

# Manifest Destiny

domains & devotions

BOOK  
ONE



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**PATHFINDER**<sup>®</sup>  
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## INTRODUCTION

Greetings fellow gamers. I have been playing Dungeons and Dragons since its original inception so many years ago. Since then, I've seen the emergence of multiple editions, and through them all, my fondness for divinely oriented characters has never flagged. In these pages you'll find options to infuse non-caster classes with a bit of the divine, as well as options that will lend a stealthier or more martial bent to your divine character. I'm hoping there's a little something in here for everyone. **Enjoy!**

In the following, you'll find reference to various books. These are as follows:

- ACG** Pathfinder Roleplaying Game: Advanced Class Guide
- APG** Pathfinder Roleplaying Game: Advanced Player's Guide
- ARG** Pathfinder Roleplaying Game: Advanced Race Guide
- HA** Pathfinder Roleplaying Game: Horror Adventures
- OA** Pathfinder Roleplaying Game: Occult Adventures
- UC** Pathfinder Roleplaying Game: Ultimate Combat
- UE** Pathfinder Roleplaying Game: Ultimate Equipment
- UI** Pathfinder Roleplaying Game: Ultimate Intrigue
- UM** Pathfinder Roleplaying Game: Ultimate Magic
- UW** Pathfinder Roleplaying Game: Ultimate Wildernes

## DOMAINS

Below is a series of new domains for use in your campaign, subject to your Game Master's approval.

### PREDATOR

**Granted Powers:** Your exceptional speed, acute senses, and ability to augment your physical prowess makes you an expert at tracking down and dispatching the enemies of your faith.

**Swift Dispatch (Su):** As a swift action, you can flood your system with adrenaline. You gain a +2 bonus on your Initiative roll and a bonus on damage rolls equal to 1/2 your cleric level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Precise Kill (Sp):** At 8th level, as a standard action, you can give a weapon touched the bane special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st-*deadeye's lore*<sup>UC</sup>, 2nd-*acute senses*<sup>UM</sup>, 3rd-*burst of speed*<sup>UC</sup>, 4th-*find quarry*<sup>UC</sup>, 5th-*monstrous physique III*<sup>UM</sup>, 6th-*monstrous physique IV*<sup>UM</sup>, 7th-*finger of death*, 8th-*frightful aspect*<sup>UC</sup>, 9th-*summon frogemoth*<sup>UM</sup>.

**Special:** This domain is available to druids through their Nature Bond class feature.

### RETRIBUTION

**Granted Powers:** You can stun, poison, and brutally carve up enemies who dare to cause you harm.

**Avenging Touch (Sp):** As a standard action, you can touch a creature to give it a bonus equal to your Wisdom modifier on a single melee attack roll. This attack roll can only be made against a

creature that has damaged the recipient of your avenging touch. This ability lasts for 1 hour or until your target successfully hits the creature that previously damaged it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Retaliatory Blow (Su):** At 8th level, as an immediate action, in response to being struck by a melee attack, you can cause your attacker to take the same amount of damage that you just received, unless it succeeds on a Reflex save, in which case the damage it sustains is halved. Additionally, if the damage inflicted upon you was elemental damage (acid, cold, electric, fire, or sonic), the damage you return upon your attacker is considered force damage instead. Furthermore, this retaliatory damage automatically overcomes any damage reduction your attacker has. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** 1st-*stunning barrier*<sup>ACG</sup>, 2nd-*defensive shock*<sup>UM</sup>, 3rd-*stunning barrier*, *greater*<sup>ACG</sup>, 4th-*eruptive pustules*<sup>UM</sup>, 5th-*hostile juxtaposition*<sup>UC</sup>, 6th-*blade barrier*, 7th-*jolting portent*<sup>UC</sup>, 8th-*fire storm*, 9th-*transmute blood to acid*<sup>UM</sup>.

### SUBTERFUGE

**Granted Powers:** You allow no hindrance, be it poor illumination, hidden entry points, or vigilant guards to stand in the way of pursuing your divine goals; you are perfectly equipped to gather whatever intelligence necessary to make your missions successful.

**Entry Expert (Sp):** You can cast detect secret doors, for a number of rounds per day equal to 3 + your cleric level. These rounds do not need to be consecutive.

**Stake Out (Sp):** At 8th level, as a standard action, you can create an illusion that masks your presence and that of your allies for a number of rounds equal to 1/2 your cleric level.



In all other respects, this ability functions like invisibility sphere. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells:** *1st-keen senses*<sup>APG</sup>, *2nd-vanish*<sup>APG</sup>, *3rd-climbing beanstalk*<sup>ACG</sup>, *4th-darkvision, communal*<sup>UC</sup>, *5th-astral projection, lesser*<sup>UM</sup>, *6th-passwall*, *7th-stonetell*, *8th-insect spies, greater*<sup>UI</sup>, *9th-etherealness*

## NEW SUBDOMAINS

Below is a series of new subdomains for use in your campaign, subject to your Game Master's approval.

### ACID

**Associated Domain:** **Destruction**

**Replacement Power:** The following granted power replaces the destructive aura power of the Destruction domain.

**Acrid Stench (Su):** At 8th level, as a standard action, you can exude a caustic smell from your body that affects all creatures within a 10-foot radius. Acrid stench deals 2d4 + 1 point of acid damage per cleric level you possess. This acid damages a creature for 2 rounds. The damage inflicted is halved on the second round, i.e. for a 8th level cleric it does 2d4+12 on the first round and 1d4+6 on the second round. . A successful Fortitude save (DC10 + 1/2 your cleric level + your Wisdom modifier) on the first round, halves the damage for that round, and negates the damage for the second round. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** *1st-corrosive touch*<sup>UM</sup>, *3rd-burst of nettles*<sup>UM</sup>, *5th-corrosive consumption*<sup>UM</sup>, *8th-caustic eruption*<sup>UM</sup>.

### COMMUNICATION

**Associated Domain:** **Nobility**

**Replacement Power:** The following granted power replaces the leadership power of the Nobility domain.

**Aura of Dominance (Su):** At 8th level, with a standard action, you can emit an aura of dominance with a 20-foot radius around yourself which communicates your alpha position with body language and domineering non-verbal cues. All adversaries within this area of effect suffer the cowering condition for a number of rounds equal to your Charisma modifier. Adversaries who make a successful Will save are shaken instead. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** *1st-command*, *3rd-confess*<sup>APG</sup>, *9th-mind blank, communal*<sup>UM</sup>.

### GUILE

**Associated Domain:** **Trickery**

**Replacement Power:** The following granted power replaces the master's illusion power of the Trickery domain.

**Divine Duplicity (Ex):** At 8th level, as a standard action, you can declare that a single creature is your mark. You add 1/2 your cleric level as a bonus on all attack rolls and Disguise and Bluff skill checks made against your mark for a number of rounds equal to the number of cleric levels you possess. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** *3rd-blessing of the mole*<sup>UM</sup>, *5th-deceitful veneer*<sup>UI</sup>, *7th-deflection*<sup>APG</sup>.

## MISFORTUNE

**Associated Domain:** Madness

**Replacement Power:** The following granted power replaces the vision of madness power of the Madness domain.

**Taint of Misfortune (Sp):** You can make a ranged touch attack against a creature within 30 feet to give it a taint of misfortune. The target receives a -1 penalty to attack rolls, saving throws, and AC for 3 rounds. This penalty increases by 1 for every five cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 3rd-*debilitating portent*<sup>UC</sup>, 5th-*curse*, major<sup>UM</sup>, 6th-*spell-crash*<sup>ACG</sup>.

## POISON

**Associated Domain:** Death

**Replacement Power:** The following granted power replaces the death's embrace power of the Death domain.

**Poison Boils (Su):** At 8th level, as a move action, you can cause your skin to blister with poisonous blood boils until you are either struck with a melee weapon or for a number of rounds equal to 1/2 your cleric level, whichever comes first. While poison boils is in effect, the first successful melee strike against you causes the boils to erupt, sending a spray of poisonous blood striking the opponent who inflicted the wound. The poison inflicts the nauseated condition for a number of rounds equal to your Charisma modifier unless the affected creature succeeds on a Fortitude save (DC10 + 1/2 your caster level + your Wisdom modifier), in which case, it suffers the sickened condition instead. This ability can be used once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Replacement Domain Spells:** 3rd-*rain of frogs*<sup>UM</sup>, 4th-*spit venom*<sup>UM</sup>, 8th-*undead anatomy IV*<sup>UM</sup>.

## NEW MYSTERIES

Below is a series of new mysteries for use in your campaign, subject to your Game Master's approval.

### EMOTION

**Class Skills:** An oracle with the emotion mystery adds Intimidate, Knowledge (history), Knowledge (local), and Perception, to her list of class skills.

**Bonus Spells:** *blessing of courage and life*<sup>APG</sup> (2nd), *blistering invective*<sup>UC</sup> (4th), *contagious zeal*<sup>OA</sup> (6th), *terrible remorse*<sup>UM</sup> (8th), *serenity*<sup>UM</sup> (10th), *castigate*, *mass*<sup>APG</sup> (12th), *unshakable zeal*<sup>OA</sup> (14th), *euphoric tranquility*<sup>APG</sup> (16th), *maze of madness and suffering*<sup>HA</sup> (18th).

**Revelations:** An oracle with the emotion mystery can choose from any of the following revelations.

*Aura of Anticipation and Determination (Su):* You radiate a 30 foot aura of divine energy that bolsters you and your allies before undertaking difficult tasks or avoiding hazardous situations. Once per day, as a standard action, you can grant yourself and a number of allies equal to 1/2 your oracle level, a divine bonus equal to your Charisma modifier on all ability checks, skill checks, and saving throw rolls for a number of rounds equal to your oracle level. At 11th level, once per day, as an immediate action in response to a failed saving throw by you or an ally, you (or the ally) can immediately re-roll the save. You must be at least 7th level to select this revelation.

*Change of Heart (Su):* As a standard action, you can cause all enemies in a 30 foot radius to question their loyalty and change sides



during a combat. On its turn, any opponent in the area of effect that fails its Will save, must immediately change sides and attack the nearest former teammate. Affected creatures move towards their new targets with no regard for provoking attacks of opportunity, and they use the most lethal means at their disposal to attack the new target. This effect lasts for 2 rounds + 1 additional round for every 3 levels of oracle that you possess beyond 7th. Affected creatures get a saving throw each round to end the effect. You can use this ability once per day, and one additional time at 13th level. You must be at least 7th level to select this revelation.

*Channel Apathy (Su):* As a swift action, in addition to dealing damage as normal with your melee attack, you cause a creature struck by your attack to suffer a penalty equal to your Charisma modifier on its next single attack roll if it does not succeed on a Will save (DC10 + 1/2 your oracle level + your Charisma modifier). Good aligned oracles produce a sacred penalty, while evil oracles produce a profane penalty. A neutral oracle must choose which type this produces, and once chosen, it can never be changed. You can use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level to select this revelation.

*Gut Instinct (Su):* You are highly aware of your body's internal feelings of unease and have learned to heed its warnings of impending danger. You gain the Improved Initiative feat and can add 1 point of your Charisma modifier for every 4 oracle levels you possess as a dodge bonus to your AC.

*Holy Fury (Ex and Sp):* You gain a sacred bonus equal to 1/2 your oracle level on Intimidate skill checks, and can cast *wrath*<sup>APG</sup> as a spell-like ability once per day. At 7th level, you can use the Intimidate skill to

demoralize opponents as a move action.

*Hope and Despair (Su):* You instantly affect the morale of all sentient creatures within a 30-ft. radius of yourself; you grant all allies (including you) a +2 morale bonus on attack rolls, damage rolls, and Will saves, while inflicting a -2 penalty on enemy attack, damage, and Will save rolls. This ability lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level to select this revelation.

*Menacing Countenance (Su):* You can cause an enemy within 30-ft. of you to become paralyzed with fear. If the enemy fails its Will save (DC 10 + 1/2 oracle level + Charisma modifier), it cannot move or take any actions (including purely mental ones) and is considered helpless. This is a mind-affecting fear effect, and it lasts 1 round. You can use this ability once per day. This effect lasts for one additional round at 7th level and every four levels thereafter. You must be at least 3rd level to select this revelation.

*Powerful Influence (Ex):* When you cast spells with the emotion descriptor, your targets suffer a -1 penalty on their saving throw rolls, and if your target fails such a saving throw, the duration of the spell is extended for 1 additional round.

*Shame Infidel (Su):* As a standard action, you can target a sighted creature within 60 feet of yourself with a ranged touch attack. If you succeed on your attack, the target experiences a flood of tears pouring from its eyes, obscuring its vision, and imparting a -4 penalty on its Perception checks and a 20% miss chance on its attack rolls for a number of





rounds equal to your Charisma modifier. This ability does not affect creatures without eyes (as adjudicated by the Game Master). You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

*Tranquil Touch (Su):* You gain Touch of Serenity<sup>APG</sup> as a bonus feat, without needing to meet the prerequisites. Additionally, you use your Charisma modifier for the saving throw DC rather than your Wisdom modifier. You must be at least 11th level to select this revelation.

*Final Revelation:* Upon reaching 20th level, your confidence in yourself is unparalleled; you firmly believe you can accomplish anything, and your determination is so palpable as to cow your enemies before you. You become immune to all spells and abilities with the [emotion] descriptor, and anytime you succeed on a critical hit, your target must succeed on a Will save (DC 10 +1/2 oracle level + Charisma modifier) or gain the cowering condition for a number of rounds equal to your Charisma modifier. Once per day, when a target gains the shaken or frightened condition as a result of a spell you cast upon it, you can, as a swift action, cause the target to gain the panicked condition instead.

## FELLOWSHIP

**Class Skills:** An oracle with the fellowship mystery adds Handle Animal, Knowledge (local), Linguistics, and Perception to her list of class skills.

**Bonus Spells:** *life pact*<sup>ACG</sup> (2nd), *path of glory*<sup>ACG</sup> (4th), *guardian of faith*<sup>ACG</sup> (6th), *spiritual ally*<sup>APG</sup> (8th), *shared wrath*<sup>ACG</sup> (10th), *King's castle*<sup>APG</sup> (12th), *brilliant inspiration*<sup>APG</sup> (14th), *stoneskin*, *communal*<sup>UC</sup> (16th), *shambler* (18th)

**Revelations:** An oracle with the fellowship mystery can choose from any of the following revelations.

*Bond of Brotherhood (Su):* As a standard action, you can touch a number of allies equal to your Charisma modifier (minimum 1), and create a connection between you and each one of them. When one of the recipients of your touch drops below 1/4 of their standard complement of hit points, you can, as an immediate action, sacrifice a spell of up to 3rd level, in exchange for granting a single ally a dodge bonus to AC equal to the level of the spell that you sacrificed. This bonus to AC persists for a number of rounds equal to your Charisma modifier (minimum 1). You can use this ability once per day, and one additional time per day at 10th level, although you can only have one bond of brotherhood active at a time.

*Distance Healer (Su):* You gain Reach Spell as a bonus feat.

*Exceptional Ally (Ex):* When you use the aid another action the bonuses received by your ally are doubled. At 7th level, whenever you flank an opponent with an ally, you gain a +4 bonus on your attack rolls rather than the standard +2 bonus.

*Faithful Friend (Ex):* Whenever you cast a spell that grants a morale bonus to allies, the bonus increases by +1. At 7th level, add good hope to your list of spells known. This does not count against your limit of spells known.

*Guardian Angel (Su):* You can summon a protective spirit whose psychic energy forms a protective shell around you, granting you a +1 deflection bonus to your armor class. At 7th level, and every four levels thereafter, this bonus increases by +1. This spirit can protect you for 1 hour per day per oracle level you possess. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

*Insightful Comrade (Su):* As a standard action, you grant all allies within a 30 foot radius a +1 insight bonus on the next attack roll or skill check that they make on their next turn. This bonus increases by +1 at 5th level, and every five levels thereafter. You can use this ability once



per day, and one additional time per day at 7th and 13th levels.

*Mind Bond (Su)*: Once per day, as a standard action, you can designate a number of creatures up to your Charisma modifier (minimum 1 plus yourself) as mind bond participants. Each creature in the bond is telepathically linked to all of the others, and there is no need to share a common language to understand each other. Once the bond is formed, it works over any distance, though not across planes. This ability lasts for 10 minutes per oracle level you possess. You can use this ability one additional time per day at 11th level.

*Readied Rescuer (Su)*: Once per day, as an immediate action, you can call a helpless ally to your side as soon as the ally gains the helpless condition. You must be able to see the ally to use this ability (senses other than vision such as tremorsense or blindsight qualify as seeing for the purpose of this ability). You must be at least 11th level to select this revelation.

*Safe Curing*<sup>APG</sup> (*Su*): As per the life mystery revelation of the same name.

*Tactician*<sup>APG</sup> (*Ex*): You gain the cavalier ability of the same name, though the ability is usable once per day, and one additional time per day at 10th level. At 17th level, you gain greater tactician as the cavalier ability of the same name.

*Final Revelation*: Upon reaching 20th level, you become the embodiment of reliability and cooperation; you are steadfast to the end, protecting your teammates at all cost. Anytime you are attacking the same foe in melee as one of your allies, you are considered to be flanking, regardless of which square you are actually in. Once per day, when an ally fails a saving throw, you can, as an immediate action, grant that ally another saving throw roll using your modifier in place of your ally's. You can act as the eyes, ears, and hands of an ally. Once per day, as an immediate action, when an ally that is casting a spell, of no higher than 6th level, with an area of "line" or "cone-shaped burst", you can cause the

exact same spell effect to issue forth from you immediately after your ally's attack is resolved. In all ways, your attack functions exactly as though your ally had cast the spell from your spot as far as calculating the save DC, damage, etc. You do not incur an attack of opportunity when you use this ability.

## MISCHIEF

**Class Skills:** An oracle with the mischief mystery adds Bluff, Disguise, Sleight of Hand, and Stealth to her list of class skills.

**Bonus Spells:** *pilfering hand*<sup>UM</sup> (2nd), *oppressive boredom*<sup>UM</sup> (4th), *mad monkeys*<sup>UM</sup> (6th), *undetected trap*<sup>UI</sup> (8th), *symbol of laughter*<sup>ACG</sup> (10th), *smug narcissism*<sup>UM</sup> (12th), *suggestion, mass* (14th), *life of crime*<sup>UI</sup> (16th), *maze* (18th).

**Revelations:** An oracle with the mischief mystery can choose from any of the following revelations.

*Aura of Mischief (Su)*: You cause your enemies to experience minor miscalculations and mishaps in battle. As an immediate action, you can radiate an aura of mischief; any enemy engaged in melee with you incurs a -2 penalty to its AC for as long as it is engaged in melee with you or until the duration of your aura expires, whichever comes first. You can use this aura for 1 round per day per point of Charisma bonus you have. This duration does not need to be consecutive. At 16th level, any creature making an attack roll to hit you must roll two dice and use the lower of the two rolls. You must be at least 7th level to select this revelation.

*Bungling Buffoon (Su)*: Targets of this ability become socially inept, appearing ignorant and ridiculous rather than menacing. As an immediate action, you can cause a creature you can see, that is attempting to use Intimidate or Diplomacy, to mumble incoherently and spew nonsense; the creature's DC for the check increases by an amount equal to your Charisma



modifier. You can use this aspect of bungling buffoon a number of times per day equal to your Charisma modifier. At 9th level, you can target one creature with feblemind (as per the spell), with a caster level equal to your oracle level. You can use this aspect of bungling buffoon once per day.

*Boogeyman (Su):* You can duplicate the effect of any 5th level spell or lower with the fear descriptor from any class's spell list with a caster level equal to your oracle level. You can use this ability once per day and must be at least 11th level to select this revelation.

*Hide and Seek (Su):* You gain a bonus equal to 1/2 your oracle level (minimum +1) on Stealth skill checks. At 3rd level, you can become invisible (as per invisibility). You can remain invisible for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. At 7th level, you can use the Stealth skill even while being observed. At 13th level, each time you activate this ability you can treat it as greater invisibility, though each round spent this way counts as 1 minute of your normal invisibility duration.

*Jester (Su):* You can target one creature you can see with uncontrollable bouts of laughter. While a target is under this effect, it can take no actions other than laughing, and it falls prone. A target who makes a successful Will save is merely reduced to fits of giggling, and is not prevented from taking actions. Instead, it incurs a -4 penalty on attack rolls, weapon damage rolls, skill checks, and AC, while also suffering a 30% chance of spell failure when attempting to cast a spell with a verbal component. This is a mind-affecting effect. The duration of this effect is a number of rounds equal to your Charisma modifier. You can use this ability once per day, and gain one additional use at 7th level. You must be at least 3rd level to select this revelation.

*Jinx (Su):* You gain one of the following witch hexesAPG of your choice: disguise, evil eye,

misfortune, or slumber. At 6th level, you gain a second hex from the choices above. At 12th level, you gain your choice of either the hag's eye or waxen image major hexes. In all ways, these hexes function exactly as the witch hexes of the same name, including using Intelligence as your base for the abilities. You must be at least 3rd level to select this revelation.

*Mayhem Mastery:* You gain a +3 bonus on Bluff and Disguise skill checks, and you add the following spells to your list of spells known (which do not count against your total known spells) as soon as you are capable of casting them: (1st) *bungle*<sup>UM</sup>, (2nd) *hideous laughter*, (3rd) *suggestion*, (4th) *confusion*, (5th) *mind fog*, (6th) *mislead*, (7th) *invisibility, mass*, (8th) *irresistible dance*, (9th) *screen*. At 9th level, as a swift action, you can cast lesser confusion as a spell-like ability once per day, with a caster level equal to your oracle level.

*Monkey Business (Ex and Sp):* Once per day, you can fill the minds of all enemies that you are aware of with distracting thoughts imposing a -2 penalty to their Initiative checks. (This does not require an action.) At 3rd level, you can cast grease as a spell-like ability once per day, with a caster level equal to your oracle level. At 5th level, when performing the trip maneuver, you treat your oracle level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved Trip feat. At 11th level, you gain the Greater Trip feat. You do not need to meet the prerequisites to receive these feats.

*Practiced Pilferer (Ex and Sp):* You gain a bonus equal to 1/2 (minimum +1) your oracle level on Sleight of Hand skill checks. At 3rd level, you can cast mage hand as a spell-like ability once per day, with a caster level equal to your oracle level. At 5th level, when performing the disarm maneuver, you treat your oracle level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved Disarm feat. At 11th level, you gain the Greater Disarm feat. You do not need to meet the prerequisites to receive these feats.



*Undaunted and Unbowed (Ex):* You gain a +2 bonus on all Reflex saves. This bonus increases to +4 at 7th level. At 13th level, you gain the advanced rogue talent slippery mind. At 17th level, you gain immunity to fear.

*Final Revelation:* Upon reaching 20th level, you become a mind-game savant, and your ability to wreck havoc grows to epic proportions. Once per day, you can apply the Quicken Spell feat to any enchantment or illusion spell that you know, using a spell slot only one level higher. Additionally, once per day, as a standard action, you can unleash a wave of bedlam that affects all enemies in a 60 foot radius. This is a supernatural ability that does not grant a saving throw. Roll 1d4 for each individual creature in the area of effect to determine how it will be affected. Apply the conditions below to the target creatures based on the following rolls: 1-blinded, 2-confused, 3-nauseated, and 4-panicked. This effect lasts for 3 rounds.

## MOVEMENT

**Class Skills:** An oracle with the movement mystery adds Acrobatics, Climb, Fly and Swim to her list of class skills.

**Bonus Spells:** *adhesive spittle*<sup>ACG</sup> (2nd), *grace*<sup>APG</sup> (4th), *iron stake*<sup>UW</sup> (6th), *longstrider*, *greater*<sup>ACG</sup> (8th), *ball lightning*<sup>ACG</sup> (10th), *dust form*<sup>UC</sup> (12th), *hostile juxtaposition*, *greater*<sup>UC</sup> (14th), *hold person*, *mass* (16th), *interplanetary teleport*<sup>UM</sup> (18th).

**Revelations:** An oracle with the movement mystery can choose from any of the following revelations.

*Accelerated Pace (Su):* Your base speed increases by 10 feet, and you can hustle for twice as long as normal before incurring nonlethal damage. At 5th level you gain Run as a bonus feat. At 10th level your base speed increased by another 10 feet.

*Accomplished Acrobat (Ex and Su):* You

gain a +2 bonus on Acrobatics skill checks. At 3rd level, when you fall any distance (whether intentionally or not), you can ignore the first 20 feet fallen with a successful Acrobatics check DC 10. If your roll exceeds the DC by 5 or more, you can land on your feet rather than prone even if you take damage from the fall. At 11th level, you can create a feather fall effect upon yourself once per day with a duration equal to your oracle level.

*Malady of the Seafarer (Su):* As a standard action, you can make an enemy within 60 feet of you believe that the ground beneath its feet is rising and swelling like the waves beneath a boat. This is a mind-affecting effect that requires your target to make a successful Will save (DC10 + ½ your oracle level + your Charisma modifier) or gain the nauseated condition for a number of rounds equal to your Charisma modifier. On a successful save, the target gains the sickened condition for 1 round instead, after which time the effect ends. You can use this ability once per day, and one additional time at 11th level. You must be at least 7th level to select this revelation.

*From Sea to Sky (Ex):* Your spells allow you to move through air and across water with ease. You add the following spells to your list of spells known at the specified levels: *air step* (4th), *ride the waves*<sup>UM</sup>, (8th) *air walk*, *communal*<sup>UC</sup> (8th), and *damnation stride*<sup>ARG</sup> (12th). These spells do not count against your allotted number of known spells.

*Nimble Combatant (Su):* You receive the bonus feat Dodge. At 7th level you gain uncanny dodge as the rogue ability of the same name.

*Perfect Escape (Su and Sp):* You receive Skill Focus (Escape Artist) as a bonus feat. At 3rd level, you gain a +4 circumstance bonus to your CMD against grapple attempts. At 11th level, as a spell-like ability, you can cast *liberating command*<sup>UC</sup> once per day. At 16th level, as a spell-like ability, you can cast *litany of escape*<sup>UC</sup> once per day.



*Rain of Destruction (Su):* You gain proficiency with with all martial thrown weapons. At 4th level, when you gain access to your mystery spell, you can choose to exchange the standard spell *grace for fiery shuriken*<sup>UC</sup>. Once this choice is made, it is permanent, and cannot be changed. At 11th level, any thrown weapon that you throw is treated as a returning weapon.

*Propel Pellet (Su):* As a standard action, you can conjure a pellet in your palm that hurtles toward a target within 50 feet. If you succeed on a ranged attack, the pellet deals 1d4 points of bludgeoning damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 9th level, you can cause your pellet to ricochet from your first target to a second target, which must be within 30 feet of the first target. If the attack against your primary target is successful, you make an attack roll against your secondary target at the same base attack bonus. If this attack is successful, the pellet deals the same amount of damage to the secondary target as it did to the first target. At 16th level, your pellet can ricochet a third time. The third target must be within 30 feet of the second target (it can even be the original, first target). In all other respects, the mechanics for hitting and damaging the third target are the same as for hitting the secondary target.

*Slow Opponent (Su):* You can slow the movements of a single creature within 30 feet of you. If your target does not make a successful Will save, it suffers the same effects as if you had cast *slow*, for a number of rounds equal to your Charisma modifier. You can use this ability once per day. At 10th level, you can affect two creatures at once with your slow opponent ability (both must be within 30 feet of you). At 13th level, you can use this ability one additional time per day. You must be at least 7th level to select this ability.

*Final Revelation:* Upon reaching 20th level, movement is your constant ally granting you tactical advantage on the battlefield. As a swift

action, you can teleport up to 60 feet to an unoccupied space that you can see. (This movement does not provoke attacks of opportunity.) Once you arrive at your destination, you can act normally. You can use this ability 3 times per day. You can choose to take up to two allies (which can include animal companions, familiars, mounts, and spirit animals) that you are touching, but the distance traveled is reduced by 10 feet for each ally you take with you. You gain the supernatural ability to conduct a dance of death as a standard action once per day. All living creatures within 30 feet of you must make a successful Fortitude save or take 15d6 points of damage. A successful save halves the damage. You can choose to shield a number of creatures (equal to your Charisma modifier) in the area of effect from this ability.

## RAPTOR

**Class Skills:** An oracle with the raptor mystery adds Fly, Knowledge (nature), Perception, and Stealth to her list of class skills.

**Bonus Spells:** *aspect of the falcon*<sup>APG</sup> (2nd), *eagle eye*<sup>APG</sup> (4th), *screech*<sup>APG</sup> (6th), *haste* (8th), *bloody claws*<sup>APG</sup> (10th), *eagle aerie*<sup>UM</sup> (12th), *eagle's splendor, mass* (14th), *fly, mass* (16th), *moment of prescience* (18th).

**Revelations:** An oracle with the raptor mystery can choose from any of the following revelations.

*Cloak of Feathers (Su):* You can conjure armor of feathers that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor protects you from extremes of temperature and weather; while in effect, it grants you the benefits of the *endure elements* spell. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

*Evasive Maneuvers (Ex):* You gain evasion.

If you succeed at a Reflex saving throw against an attack that deals half damage on a successful save, you instead take no damage. At 13 level, you gain improved evasion; you still take no damage on a successful Reflex saving throw against an attack, but henceforth you take only half damage on a failed save. You can not benefit from evasive maneuvers if you are helpless. You must be at least 3rd level to select this revelation.

*Falcon Form (Su):* As a standard action, you can take the form of a falcon which functions like the beast shape I spell. You can remain in this form for 1 minute per oracle level you possess. At 11th level, you can remain in falcon form for 10 minutes per oracle level you possess. You can use this ability once per day. At 7th level and 15th level, you can use this ability one additional time per day. You must be at least 3rd level to select this revelation.

*Harrier (Ex):* You frequently work as part of a team when going on the attack; you gain a +1 bonus to your melee attack rolls for every ally that is fighting the same target as you. (This bonus is in addition to the +2 bonus you receive if you are flanking.) At 16th level, this bonus increases to +2 per ally.

*Silent Attacker (Ex):* You gain a +3 bonus to Stealth skill checks. At 7th level, you can move at full speed while using the Stealth skill without penalty. At 10th level, your bonus on Stealth skill checks increases to +6. At 17th level, if you've already successfully used the Stealth skill at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again at a -10 penalty (rather than the standard -20 penalty for sniping) to maintain your obscured location.

*Snatch (Ex):* You gain the Improved Disarm feat without needing to meet the prerequisites. Additionally, you do not incur a penalty on your attack when attempting to disarm a foe unarmed.

*Superior Sight (Ex):* You gain a bonus equal to 1/2 your oracle level on Perception

checks (minimum +1). At 3rd level, you gain darkvision, allowing you to see in the dark for up to 30 feet. (If you already have darkvision, you add an additional 30 feet to your range.) At 9th level, your darkvision increases to 60 feet, and at 13th level, it increases to 90 feet.

*Swift Pursuit (Ex):* You gain Improved Initiative as a bonus feat. At 3rd level, your base speed increases by 10 feet. At 10th level, your base speed increases an additional 10 feet.

*Talons (Su):* As a move action, you can grow a pair of talons which can be used as natural primary attacks that deal 1d4 bludgeoning and slashing damage (1d3 damage for a Small oracle). Both talon attacks are made using your full attack bonus and you add your full Strength bonus on damage rolls. (You do not receive additional attacks with your talons for a high base attack bonus.) At 5th level, your talons are considered magic for the purpose of bypassing damage reduction. At 6th level, and every six levels thereafter, your talons gain a +1 enhancement bonus, to a maximum of +3 at 18th level. At 11th level, you can activate this ability as a swift action, and your talon damage increases to 1d6 (1d4 if you're Small). You can use this ability a number of rounds per day equal to 3 + 1/2 your oracle level (rounded down). These rounds do not need to be consecutive.

*Wings (Su):* As a swift action, you can manifest a pair of feathered wings that grant you a fly speed of 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load). with good maneuverability. At 10th level, your speed increases by 30 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

*Final Revelation:* Upon reaching 20th level, you become the embodiment of the perfect predator, balancing agility, cunning, ferocity,



precision, and speed to kill swiftly and efficiently. Once per day, you can move up to twice your speed, and then perform a full-round attack. Once per day, as a swift action, you can designate a creature within line of sight as your prey. Against your prey, until its death or 24 hours has passed, you can use your oracle level in place of your base attack bonus, gaining a higher attack bonus as well as an extra attack.

## SEASONS

**Class Skills:** An oracle with the seasons mystery adds Climb, Knowledge (nature), Swim, and Survival to her list of class skills.

**Bonus Spells:** *mudball*<sup>ARG</sup> (2nd), *snapdragon fireworks*<sup>UM</sup> (4th), *sickening entanglement*<sup>ACG</sup> (6th), *explosion of rot*<sup>UW</sup> (8th), *pillar of life*<sup>APG</sup> (10th), *cold ice strike*<sup>UM</sup> (12th), *scouring winds*<sup>UM</sup> (14th), *ice body*<sup>UM</sup> (16th), *ride the lightning*<sup>UM</sup> (18th).

**Revelations:** An oracle with the seasons mystery can choose from any of the following revelations.

*Bountiful Harvest (Sp):* At 1st level, you can cast goodberry, except you always create the maximum number of goodberries. At 6th level, you can cast create food and water. At 12th level, you can cast heroes' feast. You can cast each of these spells once per day.

*Cloak of Comfort (Ex):* You are constantly under the effects of endure elements. At 3rd level, you gain energy resistance 5 to your choice of either cold, fire, or electricity. At 7th level, you can increase your resistance to your previously chosen element by 5, or you can elect to gain resistance 5 to one of the other elements. At 11th level, you can increase your resistance to any element you already have resistance to by 5, or you can gain resistance 5 to a different element. At 15th level, you repeat the process again, adding 5 more points of resistance to whichever element you choose.

*Leaf Mantle (Su):* You can conjure a cloak of swirling leaves that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you concealment 20% in forested areas and a +4 circumstance bonus to Stealth checks. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

*Onslaught of Insects (Su):* As a standard action, you can summon a swarm of flying, crawling, and biting insects that coalesces around one target within 30 feet. They immediately begin biting and stinging the target for 1d4 points of bleed damage (minimum 1) for every three oracle levels you possess. A successful Reflex save (DC 10 + 1/2 your oracle level + your Charisma modifier) halves the damage. The insects disappear at the end of the round. At 7th level, you can target 2 creatures, who must be within 30 feet of each other. You can use this ability once per day, and one additional time per day at 11th level. You must be at least 3rd level to select this revelation.

*Promise of Renewal (Su):* As a standard action, you can send out tendrils of life giving energy to a maximum number of willing recipients equal to your Charisma modifier (minimum 1) that are within 30 feet of you. This energy heals 1d6 points of damage + your Charisma modifier for every 3 oracle levels you possess (i.e. 1d6+ Charisma modifier at level 3, 2d6+Charisma modifier at level 6, etc.). At 10th level, you can choose to extend only 1 tendril, that instead, confers the effects of breath of life upon the recipient. You can use this ability once per day. You must be at least 3rd level to select this revelation.

*Resist Autumn's Call:* You gain a +2 bonus on all saves against spells with the death descriptor. At 3rd level, you gain the bonus feat Diehard without needing to meet the prerequisite. At 11th level, you are not considered dead until you have a number of negative hit points equal

to 2 times your Constitution score.

*Scourge of the Seasons (Su):* As a swift action, after successfully striking a target in melee, you can infuse your strike with the scourge of the seasons, afflicting your target with either heatstroke or frostbite like injuries. Your target suffers an additional 1d6 points of fire damage if you select heatstroke, while selecting frostbite causes an additional 1d6 points of cold damage. Regardless of the option chosen, the target must make a successful Fortitude save (DC 10 + 1/2 your oracle level + your Charisma modifier) or become fatigued for 1 round. You can use this ability a number of times per day equal to 1/2 your oracle level, rounded down (minimum 1).

*Seasonal Specialization:* One of the four seasons exerts a stronger influence on your magic than the others. When you select this revelation, choose which season's spells you will add to your list of known spells at the designated levels; these spells do not count against your total limit of spells known. This choice is final and cannot be changed.

- Winter- *icicle dagger*<sup>UM</sup> (1st), *chill metal* (2nd), *frost fall*<sup>UC</sup> (3rd), *creeping ice*<sup>ACG</sup> (4th)
- Spring- *windy escape*<sup>ARG</sup> (1st), *restoration, lesser* (2nd), *gusting sphere*<sup>ARG</sup> (3rd), *slowing mud*<sup>ACG</sup> (4th)
- Summer- *sun metal*<sup>UC</sup> (1st), *burning gaze*<sup>APG</sup> (2nd), *campfire wall*<sup>APG</sup> (3rd), *unbearable brightness*<sup>ACG</sup> (4th)
- Autumn- *decompose corpse*<sup>UM</sup> (1st), *warp wood* (2nd), *fungus infestation*<sup>UM</sup> (3rd), *bloatbomb*<sup>ACG</sup> (4th).

*Wind at Your Back (Ex):* You cast all spells with the air descriptor at +1 caster level. At 3rd level, your base speed increases by 10 feet. At 10th level, you become immune to the effects of severe wind, whether it is natural or magically generated. In anything less than a windstorm, your movement is unhindered, and you do not suffer penalties to your ranged attack rolls or your Perception checks.

*Wither and Bloom (Su):* Your touch can alter a

creature's stage of development, either infusing it with the vivacity of new life or the onslaught of decay. As a standard action, you can touch a creature to create either a bloom or wither effect. A bloom effect greatly enhances the target's metabolism and response time, granting it a +1 dodge bonus to AC and a +2 circumstance bonus on Reflex saves. The target also gains one extra attack per round (which uses the creature's full base attack bonus) when using a full attack action.

A wither effect requires you to make a successful melee touch attack against your target. A successful attack inflicts 2 points of temporary ability damage to the target's Strength, Dexterity, and Constitution scores; this damage is immediately healed once the duration of the ability's effect expires. The effects of your wither and bloom ability lasts for a number of rounds equal to your Charisma modifier. You can use this ability once per day, and one additional time per day at 13th level. At 11th level, the bonuses and penalties incurred increase by +2. You must be at least 7th level to select this revelation.

*Final Revelation:* Upon reaching 20th level, you have become one with the cycles of life and the natural passage of time. Whenever you are killed, you automatically return to life 24 hours later in a new body, as though you were the recipient of the spell reincarnate, except no material components are necessary for this ability to trigger. Furthermore, when rolling to determine what race you will return as, you can choose to return as either your previous race, or the one you rolled on the table. You can cast storm of vengeance as a supernatural ability once per day.

## SOUND

**Class Skills:** An oracle with the sound mystery adds Knowledge (local), Knowledge (nature), Linguistics, and Perception to her list of class skills.



**Bonus Spells:** *distressing tone*<sup>UM</sup> (2nd), *sound burst* (4th), *distracting cacophony*<sup>UM</sup> (6th), *discordant blast*<sup>APG</sup> (8th), *cacophonous call*, *mass*<sup>APG</sup> (10th), *resounding blow*<sup>APG</sup> (12th), *ki shout*<sup>UM</sup> (14th), *resonating word*<sup>UM</sup> (16th), *shout*, *greater* (18th).

**Revelations:** An oracle with the sound mystery can choose from any of the following revelations.

*Body Harmonics (Su):* You utilize the knowledge of sound and its physical effects to create harmony in your bodily systems. Whenever you cast a cure spell on yourself, you add 1/2 of your oracle level (minimum +1) as additional points of healing. For the purpose of this ability, a cure spell consists of any spell with the word “cure” in its title.

*Concussive Spells (Su):* You gain Concussive Spell<sup>UM</sup> as a bonus feat. At 11th level, once per day, when you apply the Concussive Spell<sup>UM</sup> feat to one of your spells, you do not need to use up a spell slot higher than the spell’s actual level. You must be at least 7th level to select this revelation.

*Echoing Spell (Su):* You gain Echoing Spell<sup>UM</sup> as a bonus feat. At 17th level, once per day, when you apply the Echoing Spell<sup>UM</sup> feat to one of your spells, you use up a spell slot only one level higher than the spell’s actual level. You must be at least 11th level to select this revelation.

*Modulate Sound (Su):* You gain a +2 circumstance bonus on saving throw rolls against all spells with the sonic descriptor, as do all of your allies within 10 feet of you. At 3rd level, you add an extra 1d6 damage to all spells you cast that cause sonic damage. At 5th level, you gain resist sonic 10. This resistance increases to 20 at 11th level. At 17th level, you gain immunity to sonic damage.

*Mourning Doves (Su):* You cause the melancholy sound of hundreds of mourning doves to erupt in the mind of each of your enemies within a 10-ft. radius of yourself, making it difficult

for them to focus on the task at hand. Affected creatures must make a concentration check (DC 15 + the level of the spell being cast) in order to cast a spell or use a spell-like ability, and all attack rolls made by the affected creatures suffer a -2 penalty. At 7th level, the radius increases to 20 feet, and the penalty increases to -3. At 11th level, the radius increases to 30 feet, and the penalty increases to -4. This is a sonic effect that lasts for a number of rounds equal to your Charisma modifier, and can be used once per day. It can be used one additional time per day at 12th-level. You must be at least 3rd level to select this revelation.

*Reverberating Body (Su):* You cause bludgeoning attacks made against you to recoil back upon your attackers. When a creature strikes you with a bludgeoning melee weapon, an unarmed strike, or a natural slam attack, you can, as an immediate action, inflict an amount of damage equal to ½ your oracle level (rounded up) back upon your attacker. You can use this ability a number of times per day equal to 3 + your Charisma modifier, but no more than once per round.

*Sonic Body (Su):* You can cause your body to become semisolid sound as *sonic form*<sup>ACG</sup>. You can use this ability once per day at 11th level, and one additional time per day for every four levels thereafter. You must be at least 11th level to select this revelation.

*Sonic Barrier (Ex):* You can create a shell of sheer sonic disruption that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50 % miss chance. You can use this barrier for 10 minutes per day per oracle level. This duration does not need to be consecutive, but it must be spent in 10-minute increments.

*Sonic Sling Stones (Su):* As a standard action, you can create a stone sized mass of pure, ear-splitting sound and hurl it at a target within





30 feet as a ranged touch attack. If you hit the target, the stone deals 1d6 points of sonic damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a thundering weapon.

*Spells of Soothing (Su):* You can ease the burden of many types of maladies, including physical damage, mental distress, deafness, and fear. You gain the following bonus spells as spells known, which do not count against your maximum number of known spells, as soon as you are able to cast spells of the designated levels: *remove fear* (1st), *restoration, lesser* (2nd), *remove blindness/deafness* (3rd), *restoration* (4th), *breath of life* (5th), *heal* (6th), *restoration, greater* (7th), *cure critical wounds, mass* (8th), *heal, mass* (9th). You can cast these spells as normal just as you can any other spell that appears on your list of spells known.

*Final Revelation:* Upon reaching 20th level, the power of sound infuses your entire body; it has become even more reliable to you than sight. You gain blindsight 60 feet. You can cast all of your spells as though you had applied the Silent Spell feat to them without using a higher level spell slot. Once per day, as a move action, with a stomp of your foot, you can cause a 5-foot wide wave of sound to move away from you in a straight line out to 60 feet, at which point it explodes in a 15 foot radius burst of concussive sound. All creatures in the line must make a successful Reflex save or be knocked prone. All creatures in the blast radius incur 15d6 points of sonic damage, and become stunned and deafened for a number of rounds equal to your Charisma modifier. A successful Fortitude save halves the damage, and reduces the stunned and deafened conditions to 1 round. The DC for these two saves is 10 + 1/2 oracle level + your Charisma modifier.



# ARCHETYPES

Below is a series of new class archetypes for use in your games, subject to your Game Master's approval.

## ARM OF RETRIBUTION

### SLAYER ARCHETYPE

An arm of retribution comes to the church by experiencing an epiphany of faith. Though the experience itself varies for each individual, its magnitude is always of epic proportion such that the arm of retribution becomes an unwavering servant of his deity. Blending martial prowess with the power of his faith to mete out punishment and to heal his injuries, an arm of retribution tirelessly pursues the goal of removing opposition that would dare to question the existence or potency of his god.

An arm of retribution has the following class features.

### Special

An arm of retribution must worship a single deity, and may not select any slayer talents that grant, enhance, or interact in any way with sneak attack.

### Class Skills

An arm of retribution exchanges Disguise for Knowledge (religion). This alters class skills.

### This alters the following class feature.

**Ardor (Su):** At 3rd level, an arm of retribution can draw upon the power of his faith to heal wounds or augment his abilities. This ability can be used a number of times per day equal to  $1/2$  his arm of retribution level + his Intelligence modifier. By expending one use of this ability, an arm of retribution can touch a creature to heal it of 1d6 points of damage, plus an additional 1d6 points of damage for every 3 arm of retribution levels he possesses beyond 3rd. Using this ability is a standard action, unless

the arm of retribution targets himself, in which case it's a swift action. Additionally an arm of retribution selects one *warpriest blessing*<sup>ACG</sup> from among those granted by his deity. (If an arm of retribution also has levels in a class that grants cleric domains, the blessing selected must match the domain chosen by that class.) An arm of retribution can expend one use of his ardor ability to activate a blessing using the same type of action described in the blessing's description (if none is specified, a standard action is the default action type). An arm of retribution can activate minor blessings at 3rd level, and major blessings at 10th level. The save DC for these blessings is equal to  $10 + 1/2$  the arm of retribution's level + the arm of retribution's Intelligence modifier. Starting at 4th level, an arm of retribution can forgo selecting a slayer talent at any level he gains access to one in exchange for gaining an additional 2 daily uses of ardor and adding an additional 1d6 to the amount of healing administered with his ardor ability. Once this choice is made it is permanent, and cannot be changed.

This ability replaces sneak attack and all of its iterations.

## BOTANIST

### INQUISITOR ARCHETYPE

Botanists come from varied backgrounds; those that revere deities of nature are naturally drawn to the healing power of herbs, while those that live in remote areas where clerics are few, take up the yoke of tribal healer using the plants and herbs that nature provides as tools of the trade. Botanists specialize in creating herbal concoctions; balms with curative properties and tonics which bolster the body.

### A botanist has the following class features.

**Plant Magic:** At 1st level, a botanist gains one domain spell slot for each level of botanist spell

she can cast, from 1st on up, just as a cleric does. Each day, a botanist prepares the domain spell from the Plant domain in this slot. (The botanist does not gain the domain powers of the plant domain, however.)

This replaces stern gaze.

**Tonics (Su):** At 2nd level, a botanist can create 1 tonic each morning at dawn, which requires 10 minutes of uninterrupted preparation, after which time, she ingests the tonic to receive its benefit for the next 24 hours. A tonic can only affect the botanist herself; it has no potency if imbibed by another individual or if it is not consumed immediately upon being concocted. A botanist knows how to concoct three types of tonics, and can choose the type she wishes to create each morning when she begins her preparations. Her choices are:

- *Augmenter-* This tonic enhances muscle mass and stamina. Upon imbibing it, a botanist gains a +1 circumstance bonus on Climb, Jump, and Swim skill checks.
- *Detoxicant-* This tonic disperses poisonous substances. Upon imbibing it, a botanist gains a +1 circumstance bonus on Fortitude saves against poison.
- *Stimulant-* This tonic improves reaction time and mental clarity. Upon imbibing it, a botanist gains a +1 circumstance bonus on concentration checks and cannot be caught flat-footed. These bonuses increase by +1 at 5th level, and every five botanist levels thereafter, to a maximum of +5 at 20th level. This ability replaces solo tactics.

**Balms (Su):** By combining healing herbs (which can be found in any natural setting, along the side of roads, or even in backyards) and a bit of divine energy, a botanist can create a healing salve.

Balms are prepared in conjunction with tonics each morning at dawn, retain their efficacy for 24 hours, and are activated when a botanist simultaneously anoints a creature with the balm (this requires one free hand) and speaks a word

of blessing. Employing a balm is a standard action that provokes an attack of opportunity. If a botanist wants to use a balm without provoking any attacks of opportunity, she must make a concentration check (DC 15 + 1/healing dice of the balm) to succeed. If she fails, she can not empower the balm and loses the use of that balm for the day.

At 2nd level, a botanist can create a number of balms equal to 1/2 her botanist level + her Wisdom modifier. Each balm a botanist administers heals a number of hit point damage equal to 1d8 + her Wisdom modifier. At 6th level, and every three levels thereafter, a balm heals +1d8 additional points of damage, to a maximum of 6d8 + her Wisdom modifier at 18th level.

Each balm also has the power to remove certain conditions at various levels in addition to curing hit points; these additional curative properties are cumulative. At 9th level, a botanist's balm removes the fatigued and sickened conditions. At 15th level, a botanist's balm removes the nauseated and stunned conditions.

This ability replaces detect alignment and all teamwork feats.

**Psychotropic Spittle (Su):** At 5th level, as a standard action that does not provoke an attack of opportunity, a botanist can launch a globule of spittle as a ranged touch attack against one creature within 15 feet. If the attack is successful, the target suffers a plethora of sensations, one after the other, including ecstasy, fear, mirth, and paranoia. This sensory overload causes the target to suffer a -2 penalty on concentration checks, attack rolls, and Reflex and Will saves for 1 round. A botanist can use this ability a number of times per day equal to her Wisdom modifier. At 14th level, the penalty increases to -4. At 17th level, a botanist can activate this ability as a swift action, and the penalty increases to -6. This is a mind-affecting effect.

This ability replaces discern lies, exploit weakness, and slayer.



## FAITHFUL FIST

### MONK ARCHETYPE

Faithful fists are elite warriors who aspire to achieve perfection of mind and body through unparalleled obedience and dedication to following the tenets of their god. In an effort to emulate their god, a faithful fist tirelessly seeks greater enlightenment through the gathering of knowledge in its many forms to better combat the enemies of his god. As a reward for their strict adherence to worship regimens and unfaltering devotion, faithful fists are gifted with enhanced healing and devastating blows infused with divine power.

**A faithful fist has the following class features.**

### Special

A faithful fist must worship a single deity, and his alignment must exactly match that of his deity. This alters the monk's alignment restriction.

### Class Skills

A faithful fist loses Perform and Ride, but gains Knowledge (arcana), Knowledge (nature), and Knowledge (planes), and receives 6 skill points per level.

This alters class skills.

**Deific Healing (Su):** Beginning at 1st level, a faithful fist can heal himself of an amount of damage equal to 1d8 + his faithful fist level. Each day he can use this ability a number of times equal to 1/2 his level (minimum 1) plus his Wisdom modifier. Using this ability is a standard action, unless the faithful fist expends three uses of deific healing, in which case it is a swift action. At levels five, nine, thirteen, and seventeen, the amount of healing increases by 1d8 to a maximum of 5d8 + his faithful fist level at 17th level. At 6th level, a faithful fist can heal certain conditions with deific healing. By expending one use of this

ability, a faithful fist can either restore 1d4 points of ability damage to any combination of his affected ability scores, or remove any one of the following conditions from which he is suffering: blinded, dazzled, deafened, exhausted, fatigued, shaken, sickened, or staggered. This ability either restores HP, heals ability damage, or removes an affliction; it does not serve more than one function at a time per use.

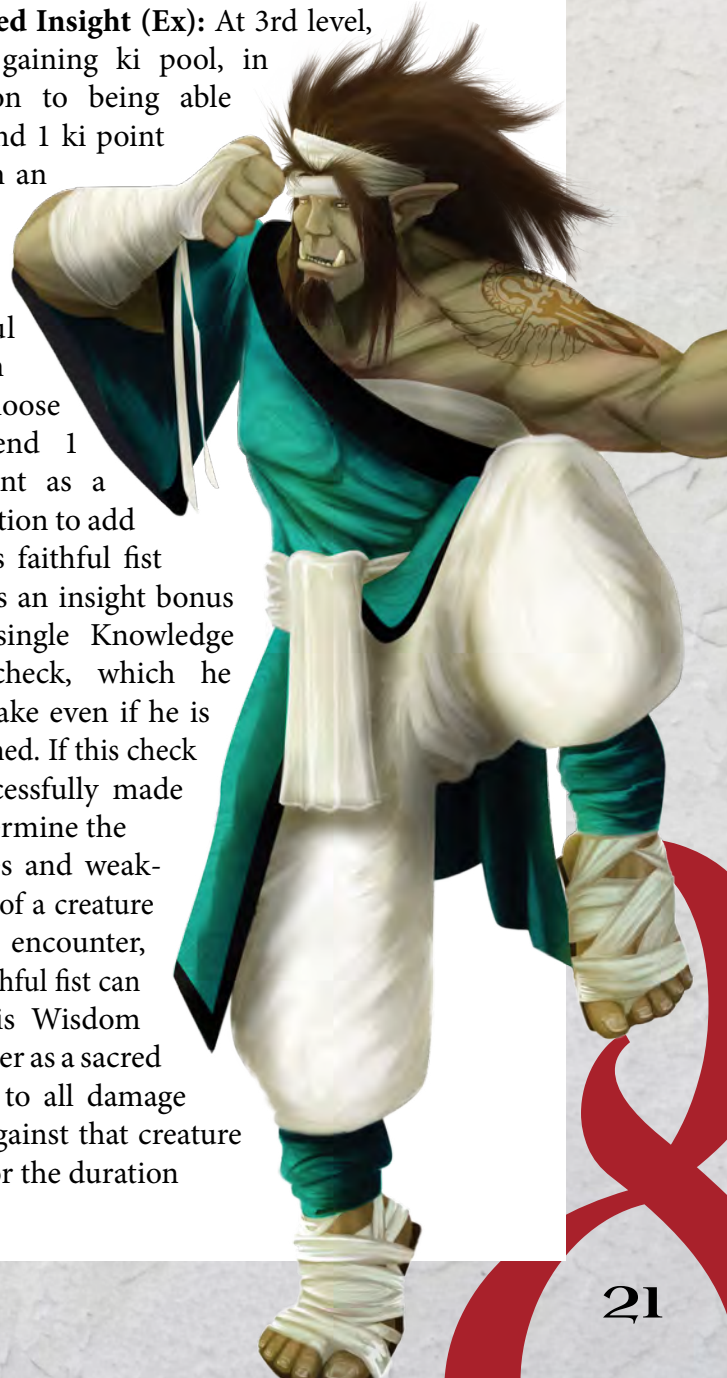
This ability replaces the bonus feat at first level, and all subsequent bonus feats.

**Ki Powers (Su):** A faithful fist can never choose wholeness of body as a ki power.

This alters ki powers.

**Inspired Insight (Ex):** At 3rd level, when gaining ki pool, in addition to being able to spend 1 ki point to gain an

extra attack, a faithful fist can also choose to spend 1 ki point as a free action to add 1/2 his faithful fist level as an insight bonus to a single Knowledge skill check, which he can make even if he is untrained. If this check is successfully made to determine the abilities and weaknesses of a creature in an encounter, the faithful fist can add his Wisdom modifier as a sacred bonus to all damage rolls against that creature type for the duration



of the encounter.

This ability alters ki pool.

**Disciplined Disciple:** At 5th level, a faithful fist can choose to gain an additional use of deific healing, and add an additional 1d8 hit points to the amount of hit points healed with the deific healing ability in lieu of selecting a style strike. Once made, this choice is permanent, and can not be changed. A faithful fist can make this substitution at any level he would normally gain a style strike.

This ability alters style strike.

## FOCUSED FANG

### DRUID ARCHETYPE

Vigilant protectors, focused fangs are highly specialized members of the Druids of the Fang order who dedicate themselves to eradicating creatures that threaten nature with arson, overhunting, or wasteful tree felling. Eschewing variation, these focused individuals choose to emulate the cougar in its purest form, and thus become true masters of the night hunt, removing threats with grace, power, precision, and swiftness.

**A focused fang has the following class features.**

### Class Skills

A focused fang exchanges Handle Animal and Ride for Acrobatics and Stealth. This alters a druid's class skills.

**Spontaneous Casting:** A focused fang can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. A focused fang cannot spontaneously cast summon nature's ally spells.

This alters spontaneous casting.

**Predatory Instinct:** A focused fang must choose the predator\* domain as her nature bond. She

may not choose an animal companion or any other domain. A focused fang can never gain an animal companion from another class, feat, or any other circumstance.

This alters nature bond.

**Feline Agility (Ex):** At 1st level, a focused fang gains a +2 bonus on Acrobatics and Stealth checks.

This ability replaces nature sense.

**Predatory Stride (Ex):** At 1st level, a focused fang gains a +10 foot enhancement bonus to her land speed, which increases to +20 feet at 9th level, and +30 feet at 15th level.

This ability replaces wild empathy, venom immunity, and timeless body.

**Night Prowler (Ex):** At 3rd level, a focused fang gains track as the ranger ability of the same name.

This ability replaces trackless step.

**Bestial Strike (Su):** At 4th level, at will, a focused fang can extend her canines as a swift action to gain a primary bite attack which deals 1d6 points of bludgeoning, piercing and slashing damage (1d4 if she is Small). If she uses this attack in concert with a manufactured weapon attack, the bite acts as a secondary natural attack instead. At 6th level, a focused fang's natural attacks made with this ability are considered magic for the purpose of bypassing damage reduction. At 10th level, a focused fang's natural attacks from this ability gain a +1 enhancement bonus on attack and damage rolls, which increases to +2 at 14th level, and +3 at 18th level. At 12th level, a focused fang can extend her nails in the same manner as her canines to gain two natural secondary claw attacks which deal 1d4 points of piercing and slashing damage (1d3 if she is Small). (These attacks gain the same enhancement bonus as her bite attack.) At 16th level, a focused fang's bestial strikes are considered adamantite for the purpose of bypassing damage reduction, and the critical multiplier becomes x3. At 20th level, a focused fang is so precise with her bestial



strike that she uses her druid level in place of her base attack bonus on attack rolls when using this ability.

This ability replaces wild shape and all of its iterations.

**Empowered Strikes (Sp):** At 9th level, a focused fang can cast *strong jaw*<sup>APG</sup> as a spell-like ability as per the spell, with the following modifications; its casting time is a swift action, with a target of self only. A focused fang can use this spell-like ability a number of times per day equal to her Wisdom modifier.

This ability replaces venom immunity and timeless body.

**Scent (Ex):** At 13th level, a focused fang gains the scent ability.

This ability replaces a thousand faces.

## NATURE SENTRY

### CLERIC ARCHETYPE

Nature sentries are part of a small, lesser known sect of clerics, that rather than revere a specific deity, instead dedicate themselves to the tenet that nature provides the sustenance which allows all creatures to thrive, and therefore must be protected, preserved, and cherished. When it becomes necessary to unearth and remove a pernicious threat to nature's design, the nature sentry wastes no time employing her divinely gifted spells and abilities to eradicate the threat.

**A nature sentry has the following class features.**

### Class Skills

A nature sentry adds Climb, Knowledge (geography), Stealth, and Survival to her list of class skills, and deletes Knowledge (nobility). In addition, a nature sentry receives 4 skill ranks per level.

This alters class skills.

**Weapon Proficiency:** Nature sentries are proficient with all simple weapons. They are not proficient with a deity's favored weapon; instead, they can add either longbow or scythe to their weapons of proficiency. This alters weapon proficiency.

**Domains:** A nature sentry receives only one domain which she must select from among the druid animal and terrain<sup>UM</sup> domains, as well as the air, animal, earth, plant, predator, water, and weather domains rather than the typical domains available to clerics. This alters domains.

**Nature Affinity:** At 1st level, a nature sentry adds all 0-level spells from the druid spell list to her cleric spell list. In addition, she selects two 1st level spells from the druid spell list and adds them to her cleric spell list. At 5th level, and every odd-numbered level thereafter, a nature sentry selects two additional spells from the druid spell list which must be at least one level lower than the highest level cleric spell she is able to cast (with the exception of 19th level, at which time she may select ninth level druid spells).

This alters spells.

**Green Casting:** A nature sentry has two options for channeling stored spell energy; she can channel stored spell energy into healing spells of the appropriate level that she has not prepared ahead of time, as well as into any of the druid spells gained from her nature affinity ability. This alters spontaneous casting.

**Seasonal Channeling (Su):** At 3rd level, a nature sentry learns how to use channel energy in additional ways; she gains the ability to channel the blistering heat of summer or the frigid cold of winter. She can choose either option each time she uses the ability. By expending three uses of channel energy, a nature sentry can inflict either fire or cold damage (equal to the amount of healing she would normally produce with channel energy) upon her targets in lieu of healing hit point damage. Creatures in the area of effect can make

a Fortitude save (DC = 10 + 1/2 nature sentry level + Wisdom modifier) to halve the damage.  
This alters channel energy.



# NEW SPELLS



## NEW SPELLS

Below are a series of new spells for use in your campaigns, subject to your Game Master's approval.

### BLESSING OF THE FEY

**School** abjuration; **Level** druid 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** 10 mins./level  
**Saving Throw** Will negates; **Spell Resistance** yes (harmless)  
 You gain DR 5/cold iron.

### HAMSTRING INFIDEL

**School** enchantment (compulsion) [mind-affecting]; **Level** inquisitor 3  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** 1 creature with one or more legs  
**Duration** 1 round/level  
**Saving Throw** Will none; **Spell Resistance** yes  
 If you succeed on a ranged touch attack, the affected creature believes its calf has been severed and experiences extreme pain which inhibits its ability to function and ambulate properly; it moves at half speed (round down to the next 5-foot increment), takes a -1 penalty on attack rolls and Reflex saves, and loses all dodge bonuses to AC.

### MULE MIND

**School** abjuration; **Level** cleric 2, druid 2, inquisitor 2, ranger 1, shaman 2, sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (shaving from a mule's hoof)  
**Range** touch  
**Target** creature touched  
**Duration** 10 mins./level  
**Saving Throw** Will negates; **Spell Resistance** yes (harmless)  
 This spell grants the recipient a +2 morale bonus on Will saves, as well as a +4 bonus on its CMD verses bull rush or overrun maneuvers.

### SCATHING SERMON

**School** enchantment (compulsion); **Level** cleric 5, inquisitor 4  
**Casting Time** 1 standard action  
**Components** V, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** creature touched  
**Duration** 1 round/level  
**Saving Throw** Will partial; **Spell Resistance** yes  
 You cause your target to remember every improper deed they have ever committed, from minor slights and fibs to the most heinous of transgressions, causing it extreme mental anguish. Your target must succeed on a Will save or gain the stunned condition. A successful save causes the target to be staggered for 1 round instead. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

### SCOURGE OF SUMMER

**School** transmutation; **Level** druid 1, shaman 1, sorcerer/wizard 1, witch 1  
**Casting Time** 1 standard action  
**Components** V, S, M (bit of dried up corn husk)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one living creature  
**Duration** 1 round/level  
**Saving Throw** Will none; **Spell Resistance** no  
 A successful ranged touch attack causes the target to experience a blast of intense heat, imparting the fatigued condition as though suffering from heatstroke for the duration of the spell. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.



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# Manifest Destiny

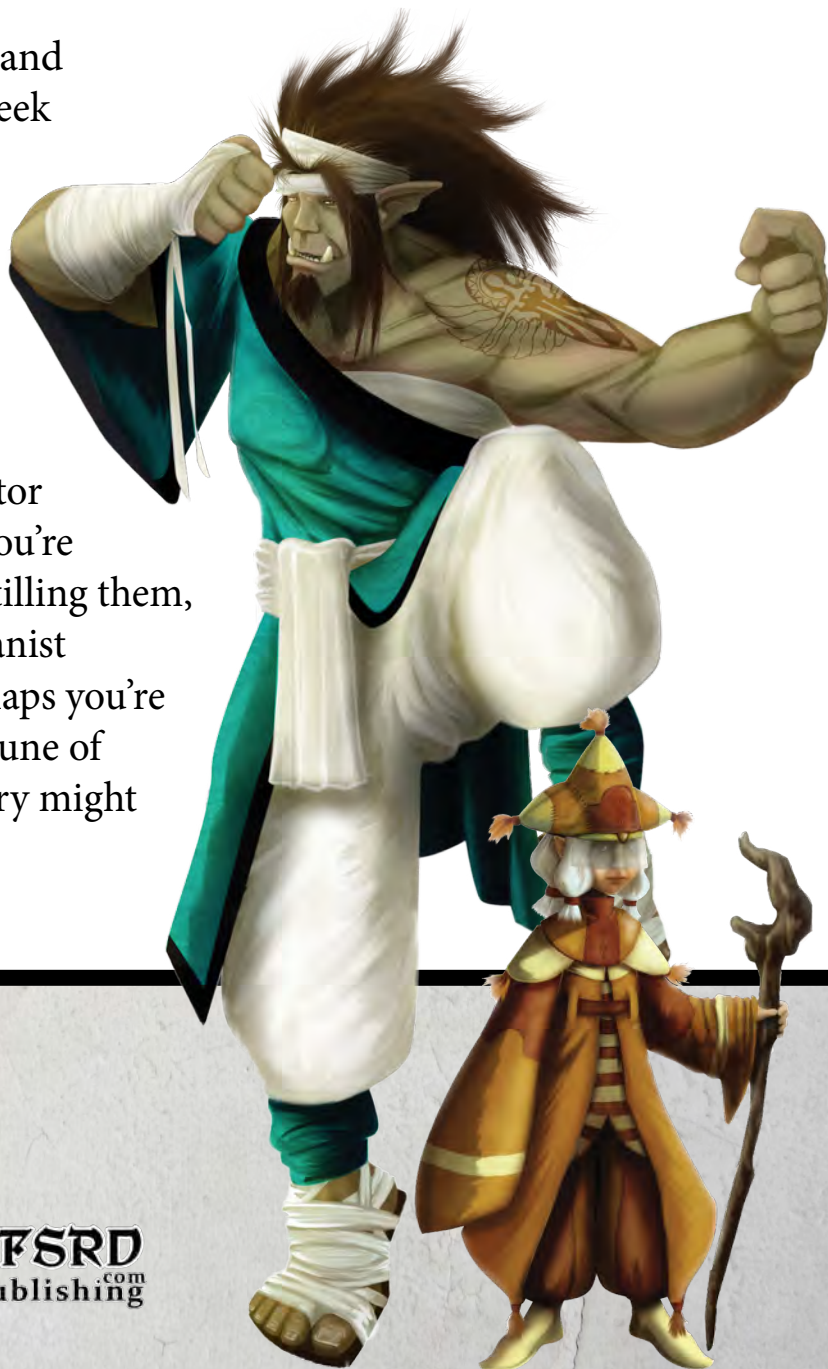
domains & devotions

BOOK  
ONE

Welcome to **Manifest Destiny, Book 1: Domains & Devotions!**

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Inside this book, you'll find new domains, new mysteries, and new archetypes for use in your campaigns. Perhaps you want to be a feral cleric, roaming the wilds, hunting down the weak? The Predator domain has you covered. Perhaps you're a peaceful sort, picking flowers, distilling them, and healing the wounded? The Botanist archetype can sort you out. Or perhaps you're a trickster, delighting in the misfortune of others and then the Mischief mystery might just be for you.



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