs. I just do not find myself playing them often. I cannot really say why. Or maybe I can and just do not want to. I can be mysterious like that.

That is why I am so pleased that I got to write this book. I wanted to bring a little bit of the love I felt for the class into the game. That is why there are rules for things like exorcisms and saintly relics, because the little boy in me still loves that sort of thing and the grown up has watched the *Exorcist* one too many times. I would like to think, looking back over the manuscript, that I have succeeded in stretching the boundaries of what it means to be a cleric in d20 fantasy gaming. I hope you will agree.

Thanks

As always, thanks to the folks at Mongoose.

As always, thanks to my wife and thanks to my children.

Thanks to the priests, the fakirs, the rabbis, the monks, the nuns, the yogis, the wise men and all the rest, for keeping the faith.

And thanks to my dad, for always listening.

Patrick Younts



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The Advanced Quintessential Cleric



CHARACTER _____
 CLASS _____
 CHARACTER CONCEPT _____
 RACE _____
 PATRON DEITY / RELIGION _____

PLAYER _____
 LEVEL _____
 CAREER PATH _____
 ALIGNMENT _____
 FIGHTING STYLE _____

ABILITY SCORES

HIT POINTS

ARMOUR

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

◯ = 10 +
 CLASS
 ARMOUR WORN

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLAT FOOTED	AC VERSUS TOUCH ATTACKS	MISS CHANCE	MAX DEX BONUS	ARMOUR CHECK PENALTY	ARCANE SPELL FAILURE	SPELL RESISTANCE
[]	[]	[]	[]	[]	[]	[]

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

MAX RANKS = LVL +3 (2) CROSS CLASS KEY ABILITY MODIFIERS
 TOTAL ABILITY RANKS MISC

APPRAISE ✓	Y / N	INT	[]	[]	[]	[]
BALANCE ✓★	Y / N	DEX	[]	[]	[]	[]
BLUFF ✓	Y / N	CHA	[]	[]	[]	[]
CLIMB ✓★	Y / N	STR	[]	[]	[]	[]
CONCENTRATION ✓	Y / N	CON	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
CRAFT ✓ ()	Y / N	INT	[]	[]	[]	[]
DECIPHER SCRIPT	Y / N	INT	[]	[]	[]	[]
DIPLOMACY ✓	Y / N	CHA	[]	[]	[]	[]
DISABLE DEVICE	Y / N	INT	[]	[]	[]	[]
DISGUISE ✓	Y / N	CHA	[]	[]	[]	[]
ESCAPE ARTIST ✓★	Y / N	DEX	[]	[]	[]	[]
FORGERY ✓	Y / N	INT	[]	[]	[]	[]
GATHER INFORMATION ✓	Y / N	CHA	[]	[]	[]	[]
HANDLE ANIMAL	Y / N	CHA	[]	[]	[]	[]
HEAL ✓	Y / N	WIS	[]	[]	[]	[]
HIDE ✓★	Y / N	DEX	[]	[]	[]	[]
INTIMIDATE ✓	Y / N	CHA	[]	[]	[]	[]
JUMP ✓★	Y / N	STR	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
KNOWLEDGE ()	Y / N	INT	[]	[]	[]	[]
LISTEN ✓	Y / N	WIS	[]	[]	[]	[]
MOVE SILENTLY ✓★	Y / N	DEX	[]	[]	[]	[]
OPEN LOCK	Y / N	DEX	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PERFORM ✓ ()	Y / N	CHA	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
PROFESSION ()	Y / N	WIS	[]	[]	[]	[]
RIDE ✓	Y / N	DEX	[]	[]	[]	[]
SEARCH ✓	Y / N	INT	[]	[]	[]	[]
SENSE MOTIVE ✓	Y / N	WIS	[]	[]	[]	[]
SLEIGHT OF HAND ★	Y / N	DEX	[]	[]	[]	[]
SPEAK LANGUAGE	Y / N	NONE	[]	[]	[]	[]
SPELLCRAFT	Y / N	INT	[]	[]	[]	[]
SPOT ✓	Y / N	WIS	[]	[]	[]	[]
SURVIVAL ✓	Y / N	WIS	[]	[]	[]	[]
SWIM ✓★	Y / N	STR	[]	[]	[]	[]
TUMBLE ★	Y / N	DEX	[]	[]	[]	[]
USE MAGIC DEVICE	Y / N	CHA	[]	[]	[]	[]
USE ROPE ✓	Y / N	DEX	[]	[]	[]	[]

✓ CAN BE USED WITH 0 RANKS, ★ ARMOUR CHECK PENALTY APPLIES, ★★ DOUBLE NORMAL ARMOUR CHECK PENALTIES APPLY.

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD		TOTAL WEIGHT CARRIED			

FEATS

NAME	EFFECT

CLASS/RACIAL ABILITIES

ABILITY	EFFECT

MOVEMENT / LIFTING

MONEY & GEMS

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x 3)		Day Walk	
Run (x4)		Special	
Load	Weight Carried	Max Dex	Chk Pen
Light		-	-
Medium		+3	-3
Heavy		+1	-6

CP -	
SP -	
GP -	
PP -	
GEMS -	

LIFT OVER HEAD
= MAX LOAD

LIFT OFF GROUND
= 2 X MAX LOAD

PUSH OR DRAG
= 5 X MAX LOAD

HEAL RATE PER DAY

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

LANGUAGES

SPELLS PREPARED

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

**CHARACTER CONCEPT
BONUSES & PENALTIES**

**CAREER PATH
BONUSES & PENALTIES**

**SPECIAL TECHNIQUES /
COMBAT ABILITIES**

MAGIC ITEMS AND RELICS

DOMAINS AND DIVINE POWERS

DOMAINS:

GRANTED POWERS:

DIVINE POWER (DEFAULT = TURN
UNDEAD):

HENCHMEN / COHORTS / FAMILIAR

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

TEMPLE

LOCATION:
HIGH PRIEST:
NOTED MEMBERS:
TOTAL FAITHFUL:
HISTORY AND SPECIAL NOTES:

ENEMIES, CONTACTS AND PAST ACQUAINTANCES

DIVINE CEREMONIES

NUMBER KNOWN:
TYPES:

FAVOURED CONGREGATIONS:

FAVOURED SITES:

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES

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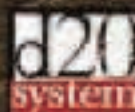
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THE QUINTESSENTIAL CLERIC II

Advanced Tactics

A cleric bears arms and a shield in search of adventure, but he is no mere soldier questing for treasure. He wields spells but he is no mere enchanter, hungry for knowledge, in service only to himself. The cleric is a servant of god, the guardian of his faith and spiritual shepherd to the souls of his congregation. The cleric stands undaunted at the gates of eternity, wielding grace and magic against the shambling hordes of living death and the numberless legions of the damned. Once he is beyond the early stages of his career, the cleric has seen enough and done enough that his holy ideals will be tempered by the realities of mortal existence. This makes the cleric an appealing contradiction, a person with unwavering faith in the glories of the existence beyond that waits for all who believe, who is also more than familiar enough with the ways in which the mortals of the living world can hurt and betray one another – and the gods above – to be a hard-bitten realist.

With the help of this sourcebook, any character choosing the cleric class will find many alternatives and options for expanding his range of abilities. With career paths and new multiclassing options, clerics can customise their advancement with their chosen branch of training; legendary classes offer an expansion of their character features that elevate them to epic levels and beyond. Insights are given into the use of easily overlooked spells, and new magical rules are introduced in the form of divine ceremony magic and the greater domains of futility.

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Rules on Exorcism and Conversion

Multiclassing Variants

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Prestige Classes

Tricks of the Trade

Greater Domains

Rules for Ceremony Magic

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